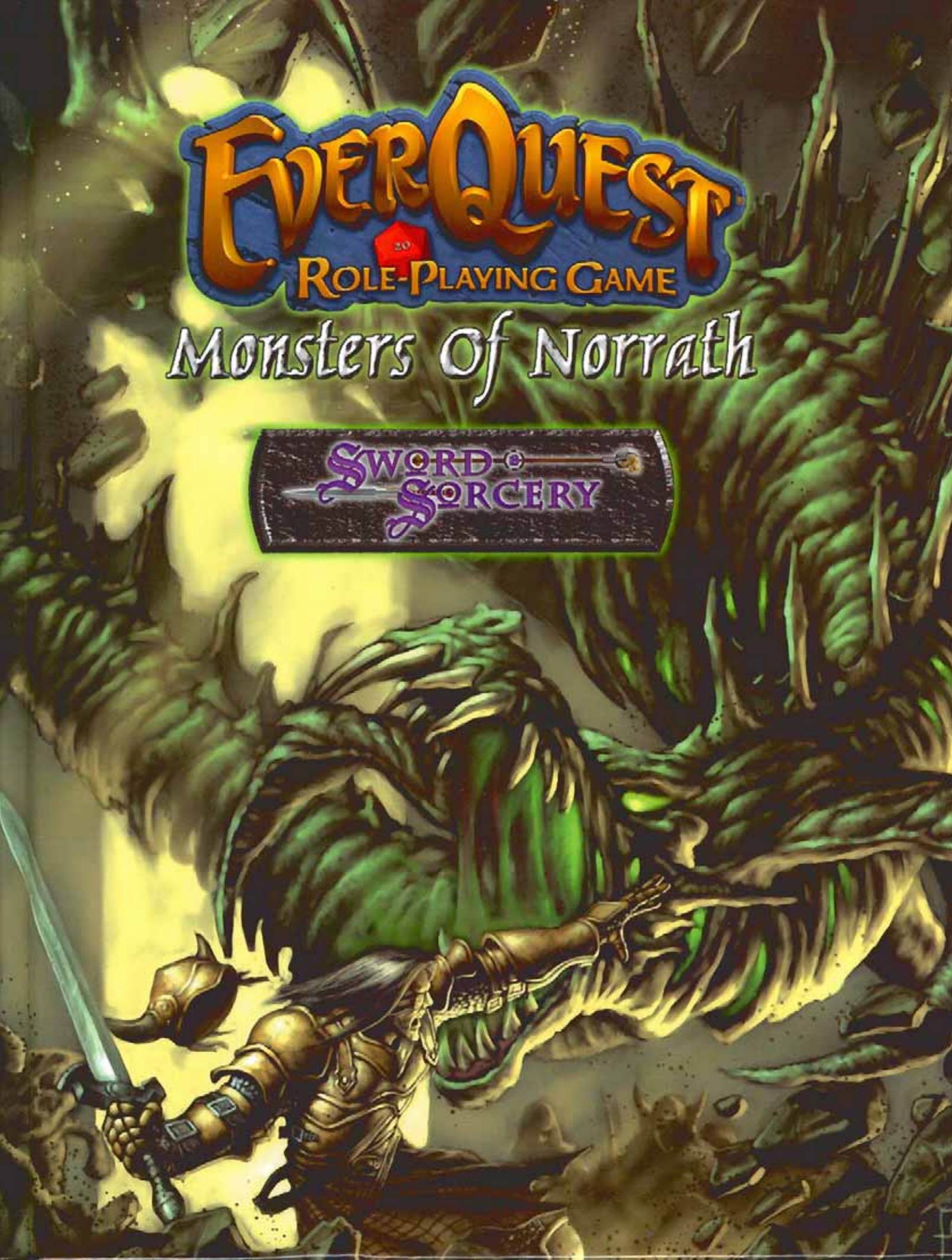
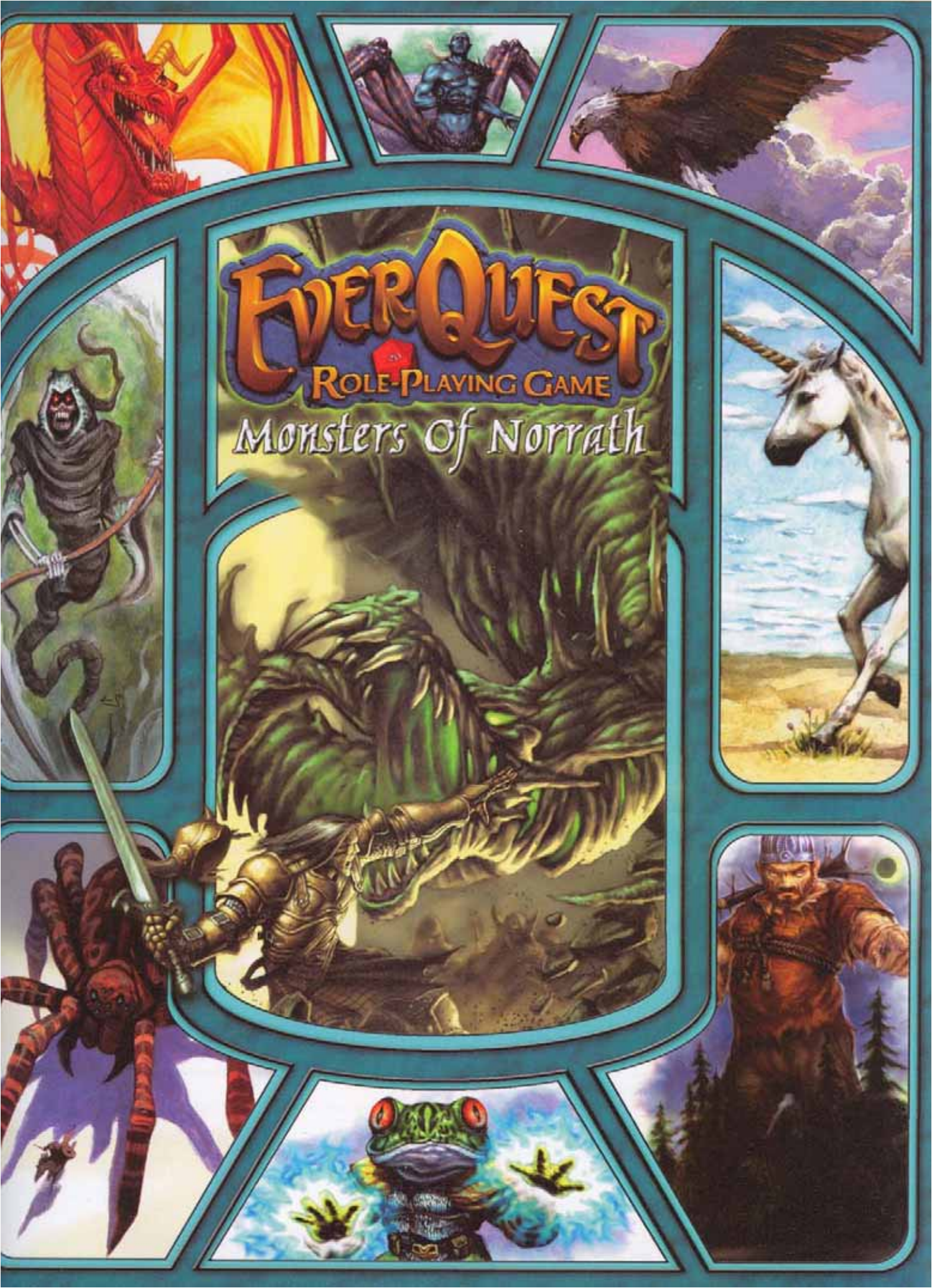

EverQuest
Role-Playing Game
Monsters Of Norrath
Sword & Sorcery


EverQuest
Role-Playing Game
Monsters of Norrath

Credits

Authors: Joseph D. Carriker, Jennifer Clarke Wilkes, Carl Gilchrist, Angel Leigh McCoy, Jeff Quick, and Owen K.C. Stephens

Developers: Scott Holden-Jones, Stephan Wieck and Stewart Wieck

Editors: Scott Holden-Jones and Mike Johnstone

Art Director: Richard Thomas

Layout and Typesetting: Ron Thompson

Cover Artist: Matthew Wilson

Interior Artists: John Bridges, Steve Ellis, Anthony Hightower, Jeff Holt, Llyn Hunter, Mark Jackson, Jeremy Jarvis, Brian LeBlanc, Ken Meyer, Jr., Jim Nelson, William O'Connor, Michael Phillippi, Eric Polak, Mark Smylie, Larry Snelly, James Stowe and Kieran Yanner

Front & Back Cover Designer: Ron Thompson

Special Thanks: Daniel Enright and Scott McDaniel and also Cindy Bowens, Scott McDaniel (Art Director), and Steve Weiss at Sony Online Entertainment for their help.

Playtesters: Larry "Elorienestriel" Barber, Andrew Bates, Nathaniel Bennett, R. Jason "Aurvang" Boss, Chris "Gideon" Camac, Lisa Charlton, Jascha Cohen, Brad Gunnels, Jeff Holt, Conrad Hubbard, Vince Kingston, Rikki Kingston, Scott Kunian, Tony Mambuca, Chris McDonough, Weatherly "Arydiel" Morgan, Dean Otts, Glen "Felwar" Roames, Scott "Myrryn" Rogers, Steve Serbeck, Mike Tinney and Fred Yelk

Thanks to Josh Adams, Dave Cooke, Dan Hirsch, and Charlie Tyson for lending their expertise.





SOE™

SONY ONLINE ENTERTAINMENT

Get the latest information on the *EverQuest Role-Playing Game* and lots of free downloads at:

www.EQrpg.com

Distributed for Sword and Sorcery Studio by White Wolf Publishing, Inc.

This printing of **EverQuest Role-Playing Game: Monsters of Norrath** is done under version 1.0 and/or draft versions of the Open Game License and the System Reference Document by permission from Wizards of the Coast. Subsequent printings of this book will incorporate final versions of the license, guide, and document. See the Open Game License Appendix of this book for more information.

Some portions of this book that are delineated Open Game Content (OGC) per the Open Game License appendix, originate from the System Reference Document ©1999, 2000, 2001, 2002 Wizards of the Coast, Inc. The remainder of these OGC portions of this book is hereby added to Open Game Content, and if so used, should bear the COPYRIGHT NOTICE "**EverQuest Role-Playing Game: Monsters of Norrath**" Copyright 2002, Sony Computer Entertainment America Inc"

All contents of this book are copyrighted year 2002 by Sony Computer Entertainment America Inc.. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purpose of review or use of OGC consistent with the OGL.

EverQuest is a registered trademark and "It's Your World Now" is a trademark of Sony Computer Entertainment America Inc.. SOE and the SOE logo are trademarks of Sony Online Entertainment, Inc.

Sword and Sorcery, Sword and Sorcery Studio, the Sword and Sorcery logo, and White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

PRINTED IN CANADA



Contents

Credits 2

Introduction 5

Monsters

Abhorrent 19
Allizewsaur 20
Amygdalan Knight 21
Avatar of Fear 22
Aviak 23
Bixie 24
Bloodsapper 25
Boogeyman 26
Brontotherium 27
Brownie 28
Brute 29
Bulthar 30
Burynai 31
Cazic-Thule 32
Centaur 34
Chetari 35
Chokidai 36
Cloaked Dhampyre 37
Clockwork 38
Cockatrice 39
Cold Shade 40
Dark Necromancer 41
Deathly Warrior 43
Drachnid 45
Dragons 47
Dragon, Chromadrac 49
Dragon, Dozekar the Cursed 50
Dragon, Dracoliche 52
Dragon, Lady Vox 53
Dragon, Trakanon 55
Dragon, Zlandicar 57
Drake 58
Drolvarg 60
Elemental, Bejeweled 62
Elemental, Lava 63
Elemental, Slime 63
Elemental, Steam 64
Erollisi Bloodthorn 65
Evil Eye 66
Fae Drake 67
Faerie 68
Festering Hag 69
Fire Imp 70
Flighty Fiend 71
Froglok 72
Gargoyle 79
Geonid 80
Ghoul Magus 81
Giant 82
Gnawer 88
Gnoll 89
Goblin 92
Goo, Smoldering 96
Gorge Hound 97
Gorge Minotaur 98
Gorgón 99
Graniteback 99
Griffon 100
Gust of Wind 102
Harbringer 104
Haze Panther 105
Holgresh 106
Hungry Cube 107
Iron Guardian 108
Jack-O-Lantern 109
Koalindl 110
Kobold 111
Lava Beetle 113
Lava Duct Crawler 113
Mermaid 114
Muddite 115
Orc 116
Othmir 119
Pledge Familiar 120
Priest of Discord 121
Quillmane 122
Racnar 123
Reanimated Hand 124

Risen Commander 124
Sarnak 126
Scaled Wolf 127
Seafury Cyclops 128
Seahorse 130
Shadowed Man 131
Skeleton, Dark-Boned 133
Skeleton, Dry-Bone 133
Skeleton, Ice-Bone 134
Sonic Bat 134
Spiritling (Willowisp) 135
Sporali 137
Stone Spider 138
Terror 139
Terrorantula 141
Thought Bleeder 141
Tiger Raptor 142
Tizmak 143
Ulthork 144
Unicorn 145
Velketor's Experiment 146
Venomwing 147
Vortex Weaver 148
Whirling Dervish 149
Will Sapper 150

Appendix One: Template Creatures 152
Corrupted 152
Dark Assassin 153
Diseased 155
Ghoul 155
Skeleton 158
Werebat 160

Appendix Two: Animals 162
Bat 162
Bear 169
Caiman 165
Crocodile 165
Dog 166
Eagle 167
Elephant 168
Fish 169
Lion 170
Rat 171
Snake 172
Tiger 173
Wolf 175

Appendix Three: Vermin 177
Beetle, Fire 177
Beetle, Giant 178
Beetle, Klicnik 179
Leech 180
Spider 181
Wasp 183

Appendix Four: Pets 185
Animation 185
Elemental 188
Familiar 199
Skeletal Companion 201
Spirit Bear 205
Spirit Wolf 205
Warder 207

Appendix Five: Open Game License 211
The Burning Dead (Part Two) 212







Introduction

The world of Norrath is populated not just by the boldest of heroes. Hundreds of creatures, from the most inconsequential of animals to the most murderous of beasts, also inhabit Norrath. These creatures are not merely things to kill, however — they help to define the world in which they live, the world in which your characters adventure.

The entries in *Monsters of Norrath* are listed alphabetically, followed by appendices on special categories of creatures such as animals and vermin, which are collected together for easier reference. What follows is a run-down on how to read and use the monsters as they are presented in this and subsequent tomes.

Main Statistics Block

This text contains basic game information on the creature and how it is described in the rules of the *EverQuest Role-Playing Game*.

Name

This entry indicates the name by which the creature is generally known.

Size

This entry indicates the creature's size. There are nine size categories, each one affecting the creature's AC and Attack Modifier, as well as indicating the creature's dimensions and weight to some degree.

Type

Each creature has a "type" that indicates which creatures have similar characteristics. The creature's type can, among other aspects, determine how it is affected by certain spells. The creature's type also indicates what game statistics it has, including hit dice, base attack bonus, saving throws, skill points, and feats. The creature types are:

Creature Sizes

Size	AC/Attack Modifier	Dimension*	Weight**
Fine	+8	6 in. or less	1/8 lb. or less
Diminutive	+4	6 in. - 1 ft.	1/8 lb. - 1 lb.
Tiny	+2	1 ft. - 2 ft.	1 lb. - 8 lb.
Small	+1	2 ft. - 4 ft.	8 lb. - 60 lb.
Medium	+0	4 ft. - 8 ft.	60 lb. - 500 lb.
Large	-1	8 ft. - 16 ft.	500 lb. - 4,000 lb.
Huge	-2	16 ft. - 32 ft.	4,000 lb. - 32,000 lb.
Gargantuan	-4	32 ft. - 64 ft.	32,000 lb. - 250,000 lb.
Colossal	-8	64 ft. or more	250,000 lb. or more

*Biped's height, quadruped's body length (nose to base of tail).
**Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more, for instance, while a gaseous creature will weigh much less.

Aberration: A creature of bizarre physiology, strange abilities, or alien mindset (or all three), an aberration is usually quite strange and horrid to behold. An evil eye is an example of an aberration in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throw:* Will.
- *Skill Points:* +2 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Vision:* Unless otherwise noted, most aberrations have ultravision.

Animal: These are the normal animals that appear naturally in the ecosystem and do not wield strange powers or sentience. Animals are usually vertebrates (see Vermin for other, normal invertebrates). A black bear is an example of an animal in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Usually Fortitude and Reflex.
- *Skill Points:* 10-15.
- *Feats:* Nil.
- *Intelligence:* All animals have an Intelligence of 1 or 2.
- *Vision:* Unless otherwise noted, all animals have low-light vision.

Beast: A beast is a non-historical creature with a reasonable anatomy and no unusual or magical abilities. A gorge hound is an example of a beast in Norrath.

- *Hit Die:* d10.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Fortitude and Reflex.
- *Skill Points:* +1 per extra HD.
- *Feats:* Nil.
- *Vision:* Unless otherwise noted, beasts have both low-light vision and ultravision.

Construct: Constructs are animated objects or artificially constructed creatures. Clockworks are examples of constructs in Norrath.

- *Hit Die:* d10.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Nil.
- *Skill Points:* Nil.
- *Feats:* Nil.
- *Construct Traits:* Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and any effect that targets a living creature. Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save, unless the effect targets objects. A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be resurrected or otherwise brought back to "life."
- *Vision:* Unless otherwise noted, constructs have ultravision.

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Lady Vox is an example of a dragon in Norrath.

- *Hit Die:* d12.
- *Attack Bonus:* Total HD.
- *Good Saving Throws:* Fortitude, Reflex, Will.
- *Skill Points:* +6 (+ Intelligence modifier) per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Dragon Traits:* Dragons are immune to charm, fear, hypnotism, mesmerization, sleep, and paralyzation effects. Certain types of dragons may gain other immunities, as described in each dragon variety's description. Dragons also have several other special traits as better described in the dragons section of this book.
- *Vision:* Unless otherwise noted, dragons have low-light vision and ultravision.

Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. The bejeweled elemental is an example of an elemental in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Variable by type — Reflex (Air, Fire), Fortitude (Earth, Water).
- *Skill Points:* +2 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Elemental Traits:* Elementals are immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. A slain elemental cannot be resurrected or otherwise brought back from the dead.
- *Vision:* Unless otherwise noted, elementals have ultravision.

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped (but not necessarily Medium-size). A brownie is an example of a fey in Norrath.

- *Hit Die:* d6.
- *Attack Bonus:* Total HD x 1/2.
- *Good Saving Throws:* Reflex and Will.
- *Skill Points:* +2 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Vision:* Unless otherwise noted, fey have low-light vision.

Giant: A giant is a humanoid creature of great strength, usually of at least Large size. A hill giant is an example of a giant in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throw:* Fortitude.
- *Skill Points:* +1 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Weapon Proficiency:* Giants are proficient with all simple weapons and with any weapons listed in their entries.
- *Vision:* Unless otherwise noted, giants have ultravision.

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities and usually are Small or Medium-size. Most humanoid creatures also have a subtype modifier based on their race, such as goblin or kobold. Orcs are an example of a humanoid in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Variable (Fortitude or Reflex or Will).
- *Skill Points:* +1 per extra HD.
- *Feats:* +1 per 4 extra HD.

Magical Beast: Magical beasts are similar to beasts but have supernatural or extraordinary abilities. The haze panther is an example of a magical beast in Norrath.

- *Hit Die:* d10.
- *Attack Bonus:* Total HD.
- *Good Saving Throws:* Fortitude and Reflex.
- *Skill Points:* +1 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Vision:* Unless otherwise noted, magical beasts have low-light vision and ultravision.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural

abilities. A gorge minotaur is an example of a monstrous humanoid in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD.
- *Good Saving Throws:* Reflex and Will.
- *Skill Points:* +2 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Weapon Proficiency:* Monstrous humanoids are proficient with all simple weapons and with any weapons listed in their entries.
- *Vision:* Unless otherwise noted, monstrous humanoids have ultravision.

Ooze: An ooze is an amorphous or mutable creature. The smoldering goo is an example of an ooze in Norrath.

- *Hit Die:* d10.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Nil.
- *Skill Points:* Nil.
- *Feats:* Blindsight.
- *Ooze Traits:* Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. They have no Intelligence scores and are therefore immune to all mind-influencing spells and effects. Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown in the table "Bonus Ooze Hit Points."
- *Vision:* Oozes are blind but have the blindsight special quality.

Bonus Ooze Hit Points

Ooze Size	Bonus Hit Points
Small	5
Medium-size	10
Large	15
Huge	20
Gargantuan	30
Colossal	40

Outsider: An outsider is a non-elemental creature that comes from another dimension, reality, or plane such as the Plane of Hate or the Plane of Fear. The amygdalan knight is an example of an outsider in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD.
- *Good Saving Throws:* Fortitude, Reflex, Will.
- *Skill Points:* +8 (+ Intelligence modifier) per extra HD.
- *Feats:* +1 per 4 total HD.
- *Outsider Traits:* A slain outsider cannot be resurrected or otherwise brought back to life.
- *Vision:* Unless otherwise noted, outsiders have ultravision.

Plant: This type comprises vegetable creatures. The erollisi bloodthorn is an example of a plant in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throw:* Fortitude.
- *Skill Points:* Nil.
- *Feats:* Nil.
- *Plant Traits:* Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing spells and effects.

Shapechanger: This type of creature has a stable body but can assume other forms. The werebat is an example of a shapechanger in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throws:* Fortitude, Reflex, Will.
- *Skill Points:* +1 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Vision:* Unless otherwise noted, shapechangers have ultravision.

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. The skeletal monk is an example of undead in Norrath.

- *Hit Die:* d12.
- *Attack Bonus:* Total HD x 1/2.
- *Good Saving Throw:* Will.
- *Skill Points:* +2 per extra HD.
- *Feats:* +1 per 4 extra HD.
- *Undead Traits:* Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects that must target a living creature (but not all necromancer spells), and they ignore mind-influencing spells and effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save, unless such an effect targets objects. An undead spellcaster uses its Charisma modifier when making Channeling checks. Undead with no Intelligence scores cannot heal damage on their own, though they can be healed. Negative energy (such as from an *inflict wounds* spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Intelligence score. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Spells that return a target to life, such as *resurrection*, fail when used on undead.
- *Vision:* Unless otherwise noted, undead have ultravision.

Vermin: This type includes insects, arachnids, arthropods, worms, and similar invertebrates. The fire beetle is an example of vermin in Norrath.

- *Hit Die:* d8.
- *Attack Bonus:* Total HD x 3/4.
- *Good Saving Throw:* Fortitude.
- *Skill Points:* 10-12.
- *Feats:* Nil.
- *Vermin Traits:* Vermin have no Intelligence scores and so are immune to all mind-influencing spells and effects. Poisonous vermin get a bonus to the DC for their poison based on their size, as per the "Venomous Vermin" table.
- *Vision:* Unless otherwise noted, vermin have ultravision.

Venomous Vermin

Vermin Size	Poison DC Bonus
Medium-size	+2
Large	+4
Huge	+6
Gargantuan	+8
Colossal	+10

Subtype

Some creatures have a "subtype," which is noted after their type: for instance, "Dragon (Fire)." These subtypes further define what kind of being the creature is, including giving additional abilities. Some of these subtypes are:

• **Cold:** A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

• **Fire:** A "fire" creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

• **Incorporeal:** Incorporeal creatures can only be harmed by other incorporeal creatures; by +1 or better weapons; or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source — except for a force effect (spells with the [force] descriptor, for example). Incorporeal creatures move in any direction, including up or down, at will; they do not need to walk on the ground. Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the *ghost touch* ability. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Hit Dice

This line gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature's average hit points. A creature's Hit Dice total is also its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line shows the creature's modifier to initiative rolls. A parenthetical note tells from where the modifier comes.

Speed

This line gives the creature's tactical speed. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

Attacks

This line gives all the creature's physical attacks, whether with natural or manufactured weapons.

Natural Weapons: A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks with natural weapons. The first entry is for the creature's primary weapon. The remaining weapons are secondary and have a -5 penalty to the attack bonus, no matter how many there are. Creatures with the Multiattack feat suffer only a -2 penalty to secondary attacks.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20. Unless noted otherwise, creatures deal double damage on critical hits.

Damage

This line shows the damage each of the creature's attacks deals.

If any attacks also cause some special effect other than damage (such as poison or disease), that information is given here.

Natural weapons have types just as other weapons do. The most common are summarized below.

• **Bite:** The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

• **Claw or Rake:** The creature rips with a sharp appendage, dealing piercing and slashing damage.

• **Gore:** The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

• **Slap or Slam:** The creature batters opponents with an appendage, dealing bludgeoning damage.

• **Sting:** The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Face/Reach

Written in the format [feet] by [feet]/[feet]. The numbers before the slash show the creature's fighting space (width first, length second). The number after the slash indicates the creature's natural reach.

Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

See **Special Abilities and Qualities**, below, for specifics.

Special Qualities

This line gives all the creature's special qualities, in the order they are most likely to be used. If the creature has no special qualities, this line does not appear. Details of the most common special qualities are provided here.

See **Special Abilities and Qualities**, below, for specifics.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Skills

This line lists all the creature's skills by name along with each skill's modifier.

A creature's type and Intelligence score determine the number of skill points it has. Some creatures receive bonus skill points for having Hit Dice in excess of what is normal for creatures of their size, as listed in the accompanying table.

The "Skills" section of the creature's descriptive text recaps racial and other bonuses for the sake of clarity; these bonuses should not be added to the listed skill scores unless otherwise noted. An asterisk (*) beside the relevant score and in the "Skills" section indicates a conditional adjustment.

Feats

This line lists all the creature's feats by name, including some feats more specific to monsters, such as:

Flyby Attack [Combat]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard or attack action at any

Skills by Type

Type	Base Skill Points	Bonus Skill Points
Aberration	2 x Int score	+2/EHD*
Animal	10 - 15	nil
Beast	2 x Int score	+1/EHD
Construct	Nil	Nil
Dragon	(6 + Int mod) x HD	Nil
Elemental	2 x Int score	+2/EHD
Fey	3 x Int score	+2/EHD
Giant	6 + Int mod	+1/EHD
Humanoid	6 + Int mod	+1/EHD
Magical beast	2 x Int score	+1/EHD
Monstrous humanoid	2 x Int score	+2/EHD
Ooze	Nil	Nil
Outsider	(8 + Int mod) x HD	Nil
Plant	Nil	Nil
Shapechanger	2 x Int score	+1/EHD
Undead	3 x Int score	+2/EHD
Vermin	10 - 15	Nil

*EHD: Extra Hit Die. To calculate EHD, subtract 1 from the creature's total Hit Dice if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. Treat results less than zero as zero.

point during the move, thus allowing it to move, attack, and then complete its move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes its attack action either before or after its move.

Multiattack [Combat]

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Multidexterity [General]

Prerequisite: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature that uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands: for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting [Combat]

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See **"Attacking with Two Weapons"** in Chapter 12: Combat of the *EverQuest: Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Special Ability Focus [General]

Prerequisite: Possess any special attack or quality.

Benefit: A creature with this feat increases the potency of one of its special abilities, giving the ability a +2 to the DC for saving throws to resist it.

Special: The creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a new ability.

Spell-Like Ability Focus [General]

Prerequisite: Possess any spell-like ability.

Benefit: A creature with this feat increases the potency of its spell-like abilities of a specific school of magic (i.e., Abjuration or Divination; see the *EverQuest: Player's Handbook*, page 183), increasing the DC for saving throws to resist such abilities by +2.

Special: The creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a new school of magic.

Secondary Statistics Block

This section contains non-combat related information about the monster, including where it dwells, in what numbers it travels, and how difficult it can be to defeat.

Climate/Terrain

This entry describes the locales where the creature is most often found.

- **Cold:** Arctic and subarctic climes. Any area that has winter conditions for the greater portion of the year is cold.
- **Temperate:** Any area that has alternating warm and cold seasons.
- **Warm:** Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.
- **Aquatic:** Fresh or salt water.
- **Desert:** Any dry area with sparse vegetation.
- **Forest:** Any area covered with trees.
- **Hill:** Any area with rugged but not mountainous terrain.
- **Marsh:** Low, flat, waterlogged areas, including swamps.
- **Mountains:** Rugged terrain, higher than hills.
- **Plains:** Any fairly flat area that is not a desert, marsh, or forest.
- **Underground:** Subterranean areas.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society entry may include more details on noncombatants.

Challenge Rating

This is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Alignment

This entry gives the creature's most likely alignment. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

- **Always:** The creature is born with the listed alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. Individuals can change alignment, but such individuals are either unique or one-in-a-million exceptions.

• **Usually:** The majority (more than 50%) of these creatures have the given alignment, due either to strong cultural influences or perhaps a legacy of their origin.

• **Often:** The creature tends toward the listed alignment, either by nature or nurture, but not strongly. A plurality (40-50%) of individuals have the given alignment, but exceptions are common.

Treasure

This entry reflects how much wealth the creature owns. Treasure tables and more information on awarding treasure can be found in the *EverQuest: Game Master's Guide*.

Treasures include coins, goods, and items. Creatures can have varying amounts of each, as follows.

• **Standard:** Roll once under each type of treasure's column on the appropriate row for the creature's Challenge Rating (for groups of creatures, use the Encounter Level instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll under each treasure column two, three, or four times.

• **None:** The creature collects no treasure of its own.

• **Nonstandard:** Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

• **Fractional Coins:** Roll on the Coins column for the creature's Challenge Rating, but divide the result as indicated.

• **% Goods or Items:** The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the listed percentage. On a success, make a normal roll on the Goods or Items column (which may still result in no goods or items).

• **Double Goods or Items:** Roll twice on the Goods or Items column.

• **Parenthetical Notes:** Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "nothing" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. If an entry for Goods indicates "gems only," roll on the Goods column and treat any "art" result as "gems" instead.

Rerolling until the right sort of item appears will sometimes be necessary. For example, if a creature's "items" entry reads "nonflammables only," roll normally on the Items column. If you get a flammable item, reroll on the same table until you get a nonflammable one. If the table you rolled on contains only flammable items, back up a step and reroll until you get to a table that can give you an appropriate item.

Advancement

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. This is not an absolute limit, but exceptions are extremely rare.

Part of the suspense for experienced players when their characters encounter a monster they have faced before is not knowing how powerful a particular individual of the species might be. Advancement ranges allow Game Masters to upgrade creatures that might normally be below the characters' power level and to surprise players when a creature they expect to knock over easily instead gives them a pitched battle.

Improvement

As its Hit Dice increase, the creature's attack bonuses and saving throw modifiers might improve, and it could gain more feats and skills depending on its type.

Note that if the creature acquires a character class, it improves according to its class, not its type.

Size Increases

Creatures may become larger as they gain Hit Dice (the new size is noted parenthetically).

A size increase affects a creature's ability scores, AC, attack bonuses, and damage ratings as indicated on the "Size Increases" sidebar.

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

*Repeat the adjustment if the creature moves up more than one size category.

Creatures With Character Classes

If a creature acquires a character class, it follows the rules for multiclassing. The creature's character level equals its number of class levels plus its total base Hit Dice.

Additional Hit Dice from a character class never affect a creature's size.

Faction

This entry indicates to what faction the creature is aligned. This is marked "None" if that creature is not part of a faction or marked "Varies" if the creature can be found among more than one major faction group. See the *EverQuest: Game Master's Guide* for more information on factions.

Size Increases

Old Size*	New Size	Str	Dex	Con	Natural Armor	AC/Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium-size	+4	-2	+2	Same	-1
Medium-size	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

*Repeat the adjustment if the creature moves up more than one size. For example, if a creature advances from Medium-size to Huge size, it gains +16 Strength, -2 Dexterity, and -2 to attack bonus and Armor Class.

Description

The descriptive text opens with a short description of the monster: what it does, what it looks like, and what is most noteworthy about it.

Combat

This section describes how the creature fights and gives details on special attacks, special qualities, skills, and feats.

Special Abilities and Qualities

Special abilities are categorized as extraordinary, spell-like, or supernatural:

• **Extraordinary Abilities (Ex):** Extraordinary abilities are nonmagical. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. Extraordinary abilities have a default action type of free action.

• **Spell-Like Abilities (Sp):** Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *cancel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities have a default action type of standard action. Spell-like abilities must have defined caster levels, and their use provokes attacks of opportunity and requires Channeling checks as if they were spells.

• **Supernatural Abilities (Su):** Supernatural abilities are magical but not spell-like. Unless otherwise noted, supernatural abilities are not subject to spell resistance or *cancel magic*. The exception is any supernatural ability which creates a damage shield effect; such effects are always subject to being dispelled (such as by *cancel magic*) unless noted otherwise in their description (use the creature's HD as its caster level for resolving dispel checks). Supernatural abilities still do not function in areas where magic is suppressed or negated, however. Supernatural abilities have a default action type of standard action.

Abilities use their default action types unless they indicate otherwise.

Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No*
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

*Unless otherwise noted in the ability's description or unless the ability is a damage shield effect.

Dispel: Can *cancel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an antimagic field or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

Ability Score Loss

Various attacks cause ability score loss, either temporary ability damage or permanent ability drain. Points lost to temporary damage return at the rate of 1 point per day (or double that if the character gets total rest) per damaged ability (in other words, if you have lost both Strength and Dexterity, you naturally regain 1 point per day of both ability scores), and spells such as *lifeforce* heal temporary damage as well. Drains, however, are permanent unless magically healed by spells such as *power of life*.

Some spells or abilities impose an effective ability score penalty, which is different from ability score loss. Any such penalty disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

The power that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

If one of a character's ability scores is reduced to zero due solely to ability damage or drain, then the following effects occur: if the character's Strength or Dexterity is zero, then she cannot move and becomes helpless; if the character's Intelligence, Wisdom, or Charisma is zero, then she falls unconscious into a coma; if the character's Constitution is zero, then she is dead.

Antimagic

An antimagic field cancels magic altogether. No supernatural ability, spell-like ability, or spell works in an area of antimagic (though extraordinary abilities still work).

Antimagic suppresses instead of cancels magic. Once a magical effect is no longer affected by the antimagic (i.e., the antimagic fades or the center of the effect moves away,), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

Some artifacts are not hampered by antimagic.

Golems and other magic constructs, elementals, outsiders, and corporeal undead still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead disappear if they enter an antimagic field. They reappear in the same spot once the field goes away.

Magic items with continuous effects do not function in the antimagic area — the continuous magical effects are suppressed while in the field.

Two antimagic fields in the same place do not cancel each other out, nor do they stack.

Blindsight

Some creatures have the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such an ability may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still cannot see ethereal creatures). This ability operates out to a range specified in the creature's description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks, but neither do blinding attacks penalize creatures using blindsight. Deafening attacks will thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum.

Breath Weapon

Using a breath weapon is typically a standard action. No attack roll is necessary. The breath simply fills its stated area. Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effects.

Breath weapons are supernatural abilities except where noted. Creatures are immune to their own breath weapons and those creatures unable to breathe can still use breath weapons.

Charm

A charm overrides the subject's free will in some way or simply changes the way the subject's mind works, making the subject obey the caster. See the spell *charm* in the *EverQuest: Player's Handbook* for more information.

Constrict

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

Some magic creatures have the supernatural ability to heal damage from weapons instantly or to ignore blows altogether as though they were invulnerable.

The number in a creature's damage reduction is the amount of hit points the creature ignores from normal attacks.

Usually, a certain type of weapon — generally, a magic weapon — can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash, then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are given in the sidebar "Damage Reduction Rankings."

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains; nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Attacks that deal no damage because of the target's damage reduction do not disrupt spells. Magical attacks and energy attacks (even mundane fire) ignore damage reduction.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Some creatures have more than one type of damage reduction ability. See "**Damage Reduction Stacking**" on p. 182 of the *EverQuest Player's Handbook* for information on how different damage reduction powers combine.

Damage Reduction Rankings

Power Rank	Weapon Type
Best	+5 enhancement bonus
2nd best	+4 enhancement bonus
3rd best	+3 enhancement bonus
4th best	+2 enhancement bonus
5th best	+1 enhancement bonus
Weakest	Silver, mithral, or other special material

Death Attacks

In most cases, death attacks allow the victim to make a Fortitude save to avoid the effect, but if the save fails, the character dies instantly.

A dead character, no matter how she died, has –10 hit points.

Disease

Diseases can have two distinct types of effects. The first is to cause hit point damage similar to other attacks. For example, a shaman casts *plague* and the victim takes hit point damage from wasting away due to the spell's effect.

The second type of disease effect is a contamination effect. When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect — his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage. The GM can roll these Fortitude saving throws for the player so that he does not know whether the disease has taken hold.

Disease resistance provides defense against damage from contamination disease effects as normal, but only against any hit point damage such diseases cause. Treat the disease as a single attack such that the character will not suffer any actual hit point loss until the disease first causes hit point damage equal to the character's disease resistance.

Contamination Disease Descriptions

Contamination diseases have various symptoms and are spread through a number of means. The characteristics of several typical diseases are summarized on Table: Diseases. The entries on this table are read as follows:

- **Disease:** The common name for the disease.
- **Infection:** The disease's method of delivery — ingested, inhaled, injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).
- **DC:** The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.
- **Incubation Period:** The time before damage begins.
- **Damage:** The temporary ability damage the character takes after incubation and each day afterward.

Diseases

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str
Cackle fever	Inhaled	16	1 day	1d6 Wis
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con

Types of Diseases

Typical diseases include the following:

- *Blinding Sickness:* This illness greatly weakens its victim. Additionally, those infected run the risk of being blinded by the disease's consumption. Each time the character takes two or more points of damage from the disease, he must also make another Fortitude save or be permanently blinded.
- *Cackle Fever:* Cackle fever causes disorientation, raging fevers, and outbursts of hideous laughter-like shrieking.
- *Mindfire:* A monstrous disease known to scour the minds of its victims, mindfire's symptoms include nightmares and a sensation like burning in the brain.
- *Mummy Rot:* A horrible decomposing contagion, mummy rot is found only in the bodies of mummies and their victims. Successful saving throws prevent damage as normal, but do not permit the victim to throw off the disease, which can only be healed magically.
- *Red Ache:* A disease that atrophies the muscles, red ache is known for turning the skin of its victims red and bloated, often making the flesh very hot to the touch.
- *The Shakes:* This disease's symptoms — involuntary twitches, tremors, and fits — are caused by the gradual degradation of motor control in its victims.

• *Slimy Doom:* A horrific fate awaits those infected with slimy doom, for it turns its victims into an infectious goo from the inside out, causing the body of its victims to break down into a viscous mass that also carries the contagion. When damaged by this illness, the character must succeed at another saving throw, or one point of temporary damage is permanent drain instead.

Healing Diseases

Use of the Heal skill can help a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal result is higher. The diseased character must be in the healer's care and must spend most of each day resting.

Diseases may also be healed magically with spells such as *cure disease*.

Characters recover points lost to ability score damage at a rate of 1 per day, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Energy Drain

Most energy drains require a successful melee attack — mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature suffers the following penalties for each negative level it has gained:

- –1 to all skill and ability checks
- –1 to attack rolls and saving throws
- –5 hit points
- –1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level)

See **"Negative Levels"** in Chapter 12: Combat of the *EverQuest: Player's Handbook* for more information on the effects of energy drain attacks.

Evasion & Improved Evasion

If subjected to an attack that allows a Reflex save for half damage, a creature with evasion takes no damage on a successful save. As with a Reflex save for any character, a creature must have room to move in order to evade. A bound creature or one in a completely restrictive area (crawling through a 2 1/2-foot wide shaft, for example) cannot use evasion.

As with a Reflex save for any character, evasion is a reflexive ability. The creature need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed saving throw the creature takes only half damage.

Fast Healing

At the beginning of each turn, the creature heals a certain number of hit points as defined in its description. Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both subdual and normal damage heals the subdual damage first. Fast healing does not restore hit points lost from starvation, thirst, or suffocation. Fast healing does not increase the number of hit points regained when a creature polymorphs.

Fast Recovery

Creatures with fast recovery have accelerated natural healing, but not as rapid as fast healing. Rather than recovering their HD in hit points for each day of rest, creatures with fast recovery heal their HD in hit points for each hour of rest. Thus, a 7 HD elemental with fast recovery heals 7 hit points of damage per hour spent resting. During this time, the recovering creature may engage in light activity such as traveling or similar activities that are not strenuous, but engaging in any fighting or tiring activity prevents the creature from recovering any hit points for that hour.

Creatures with fast recovery heal points of subdual damage at the same rate as real damage, and do so simultaneously. Thus, the 7 HD elemental above would heal 7 points of both real and subdual damage each hour.

Fast recovery cannot heal any injury that a creature without this ability could not naturally heal (e.g., grow back lost limbs or ignore starvation damage) — they simply recover hit points more quickly when recovery is possible.

Fear

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed save means that the character is *shaken*, *frightened*, or *panicked*.

- **Shaken:** Characters who are shaken suffer a –2 morale penalty to attack rolls, saves, and checks.
- **Frightened:** Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as possible, although they can choose the path of their flight. Other than this stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. If the duration of their fear continues, however, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they remain shaken).
- **Panicked:** Characters who are panicked are shaken and run away from the source of their fear as quickly as possible; in addition, they have a 50% chance to drop what they are holding. Other than running away from the source of fear, a fleeing character's path is random. A character flees from rather than faces all other dangers that confront her. Panicked characters cower if they are prevented from fleeing.
- **Becoming Even More Fearful:** Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Frightful Presence

This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer HD or levels than the creature. An affected opponent can resist the effects with a successful Will save against a DC of 10 + 1/2 frightful creature's HD + frightful creature's Charisma modifier. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

Note that dragon fear is a separate power from frightful presence in the *EverQuest Role-playing Game* and is described under the dragon section in this book.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas. Gaseous creatures cannot run, but they can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It cannot, however, pass through solid matter.

Gaseous creatures cannot attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course). Creatures in gaseous form have damage reduction 20/+1. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor),

though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing. Gaseous creatures cannot enter water or other liquid. Gaseous creatures are not incorporeal.

Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction it is moving. Even the strongest wind, however, cannot disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks

Each character within range of a gaze attack must attempt a saving throw (usually Fortitude or Will) each round at the beginning of his turn. An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains one-half concealment against the opponent (any attack the opponent makes against the creature has a 20% miss chance).

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible. Thus, any attack the opponent makes against the creature has a 50% miss chance, and the opponent cannot use sight to target attacks.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack. A creature is immune to its own gaze attack. If visibility is limited (such as by dim lighting or a fog) so that concealment results, the percentage chance that a character will not need to make a saving throw in a given round is equal to the miss chance for that amount of concealment. This chance is not cumulative with chances to avoid the gaze attack, but instead is rolled separately.

Invisible creatures cannot use gaze attacks. Characters using ultravision or infravision to see in dark conditions are affected by a gaze attack normally. Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

Improved Grab

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial melee touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally or simply to use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This action does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Infravision

Infravision is common among several creatures. It is the ability to see heat as light. This allows a creature with infravision to see warm objects (including living creatures and fires) as glowing sources of light when it is otherwise dark. In general, a living creature sheds as much light for a creature with infravision as a torch. Since creatures with infravision shed their own heat, they illuminate the area around them as if carrying a torch, illuminating a 20-oot radius. Even beyond that radius, other creatures are easily spotted in darkness, since to a creature with infravision they shed light in their own 20-foot circle.

Invisibility

Invisibility makes a creature undetectable by vision, including low-light vision and ultravision.

A creature can generally notice the presence of an active invisible creature within 30 feet with a Spot check (DC 20). The observer gains a hunch that "something's there" but cannot see it or target it accurately with an attack. A creature that is holding still is very hard to notice (Spot DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to notice (Spot DC 40). Pinpointing an invisible creature's location with a Spot check is practically impossible (+20 DC), and even if a character succeeds at such a check, the invisible creature still benefits from full concealment (50% miss chance).

A character can use hearing to find an invisible creature, making a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Sneak check result reveals the creature's presence. (A creature with no ranks in Sneak makes a Sneak check as a Dexterity check to which an armor check penalty applies.)

A successful check lets a character hear an invisible creature "over there somewhere." Pinpointing the exact location of an invisible creature is practically impossible, although a Listen check that beats the DC by 20 reveals the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is:	DC
In combat or speaking	0
Moving at half speed	Sneak check
Moving at full speed	Sneak check at –4
Running or charging	Sneak check at –20
Some distance away	+1 per 10 feet
Behind a minor obstacle (door)	+5
Behind a major obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a melee touch attack with his hands or a weapon into two adjacent 5-foot areas using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the melee touch attack. If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature's current location. If the invisible creature moves, its location, obviously, is once again unknown.

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment. At the GM's option, a particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy is not there, roll the miss chance as if it were there, but do not let the player see the result and also tell him that the character has missed. This way, the player does not know whether the attack missed because the enemy is not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from one-half concealment (20% miss chance).

A creature with the scent ability can detect invisible creatures as it would visible ones. A character with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss roll rather than two 50% miss rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. An invisible burning torch still gives off light. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight do not help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks. Invisibility does not thwart detect spells. Since some creatures can detect or even see invisible creatures, it is helpful to hide even when invisible.

Low-light Vision

Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Paralysis and Hold

Some monsters and spells have the supernatural or spell-like ability to paralyze or hold their victims, immobilizing them through magical means.

A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw. Hold is a mind-affecting enchantment, and a character usually resists it with a Will saving throw. A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and so falls; a swimmer cannot swim and so may drown.

Petrification

Some creatures such as the cockatrice can petrify their opponents, turning them into stone. These effects are usually permanent until dispelled by *cancel magic* or a similar spell (note that these spells are potentially effective even if the petrifying effect originates from a supernatural ability).

Poison

Like diseases, there are two types of poison effects. The first type of poison effect involves those poison attacks that cause normal hit point damage, such as many shaman spells. Such attacks are offset by the target's poison resistance.

The second type of poison effect involves toxic poisons that often deal ability damage or cause other debilitations in the

Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Bixie Worker Sting	Injury DC 10	1 hp	1d4 hp	2gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Blue whinnies	Injury DC 14	1 Con	Unconsciousness	120 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	2,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp

victim. When a character takes damage from an attack with a toxic poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Poison resistance provides defense against damage from toxic poison effects as normal, but only against any hit point damage such poisons cause. Treat the poison as a single attack such that the character will not suffer any actual hit point loss until the poison first causes hit point damage equal to the character's poison resistance.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way — if the vial containing it is left unstoppered, for instance —remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons are described using the following terms:

Type: The poison's method of delivery — ingested, inhaled, injury, or contact — and the DC needed to save.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Loss marked with an asterisk (*) is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted to harm them.

Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate. Certain attack forms, typically fire and acid, deal damage to the creature normally; this sort of damage does not convert to subdual damage and so does not go away. The creature's description includes the details.

These creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that do not deal hit point damage (for example, disintegration) ignore regeneration.

An attack that can cause instant death, such as a coup de grace, massive damage, or an assassin's death attack, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

Resistance

A creature with resistance has the ability (usually extraordinary) to ignore some damage of a certain type (such as cold, electricity, or fire) from each attack of that type, but it does not have total immunity. Each resistance ability is defined by what damage type it resists (the types of resistance are: acid, cold, disease, electricity, fire, magic, poison, and sonic) and by how many points of damage are resisted. The creature still makes saving throws normally.

For more information on resistance, see "**Resistance**" in Chapter 8: Using Magic of the *EverQuest: Player's Handbook*.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents such as skunk musk can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If the creature moves within 5 feet of the scent's source, it can pinpoint that source. The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures with scent. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to detect or identify creatures properly, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Sonic Attacks

Unless noted otherwise, sonic attacks follow the rules for spreads (see **"Aiming a Spell"** in Chapter 8: Using Magic of the *EverQuest: Player's Handbook*); the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect. Stopping one's ears ahead of time allows opponents to avoid making saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material.

Songs

Some creatures use bard songs as a bard (and can activate magic items accordingly). These creatures are subject to the same song rules as characters. Such creatures are not actually members of the bard class unless indicated by their entries, and they do not gain any bardic abilities. Such creatures have a mana pool of (Cha modifier x 2) x level.

Spell-like Abilities

Some creatures are capable of using magical abilities that mimic the effects of spells, though such abilities do not use components. These spells are usually listed with a number of times per day that they are usable or are noted as being usable at will. These spells are cast as though by a wizard of the creature's HD, with a spell save DC of 10 + Int modifier + spell level. Such creatures have a mana pool of (Int modifier x 2) x HD.

Spells

Some creatures can cast arcane or divine spells like members of a spellcasting class (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters. Spellcasting creatures are not actually members of a class unless indicated by their entries, and they do not gain any class abilities.

These spells are cast with a spell save DC as normal for the spellcasting class in question. Such creatures have a mana pool of (Int or Wis modifier x 2) x level of spellcasting class.

Spell Resistance (SR)

Spell resistance is the extraordinary ability to avoid being affected by spells. To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating. (The defender's spell resistance rating functions like a magical AC.) If the caster fails the check, the spell does not affect the creature. A creature need not do anything special to use spell resistance; it need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. See "**When Spell Resistance Applies**," below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, its spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities. A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance from different sources does not stack.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to it. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different spell resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to effect spells that affect a creature more or less directly.

Spell resistance can protect a creature from a spell that has already been cast. Check spell resistance when the creature is first affected by the spell. Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (such as the air, the ground, the room's light) and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as with *minor illusion* or *detect thoughts*.

Magic actually must be working for spell resistance to apply. Spells that have instantaneous durations but lasting results are not subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell. Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Swallow Whole

The creature can swallow opponents it holds (see **Improved Grab**, above). If it makes a second successful grapple check after a grab, the creature swallows its prey. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

Trample

As an attack action during its turn each round, the creature can literally run over an opponent at least one size category smaller. The creature merely must move over the opponent. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If trampled opponents do not make attacks of opportunity, they can attempt a Reflex save for half damage. The save DC is 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Tremorsense

A creature with tremorsense locates other creatures by sensing vibrations in the ground. The creature automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it senses, then the range defines the maximum distance of the shortest indirect path. The creature must itself be in contact with the ground, and the detected creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they are considered moving; they do not need to move from place to place for a creature with tremorsense to detect them.

Turn Resistance

By virtue of superior strength of will or just plain unholy power, some creatures (usually undead) are less easily affected by clerics, magicians, necromancers, or paladins.

Turn resistance is an extraordinary ability. When resolving a turn, rebuke, command, or bolster attempt, add the listed bonus to the creature's Hit Dice total.

Ultravision

Ultravision is the ability to see forms of light invisible to other creatures. Such light can be found at night and is common in most underground settings as well. This allows creatures with ultravision to see clearly in normal darkness. Full details of shape, distance, and color can be determined by a creature with ultravision, just as if they had a bright light source.

Designer Comments

As with all stages of designing the *EverQuest Role-Playing Game*, we made decisions between staying true to the 3rd edition fantasy system rules for pen-and-paper play and staying true to the way *EverQuest* plays online. We thought it would be worth mentioning a few of those decisions in case you choose to make variant rules for your own campaign that change our particular game design decisions.

A 30 HD Kobold!

One of the elements that defines *EverQuest* online is the different dungeon areas or zones filled with creatures of approximately even power levels. Such defined areas make for efficient entertainment time whether your hero is 1st level or 60th level: you can easily adventure and face appropriately powered enemies. While having a tribe of orcs who are all as tough as 40th-level heroes (why did they not already take over the world if they are so tough? are they all instantly born that tough?) departs somewhat from a realistic fantasy setting, it would frankly sacrifice better online game play to make these areas more realistic. To some extent, the same is true with the pen-and-paper version of *EverQuest*. The GM needs easy access to opponents of all levels to pit against the heroes, so you will find rather epic versions of some creatures normally thought of as low-level fodder in standard 3rd edition fantasy. Sometimes we offer little explanation as to why such powerful specimens exist, especially in entire tribal units that have not already overrun all of Norrath. As a GM, you might either ignore these unrealistic aspects for sake of game play, or you might include only a few such epic specimens commanding a large tribe or nation of their more normally-powered kind. When establishing that extra step of setting realism, just be careful that you do not create situations where 20th-level characters must wade through thousands of 3 HD kobolds to get at the creatures that can actually challenge them.

Advancement by Character Class or Hit Dice?

In *EverQuest* online, the basic abilities of many creatures are modeled after character classes. Online players will say such-and-such is a "warrior mob" (a monster that fights like a warrior) or a "rogue mob, watch out for the nasty backstab." Most humanoid races in *EverQuest* also have different versions for different classes. A "gnoll embalmer" is a necromancer, while a "gnoll scout" might be a warrior or ranger. In 3rd edition fantasy, many humanoid creatures also advance by character class.

So why on earth, when we went to do versions of humanoid creatures in this volume, did we make more powerful versions of humanoid races with more Hit Dice instead of character levels? Why did we give spell-casting versions of these creatures spell-like abilities rather than allowing them to cast spells as some level of a spell-casting class?

We did it for ease of use by the Game Master. We want you to pull creatures directly out of the book and put them in play immediately, no extra work required. If we said Ry'gorr orcs are just like Deathfist pawn orcs with an extra 12 warrior levels added, then we are not doing you many favors. Better to have a 15 HD Ry'gorr orc ready to go straight from the book!

Spells or Spell-like Abilities?

Similarly, we could have said a fire giant wizard casts spells as a 25th-level wizard, but then during play a GM would need to determine the spells prepared by the fire giant wizard and their mana costs. We thought it far easier on the GM to present spell-casting versions of monster races as possessing spell-like abilities that simulate their casting abilities. The mana pool, mana cost per spell, and save DC are listed for convenient use during play.

If you would like to create more fully detailed versions of monsters advanced by character class, you can certainly do so. "It's Your World Now" — make of it what you want.

The Monster Doesn't Do that Online!

You will find that some monsters here have additional abilities or slightly different abilities than their online versions. The free form of pen-and-paper play and the 3rd edition rules system easily allows for a great diversity of monster powers, so we customized some monsters for their pen-and-paper version. Besides, players who are *EverQuest* online veterans might find it more interesting if a creature they know from online play poses some new challenges in the pen-and-paper format.

A few monsters were also changed for other game play reasons, such as magician elemental pets now having process effects instead of casting spells. Or, such as giving Cazic-Thule warrior levels to get him to the correct difficulty level in pen-and-paper play (though Cazic's immunities and vulnerabilities did not change from online play, so you still get to learn more about him for online raiding). Giants no longer resist mesmerize so well, but other creature types are immune (unless your enchanter visits Freeport and studies some new techniques). These changes come from blending *EverQuest* online with the 3rd edition fantasy rules. We hope the end result will provide many hours of imaginative play and good fun for you and your fellow players.

Abhorrent

	Medium-Size Outsider (Evil, Orderly)
Hit Dice:	20d8+80 (170 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 80 ft. (good)
AC:	42 (+7 Dex, +25 natural)
Attacks:	Bite +26 melee, 2 claws +23 melee
Damage:	Bite 2d8+8, claw 2d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Hate aura, backstab
Special Qualities:	Damage reduction 30/+3, SR 30, immunities, resistances, see in darkness, telepathy, fast healing 8, rogue abilities
Saves:	Fort +16, Ref +19, Will +14
Abilities:	Str 22, Dex 25, Con 18, Int 13, Wis 14, Cha 20
Skills:	Balance +13, Bluff +15, Climb +12, Escape Artist +17, Hide +30, Knowledge (planar travel) +12, Listen +25, Pick Lock +15, Search +13, Sense Motive +12, Sneak +30, Spot +12, Taunt +17, Tumble +17
Feats:	Combat Reflexes, Flyby Attack, Improved Initiative, Multiattack, Parry, Power Attack, Riposte, Weapon Focus (bite), Weapon Specialization (bite)
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	20
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement Range:	21–24 HD (Medium-size); 25–32 HD (Large)
Faction:	None

Description

These horrendous creatures are spawned by Innoruuk, God of Hate, on his home plane. Though abhorrents are primarily used as guardians and heralds on the Plane of Hate, Innoruuk will occasionally send one of these creatures to Norrath to serve one of his high priests. The abhorrent's cunning and stealth make it ideal for intelligence gathering and assassination missions.

Abhorrents have thick, stone-like skin and a terrible countenance. Abhorrents do not bother to carry weapons, as Innoruuk has crafted them with jaws and talons that tear into the flesh of their opponents with terrifying efficiency. Their bat-like wings give them extraordinary aerial agility.

Combat

Abhorrents are not afraid of much, so they attack anything that they feel threatens their territory, often launching ambushes that allow them to use their backstab ability and to get into close quarters where their hate aura can create havoc among their opponents' ranks.

Hate Aura (Su): Abhorrents can radiate a hatred effect in a 5-foot radius as a free action. A Will save (DC 25) negates this effect. This power otherwise aggravates existing emotional tension between allies, causing victims of the aura to attack their nearest ally vehemently. If attacked or taunted by another opponent, a victim automatically turns her attack to the new opponent at the next opportunity. An affected target may attempt a new save each round to end the effect of the hate aura. Once a creature successfully saves against the aura, it cannot be affected by the same abhorrent's aura for 24 hours.

Immunities (Ex): Abhorrents are immune to fire and poison.

Resistances (Ex): Abhorrents have bonuses of acid, cold, disease, and magic resistance (20), and sonic resistance (10).

See In Darkness (Su): Abhorrents can see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Abhorrents can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Rogue Abilities (Ex): An abhorrent has the class abilities of a 21st-level rogue, including sense traps, backstab +7d6, evasion, uncanny dodge, the Counterattack discipline, and three extra feats: Parry, Weapon Focus (bite), and Weapon Specialization (bite).



Allizewsaur

	Colossal Magical Beast
Hit Dice:	40d10+320 (540 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	31 (–8 size, +1 Dex, +38 natural)
Attacks:	Bite +49 melee, 2 claws +44 melee, tail slam +44 melee
Damage:	Bite 4d6+17, claw 2d6+8, tail slam 4d6+25 and *daze*
Face/Reach:	40 ft. by 40 ft./25 ft.
Special Attacks:	Improved grab, swallow whole, tail sweep 2d8+25
Special Qualities:	Regeneration 20, SR 20, scent
Saves:	Fort +27, Ref +25, Will +17
Abilities:	Str 44, Dex 12, Con 26, Int 4, Wis 14, Cha 10
Skills:	Listen +10, Spot +10
Feats:	Improved Slam, Iron Will, Power Attack
Climate/Terrain:	Warm or temperate aquatic
Organization:	Solitary
Challenge Rating:	17
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	41+ HD (Colossal)
Faction:	None

Description

Among the islands in the Ocean of Tears lurks a titanic creature called the Allizewsaur. According to legend, this accursed creature once belonged to an ancient race of beings known as the Shissar, who created a vast and powerful society that dominated much of Norrath. Renowned for their intellect, their engineering skills, and their ruthless use of slave races, the Shissar built fortresses and temples to their god, Cazic-Thule (some of which still stand today, including Najena and the Temple of Cazic-Thule in the southern swamps of Antonica).

Despite their success and advancement as a civilization, or perhaps because of it, the Shissar grew proud. When Rallos Zek sought to conquer the Planes of Power during the first War of the Gods, the Shissar sided with the Warlord, thinking they were powerful enough to wage war among the gods themselves. Shissar magic aided Zek's invasion of the Plane of Earth. When the war met its disastrous conclusion, the gods punished the Shissar along with Rallos Zek and his progeny. The Shissar suffered a devastating curse that took away much of their intelligence and their form, turning them into simple, barbaric lizard people.

One of the most powerful Shissar leaders was Allize Ssrateh, known as the Herald of Fear. Whether it was Allize's own great power or the intervention of Cazic-Thule, the curse laid upon the Shissar enfeebled Allize's mind but did not reduce his form. On the contrary, the Herald of Fear took on a titanic form when the curse was levied upon him. It is said that the gods hurled Allize Ssrateh — now called the Allizewsaur — into the Ocean of Tears so that he would not pose a threat to the continent of Tunaria.

For as long as any mariner can now remember, the Allizewsaur has ranged the Ocean of Tears, becoming a legendary threat to ships. In reality, the Allizewsaur's attacks on ships are rare, as its main territory seems to lie outside the most frequented shipping lanes. A large tribe of aqua goblins living in the ocean, however, has come to worship the beast, and these goblins are a hazard to sailors, regularly taking sacrifices to appease "the great lizard god." The need for sacrifices gives the goblins great motivation to raid ships passing through the Ocean of Tears, since if the goblins do not capture hostages to serve as sacrifices, one of their own is selected to be the sacrifice!

The Allizewsaur is a giant lizard that walks upright like a human. It stands approximately 70 feet tall and has a huge maw filled with razor-sharp teeth. The Allizewsaur, despite its civilized origins, has become little more than an animal. It acts on instinct, feeds when hungry, defends itself when attacked, and has no morals or language.

Combat

When it feels threatened, the Allizewsaur attacks ferociously. It uses its vicious bite as well as both sets of claws to slice at its foe, and it will also swing its tail in an attempt to slam its target.

Improved Grab (Ex): If the Allizewsaur hits a size Huge or smaller opponent with its bite attack, it may use this ability. If it gets a hold, it can try to swallow its victim.

Swallow Whole (Ex): The Allizewsaur can swallow any grabbed opponent of size Huge or smaller if it succeeds at a successful grapple check. Once swallowed, the victim takes 2d6+8 points of crushing damage and 2d6 points of acid damage each round. The acid damage is treated as a single damage-over-time attack for purposes of a victim's acid resistance, if any.

Swallowed victims can cut their way out by dealing 40 points of slashing damage to the Allizewsaur's gut (AC 20). Any such opening regenerates immediately after it is cut, so each swallowed opponent must cut her own way out.

The Allizewsaur's stomach can hold two Huge, four Large, eight Medium-size, or sixteen size Small or smaller creatures at one time.

Tail Sweep (Ex): The Allizewsaur can sweep with its tail as an attack action. This attack affects all Large or smaller creatures within a 40-foot diameter, semi-circular area centered on the Allizewsaur's rear. The tail sweep deals 2d8+25 points of damage to all affected, although creatures can attempt a Reflex save (DC 38) to take half damage.



Amygdalan Knight

	Huge Outsider (Evil)
Hit Dice:	25d8+150 (263 hp)
Initiative:	+1 (Dex)
Speed:	30 ft. (45 ft. unarmored)
AC:	42 (–2 size, +1 Dex, +25 natural, +8 masterwork full plate)
Attacks:	+2 *Gargantuan greatsword* +36/+31/+26/+21/+16 melee; 2 slams +33 melee
Damage:	+2 *Gargantuan greatsword* 4d6+17; slam 2d6+10
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Fear aura, harm touch, spell-like abilities
Special Qualities:	Damage reduction 30/+3, SR 30, resistances, see in darkness, telepathy, regeneration 8, armored casting
Saves:	Fort +20, Ref +15, Will +19
Abilities:	Str 30, Dex 12, Con 22, Int 20, Wis 20, Cha 26
Skills:	Bluff +28, Channeling +30, Hide +8, Intimidate +44, Knowledge (any two) +25, Listen +25, Meditation +30, Search +25, Sense Motive +25, Sneak +13, Spellcraft +30, Spot +25, Undead Empathy +33
Feats:	Cleave, Double Attack, Improved Bull Rush, Parry, Power Attack, Riposte, Weapon Focus (greatsword)
Climate/Terrain:	Any
Organization:	Solitary, pair, troop (3–8)
Challenge Rating:	20
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	26–35 HD (Huge)
Faction:	None

Description

Amygdalan knights hail from the Plane of Fear. They rarely appear on Norrath itself, but when they do, death and destruction ultimately follow. The mere threat of their appearance is often enough to sow fear, which pleases the knights' master Cazic-Thule greatly, while actual visitations from Amygdalan knights are reserved for those who have profoundly angered the God of Fear.

Molded by Cazic-Thule to be instruments of fear, Amygdalan knights are horrific in appearance. They are massive humanoids with sickly translucent flesh covering powerful musculatures. Their heads are shaped like a cephalopod, with a bulbous, cartilaginous cranium, two bulging eyes, and four short tentacles surrounding a beaked mouth.



Combat

Amygdalan knights do not know the meaning of fair play. Their rules of engagement are indiscernible, if they have any, and their fighting styles show it. The knights are so accustomed to their enemies fleeing in terror before them that they often wade into battle to kill what they please and ignore the rest. They are extremely intelligent, however, and if they find themselves facing strong opposition, they will quickly regroup and expand their tactics to include their spell-like abilities and special qualities.

Amygdalan knights typically have an undead servant attending them, conjured by their *summon undead* spell-like ability. They favor Gargantuan greatswords of at least a +2 enhancement bonus and ornate masterwork plate armor that is also frequently enchanted (although the statistics provided here assume no armor enhancements).

Fear Aura (Sp): Amygdalan knights can radiate a fear aura in a 10-foot radius as a free action. A Will save (DC 24) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same Amygdalan knight's fear aura for 24 hours. The power otherwise works like an *invoke fear* spell cast by a 25th-level shadow knight.

Harm Touch (Su): Once per hour, the Amygdalan knight may make a melee touch attack (+33 attack bonus) to deliver a harm touch. The harm touch deals 75 points of damage or half that amount if the victim succeeds at a Fortitude save (DC 27). Harm touch may be used as an attack action, or, if the knight takes a full attack action, it may make one extra attack to deliver the harm touch in addition to its normal attacks. A failed attack roll does not expend the Amygdalan knight's hourly use of this ability.

Spell-Like Abilities: The Amygdalan knight's spell-like abilities (and mana cost for each) are as follows: *dooming darkness* (20), *invoke fear* (20), *life leech* (53), *summon dead* (48), and *word of spirit* (22). These spells are as cast by a 25th-level shadow knight (save DC 15 + spell level) with a mana pool of 210.

Resistances (Ex): Amygdalan knights have bonuses of acid, disease, poison, and sonic resistance (20), as well as cold, fire, and magic resistance (30).

See In Darkness (Su): Amygdalan knights can see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Amygdalan knights can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Armored Casting (Ex): Amygdalan knights may ignore the arcane spell failure chance for wearing armor, as per the shadow knight ability.

Skills: An Amygdalan knight has a fearsome visage, conferring a +8 racial bonus to Intimidate.

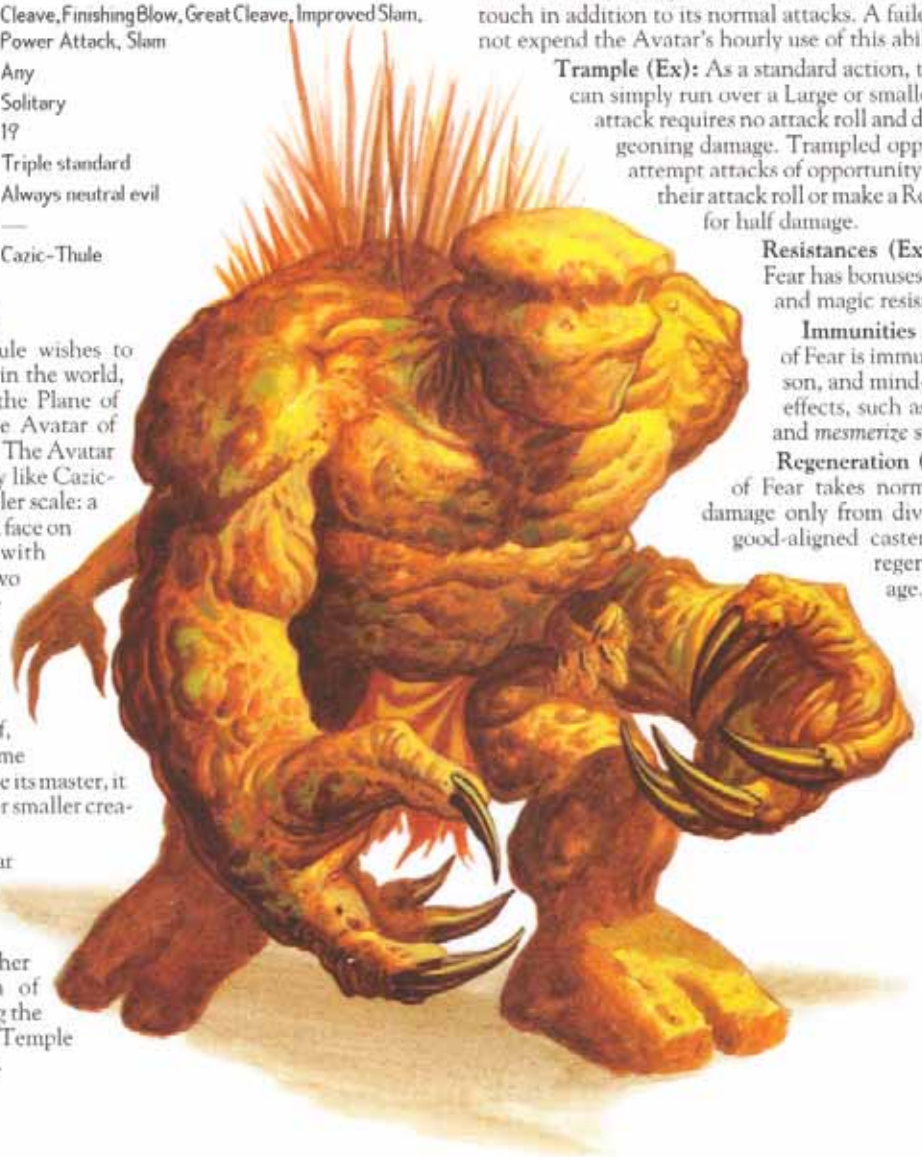
Avatar of Fear

	Huge Outsider (Evil)
Hit Dice:	20d8+240 (330 hp)
Initiative:	+0
Speed:	30 ft.
AC:	35 (–2 size, +27 natural)
Attacks:	2 slams +28 melee, 2 claws +23 melee; or 2 slams +28 melee, 2 claws +23 melee, 2 stomps +23 melee
Damage:	Slam 4d6+10 and *daze*, claw 1d6+5; stomp 4d8+10
Face/Reach:	20 ft. by 20 ft./15 ft. (5 ft. for claws)
Special Attacks:	Fear aura, harm touch, trample 8d8+15
Special Qualities:	Damage reduction 30/+3, SR 30, immunities, resistances, regeneration 30, see invisible, infravision, ultravision
Saves:	Fort +24, Ref +12, Will +17
Abilities:	Str 31, Dex 11, Con 35, Int 23, Wis 21, Cha 28
Skills:	Climb +30, Hide +12, Intimidate +29, Jump +30, Knowledge (geography) +26, Knowledge (history) +26, Knowledge (mysticism) +26, Knowledge (planar travel) +26, Knowledge (religion) +26, Listen +25, Search +26, Sense Motive +25, Spot +25, Undead Empathy +29
Feats:	Cleave, Finishing Blow, Great Cleave, Improved Slam, Power Attack, Slam
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	19
Treasure:	Triple standard
Alignment:	Always neutral evil
Advancement Range:	—
Faction:	Cazic-Thule

Description

When Cazic-Thule wishes to spread fear directly in the world, he does not leave the Plane of Fear but creates the Avatar of Fear as his emissary. The Avatar of Fear looks exactly like Cazic-Thule but on a smaller scale: a giant hulk without a face on short, thick legs with broad feet; with two sets of arms, one huge and the other relatively small. The Avatar of Fear is far less powerful than Cazic-Thule himself, but it is still a fearsome foe in every way. Like its master, it loves to trample over smaller creatures.

The Avatar of Fear appears wherever Cazic-Thule desires his presence to be known, whether the throne room of Caballis or directing the devout in the Lost Temple deep in the Feerott.



Combat

The Avatar of Fear has good resistances to all sorts of magical attacks. It is usually surrounded by fanatical devotees who will soften up any enemies before it charges forth to encompass as many foes as possible in its fear aura. Those who do not quail before the Avatar become targets for its suite of melee attacks, which generally begin with a harm touch. While it stomps relatively small opponents with its feet (it may only use its stomp attack against Medium-size or smaller opponents), its two muscular, over-sized arms pound foes into jelly, while two smaller arms just below them rip into foes with their razor-sharp claws.

In addition to the statistics provided here, the Avatar of Fear usually has several powerful magic items in its possession that it will use as appropriate.

Fear Aura (Su): This ability operates continuously within a 20-foot radius as an *invoke fear* spell cast by a 25th-level shadow knight. A Will save (DC 25) negates the effect. If the save is successful, that opponent cannot be affected again by the Avatar's fear aura for 24 hours.

Harm Touch (Su): Once per hour, the Avatar of Fear may make a melee touch attack (+28 attack bonus) to deliver a harm touch. The harm touch deals 60 points of damage or half that amount if the victim succeeds at a Fortitude save (DC 26). Harm touch may be used as an attack action, or, if the Avatar takes a full attack action, it may make one extra attack to deliver the harm touch in addition to its normal attacks. A failed attack roll does not expend the Avatar's hourly use of this ability.

Trample (Ex): As a standard action, the Avatar of Fear can simply run over a Large or smaller opponent. This attack requires no attack roll and deals 8d8+15 bludgeoning damage. Trampled opponents can either attempt attacks of opportunity at a –4 penalty to their attack roll or make a Reflex save (DC 30) for half damage.

Resistances (Ex): The Avatar of Fear has bonuses of acid, cold, fire, and magic resistance (20).

Immunities (Ex): The Avatar of Fear is immune to disease, poison, and mind-affecting spells or effects, such as those of the *fear* and *mesmerize* spell lines.

Regeneration (Ex): The Avatar of Fear takes normal (not subdual) damage only from divine spells cast by good-aligned casters, and it cannot regenerate such damage.

Aviak

	Egret	Darter	Rook
	Medium-Size Humanoid (Aviak)	Medium-Size Humanoid (Aviak)	Medium-Size Humanoid (Aviak)
Hit Dice:	7d8 (32 hp)	8d8 (36 hp)	11d8 (50 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.	40 ft.	40 ft.
AC:	15 (+2 Dex, +3 natural)	16 (+3 Dex, +3 natural)	17 (+3 Dex, +4 natural)
Attacks:	Heavy mace +5 melee; or javelin +7 ranged	Morningstar +7/+1 melee; or javelin +9/+4 ranged	Morningstar +10/+4 melee; or javelin +11/+6 ranged
Damage:	Heavy mace 1d8; javelin 1d6	Morningstar 1d10+1; javelin 1d6+1	Morningstar 1d10+2; javelin 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Glide	Glide	Glide
Saves:	Fort +2, Ref +9, Will +2	Fort +2, Ref +11, Will +2	Fort +3, Ref +12, Will +3
Abilities:	Str 10, Dex 14, Con 10, Int 6, Wis 10, Cha 10	Str 13, Dex 16, Con 11, Int 6, Wis 10, Cha 11	Str 14, Dex 17, Con 11, Int 7, Wis 10, Cha 12
Skills:	Hide +3, Listen +1, Sneak +7, Spot +8	Hide +4, Listen +1, Sneak +7, Spot +9	Hide +4, Listen +2, Sneak +9, Spot +9
Feats:	Improved Initiative, Lightning Reflexes	Combat Reflexes, Improved Initiative, Lightning Reflexes	Combat Reflexes, Improved Initiative, Lightning Reflexes
Climate/Terrain:	Any forest and plains	Any forest and plains	Any forest and plains
Organization:	Solitary, brace, or brood (3–8)	Solitary, brace, or nest (3–20)	Solitary, brace, or nest (3–20)
Challenge Rating:	2	3	4
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	—	9–10 HD (Medium-size)	12–13 HD (Medium-size)
Faction:	None	None	None

	Harrier	Avocet
	Large Humanoid (Aviak)	Large Humanoid (Aviak)
Hit Dice:	14d8+14 (77 hp)	18d8+18 (99 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.
AC:	19 (–1 size, +4 Dex, +6 natural)	22 (–1 size, +5 Dex, +8 natural)
Attacks:	Large morningstar +14/+8 melee, or Large javelin +12/+7 ranged	Large morningstar +19/+13/+7 melee, or Large javelin +18/+13/+8 ranged
Damage:	Large morningstar 2d6+5; Large javelin 1d8+5	Large morningstar 2d6+7; Large javelin 1d8+7
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Qualities:	Glide	Glide
Saves:	Fort +5, Ref +15, Will +4	Fort +7, Ref +18, Will +6
Abilities:	Str 20, Dex 18, Con 12, Int 8, Wis 11, Cha 14	Str 24, Dex 20, Con 13, Int 10, Wis 12, Cha 16
Skills:	Hide +1, Listen +3, Sneak +10, Spot +11	Hide +2, Listen +4, Sneak +12, Spot +12
Feats:	Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack	Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack
Climate/Terrain:	Any forest and plains	Any forest and plains
Organization:	Solitary, brace, or brood (3–5)	Solitary
Challenge Rating:	5	6
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	15–17 HD (Large)	19–24 HD (Large)
Faction:	None	None



Description

Aviaks, a birdlike race of humanoids, can be found throughout Norrath. From nests in the crags of the Butcherblock Mountains to village roosts on island archipelagoes in the Ocean of Tears to entire aviary cities on the plains of Karana, many different species of aviaks have carved out their homes.

As a rule, aviaks are not very aggressive toward other creatures. This trait, combined with their limited intelligence, makes them somewhat less than a serious threat to other civilized races. Aviaks can, however, become serious nuisances, if not outright threats, to outlying communities. They have little regard for (or perhaps

little understanding of) territorial boundaries or ownership, happily foraging for food on a farmer's fields or even walking right into frontier homes in search of food. Aviaks have also been known to flock toward travelers and snatch anything brightly colored or glittery. Those who respond violently to the aviaks' actions find the normally unaggressive birdmen quite capable of defending themselves.

Aviaks are prolific breeders, which keeps their population high even in the face of conflict with other more intelligent and warlike races. They are also long-lived by human standards, some living two centuries or more. Avocets, the eldest among the aviaks, reach considerable size and physical prowess, even developing enough intelligence to become reasonable leaders of their tribes.

Combat

Aviaks are not known for brilliant tactics. They generally do not go for reinforcements when they perhaps ought to; they are unlikely to stage ambushes or focus attacks on particularly dangerous opponents; and they rarely use teamwork options.

Glide (Ex): Aviaks are essentially flightless; however, they can use their vestigial wings to glide. Aviaks take no damage from falling and may glide horizontally up to 3 feet for every 1 foot of descent in elevation, at a base speed of 60 feet and with poor maneuverability (assuming they are at least 20 feet in the air at the start of their move action).

Skills: An aviak's light, birdlike step confers a +2 racial bonus to Sneak, and its hawk like eyes confer a +4 racial bonus to Spot.

Aviak Characters

Aviaks' favored class is rogue.

Bixie

	Worker	Drone	Queen
	Tiny Fey (Bixie)	Tiny Fey (Bixie)	Tiny Fey (Bixie)
Hit Dice:	1d6 (3 hp)	2d6 (7 hp)	5d6+5 (22 hp)
Initiative:	+3 (Dex)	+4 (Dex)	+3 (Dex)
Speed:	20 ft., fly 60 ft. (good)	20 ft., fly 80 ft. (good)	20 ft., fly 60 ft. (good)
AC:	15 (+2 size, +3 Dex)	17 (+2 size, +4 Dex, +1 natural)	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Sting +5 melee	Sting +7 melee; or Tiny dart +7 ranged	Sting +7 melee; or Tiny dart +7 ranged
Damage:	Sting 1d2–2 and poison	Sting 1d2–2 and poison; Tiny dart 1d2–2 and poison	Sting 1d2 and poison; Tiny dart 1d2 and poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Poison, flyby attack	Poison, flyby attack	Poison, flyby attack, spells
Special Qualities:	SR 12	SR 14	SR 18
Saves:	Fort +0, Ref +5, Will +2	Fort +0, Ref +7, Will +3	Fort +2, Ref +7, Will +6
Abilities:	Str 6, Dex 16, Con 10, Int 8, Wis 10, Cha 10	Str 7, Dex 18, Con 10, Int 9, Wis 10, Cha 10	Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 14
Skills:	Appraise +2, Heal +2, Hide +12, Listen +5, Perform (dance, singing) +2, Pick Pocket +7, Search +2, Sneak +6, Spot +5, Trade Skill (alchemy) +1, Wilderness Lore +2	Appraise +2, Heal +2, Hide +14, Knowledge (nature) +3, Listen +6, Perform (dance) +1, Pick Pocket +8, Profession (herbalist) +2, Search +3, Sneak +8, Spot +7, Trade Skill (alchemy) +1, Wilderness Lore +3	Animal Empathy +6, Channeling +6, Heal +6, Hide +11, Knowledge (nature) +7, Listen +4, Meditation +4, Perform (dance, flute) +4, Profession (herbalist) +5, Search +5, Spellcraft +4, Spot +7, Trade Skill (alchemy) +7, Wilderness Lore +6
Feats:	Weapon Finesse (sting)	Weapon Finesse (sting)	Mental Clarity, Quicken Spell, Weapon Finesse (sting)
Climate/Terrain:	Temperate forest, plains, and hills, and underground	Temperate forest, plains, and hills, and underground	Temperate forest, plains, and hills, and underground
Organization:	Swarm (5–20)	Swarm (5–20)	Solitary, or accompanied by a swarm of workers and/or drones (5–20)
Challenge Rating:	1/4	1/3	3
Treasure:	Standard	Standard	Double standard
Alignment:	Usually neutral	Usually neutral	Usually neutral good
Advancement Range:	2–4 HD (Tiny)	3–4 HD (Tiny); 5–8 HD (Small)	6–7 HD (Tiny); 8–10 HD (Small)
Faction:	Stone Hive Bixies	Stone Hive Bixies	Stone Hive Bixies

Description

Bixies swarm together in stone towers in the Misty Thicket, the Nektulos Forest, the East Commonlands, the Kithicor Forest, and other wooded areas throughout Norrath. They usually mind their own business unless disturbed and will sometimes help a respectful traveler. These tiny fey have plump bodies striped with yellow and black, like bumble bees. Their wings also resemble those of bees. Although they are not evil, bixies dislike intrusion onto their territory and are very quick to anger. Some bixies attack travelers out of spite and attempt to shoo them away from their hive, while others attack merely to make trouble, and still others attack in an attempt to steal shiny baubles from travelers.

Combat

All bixies may attack with their stingers, although the queen will also use spells. They rarely travel alone, and, if a swarm is attacked, one returns to the hive to get reinforcements (an additional swarm of 5–20 drones). These reserves arrive in 1d10 minutes.

Flyby Attack (Ex): All bixies may attack while flying as if they had the Flyby Attack feat.

Skills: Bixies have sharp senses, conferring a +2 racial bonus to Listen, Search, and Spot.

Worker

Worker bixies are not particularly intelligent. They gather honey for the hive and perform other building duties as assigned by the queen. Bright colors attract workers: if a worker bixie spots something particularly shiny or colorful, he usually attempts to steal it from its owner. This applies primarily to gems and jewelry, but might also include weaponry and personal items. If successful, he takes the object back to the hive and presents it to the queen.

Combat

Workers attack only to protect a fellow bixie or when cornered. They use their stinger to inject poison into their opponents.

Poison (Ex): Sting. Fortitude save (DC 10), initial damage 1 hit point, secondary damage 1d4 hit points.

Drone

These bixies generally stay closer to the tower hive. They serve the queen, guard the tower, and rescue endangered workers. They know enough about herbalism to make special honeys and other products with naturally healthy and pleasing qualities. They adore their queen as much as do the workers and will steal pretty items from strangers to give to her.



Combat

Drones attack when cornered, when called upon to protect a fellow bixie, or when a creature wanders too near the hive. They attack by stinging their opponents or by throwing their tiny darts. The tips of drone darts carry the same poison as their stingers.

Poison (Ex): Sting and darts. Fortitude save (DC 11), initial damage 1 hit point, secondary damage 1d6 hit points.

Queen

Each hive of bixies has one queen, who is the brains of the operation, directing all the other bixies in their work. She lives in the tower hive, where she produces alchemical and herbal honeys that the bixies then sell to passing merchants or trade with other woodland fey. Her personal guards, the drones, protect her and her treasure.

Combat

The queen bixie does not endanger herself to save other bixies, but lends support when she feels safe doing so. She uses hit-and-run tactics, stinging her opponents, throwing her darts, or utilizing her spells. The tips of her darts carry an enhanced poison that she brews herself.

Spells: The queen may cast spells as a 3rd-level shaman with a mana pool of 20.

Poison (Ex): Sting. Fortitude save (DC 13), initial damage 1 hit point, secondary damage 1d6+2 hit points.

Poisoned Dart: Fortitude save (DC 15), initial damage none, secondary damage suffocation — the subject takes 1d6 points of subdual damage 1 minute after the attack, and then another 1d6 points of subdual damage every minute thereafter until unconscious or cured. The queen typically carries this poison's antidote.

Blood Sapper

	Small Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	16 (+1 size, +3 Dex, +2 natural)
Attacks:	Bite +1 melee
Damage:	Bite 1d6–1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, blood sap
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 8, Dex 17, Con 12, Int 2, Wis 14, Cha 6
Skills:	Hide +7*, Listen +3, Sneak +6, Spot +3
Climate/Terrain:	Underground
Organization:	Solitary or pack (2–5)
Challenge Rating:	1
Treasure:	1/10 coins, standard goods (gems and keys only), no items
Alignment:	Always neutral
Advancement Range:	3–4 HD (Small); 5–6 HD (Medium-size)
Faction:	None

Description

Found mainly in dungeons on Antonica, blood sappers are both scavengers and predators. These 3-foot long, dingy-hued, rat-like creatures tend to lair near undead and have a taste for rotted flesh as well as living. They live on a steady diet of normal rats, lizards, and dead matter, whether still shambling or simply still. They seem to hate other rats, attacking giant rats and plague rats on sight. Blood sappers often appear to become tainted by their association with undead — their eyes tend to glow with an unearthly green luminescence.

Alone, blood sappers generally only attack creatures smaller than themselves. They have shown themselves willing, however, to take on similarly sized creatures such as halflings or a larger lone adventurer who is weakened by more dangerous opponents. In packs, goaded by hunger, they are more aggressive. Though still unlikely to tackle a group of healthy adventurers, they will go after a wounded party or one covered in gore from a recent kill. After a group of potential meals enters the dungeon, the blood sappers follow at a safe distance, like rodent jackals, waiting for the explorers to kill or be killed by another large creature.

Despite occasional meals of opportunity or desperation, blood sappers are mostly docile if ignored, preferring easy prey. If attacked or cornered, however, they lash out with bursts of speed and ferocity. A single blood sapper can severely wound a healthy target by locking onto it and draining its blood. A pack of them can kill a target this way in a matter of seconds.

Blood sappers generally have dozens of burrows throughout their dungeon homes. A burrow is



typically just large enough to accommodate comfortably a Small (long) creature, even though several sappers often live together in one burrow. They tend to drag shiny objects into their lairs, particularly coins, gems, and keys. Blood sappers defend their burrows fiercely, especially when the females are protecting a litter of young.

Combat

Blood sappers are vicious combatants. When cornered or hungry, they sink their jaws into prey and hold on, draining the blood of their victims and then feasting on the corpses.

Attach (Ex): A blood sapper that hits with its bite attack latches onto its opponent's body with its jaws and begins to sap blood. An attached sapper loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Sap (Ex): A blood sapper drains blood for 1d3 points of temporary Constitution damage each round it remains attached.

Skills: A blood sapper's grayish-black fur confers a +4 racial bonus to Hide when it is among stones or in underground areas.

Boogeyman

	Large Undead
Hit Dice:	30d12 (195 hp)
Initiative:	+5 (Dex)
Speed:	50 ft.
AC:	35 (–1 size, +5 Dex, +21 natural)
Attacks:	Slam +31/+27/+23/+21/+17 melee
Damage:	Slam 4d8+17
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Insanity, terrify
Special Qualities:	Resistances, regeneration 10, SR 30, oversight, shadow walk, summon minions, undead
Saves:	Fort +10, Ref +15, Will +21
Abilities:	Str 44, Dex 20, Con —, Int 18, Wis 18, Cha 10
Skills:	Hide +27, Listen +26, Search +26, Sense Motive +26, Spot +26
Feats:	Cleave, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Improved Disarm, Mobility, Parry, Power Attack, Riposte, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	23
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement Range:	31–60 HD (Large); 61–90 HD (Huge)
Faction:	None

Description

Whatever bizarre creature a boogeyman might have been when it was alive is a mystery. In undeath, it stalks the Plane of Fear, bringing dread to interlopers there.

Boogeymen literally feed on fear. In the past, they sated this hunger by traveling to Norrath and striking fear into the various inhabitants there. More recently, as the boundaries between the planes began to weaken, adventurers have started gating to the Plane of Fear, allowing boogeymen to feed without leaving home. The taste of fear borne of overconfidence is especially fine to boogeymen.

These 12-foot tall horrors have tight, dark skin and luminescent green eyes. Their heads are flattened and their faces elongated. Although they can talk, boogeymen rarely do. Their only sound in combat is a raspy breathing and an occasional chuckle when one of their special abilities affects an opponent. They are quite capable of advanced tactics, but use them only when they think their opponents warrant the thought. The rest of the time, they simply appear from the cloaking shadows and begin fighting.



Combat

A boogeyman fights with its barefists, slamming opponents with frightfully powerful blows. It uses its Mobility and Spring Attack feats to move around in combat so that its shadow falls on different targets. If a combat turns against it, a boogeyman uses its shadow walk ability to flee.

Insanity (Ex): If a boogeyman hits a single opponent at least twice in the same round, that opponent must succeed at a Will save (DC 29) or suffer 2d4 points of permanent Wisdom drain.

Terrify (Su): Anyone who walks or falls into a boogeyman's shadow must succeed at a Will save (DC 29) or fall catatonic with fear for 2d4 rounds. A catatonic victim cannot move or speak and is considered helpless. A boogeyman's shadow generally covers a 10-foot long by 5-foot wide area in a given direction, although any bright light that reaches the boogeyman (such as the bright flare of a fire spell) will likely cast a shadow, even if only momentarily, on its opposite side, of a length equal to 5 feet multiplied by the distance of the light source's center-point from the boogeyman.

Resistances (Ex): Boogeymen have bonuses of cold and magic resistance (20).

Regeneration (Ex): If a boogeyman loses a limb or body part, the lost portion grows back in 1 minute. It can also reattach the severed member instantly by holding it to the stump. A boogeyman takes normal damage from fire and acid and from divine spells cast by a good-aligned cleric.

Oversight (Su): While on the Plane of Fear, a boogeyman can "see" everything within 50 miles as if it had blindsight to that range. Further, it can coordinate this supernatural vision with its natural eyesight without incurring penalties or may use it instead of its own sight if blinded.

Shadow Walk (Su): A boogeyman can step into any shadow and teleport instantly to any other shadow within a 50-mile radius. It may use this ability twice per day to translocate through shadows between the Plane of Fear and Norrath.

Summon Minions (Su): While on the Plane of Fear, once per day a boogeyman can summon any other denizen of that plane with fewer Hit Dice than itself within a 50-mile radius. Summoned creatures may appear anywhere within 20 feet of the boogeyman, as the boogeyman chooses.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Brontotherium

	Huge (Long) Beast
Hit Dice:	30d10+300 (465 hp)
Initiative:	–2 (Dex)
Speed:	30 ft.
AC:	36 (–2 size, –2 Dex, +30 natural)
Attacks:	Gore +32 melee
Damage:	Gore 3d12+18
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Skewer, toss, trample
Special Qualities:	Damage reduction 10/–, cold resistance (50), fast healing 10, unstoppable movement
Saves:	Fort +27, Ref +15, Will +11
Abilities:	Str 35, Dex 7, Con 30, Int 2, Wis 12, Cha 3
Skills:	Hide +0*, Listen +13, Spot +9
Climate/Terrain:	Any cold
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	None
Alignment:	Always neutral
Advancement Range:	31–50 HD (Huge)
Faction:	None

Description

Long since vanished from other parts of Norrath, brontotheriums live in the far off Western Wastes of icy Velious, protected behind the stronghold of the dragons of the Claws of Veeshan.

The brontotherium is a large quadruped animal reminiscent of a rhinoceros, with two curved horns rising from its snout, almost like a fork. Heavy hide, thicker and tougher than any armor, covers and protects the brontotherium from the harsh climate and from predators. It stands on four powerful, short, stout legs that provide it with great stability and surprisingly quick movement.

As herbivores, brontotheriums actually live off the meager vegetation that grows under the snow and ice or at the edges of the waters of the Western Wastes. What few trees and shrubs grow in these lands also provide occasional meals.

The brontotherium's double horn, developed for digging through many feet of ice, is also a fearsome weapon when used to defend itself or its young. Male brontotheriums will sometimes fight over territory, but never to the death.

Velium hounds have been known to gather in packs and try to bring down a weak or young brontotherium, though even then they are rarely successful.

Combat

The brontotherium is not normally aggressive; however, if a brontotherium is riled or angered, it will defend itself viciously, using its sharp horns to cause massive damage to its assailants.

In combat, the brontotherium simply attacks its foes with its horns, running them over if the opportunity presents itself. If a brontotherium's foe lies still, it will generally leave them be, as it has little desire for the flesh of other creatures. If the brontotherium finds itself badly wounded, it will try to escape from an encounter.

Skewer (Ex): The horns of the brontotherium, backed by its massive force, make a truly deadly weapon. The brontotherium's critical threat range with its gore attack is 17–20, and its critical damage multiplier is x3.

Toss (Ex): A brontotherium that hits with its gore attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the brontotherium. Further, the brontotherium gains a +8 bonus on all Strength checks for the purpose of trip attacks due to its great stability, as well as any applicable size modifiers (see "Trip" in the *EverQuest: Player's Handbook*, page 378).

Trample (Ex): As a standard action during its turn each round, the brontotherium can literally run over a Large or smaller opponent. This attack requires no attack roll and deals 2d12+15 points of bludgeoning damage. Trampled opponents can either attempt attacks of opportunity at a –4 penalty to attack or make a Reflex save (DC 35) for half damage.

Unstoppable Movement (Ex): The brontotherium brings such force to bear that it is hard to keep the beast in one place; it easily breaks *snare* and *root* effects by simply moving through the entangling plants or earth. The brontotherium gains a +10 bonus on all saving throws to resist effects that would hamper or halt its movement.

Skills: The brontotherium is always alert, conferring a +8 racial bonus to Listen and a +4 racial bonus to Spot. *The white hide of the brontotherium makes it hard to see against the snowy-white background of Velious, conferring a +12 racial bonus to Hide in such surroundings.



Brownie

	Brownie Scout	Brownie Farmer	Brownie Outcast
	Tiny Fey (Brownie)	Tiny Fey (Brownie)	Tiny Fey (Brownie)
Hit Dice:	3d6 (10 hp)	8d6+16 (44 hp)	16d6+16 (72 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.	20 ft.	20 ft.
AC:	14 (+2 size, +2 Dex)	15 (+2 size, +3 Dex)	16 (+2 size, +4 Dex)
Attacks:	Dagger +2 melee; or Tiny dart +5 ranged	Tiny kama +7 melee	Dagger +10/+6 melee; or Tiny dart +14/+10 ranged
Damage:	Dagger 1d3–1; Tiny dart 1d2–1	Tiny kama 1d3+1	Dagger 1d3; Tiny dart 1d2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-Like Abilities	Spell-Like Abilities	Spell-Like Abilities
Special Qualities:	SR 10	SR 15	SR 25
Saves:	Fort +1, Ref +7, Will +5	Fort +4, Ref +11, Will +11	Fort +8, Ref +16, Will +16
Abilities:	Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 10	Str 12, Dex 16, Con 14, Int 12, Wis 16, Cha 10	Str 10, Dex 18, Con 12, Int 12, Wis 18, Cha 11
Skills:	Appraise +2, Balance +3, Channeling +6, Gather Information +3, Hide +12, Knowledge (local lore) +4, Knowledge (nature) +4, Listen +5, Meditation +5, Sneak +8, Spot +5, Wilderness Lore +8	Balance +5, Channeling +10, Gather Information +4, Hide +12, Knowledge (nature) +5, Listen +5, Meditation +9, Profession (farmer) +7, Sneak +8, Spot +3, Trade Skill (baking) +11, Wilderness Lore +8	Appraise +2, Balance +8, Channeling +14, Gather Information +3, Hide +15, Knowledge (local lore) +3, Knowledge (nature) +5, Listen +11, Meditation +12, Sneak +12, Spot +11, Wilderness Lore +10
Feats:	Dodge, Lightning Reflexes	Dodge, Iron Will, Lightning Reflexes	Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain:	Temperate forest, hill, marsh, mountains, or plains	Temperate forest, hill, marsh, mountains, or plains	Temperate forest, hill, marsh, mountains, or plains
Organization:	Solitary, pair, mission (3–12)	Solitary, pair, enclave (3–18)	Solitary or pair
Challenge Rating:	3	8	16
Treasure:	Standard	Standard	Standard
Alignment:	Usually discordant neutral	Usually discordant neutral	Usually discordant neutral
Advancement Range:	4–7 HD (Tiny)	9–15 (Tiny)	17–24 (Tiny)
Faction:	Brownie	Brownie	Brownie

Description

Brownies live all over the island continent of Faydwer and are more rarely found traveling far and wide from there. Most often, however, they are found in the Faydark Forest, where their isolationist communities keep to themselves in the darkest corners of the great woods. While not an evil or immoral race as a rule, brownies are so fiercely xenophobic and territorial that they usually attack interlopers on sight.

Brownies are short and lean, typically wearing clothing that matches the underbrush or trees in color. They have tanned and ruddy complexions and dark hair, and commonly wear face paint for decoration.



Brownie Scout

Brownies are a paranoid sort, and they often imagine enemies where there are none. Young scouts are sent throughout Faydwer and beyond to gather information on other races and fey courts — since clearly these races have little better to do than to conspire against the brownies. Scouts do not earn prestige unless they return with proof of such plots, so it is hardly surprising that most are able to locate what passes for evidence.

Other brownie scouts set out to collect ingredients or simply to satisfy their youthful wanderlust.

Combat

Brownie scouts leap into battle at the first sign of provocation, ready to prove themselves. They are more effective when using their ranged weapon from a short distance away and prefer this tactic to close combat.

Spell-Like Abilities: A typical brownie scout's spell-like abilities (and the mana cost for each) are as follows: *camouflage* (2), *grasping roots* (6), *panic animal* (2), *snare* (3), and *whirling wind* (4). As the spells cast by a 3rd-level druid (save DC 12 + spell level) with a pool of 12 mana.

Brownie Farmer

Brownie farmers grow some of the most sought-after produce in all the known lands and hoard recipes for some of the most fancied magic foods in all Norrath. The fey nature of the brownies makes itself apparent in the foods they grow, gather, and cook. The same fey nature makes brownies themselves the sought-after ingredients of prospective chefs of Norrath's darker races.

Brownie farmers are tougher and stronger than the standard brownie. After long hours of toiling in their fields, they do not have the patience for impertinence or ignorance. These brownies have a leathery, weatherworn look both in their clothes and their persons.

Combat

Brownie farmers are not soldiers, but they know how to protect their land and families. They tend to use their spells to prepare themselves for combat and then attack invaders from hiding.

Spell-Like Abilities: A typical brownie farmer's spell-like abilities (and the mana cost for each) are as follows: *camouflage* (2), *grasping roots* (6), *harmony* (4), *see invisible* (4), *skin like rock* (10), and *thistlecoat* (4). As the spells cast by a 8th-level druid (save DC 13 + spell level) with a pool of 48 mana.

Brownie Outcast

The paranoia and distrust with which brownies view other races is also present within their own society. Often the eldest and most powerful brownies become the subject of distrust by their own kin and in turn become so cynical in their older age that they lose compassion for their own kind. Whether they are criminals banished from brownie society or brownies whose distrust of their own kin moved them to leave, these faeries take to the woods as hermits, growing bitter and hardened from living among the elements.

Combat

Brownie outcasts might carry a dagger or darts for intimidation purposes, but they rely on their potent magic for combat.

Spell-Like Abilities: A typical brownie outcast's spell-like abilities (and the mana cost for each) are as follows: *dizzying wind* (13), *ensnaring roots* (10), *healing* (10), *scale of wolf* (10), *see invisible* (4), *shield of brambles* (13), *skin like steel* (17), *superior camouflage* (7), and *tremor* (33). As the spells cast by a 16th-level druid (save DC 14 + spell level) with a pool of 128 mana.

Brute

	Large Monstrous Humanoid (Brute)
Hit Dice:	10d8+80 (133 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	22 (–1 size, +2 Dex, +11 natural)
Attacks:	2 fists +16 melee; or 2 fists +14 melee, slam +14 melee
Damage:	Fist 1d8+7; slam 1d6+7
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Berserk
Special Qualities:	Scent
Saves:	Fort +13, Ref +9, Will +9
Abilities:	Str 24, Dex 14, Con 26, Int 4, Wis 14, Cha 8
Skills:	Climb +19, Jump +19, Listen +10, Spot +8, Wilderness Lore +8
Feats:	Alertness, Great Fortitude, Slam
Climate/Terrain:	Temperate forest, hills, mountains and underground
Organization:	Solitary, pair, band (3–6), pack (5–12)
Challenge Rating:	7
Treasure:	Half standard
Alignment:	Always neutral
Advancement Range:	11–20 HD (Large)
Faction:	None

Description

Brutes are native to the continent of Kunark, living in its western part for as long as any of the empires that have been there.

Brutes are massive, shaggy humanoid beasts, dense masses of predatory muscle covered with thick hide and fur. Mature brutes are generally about 9 feet tall, but can reach heights of nearly 14 feet. They have large barrel chests with short legs and long arms that reach almost to the ground. Their feet are as dexterous as their hands, and they often eat with their feet while their hands perform other duties such as cleaning. Their feet also assist them in their superior climbing ability.

Brutes have a primitive society, similar to apes in many ways. Males dominate the species and females are rarely seen, left to take care of the young (the runtlings and brutlings) and their homes. While they roam throughout forests, hills, and mountainous areas, they mostly make their homes underground and in caves. They have no real language, but do communicate via simple grunts and growls, which is enough for them.

Brutes are basically clean beasts, although one does occasionally catch a unique disease similar to rabies, at which point that individual is ostracized and eventually driven out from its tribe. Diseased brutes are solitary and tend to become quite mad over time as the disease passes into their nervous system. These brutes are quite vicious and are generally as fierce as a healthy brute defending its home or young.

Combat

Brutes go after prey or interlopers with great ferocity, leaving the battle only if it goes against them. Mostly, brutes will bash their prey to death with their powerful fists. On occasion, a particularly wily brute will use a club or greatclub of some sort. In any case, they are aggressive, territorial predators who like meat of all kinds. They have few enemies within their own territories, and other creatures are smart enough to leave them well enough alone. Likewise, brutes seem to know which creatures pose a threat to them and leave those creatures well enough alone.



Berserk (Ex): Anytime a brute is defending its young, backed into a corner, or injured to 20% or less of its total hit points, it has a chance (2% per HD) of going berserk. Once berserk, the brute will not break off combat willingly and will stay berserk until it or its enemies are dead. While berserk, the brute gains a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a –2 penalty to AC.

Skills: Brutes have great leaping abilities, conferring a +8 racial bonus to Jump.

Diseased Brutes

Diseased brutes are more aggressive than the rest of their kind due to the disease working away at their minds. While the disease attacks the brute's Wisdom score, brutes are immune to the Constitution damage it inflicts upon other creatures.

In the early stages of the disease, the brute's fur becomes glossy. Sores then begin to appear on the brute's skin, and chunks of fur and flesh start to fall off, so that the creature takes on an almost undead appearance. During this latter stage, the disease affects the brute's mind, causing it slowly to go mad. Eventually, the disease will destroy the creature's mind to the point when it passes into a coma and dies, but this process usually takes at least several months.

Combat

Diseased brutes are even more aggressive than normal brutes and will savagely attack even those foes they have little chance of defeating. They will then fight until they or the enemy are dead. A diseased brute has a CR of 8.

Bite (Ex): The disease brute gains an additional bite attack (+11 melee, or +9 if it also slams) for 1d6+3 points of damage.

Disease (Ex): Bite. Fortitude save (DC 13), incubation 1d2 days, damage 1d2 temporary Charisma and 1d3 temporary Constitution.

Improved Berserk (Ex): A diseased brute has a chance (2% per HD) to go berserk under any stressful circumstance, such as merely seeing a creature in its territory.

Bulthar

	Large (Tall) Monstrous Humanoid
Hit Dice:	30d8+300 (435 hp)
Initiative:	–1 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	36 (–1 size, –1 Dex, +28 natural)
Attacks:	2 slaps +42 melee; or 2 slaps +40 melee, slam +40 melee
Damage:	Slap 2d10+13 and *daze*; slam 1d8+13 and *daze*
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Charge
Special Qualities:	Damage reduction 8/–, resistances, fast healing 5, great mass
Saves:	Fort +22, Ref +16, Will +17
Abilities:	Str 37, Dex 9, Con 30, Int 6, Wis 11, Cha 9
Skills:	Intimidate +22, Jump +18, Listen +11, Sense Heading +10, Sense Motive +10, Spot +11, Swim +21, Wilderness Lore +5
Feats:	Brutish, Cleave, Great Fortitude, Improved Slam, Improved Bull Rush, Improved Critical (slap), Power Attack, Slam
Climate/Terrain:	Any cold aquatic or mountains
Organization:	Solitary, pair, herd (3–10)
Challenge Rating:	20
Treasure:	Half standard
Alignment:	Usually neutral evil
Advancement Range:	31–35 HD (Large); 36–45 HD (Huge)
Faction:	Bulthar



Description

Bulthar are an aggressive race of massive humanoids who carve out tribal territories on the coasts of Norrath's arctic waters. These large, squat creatures resemble a cross between a human and an elephant seal. A thick layer of fat and fur allows the bulthar to survive in Norrath's coldest waters. They have a broad torso, long powerful arms with webbed claws, and short stubby feet that still move them quite quickly despite their massive bulk. Their neck is so thick and short that their head seems to jut straight out from the top of their torso. They have a stunted elephantine trunk in between two beady black eyes and right above the mouth.

The bulthar have a primitive society and, though intelligent, still have many animalistic behaviors such as gathering in herds in which the strongest male leads and takes a harem of mates. Bulthar do little other than eat, sleep, or make war upon those around them. What society they possess has just not advanced enough for anything else. Rival bulthar herds will go to war, and the survivors among the losing herd are brought into the winning herd. The Bulthar also attack othmir, aqua goblins, or any humanoid settlements on the coast or in costal waters. They also attack merchant ships and fishing vessels to consume crew and any edible cargo.

Bulthar live on the fish of the sea and occasionally other sorts of food. Though they cannot breathe underwater, they can hold their breaths for extended durations and make dives as deep as a mile into the ocean in search of food.

A few bulthar can speak a pidgin of Common, otherwise they communicate primitively among themselves with grunts and odd sounding howls that often echo off the cliffs of the Cobalt Scar in Velious and other places that bulthar herds are found.

Combat

A bulthar is always looking for a fight, if not from its own kind then from others in its territory. Bulthar aggressively defend what they consider their territory. Herd leaders are especially territorial and view any trespass as an attempt to challenge their position. In combat, bulthar charge opponents and then smash them with their powerful fists until their enemies are dead. If seriously hurt, bulthar will attempt to flee the flight, usually into any water (if fighting on land) or onto the beach (if fighting in the water).

Charge (Ex): Due to its great mass, a bulthar deals double damage on a successful charge action.

Resistances (Ex): Bulthars have bonuses of acid, disease, electricity, fire, magic, poison and, sonic resistance (20), and cold resistance (50).

Great Mass (Ex): A bulthar is enormously heavy and as a result is difficult to restrain or push about. It gains a +5 bonus on all saving throws to resist effects that would hamper or halt its

movement and gains a +4 circumstance bonus on all checks made to move other creatures or to resist being moved itself, such as during trip or bull rush attacks.

Skills: Bulthars are loud, powerful, and violent-tempered, conferring a +4 racial bonus to Intimidate.

Burynai

	Large (Tall) Monstrous Humanoid
Hit Dice:	10d8+60 (105 hp)
Initiative:	+0
Speed:	30 ft., burrow 5 ft.
AC:	24 (–1 size, +3 studded leather, +12 natural)
Attacks:	Huge greatclub +15/+9 melee; or 2 claws +14 melee
Damage:	Huge greatclub 2d8+7; claw 1d6+5
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Heightened senses
Saves:	Fort +11, Ref +7, Will +8
Abilities:	Str 20, Dex 11, Con 22, Int 13, Wis 12, Cha 13
Skills:	Channeling +11, Knowledge (mysticism) +6, Language (any two) +5, Listen +8, Meditation +6, Sense Heading +9, Search +14, Spot +8
Feats:	Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (greatclub)
Climate/Terrain:	Any desert, mountains, or underground
Organization:	Solitary, pair, company (3–5), patrol (6–20)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Burynai Legion

Description

Burynai are a race of large, vicious, badger-like humanoids who plumb the depths of Norrath's ruins in search of necromantic lore. These rotund bipedal creatures have heads very much like that of a badger. They also have large claws on their arms and feet that they use like a badger to tunnel through soft earth. Burynai are covered in a variety of fur colors, ranging from solids to stripes, in black, reds, browns, and whites. They commonly dress in outfits or armor made from leather and bone, with dome-like helmets designed to accommodate their snouts.

Burynai society devotes itself to the darker aspects of the Duke of Below, Brell Serilis. The burynai believe that by digging in the ground they will find treasure Brell has left for them and that this treasure will make them strong. Someday, they will uncover the power that will allow them to fulfill the fate that Brell has for them, a fate that most burynai legends describe as a manifest destiny for the burynai to take over all of Norrath, both above and below ground.

Burynai all have some necromantic skill and rise in stature and power by finding necromantic treasures or lore in the ground. Many ruins of Norrath's ancient civilizations are frequented if not inhabited by burynai excavators.

Burynai divide their land into "digs" of various sizes and shapes, each "dig" being controlled by a burynai rockshaper. In turn, a number of "digs" are ruled over by one burynai digmaster, thereby forming a feudalistic society.

Burynai have a fascination with anything in the ground, including bone. Many burynai follow the path of the necromancer or shadow knight. Burynai also use this fascination in their crafts, with many burynai wearing bone armor and wielding weapons of enchanted bone. Burynai also work with leather, often giving their leather items minor enchantments.

Burynai speak their own language. Yet since they do not get along with any other race, they refuse to speak any language from the "lesser" races, except when giving commands to a race they have enslaved. Burynai read a great deal of other languages, especially elder tongues, as they continue their search for great artifacts.

Combat

Burynai will viciously attack anyone whom they feel they can pillage or enslave. They will attack with what weapons they have at their disposal, which are often only their claws, but many victims learn that a burynai's claws will suffice. If they get too wounded, burynai will attempt to leave a battle as quickly as they can.

Spell-Like Abilities: All burynai have some innate necromantic ability, and a typical burynai knows at least 3 necromancer spells of 1st or 2nd level. A typical mix of spells (and the mana cost for each) might be *grim aura* (4), *lifetap* (2), and *siphon strength* (1). These spells are as cast by a 3rd-level necromancer (save DC 11 + spell level), with a pool of 12 mana.

Heightened Senses (Ex): Burynai have exceptionally keen senses, giving them both the ultravision and scent abilities. Further, all burynai can sense traps as the 2nd-level rogue ability.

Skills: Due to their heightened senses, burynai gain a +2 racial bonus to Listen and Spot checks, a +4 racial bonus to Search checks, and a +8 racial bonus to Sense Heading checks.

Burynai Characters

A burynai's favored class is shadow knight. Most burynai follow the dark path of the necromancer or shadow knight, although warriors are also not uncommon. The burynai religious culture is advanced enough for clerics to exist, but some burynai turn to the communion with spirits of the land, becoming shamans instead.



Cazic-Thule

Colossal Outsider (Discordant, Evil)
Shadow Knight 30 / Warrior 30

Hit Dice:	50d8+1150 (outsider) + 30d10+690 (Shd) + 30d12+690 (War) + 82 (Toughened feat) (3,672 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	70 ft.
AC:	72 (–8 size, +2 Dex, +43 natural, +25 divine)
Attacks:	2 slams +125 melee, +5 *Gargantuan longsword* +126/+122 melee, +5 *Gargantuan morningstar* +126/+121 melee, 2 stamps +122 melee
Damage:	Slam 4d6+30 and *daze*; +5 *Gargantuan longsword* 4d6+15; +5 *Gargantuan morningstar* 4d6+15; stamp 6d8+20 and *daze*
Face/Reach:	40 ft. by 40 ft. / 25 ft.
Special Attacks:	Panic touch, Cazic's touch, trample 12d8+40, rampage, spell-like abilities, spells
Special Qualities:	Godhood, divine senses, divine presence, divine powers, immunities, resistances, damage reduction 50/+5, regeneration 25, SR 42, flowing thoughts 50, shadow knight abilities, warrior abilities
Saves:	Fort +105, Ref +86, Will +87
Abilities:	Str 51, Dex 15, Con 56, Int 27, Wis 21, Cha 28
Skills:	Appraise +58, Bluff +42, Channeling +106, Climb +80, Hide +36, Intimidate +122, Jump +80, Knowledge (folklore) +58, Knowledge (geography) +58, Knowledge (history) +58, Knowledge (mysticism) +58, Knowledge (outsider lore) +63, Knowledge (planar travel) +58, Knowledge (religion) +58, Knowledge (undead lore) +63, Knowledge (warcraft) +58, Listen +87, Meditation +58, Search +28, Sense Motive +55, Sneak +52, Spellcraft +38, Spot +87, Taunt +66, Trade Skill (make poison) +58, Undead Empathy +92, Wilderness Lore +21
Feats:	Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Double Attack, Enlarge Spell, Extend Spell, Finishing Blow, Great Cleave, Heighten Spell, Improved Bull Rush, Improved Critical (longsword), Improved Critical (morningstar), Improved Critical (slam), Improved Critical (stamp), Improved Disarm, Improved Initiative, Improved Multi-Weapon Fighting, Improved Parry, Improved Slam, Leadership, Lightning Reflexes, Mental Clarity, Mobility, Multidexterity, Multi-Weapon Fighting, Parry, Power Attack, Quicken Spell, Quicken Spell-Like Ability, Riposte, Run, Silent Spell, Still Spell, Spell Focus (alteration), Spell Focus (evocation), Spring Attack, Sunder, Toughened, Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	43
Treasure:	Triple standard (plus unique items)
Alignment:	Neutral evil
Faction:	Cazic-Thule

Description

The Faceless One, Cazic-Thule, the God of Fear: he spreads terror and hopelessness the world over.

Cazic-Thule resides on the Plane of Fear. At the center of that dark and horrid place, he broods over his growing empire, surrounded by thousands of dread minions. He is an enormous, hulking shape — a walking mountain, with a bulbous projection where a head should be. There is no face, no sign of any sensory organs (although the dreadful god is preternaturally sensitive). He has two muscular, outsized arms that can crush giants with a single blow, and two smaller (Gargantuan size), yet still powerful arms just below them that grasp weapons and/or a shield. Massive, clawed feet support the bulk.

Cazic-Thule is the master of most iksar, who live in fear and awe of their god and seek to appease him by terrorizing others. His worshipers are drawn from all races and all walks of life, though, and the darkness of their service is spreading across Norrath. Cazicites indulge in murder, torture, live sacrifice, and unspeakable rites in the furtherance of their deity's aims.

The god himself does not tread the world, but when he has need to intervene in terrestrial affairs — or thwart the plans of the other gods, with whom he is in constant competition — he dispatches his avatar, a mighty being in its own right (see the Avatar of Fear entry in this book). Occasionally, armies of heroes breach the barriers between the planes and dare the perils of the Plane of Fear on some short mission. Destined for failure, all but a few of these quests end in doom, especially should the heroes come to the God of Fear's attention while they walk his home plane.

Combat

Being a god, Cazic-Thule is nigh invulnerable. His intrinsic nature grants him very high resistances to all sorts of magical attack. He often wields artifact weapons that deal large amounts of damage as well as processing powerful magic effects. Finally, he has the spell-using abilities of the highest-level shadow knights, without a mortal's restrictions on the number of skeletal companions he can summon to his aid. Although his pets are very weak in comparison to the god, they are useful for distracting opponents and absorbing attacks that would otherwise reach him.

Cazic-Thule is usually surrounded by other minions of considerable power, such as his three Gargantuan golems named Dread, Fright, and Terror. He relies on his divine presence to weaken the wills of those who dare face him, and on his devastating harm touch to quickly eliminate the unworthy. While his servants prevent attackers from surrounding him, the god uses spells and spell-like abilities to deal damage to and interfere with the opposition, focusing on the most dangerous-looking combatants, then wades into combat swinging his massive fists or whatever deadly weapons of immense magical power he selects from his divine treasure horde. His use of the Power Attack feat leaves most of his foes pounded into pulp from the divine strength behind his blows. He also loves to trample over puny beings that try to attack him, taking particular delight in using his rampage ability to crush multiple spellcasters.

Panic Touch (Su): Anyone struck by Cazic-Thule, whether by his hand or by a weapon he wields, is affected as if by a *trepidation* spell cast by an 80th-level necromancer. A Will save (DC 36) negates this effect. If the save is successful, that opponent cannot be affected again by Cazic-Thule's panic touch for 24 hours.

Cazic's Touch (Su): Cazic-Thule's unholy aura is so potent that his harm touch attack may be used at a great distance and instantly slays whatever mortal creature he designates (+107 ranged touch), effectively reducing that target's hit points to –10. He may affect any mortal creature that he may sense (thus, effectively any nondivine creature within 25 miles). There is no save against this attack, nor does spell resistance have any effect; further, Cazic-Thule gains a number of hit points equal to the number lost by the deceased target. A creature slain by Cazic's touch can only be returned to life by another deity, or by a mortal caster of 30th level. Using Cazic's touch costs Cazic-Thule 180 mana.

Trample (Ex): As an attack action, Cazic-Thule can simply run over a Gargantuan or smaller opponent. This attack requires no attack roll, and deals 12d8+30 points of blunt damage. Opponents trampled by Cazic-Thule do not get attacks of opportunity, but may make a Reflex save (DC 105) for half damage.

Rampage (Ex): Once every 2d4 rounds as a full attack action, Cazic-Thule can make two slam attacks against every opponent within his reach (25 feet).

Spell-Like Abilities: Cazic-Thule's spell-like abilities (and the mana cost for each) are as follows: *abscond* (0), *annul magic* (13),

asphyxiate (42), *cessation of Cor* (50), *conjure corpse* (117), *cripple* (38), *dementing visions* (42), *devouring darkness* (67), *emissary of Thule* (108), *enslave death* (83), *gather shadows* (6), *immobilize* (13), *invoke death* (82), *lesser summon corpse* (17), *minion of shadows* (88), *servant of bones* (88), *succession of shadows* (58), and *trucidation* (63). He has a pool of 930 mana, and uses this mana pool to power all of his shadow knight spells as well as his spell-like and divine abilities.

Once per round as a free action, Cazic-Thule may use any spell with the fear descriptor as a spell-like ability with no mana cost, as if cast by an 80th-level caster. He may travel to any destination on another plane as a standard action (unless that plane is warded by another deity against his entry) by paying 100 mana.

All of his spell-like abilities are as the spells cast by a 25th-level caster (save DC 44 + spell level; DC 46 + spell level for alteration or evocation), as applicable, unless otherwise noted.



Spells: Cazic-Thule casts spells as a 30th-level shadow knight (save DC 17 + spell level; DC 19 + spell level for alteration or evocation) with a pool of 930 mana. He uses this mana pool to power all of his shadow knight spells and spell-like abilities.

Godhood (Ex): Deities do not automatically fail at a task or at an attack on a natural roll of 1. Cazic-Thule may communicate freely with any creature, either in that creature's native language or else by telepathy if the creature is within 25 miles. He has no need of food, water, air, or any other condition or commodity that mortals consider necessary to life; nor need he use material components for any spell or ability. He may assume any size he wishes, at will, as a move action; his ability scores are unaffected by size changes, but all other modifiers, including attack bonuses, damage dice, and AC, are altered as applicable. Like all deities, Cazic-Thule may create any materials or goods at will, permanently and instantaneously (a standard action that provokes no attacks of opportunity); he can also create magic items with enhancement bonuses effectively equal to +8. These magic items must be related in some way to his divine spheres of *fear*, *undead*, *torture*, and so on; creating a magic item in this way requires approximately 1 hour per point of enhancement.

Divine Senses (Ex): Cazic-Thule has blindsight to a range of 25 miles.

Divine Presence (Ex): At will, Cazic-Thule can affect all mortals within an area of 2,500 feet as a free action. Those within the area of effect must make a Will save (DC 32) or become *frightened*; he may choose not to have any number of specific creatures within the area be affected by his presence if he wishes. This is a mind-affecting ability.

Divine Powers (Ex): Cazic-Thule has several powers that arise from his role as God of Fear and Darkness:

• *Negative Force Blast (Sp):* As an attack action, Cazic-Thule may invoke a blast of darkly crackling magical energy that deals (7d10+2)x2 points of magic damage and *interrupts* all in a 60-foot radius; a Reflex save (DC 46) halves the damage and negates the interrupt effect. (An interrupted creature loses 1 action and cannot cast spells in its next turn.) Further, a Huge or smaller creature that fails the first save must make a second Reflex save (DC 46) to avoid being blown back (1d4)x10 feet and knocked prone; a Large or smaller creature that fails this save is blown back (1d6+3)x10 feet and knocked prone. A flying creature that fails this second save is instead blown back (2d6)x10 feet. Using the negative force blast costs Cazic-Thule 56 mana.

• *Dark Shackles (Sp):* As an attack action, Cazic-Thule may invoke a *snare* effect (as the spell) with a range of 350 feet on all creatures within a square area 45 feet on each side. A Reflex save (DC 46) negates this effect.

• *Multiple Pets (Ex):* Cazic-Thule is not restricted to just one skeletal companion as mortal necromancers and shadow knights are. However, the total Hit Dice of his summoned companions cannot exceed 80 HD. A new skeletal companion whose HD would bring the total above 80 cannot be summoned until a sufficient number of HD of existing companions have been destroyed or dismissed.

Immunities (Ex): Cazic-Thule is completely immune to ability damage or drain, level drain, and mind-affecting spells or effects; to natural environmental conditions; to *fatigue* or *exhaustion*; and to disease and poison damage. He is also immune to any spell or effect which would halt or hamper his movement, and to any spell or effect that would give him a buff penalty or slow effect.

Resistances (Ex): Cazic-Thule has divine bonuses of cold resistance (25), of acid, electricity, magic, and sonic resistance (50), and of fire resistance (110).

Regeneration (Ex): Cazic-Thule takes normal damage only from spells cast by divine spellcasters of good alignment, or by weapons blessed by deities of good and light. All other damage is treated as subdual damage. If any of his limbs are severed (including his shapeless "head"), he may reattach it simply by holding the appendage to the stump for 1 round.

Flowing Thoughts (Ex): Cazic-Thule regains 50 mana per round.

Shadow Knight Abilities: Cazic-Thule has all the abilities of a 30th-level shadow knight, including spells, and several of these abilities are enhanced by his divine nature, as follows:

• *Harm Touch/Leech Touch:* See "Cazic's touch," above.

• *Finishing Blow:* Cazic-Thule's powers of fear and death make his finishing blows very potent. Any mortal opponent reduced to one-third or less of its hit point total (not one-quarter or less) by a melee attack by Cazic-Thule must make a Fortitude save (DC 25 + the damage dealt by the finishing blow) or be reduced directly to –10 hit points, and thus slain outright.

• *Disciplines:* Being a god, Cazic-Thule may use his disciplines more often than a mortal, although he still may never have more than one discipline active at any one time. Instead of a requisite number of hours between uses of disciplines, he must wait that

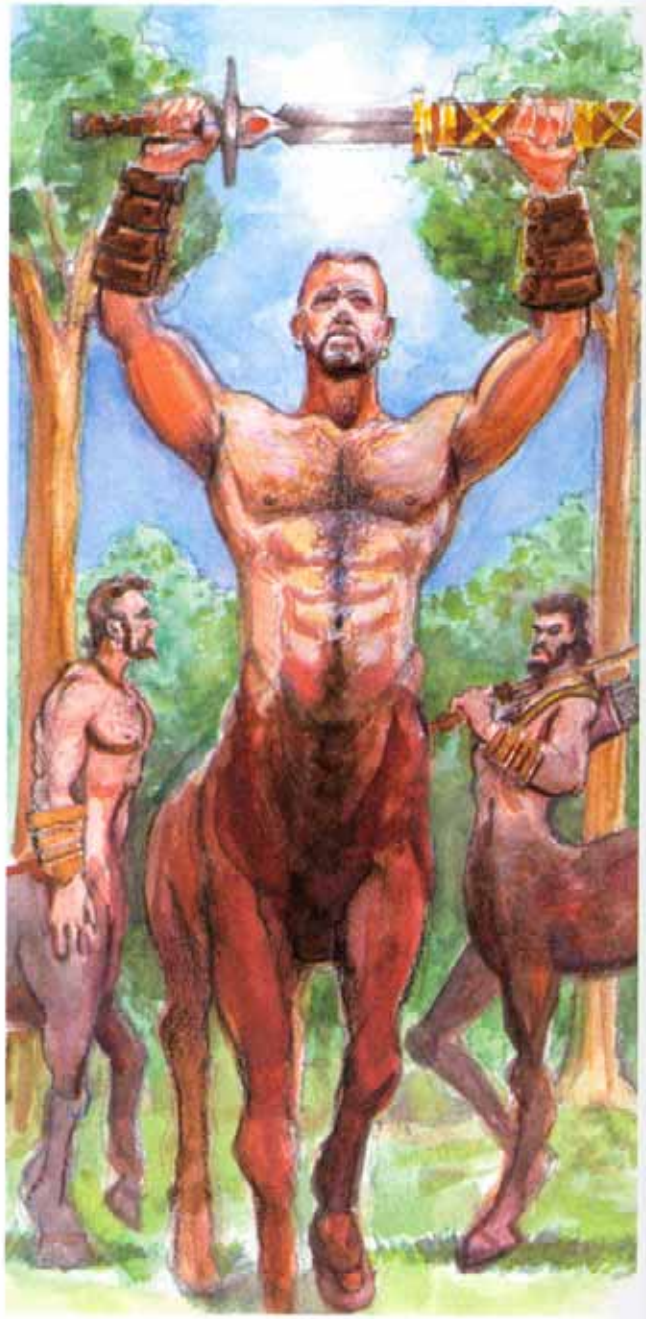
number of *rounds*. Thus, a mortal shadow knight using Leechcurse must wait 24 hours before activating another discipline — Cazic-Thule must wait a mere 24 rounds.

Warrior Abilities: Cazic-Thule has all the abilities of a 30th-level warrior, and several of these abilities are enhanced by his divine nature, as follows:

- *Berserking:* Cazic-Thule gains a +8 bonus to attacks *and* to damage while berserk; his AC bonus remains only +2.
- *Area Taunt:* Cazic-Thule may taunt all creatures within 60 feet as a single action (rather than merely 20 feet).
- *Disciplines:* Being a god, Cazic-Thule may use his disciplines more often than a mortal, although he still may never have more than one discipline active at any one time. Instead of a requisite number of hours between uses of disciplines, he must wait that number of *rounds*. Thus, a mortal warrior using Mighty Strike must wait 24 hours before activating another discipline — Cazic-Thule must wait a mere 24 rounds.

Centaur

	Large Monstrous Humanoid
Hit Dice:	12d8+48 (102 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	26 (-1 size, +2 Dex, +4 masterwork chain shirt, +11 natural)
Attacks:	Masterwork mighty composite longbow (+4) +15/+11/+7 ranged; or masterwork spear +17/+13/+9 melee; or 2 hooves +16 melee
Damage:	Masterwork mighty composite longbow (+4) 1d8+4; masterwork spear 1d8+7; hoof 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Centaur archery, spell-like abilities
Special Qualities:	Man-size torso
Saves:	Fort +8, Ref +10, Will +10
Abilities:	Str 21, Dex 14, Con 19, Int 12, Wis 15, Cha 11
Skills:	Appraise +6, Jump +15, Listen +9, Spot +9, Trade Skill (fletching or smithing) +10, Wilderness Lore +9
Feats:	Double Attack, Point Blank Shot, Spirited Charge*, Weapon Focus (composite longbow)
Climate/Terrain:	Temperate plains
Organization:	Solitary, pair, or band (3-10)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	By character class
Faction:	Centaurs of the Karana



Description

The upper torso, arms, and head of a centaur are human, while the lower body is that of a horse. The coloration of the horse part is usually brown, though rare breeds of other colors do exist. The human half can have any of the vast colorations that one can normally encounter with humans.

Centaurs gather in tribes on the plains they inhabit. Although they build structures to support their society, only a few tend to stay in them, as most of the tribe usually wanders and sleeps outside. The majority of centaur tribes live in the Plains of Karana, though scattered tribes can be found elsewhere, and small groups wander all of Norrath and Luclin.

Centaurs are normally peaceful by nature, co-existing with other races such as human homesteaders or aviaks. They do avoid the gnolls in the southern Plains of Karana, yet take them down whenever a chance arises. The gnolls are more populous and reach much further, so the centaurs are careful not to anger them too much, lest the gnolls and their dark spirits come and make war upon the centaurs' already small tribes. Likewise, the gnolls have learned that leaving these galloping archery experts alone is usually best.

Centaurs value strength and craft. They enjoy contests of strength and speed and often compete among themselves in sport. They also compete in the making of various crafts. Centaurs are known for their fine armor, which they are willing to trade to those warriors who prove themselves worthy. Centaurs also enjoy developing their skill in the art of archery, and competitions for archery are just as common as those for strength and speed. They occasionally gather hunts together to go after a lion or a rogue elephant. There is some sport in these hunts, but mainly they are for food and clothing, and for the younger centaur foals to prove their worth.

Combat

Centaurs are not overly aggressive and will leave others alone unless they are attacked first. On a rare occasion, a centaur will enter a "blood-

frenzy" and attack with little or no provocation. This can happen to young and old centaurs alike, and no one is sure why this happens. When they do engage in combat, centaurs often open the battle with some arrow fire or magic, keeping their distance from opponents unless the enemy proves to have even more ranged offense than the centaurs. In this case, centaurs will charge their opponents and fight until they are wounded enough to escape or their enemies are dead.

Centaur Archery (Ex): Centaurs may fire their bows accurately while on the move, effectively gaining the benefits of the Shot on the Run feat. Further, a centaur knows how to aim bow shots for great effect. A target hit with an arrow fired by a centaur must make a Fortitude save (DC 18) or be *stunned* for 1 round. This stunning attack is a full-round action. Being stunned in this way does not stack with the duration of any other stun effect.

Spell-Like Abilities: The centaur's spell-like abilities (and mana cost for each) are as follows: *burst of flame* (1), *grasping roots* (6), *snare* (3), *whirling wind* (4). These spells are as cast by a 4th-level druid (save DC 12 + spell level) with a pool of 48 mana.

Man-Size Torso: While centaurs are Large creatures, they still use weapons as if they were Medium-size creatures; however, they must buy armor as if it was for a Large creature with unusual anatomy.

Skills: Centaurs have powerful haunches, conferring a +4 racial bonus to Jump.

Feats: *Centaurs may gain the Spirited Charge feat without having the Mounted Combat or Ride skill prerequisites due to the fact that they are technically both mount and rider.

Classes

The centaur's favored class is druid (of Karana). Many centaurs also become rangers or warriors.

Chetari

	Medium-Size Monstrous Humanoid (Ratman)
Hit Dice:	30d8+360 (495 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	30 ft., climb 20 ft., swim 15 ft.
AC:	40 (+8 Dex, +2 leather armor, +20 natural)
Attacks:	*+3 velium bastard sword* +45/+41/+37/+33/+29 melee; or 2 claws +41 melee
Damage:	*+3 velium bastard sword* 1d10+19; claw 1d8+11 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Drain life, disease, cold rage
Special Qualities:	Damage reduction 40/+4 and 10/–, resistances, SR 35, ultravision
Saves:	Fort +27, Ref +30, Will +24
Abilities:	Str 32, Dex 27, Con 35, Int 14, Wis 15, Cha 12
Skills:	Climb +19, Escape Artist +13, Hide +20, Knowledge (dragon lore) +8, Listen +19, Search +12, Sense Heading +6, Sense Motive +12, Sneak +20, Spot +19, Swim +19, Trade Skill (smithing) +19
Feats:	Alertness, Cleave, Combat Reflexes, Double Attack, Improved Critical (bastard sword), Improved Initiative, Parry, Power Attack, Riposte, Weapon Focus (bastard sword)
Climate/Terrain:	Underground
Organization:	Solitary, pair, band (3–5), or tribe (10–40 plus 100% noncombatants plus 1 3rd or 4th level leader per 20 adults and 1 chieftain of 5th–8th level)
Challenge Rating:	25
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	31–45 HD (Medium-size); and by character class
Faction:	Chetari and Zlandicar



Description

Chetari are a tribe of ratmen imbued with tremendous power by feasting on the remains of dragons found in the Dragon Necropolis on the frozen continent of Velious.

Chetari look innocent enough: humanoid rat-like creatures with pink paws, albino-white fur, and red eyes from long lives underground. They stand about 5 feet tall and move about on their rear legs; their forepaws are prehensile and often wield weapons.

Despite their simple appearance and their relation to other sorts of ratmen, the chetari have been imbued with the energies of the Dragon's Necropolis. The few scholars of magic who have survived visiting this remote and inhospitable burial site of dragons speculate that the chetari have at one time feasted from the remains of the dragons there and thus become imbued with potent energies that make them nigh immortal. Other scholars claim that the dragon Zlandicar, who resides in the Necropolis, imbued the chetari with some measure of his own power and thus the ratmen worship and serve him.

Chetari live in tribal units with a chieftain called a dominator. The power to rule the tribe, however, often truly lies with the dustshapers and deathbinders who gain audience with Zlandicar and communicate his will back to the chetari tribes.

Male chetari spend time at the forge, crafting high-quality weapons made of velium. Their armorsmithing skills seem quite limited, though, or at least they do not care to make heavy armor, for they mostly wear leathers made by the young and female chetari from the skins of the large snakes they kill.

Chetari occasionally venture out into the farthest corners of Norrath, usually on missions to serve Zlandicar. Most of their time, however, is spent locked in a bitter war with the paebala, another tribe of ratmen who also claim the Dragon Necropolis as their home.

Chetari have their own language, but a few have managed to learn the Common tongue.

Combat

Chetari are cunning combatants. If aware of opponents entering their lair, they will set an ambush. They will attempt to go for weaker party members first if given the opportunity. A number of chetari combining their life draining ability at the same time to take out a single healer or other caster is a favored tactic. When surrounded by a number of combatants, a chetari will activate its rage ability in an attempt to hurt as many opponents as it can.

Drain Life (Su): Once per day, a chetari may drain life energy from any one opponent within 10 feet. This is an attack action that does not provoke an attack of opportunity. The drain requires a ranged touch attack (+38 bonus). If the attack misses, the ability

is used up for the day; if it hits, the target takes 3d6 x 10 points of magic damage, with no save allowed.

Disease (Su): Claw, Fortitude save (DC 34); incubation period 1 day; damage 1d6 temporary Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Cold Rage (Ex): Once per day, as a free action, a chetari may work itself into a fighting rage for 2d6 rounds, at which time the cold rage ends with no ill effects for the chetari. This cold rage grants the chetari a +4 enhancement bonus to Strength, Constitution, and Dexterity, and a +2 morale bonus on Will saves. Additionally, the chetari gains the benefits of the monk's Whirlwind discipline (see page 82 in Chapter 3:Classes of *EverQuest: Player's Handbook*). A chetari can initiate the cold rage only on its own turn. Until a chetari starts making a number of attacks of opportunity that seem impossible, a Spot check (DC 25) is required to notice that it has become enraged.

Resistances (Su): Chetari have bonuses of acid, cold, fire, and sonic resistance (50); and disease, magic, electricity, and poison resistance (100).

Skills: Chetari have heightened senses, conferring a +4 racial bonus to Search and Sense Heading checks and a +8 racial bonus to Listen and Spot checks.

Chokidai

	Large Magical Beast
Hit Dice:	26d10+130 (273 hp)
Initiative:	+4 (Dex)
Speed:	40 ft.
AC:	43 (-1 size, +4 Dex, +3 studded leather, +27 natural)
Attacks:	2 claws +35 melee, bite +33 melee
Damage:	Claw 2d6+9; bite 3d6+4 and mangle
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Drag down, mangle
Special Qualities:	Damage reduction 25/+3, fast healing 6, scent, ultravision
Saves:	Fort +20, Ref +19, Will +9
Abilities:	Str 29, Dex 18, Con 21, Int 4, Wis 13, Cha 8
Skills:	Listen +25, Spot +25, Wilderness Lore +7*
Feats:	Alertness, Cleave (claws only), Multiattack, Power Attack
Climate/Terrain:	Underground
Organization:	Solitary, pair, or pack (3–9)
Challenge Rating:	20
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	27–35 HD (Large); 36–50 HD (Huge); 51–70 HD (Gargantuan)
Faction:	Sarnak Collective

Description

Chokidai are large reptilian beasts created by the sarnaks of Chardok to serve as guardians and hunters. Bred from the scaled wolves native to Kunark, the chokidai are rumored to be the result of the sarnaks' own experiments of mixing the blood of Skyfire wurms with other strange creatures native to Kunark. Out of countless failed experiments, the chokidai have emerged as perhaps the lone success — but what a fearsome creation they are.

Chokidai are reptilian creatures almost as large as a horse. They have reddish scales fading to a pinkish-white toward their bellies and legs. Several sharp, fin-like scales protrude from the back of the chokidai, each 12 to 18 inches high and of a grayish-green color. Their muzzles sport large razor-sharp teeth, and they have black, vicious claws.

Chokidai are now raised and trained by the Brood of DiZok sarnak in their fastness of Chardok. The sarnak royals have larger chokidai as bodyguards and pets for their children, while the outer guards use them as scouts, guards, and hunters. The chokidai's keen senses alert sarnak sentries of intruders they might otherwise miss.

The chokidai are completely loyal to their sarnak masters, who treat them as honored pets and feed them well with the raw meat of slain enemies. Iksar and elven meat is said to be very tasty to them.

Sarnaks often equip their pet chokidai with reinforced leather shoulder-plates (spaulders). The sarnak will decorate these leathers with the colors of their house and lineage, indicating to whom the chokidai belongs. Chokidai who perform well also have markings made upon these spaulders indicating what deeds the particular chokidai has performed.

A chokidai might rarely have treasure, but only if it has swallowed something that lodged in its gullet. The intact spinal ridges of a chokidai can be used to make durable and sharp dagger-like weapons.

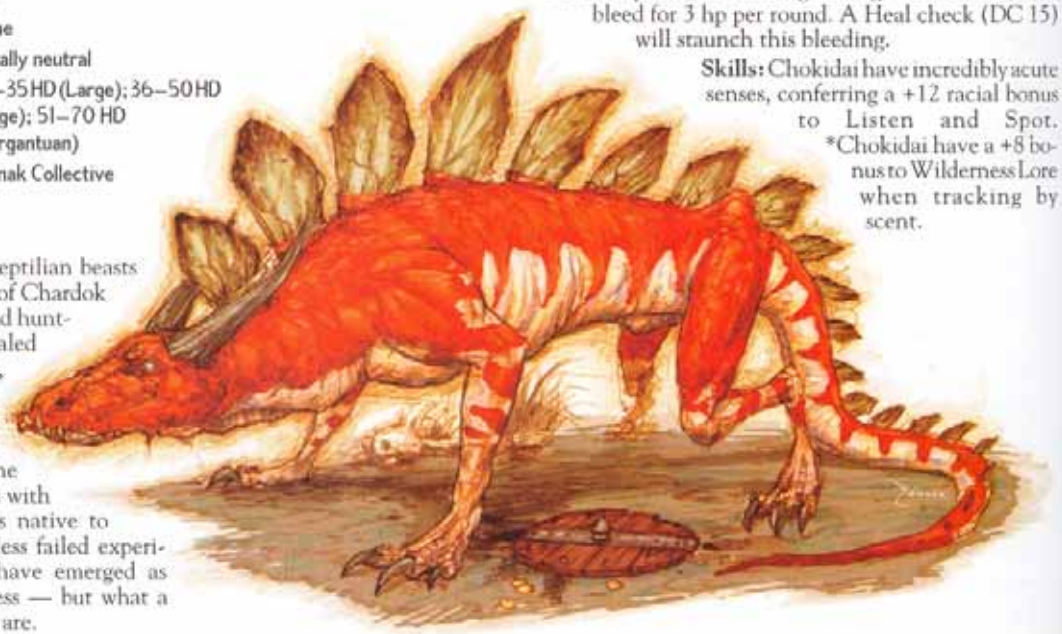
Combat

The chokidai spends much of its time in guard duty, either at a single location or as part of a patrol. Though they are not highly intelligent, chokidai are smart enough to accept reasonably complex commands and can patrol areas and report intruders — or attempt to kill intruders quickly if it thinks it can. If a chokidai is with a master, it will always follow its master's orders. If in a group and no masters are around (or none are giving orders), chokidai will all tend to attack one opponent until it is down and then move onto the next.

Drag Down (Ex): A chokidai that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see *EverQuest: Player's Handbook*, page 378), but does not require a touch attack nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the chokidai.

Mangle (Ex): If a chokidai hits a target with its tearing bite, the target must make a Reflex save (DC 28) or take an additional 3d6+13 points of slashing damage and continue to bleed for 3 hp per round. A Heal check (DC 15) will staunch this bleeding.

Skills: Chokidai have incredibly acute senses, conferring a +12 racial bonus to Listen and Spot. *Chokidai have a +8 bonus to Wilderness Lore when tracking by scent.



Cloaked Dhampyre

	Medium-Size Undead
Hit Dice:	24d12 (+11 with *hooded black cloak*) (167 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	36 (+9 Dex, +17 natural)
Attacks:	2 slams +20 melee; or masterwork longsword +21/+17/+13 melee
Damage:	Slam 1d10+7 and *daze*; masterwork longsword 1d8+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Drain life, drain blood, spell-like abilities
Special Qualities:	Regeneration 4, see invisible, ultravision, undead
Saves:	Fort +8, Ref +18, Will +18
Abilities:	Str 25 (23), Dex 29, Con —, Int 20, Wis 19, Cha 20
Skills:	Bluff +9, Channeling +19, Climb +12, Hide +36, Jump +18, Knowledge (any one) +8, Language (any two) +9, Listen +22, Meditation +15, Read Lips +10, Safe Fall +20, Sense Motive +12, Search +14, Sneak +29, Spot +22, Trade Skill (make poison) +10, Tumble +17, Undead Empathy +13
Feats:	Combat Reflexes, Double Attack, Improved Critical (longsword), Improved Initiative, Improved Parry, Improved Slam, Parry, Power Attack, Riposte, Weapon Focus (longsword), Weapon Focus (slam)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	17
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Mayong Mistmoore

Description

The cloaked dhampyre is an undead agent created by the infamous vampire lord Mayong Mistmoore and sent to the far reaches of Norrath to serve his will. Like other servants of Mistmoore, the cloaked dhampyre has the same red eyes, white hair, and pale bluish skin of a vampiric dark elf. The signature feature of these emissaries, scouts, and assassins is the cloak of black satin they receive from Mistmoore as an indication of their station within his servant hierarchy.

No one knows how many cloaked dhampyres exists, let alone what necromancy Mistmoore uses to create them. To make them even more loyal, Mistmoore wipes out the dhampyre's former identity as a living dark elf during its transformation.

Cloaked dhampyres spend little time in the environs of Mistmoore's castle in Faydark; instead, they are more commonly out in the lands of Norrath, stalking the night and carrying out their dread master's will. Yet they are rarely if ever seen, and then usually only because they wish to be. Subtle influence, poison in a wine cup, and other unseen acts are the cloaked dhampyres' favored methods of performing their master's will.

Combat

The cloaked dhampyre is a devious opponent. Rarely will a victim ever come face-to-face with one, as the dhampyres prefer instead to attack from darkness and then disappear quickly using *shadow step*, *gather shadows*, and the powers of their *hooded black cloak*. A cloaked dhampyre will also set ambushes using *feign death* and other means. This is all assuming, of course, an enemy even learns a cloaked dhampyre is present — they would much rather go about their business and avoid combat.

The statistics provided here for the cloaked dhampyre include bonuses from wearing the *hooded black cloak*.

Drain Life (Su): Once per day, a cloaked dhampyre may drain life energy from any one opponent within 10 feet. This is an attack action that does not provoke an attack of opportunity. The drain requires a ranged touch attack (+21 bonus). If the attack misses, the ability is used up for the day; if it hits, the target takes 5d10 x 2 points of magic damage, no save allowed.

Drain Blood (Ex): With a successful grapple check, a cloaked dhampyre can drain blood from an opponent, dealing 2d6 points of damage to the opponent and healing himself by the same amount.

Spell-Like Abilities: The cloaked dhampyre's spell-like abilities (and mana cost for each) are as follows: *engulfing darkness* (10), *fear* (7), *feign death* (10), *gather shadows* (6), *heat blood* (12), *lifedraw* (10), and *shadow step* (2). These spells are as cast by a 24th-level necromancer (save DC 15 + spell level) with a pool of 240 mana.

Regeneration (Su): Fire and holy damage and damage from divine spells cast by a good-aligned cleric deal normal damage to a cloaked dhampyre.

See Invisible (Su): A cloaked dhampyre may always perceive invisible creatures and objects normally.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death and necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects).

Skills: Cloaked dhampyres' vampiric blood confers upon them a +4 racial bonus to Bluff, Channeling, Search, and Sneak checks; cloaked dhampyres also gain a +8 racial bonus to Hide, Jump, Listen, Safe Fall, Sense Motive, Spot, Tumble, and Undead Empathy.



Hooded Black Cloak

Description: Mayong Mistmoore arms his spies with these magical cloaks before sending them across Norrath in his service. The cloak is made of pure black satin with an simple but sturdy tying cord at the throat.

Powers: The *hooded black cloak* provides its wearer with a +2 enhancement bonus to Strength, a +11 bonus hit points, and a +5 circumstance bonus to Hide checks. In addition, the wearer may surround himself with an aura of impenetrable magical darkness that provides one-half concealment (20% miss chance) even against opponents who can see through normal darkness. The darkness may be created or dispersed at will as a free action but lasts a total of 5 minutes per day.

Bonus Type: Augmentation; **Market Price:** 20,130 gp; **Class:** All; **Race:** All; **Slot:** Back; **Weight:** 2.5 lbs.

Clockwork

	Runaway Clockwork Small Construct (Clockwork)	Rogue Clockwork Medium-Size Construct (Clockwork)	Clockwork Guard Medium-Size Construct (Clockwork)
Hit Dice:	1d10 (5 hp)	5d10 (27 hp)	15d10 (82 hp)
Initiative:	+0	+0	+2 (Dex)
Speed:	20 ft.	30 ft.	30 ft.
AC:	16 (+1 size, +5 natural)	17 (+7 natural)	28 (+2 Dex, +16 natural)
Attacks:	Slam +2 melee	Slam +5 melee, bite +0 melee	Slam +17/+12/+7 melee
Damage:	Slam 1d4+1	Slam 1d6+2, bite 1d3+1	Slam 1d10+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Steam blast	Steam blast	Steam blast
Special Qualities:	Construct, damage reduction 5/+1, SR 12	Construct, damage reduction 10/+1, SR 14	Construct, damage reduction 30/+2, SR 21
Saves:	Fort +0, Ref +0, Will –5	Fort +1, Ref +1, Will –4	Fort +5, Ref +7, Will +0
Abilities:	Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 15, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 22, Dex 14, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Temperate desert, forest, hill, mountains, or underground	Temperate forest, hill, mountains, plains or underground	
Organization:	Solitary, pair, or band (3–12)	Solitary, pair, or band (3–12)	Pair or band (3–12)
Challenge Rating:	1/2	3	11
Treasure:	Standard	Standard	
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	2–3 HD (Small)	6–10 HD (Medium-size); 11–15 HD (Large)	16–19 HD (Medium-size); 20–30 HD (Large); 31–45 HD (Huge)
Faction:	Defective Clockwork	Defective Clockwork	None

Description

The pride of gnome tinkerers, clockwork constructs come in several shapes and sizes suitable for the many roles they play in gnome society: from guards to cargo haulers to sewer cleaners. Made of metal and mechanical parts and powered by magic and steam, clockworks seem very alien to most of Norrath's denizens unaccustomed to the oddities of Akanon's gnomes. Clockworks show no emotion, going about their business with relentless precision. Every movement, every action they take, has a machine's calculated exactitude. Every clockwork has a particular job and place in gnome society as well as the skills and construction to match the job. Rat-like clockworks clean the streets and sewers. Large spider-like clockworks haul cargo overland. Clockworks built in the image of gnomes serve as guards and even automaton merchants.

Well, that is how it all works in theory. In reality, many gnome tinkerers can hardly be bothered with getting every detail of every clockwork just right; there are so many other interesting things with which to fiddle. After being in service for some time, a few clockworks go rogue, distorting their intended functions in gnome society, sometimes with hazardous consequences. Some gnomes suspect that a force is actually at work within their society vandalizing perfectly functional clockworks and causing them to go rogue: certainly a better explanation than faulty craftsmanship!

Gnomes take clockworks with them when they travel across Norrath, so the machines are found wherever one encounters gnomes, while defective clockworks might be found wherever gnomes have passed by.

Combat

Steam Blast (Ex): A clockwork can spout forth a blast of super-heated steam once every 1d4 rounds as an attack action. The size of the steam blast and its damage and save DC vary according to the clockwork's HD: it is a cone 10 feet long plus 5 feet for every 5 HD of the clockwork, and it deals 1d6 points of fire damage plus 1d6 for every 3 HD of the clockwork; a Reflex save (DC 10 + 1/2 the clockwork's HD) reduces damage by half.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning, and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.



Runaway Clockwork

Description

Some clockworks built to guard Akanon from the less desirable inhabitants of the Steamfont Mountains do malfunction. These strange constructs begin bouncing around the world without much direction. They walk until they hit a wall, then turn around and go back the other way. Anything that gets in their way becomes an enemy to be attacked in a misguided defense of Akanon.

Combat

Runaway clockworks attack anything and everything, no matter how large or small. They seem malicious, but they are really just mindless. Luckily, the defects in a runaway clockwork have it close to breaking down, and one solid clubbing is often enough to shut them down, unlike their fully functional versions.

Steam Blast (Ex): A typical runaway clockwork's steam blast is a 10-foot cone that deals 1d6 points of fire damage; Reflex save (DC 10) halves.

Rogue Clockwork

Description

Rogue clockworks appear as giant metal spiders. Smaller versions of spider clockworks are used as messengers to carry news and parcels to programmed

destinations. Larger varieties carry merchant cargo overland, their eight legs creating a well balanced machine to transport goods over the uneven ground of the gnomes' homeland. Both varieties are known to go rogue. Often gnome merchants will be in search of someone to track down their cargo that has run off on the back of a defective cargo hauler, while gnomish nobles might want to make sure an errant messenger clockwork carrying sensitive information does not fall into the wrong hands.

Combat

Rogue clockworks have several methods of attack and defense. They often begin an attack by bull rushing and slamming into their foes. If they manage to knock the enemy to the ground, they rush in and attempt to bite. Their steam blast serves as a convenient range weapon.

Steam Blast (Ex): A typical rogue clockwork's steam blast is a 15-foot cone that deals 2d6 points of fire damage; Reflex save (DC 12) halves.

Clockwork Guard

Description

Clockwork guards are found patrolling gnome strongholds in an untiring round-the-clock vigilance or traveling with important cargo across Norrath. They are usually accompanied by a gnome guard who issues their orders.

Combat

These clockworks do not usually travel alone, but work in pairs. They attack in pairs as well, moving immediately to flank opponents.

Steam Blast (Ex): A typical clockwork guard's steam blast is a 25-foot cone that deals 6d6 points of fire damage; Reflex save (DC 17) halves.

Cockatrice

	Small Magical Beast
Hit Dice:	10d10+20 (75 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., fly 60 ft. (poor)
AC:	17 (+1 size, +4 Dex, +2 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d6-1 and petrify
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Petrify
Special Qualities:	Petrification immunity, infravision
Saves:	Fort +9, Ref +11, Will +4
Abilities:	Str 8, Dex 18, Con 14, Int 1, Wis 13, Cha 10
Skills:	Listen +6, Spot +7
Feats:	—
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Solitary, pair, flock (3–10)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	11–20 HD (Small); 21–30 HD (Medium-size)
Faction:	None

Description

These aggressive birds look like a cross between a reptile and a rooster with bat wings. They petrify victims with a touch and then roost on the resulting statue.

Cockatrices go under several different names depending on their regional habitation. Such names include "stonegazer," "stoneglint," and "petrifier." Each type of cockatrice has a different plumage and a different range, but they are all similar enough for the zookeepers of Ak'Anon to classify them as the same creature. Despite their many similarities, different breeds of cockatrices fight viciously when placed together, gouging and clawing each other until one is dead.

Though partial to grains and wild plants, cockatrices are omnivorous and also eat insects, lizards, and small mammals. They typically have a limited hunting range and live in flocks, with the largest male leading the flock.

Cockatrice flocks are fiercely territorial. Areas where cockatrices have taken roost are obvious from looking at the bodies of petrified attackers strewn across the landscape. Travelers have an easier time avoiding them thanks to such grim evidence of their presence, but since their hunting range is so small, seeing even one petrified creature means that a traveler is already fairly close to a cockatrice lair. Unprepared wanderers are advised to leave the area immediately.

Cockatrices live primarily on Kunark, though some evil races have begun capturing and exporting them, mainly for use in underground cockfights between different breeds. Unfortunately, a number of cockatrices have escaped or been released, and a few scattered flocks can be found in the Desert of Ro and on the southern tip of Faydwer in the Dragonscale Hills. Because these magical beasts have no natural predators in these environments, their numbers are growing quickly.

Cockatrice plumage is becoming a popular fashion item in some human cities. As the price rises, more treasure hunters are willing to take the risk of hunting these dangerous creatures. Since their presence endangers local ecosystems, even trolls, ogres, and orc bandits around the Desert of Ro typically let humans pass if they can show evidence of hunting cockatrices — after extorting appropriate "hunting fees," naturally. Similarly, the gnomes on Faydwer are happy to see most anyone in the mountains with the intent to kill these pests, especially since cockatrices interfere with their preferred testing grounds. Iksar who appear with a fistful of dead cockatrices are still unwelcome as ever, however.



Combat

Cockatrices are easily riled and attack with their bite, flying in the faces of opponents. They do not seem to have a sense of their petrification ability and continue pecking at statues long after an opponent ceases to be a threat, even though they seem able to turn the ability off somehow when attacking edible prey.

Petrify (Su): A cockatrice may turn creatures to stone with a touch. Creatures hit by a cockatrice must succeed at a Fortitude save (DC 17) or turn instantly to stone. The petrifaction effect is permanent until dispelled (treat this effect as being created by a caster of a level equal to the cockatrice's HD).

Petrification Immunity (Ex): Cockatrices are immune to the petrification ability of other cockatrices, but not to petrification from any other source.

Cold Shade

	Medium-Size Undead (Cold, Incorporeal)
Hit Dice:	24d12 (156 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	Fly 50 ft. (good)
AC:	24 (+7 Dex, +7 deflection)
Attacks:	Spectral weapon +19/+13/+7 melee touch
Damage:	Spectral weapon, plus numbness and energy drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spectral weapon, numbness, energy drain, fear aura, spell-like abilities
Special Qualities:	Immunities, magic resistance (20), undead, cold subtype, incorporeal, infravision, ultravision
Saves:	Fort +8, Ref +15, Will +17
Abilities:	Str —, Dex 24, Con —, Int 26, Wis 16, Cha 25
Skills:	Channeling +31, Knowledge (any two) +14, Knowledge (mysticism) +20, Listen +11, Meditation +32, Spellcraft +26, Spot +11, Undead Empathy +25
Feats:	Alertness, Combat Reflexes, Dodge, Enlarge Spell, Heighten Spell, Improved Initiative, Flyby Attack, Mental Clarity, Quicken Spell, School Specialization (divination), Silent Spell, Spell Focus (divination), Still Spell, Weapon Finesse (spirit glaive)
Climate/Terrain:	Cold land and underground
Organization:	Solitary
Challenge Rating:	16
Treasure:	Standard coins, double goods, standard items
Alignment:	Always neutral evil
Advancement Range:	25–70 HD (Medium-size)
Faction:	None

Description

Cold shades are powerful undead creatures created through the wizard Velketor's failed experiments in immortality. What manner of creature Velketor used for the experiment remains unknown, but indications are that Velketor tricked a powerful group of human or elven necromancers into subjecting themselves to his experiment. The end result is a group of hideous spectres whose tortured souls seek to bring the pain of their own undeath upon the living and whose thirst for power and immortality have now become a quest for magical knowledge that would enable them to undo their tortured state.

When visible, a cold shade appears to be the skull, arms, hands, and torso of a human skeleton. The shade wears a long flowing robe with loose sleeves and a hood. The robe tapers at the end of where a human's spine would be and comes to a point just a few inches above the floor. Cold shades invariably carry either a long spectral glaive or scythe, with which they are quite proficient.

Cold shades are most often found on the continent of Velious, where they have been pressed into service by Velketor or have escaped such bondage and now roam the continent's wastelands. Some few have crossed the waters to take refuge on other continents further from Velketor's reach, and some cold shades have found the icy lands of Everfrost to their liking. They generally have considerable amounts of treasure in their lairs, left in piles where the original owners were slain.



Combat

A common tactic for cold shades that have exhausted their mana is to "sink" 5 feet into a wall and attack targets in the room with their glaives.

Spectral weapon (Ex): A cold shade uses as its favored weapon a spectral glaive or scythe that it constructs from negative spiritual energy. The glaive is a reach weapon, as a normal glaive, but is incorporeal: the cold shade need only make melee touch attacks to hit with it, as it has no physical form and ignores armor and shields. The glaive deals 1d10 points of cold damage and 1d10 points of unholy damage when it hits (triple both cold and unholy damage on a critical hit), as well as causes numbness and drains life energy from the target. If a target is immune or resistant to cold, it is still subject to the unholy damage and to the numbness and energy drain effects. The glaive disappears upon the destruction of the cold shade. A spectral scythe is identical to the glaive except that it is not a reach weapon and deals quadruple cold and unholy damage on a critical hit.

Numbness (Ex): A target struck by the cold shade's spectral weapon must make a Fortitude save (DC 22) or be numbed, effectively *exhausted*, for 2d6 rounds. Victims who are exhausted move at half their normal movement rate and suffer a -6 penalty to Strength and Dexterity.

Energy Drain (Su): A living creature struck by the cold shade's spectral weapon receives a negative level. To remove this negative level after 24 hours, the target must make a Fortitude save (DC 29).

Fear Aura (Su): Cold shades can radiate a fear aura in a 5-foot radius as a free action. A Will save (DC 29) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same cold shade's aura for 24 hours. The power otherwise works like a *fear* spell cast by a 24th-level necromancer.

Spell-Like Abilities: The cold shade's spell-like abilities (and mana cost for each) are as follows: *clinging darkness* (3), *fear* (7), *gather shadows* (6), *grim aura* (4), *heat blood* (12), *lifedraw* (10), *shadow step* (2), *shieldskin* (7). These spells are as cast by a 24th-level necromancer (save DC 18 + spell level) with a pool of 384 mana.

Immunities (Ex): Cold shades are immune to acid, disease, electricity, poison, and sonic attacks.

Undead: Immune to poison, sleep, paralysis, stunning, death magic and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that requires a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Cold Subtype: Immune to cold damage; double damage from fire, except if the attack allows a saving throw for half damage, in which case a cold shade takes half damage on a successful save and double damage on a failed save.

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

Dark Necromancer

	Dark Offerer	Dark Sacrificer	Dark Ritualist
	Medium-Size Humanoid (Dark Elf)	Medium-Size Humanoid (Dark Elf)	Medium-Size Humanoid (Dark Elf)
Hit Dice:	11d8 (49 hp)	14d8+14 (77 hp)	17d8+17 (93 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	15 (+1 Dex, +2 raw silk, +2 natural)	18 (+2 Dex, +2 raw silk, +4 natural)	21 (+3 Dex, +2 raw silk, +6 natural)
Attacks:	Masterwork dagger +9/+5 melee; touch +8 melee	*+1 dagger* +11/+7/+3 melee; touch +10 melee	*+2 dagger* +14/+10/+6 melee; touch +12 melee
Damage:	Dagger 1d3	*+1 dagger* 1d3+1	*+2 dagger* 1d3+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Call of the grave, spell-like abilities	Call of the grave, skeleton jolt, beguiling gaze, spell-like abilities	Summons of the grave, skeleton jolt, beguiling gaze, fear storm, spell-like abilities
Special Qualities:	Restore undead, former life, ultravision	Restore undead, former life, ultravision, greater specialization (necromancy)	Dread hush, overawe, restore undead, former life, greater specialization (necromancy), ultravision
Saves:	Fort +5, Ref +4, Will +8	Fort +8, Ref +6, Will +11	Fort +9, Ref +10, Will +14
Abilities:	Str 10, Dex 13, Con 10, Int 18, Wis 10, Cha 13	Str 10, Dex 15, Con 12, Int 20, Wis 11, Cha 14	Str 10, Dex 17, Con 13, Int 23, Wis 14, Cha 16
Skills:	Channeling +14, Hide +15, Knowledge (mysticism) +15, Knowledge (undead lore) +15, Listen +10, Spellcraft +15, Spot +10, Undead Empathy +12	Bluff +13, Channeling +18, Disguise +13, Hide +19, Knowledge (geography) +19, Knowledge (mysticism) +19, Knowledge (undead lore) +19, Listen +16, Spellcraft +19, Spot +16, Undead Empathy +19	Channeling +21, Hide +23, Knowledge (geography) +23, Knowledge (mysticism) +23, Knowledge (peerage) +23, Knowledge (undead lore) +23, Listen +24, Search +21, Spellcraft +26, Spot +24, Undead Empathy +23
Feats:	Alertness, Iron Will, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (evocation)	Alertness, Iron Will, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (evocation)	Alertness, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (evocation)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or circle (3–5 dark offerers plus 3–5 deathly ushers)	Solitary or circle (3–5 dark sacrificer plus 3–5 deathly heralds)	Solitary, circle (3–5 dark ritualists plus 6–9 deathly heralds and 1 pledge familiar), or pact (2–4 dark ritualists plus 2–4 dark offerers, 5–9 deathly harbingers, 1–4 pledge familiars, and 1 will sapper)
Challenge Rating:	10	13	15
Treasure:	Standard	Standard	Standard
Alignment:	Always orderly evil	Always orderly evil	Always orderly evil
Advancement Range:	By character class	By character class	By character class
Faction:	Mayong Mistmoore	Mayong Mistmoore	Mayong Mistmoore

Description

Female dark elves who become versed in the arts of necromancy are sometimes lured by the promise of power and leave their studies in Neriak to serve Mayong Mistmoore. These female dark elves are infused with the power of Mistmoore and become something much more than mere necromancers.

Dark necromancers are Mistmoore's voice in the larger world. They make pacts on his behalf with other evil beings, enact his vengeance upon enemies, and otherwise extend his influence over the continent of Faydwer and across all of Norrath and Luclin. Unlike some of Mistmoore's other agents, dark necromancers do not skulk when they go abroad, even traveling under Mistmoore's banner on important occasions, confident of their ability to suppress whatever pitiful resistance other races may mount against them.

Some dark necromancers are gifts given to Mistmoore by dark elf noble families who secretly desire to court his favor. Others are students of Neriak's schools of necromancy who are approached by cloaked dhampyres or other agents of Mistmoore and promised great power. Regardless of their origins, the women are consecrated to Mistmoore in a bloody ceremony and then carried in closed coffins all the way back to his castle on Faydwer. Once there, they undergo secret rituals to bind their souls to his service. They are loyal to him forever after, though they do contest fiercely with one another for their master's attention and favors.

Though they wear little or no clothing while in their master's house, dark necromancers dress suitably when away from the castle grounds, wearing robes or armor as appropriate to their mission.

Combat

When encountered outside Mistmoore's castle, dark necromancers follow an agenda and fight only as long as the combat furthers this agenda. If confronted, their agenda remains paramount; killing opponents is recreational, but secondary. When encountered in Mistmoore's castle, dark necromancers want only to destroy intruders, and they show no mercy.

Dark necromancers are generally accompanied by their skeletal pets.

Former Life (Ex): Dark necromancers have all of the dark elf racial traits (see Chapter 2: Races in the *EverQuest: Player's Handbook*). Furthermore, they all have the skills, feats, and class abilities (including base saves, but not attack bonuses) appropriate to a necromancer whose level equals the dark necromancer's caster level.

Classes

All dark necromancers advance from offerer to sacrificer to ritualist and may also advance by character class. Necromancer is

their favored class, and it is practiced to the exclusion of all others; a dark necromancer's spell-like ability mana pool and effective caster level combine with those gained from any necromancer class advancements. Thus, a dark offerer that advances 2 levels in necromancer has a total mana pool of (72 + 16 =) 88, and it uses both its spells and spell-like abilities as an 11th-level necromancer.

Dark Offerer

Description

Dark offerers are the "neophyte" necromancer servants of Mistmoore. They spend a great deal of time in study or else serving higher-level necromancers. Part of this service involves attending to their superiors' needs while traveling, a large part of which entails disposing of bodies and leftover material. Dark offerers also torture prisoners and select from among them the "lucky" few who escape torture — only to be offered to Mistmoore himself to slake his thirst.

Combat

Dark offerers carry daggers, but normally use them only for ritual slayings, not for fighting. They prefer to rely on spells, skeletal pets, and their special touch attack when they must sully themselves with combat. When traveling, dark offerers usually wear finely crafted weapons and raw silk armor.

Call of the Grave (Su): A living creature struck by a dark offerer's melee touch attack receives a negative level. This attack requires an attack action. To remove the negative level after 24 hours, the target must make a Fortitude save (DC 16).

Spell-Like Abilities: The dark offerer's spell-like abilities (and mana cost for each) are as follows: *coldlight* (2), *feign death* (10), *focus death* (6), *infectious cloud* (13), *lesser shielding* (4), *lifedraw* (10), *restless bones* (27), *spirit armor* (12). These spells are as cast by a 9th-level necromancer (save DC 14 + spell level) with a mana pool of 72.

Restore Undead (Sp): As the necromancer death mastery ability of the same name (see page 71 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Dark Sacrificer

Description

A dark sacrificer is an advanced dark offerer, one having studied and captured a requisite number of new souls for Mistmoore's pleasure. Dark sacrificers choose sacrifices from among the prisoners that offerers bring them and prepare their victims' bodies for ritual sacrifice to Mistmoore or other vampires in Mistmoore's castle.

Combat

Dark sacrificers have all the special attacks and qualities and spell-like abilities of a dark offerer, as well as the following abilities. When traveling, dark sacrificers usually wield magic weapons and wear magic armor.

Skeleton Jolt (Su): A dark sacrificer can cause an opponent's skeleton to shift out of place in his or her body, wracking the target with pain and making movement more difficult. With a successful melee touch attack, the sacrificer deals 3d8 points of magic damage. In addition, the target must succeed at a Fortitude save (DC 22) or suffer 3 points of permanent Dexterity drain.

Beguiling Gaze (Su): A dark sacrificer can look into an opponent's eyes and snare his or her will. Those who fail a Will save (DC 18) fall under the dark sacrificer's control as the *beguile* spell cast by a 15th-level enchanter. Unlike most gaze attacks, this constitutes an attack action.

Spell-Like Abilities: The dark sacrificer's spell-like abilities (and mana cost for each, adjusted for the dark sacrificer's *greater specialization (necromancy)* ability) are as follows: *animate dead* (30), *cancel magic* (5), *dark pact* (1), *dominate undead* (17), *harmshield* (14), *lifedraw* (10), *mend bones* (4), *vampiric embrace* (5). These spells are as cast by a 12th-level necromancer (save DC 15 + spell level) with a pool of 120 mana.



Dark Ritualist

Description

Dark ritualists have proven themselves faithful and worthy to their lord and master. They perform unspeakable necromantic rituals for Mistmoore's power and pleasure, each dark ritualist contesting with her peers in hopes of becoming Mistmoore's favored — if not his bride.

Combat

Dark ritualists have all the special attacks and qualities and spell-like abilities of a dark sacrificer, as well as the following abilities. When traveling, dark ritualists often carry highly enchanted magic weapons and armor.

Summons of the Grave (Su): A living creature struck by the dark ritualist's melee touch attack receives 1d3 negative levels. The use of this ability requires an attack action. To remove the negative level after 24 hours, the target must make a Fortitude save (DC 21).

Skeleton Jolt (Su): As the dark sacrificer ability, except the Fortitude save DC is 24.

Fear Storm (Sp): As the necromancer death mastery ability of the same name (see page 70 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Spell-Like Abilities: The dark ritualist's spell-like abilities (and mana cost for each) are as follows: *haunting corpse* (40), *intensify death* (8), *screaming terror* (10), *shielding* (8), *shock of poison* (17), *sight graft* (2), *siphon life* (12), *word of shadow* (14). These spells are as cast by a 15th-level necromancer (save DC 16 + spell level) with a pool of 170 mana.

Dread Hush (Su): All living creatures that come within 60 feet of a dark ritualist must make a Fortitude save (DC 19) or be struck dumb, unable to speak. A creature that resists remains immune to that dark ritualist's dread hush ability for 24 hours.

Overawe (Su): All living creatures that come within 60 feet of a dark ritualist must succeed at a Will save (DC 20) or be *mesmerized* for 1d4 rounds. A creature that resists remains immune to that dark ritualist's overawe ability for 24 hours.

Deathly Warrior

	Deathly Usher	Deathly Herald	Deathly Harbinger
	Medium-Size Humanoid (Dark Elf)	Medium-Size Humanoid (Dark Elf)	Medium-Size Humanoid (Dark Elf)
Hit Dice:	7d12+14 (60 hp)	10d12+30 (95 hp)	10d12+30 (102 hp)
Initiative:	+0	+1 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	20 (+8 full plate, +2 natural)	24 (+1 Dex, +8 full plate, +2 large shield, +3 natural)	25 (+1 Dex, +8 full plate, +2 large shield, +4 natural)
Attacks:	Bastard sword +10/+5 melee; composite longbow +7/+2 ranged	Masterwork bastard sword +15/+11/+7 melee; mighty composite longbow (+3) +11/+6 ranged	Masterwork bastard sword +17/+13/+9 melee; mighty composite longbow (+4) +11/+6 ranged
Damage:	Bastard sword 1d10+3; composite longbow 1d8	Masterwork bastard sword 1d10+5; mighty composite longbow 1d8+3	Masterwork bastard sword 1d10+7; mighty composite longbow 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Berserking	Berserking, lifetap	Berserking, lifespike, spell-like abilities
Special Qualities:	Former life, ultravision	Former life, ultravision	Former life, ultravision
Saves:	Fort +7, Ref +3, Will +4	Fort +10, Ref +4, Will +6	Fort +10, Ref +4, Will +7
Abilities:	Str 14, Dex 11, Con 15, Int 12, Wis 10, Cha 8	Str 17, Dex 12, Con 16, Int 13, Wis 12, Cha 10	Str 20, Dex 13, Con 17, Int 14, Wis 14, Cha 12
Skills:	Hide –1, Knowledge (warcraft) +8, Listen +7, Spot +7, Taunt +7	Hide +0, Intimidate +11, Knowledge (warcraft) +11, Listen +11, Spot +11, Taunt +13	Hide +0, Intimidate +14, Knowledge (warcraft) +15, Listen +15, Spot +15, Taunt +15
Feats:	Cleave, Iron Will, Parry, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)	Alertness, Cleave, Double Attack, Iron Will, Parry, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)	Alertness, Cleave, Double Attack, Iron Will, Parry, Power Attack, Toughened, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, pair, or troop (3–5)	Solitary, pair, or troop (3–5)	Solitary, pair, or troop (3–5)
Challenge Rating:	7	10	12
Treasure:	Standard	Standard	Standard
Alignment:	Always orderly evil	Always orderly evil	Always orderly evil
Advancement Range:	By character class	By character class	By character class
Faction:	Mayong Mistmoore	Mayong Mistmoore	Mayong Mistmoore

Description

These special agents of Mayong Mistmoore are the vampire lord's fighting force, serving several functions. They represent the first line of defense for the castle, wounding and slowing intruders until dark necromancers can be summoned to repel intruders with damaging spells. They also protect traveling dignitaries in service to Mayong Mistmoore. Finally, they execute military strikes against the vampire lord's enemies with minimal fuss.

Deathly warriors advance from usher to herald to harbinger as they show increased ambition and power. Their ranks are filled with cruel and bloodthirsty warriors, but Mistmoore discourages direct fighting for position. He prefers that his troops kill enemies rather than each other. Instead, he pits them against each other in subtler ways, vying for favor, and limits the number of available positions for choice assignments. This drives the warriors to train every day to show themselves worthy of Mistmoore's favor.

Though fanatically devoted, deathly warriors are not wild-eyed zealots. Precision and competence are rewarded while undisciplined behavior is punished. Because of this discipline and their single-minded devotion, deathly warriors represent one of the best-trained forces on Faydwer. Fortunately for the other nations on the continent, their numbers are relatively small and Mistmoore's inclinations are not those of a conquering tyrant.

Combat

Deathly warriors follow standard and precise military tactics. Since they most often fight on castle grounds where the odds are heavily in their favor, they tend to fight defensively, attempting to whittle down opponents until more and tougher backup soldiers can arrive. They never retreat to save their lives and gladly commit suicidal acts to harm or inconvenience attackers. Deathly warriors relish the thought of dying for Lord Mistmoore, hoping they might be reborn as immortal undead by their master's hand as a reward for their faithful service.

Deathly harbingers and those heralds on missions outside the castle grounds sometimes carry magic weapons and armor.

Former Life (Ex): Deathly warriors have all of the dark elf racial traits (see *EverQuest: Player's Handbook*, Chapter 2). Furthermore, they all have the skills, feats, and class abilities appropriate to a warrior whose level equals the deathly warrior's HD + warrior class levels, including d12 HD, base attack bonuses, and base saves.

Classes

All deathly warriors advance from usher to herald to harbinger and may also advance by character class. Warrior is their favored class, and deathly warriors who advance do so exclusively as warriors.

Deathly Usher

Description

Deathly ushers are the lowest rank of Mistmoore's troops. They guard the front gate to the grounds and are usually the soldiers dispatched to inspect trouble reported by pledge familiars. Especially competent or highly favored ushers have the honor of accompanying dark offerers when they travel on the lord's business.

Deathly Herald

Description

Deathly heralds make up the largest number of guards around the castle proper. They serve sentry duty at the castle's door, and

troops of them walk the grounds at regular intervals checking safety and security. Heralds are usually assigned to accompany dark sacrificers when they travel on the lord's business.

Combat

Lifetap (Sp): Three times per day, a deathly herald may drain the life from an opponent as the *lifetap* spell cast by a 10th-level shadow knight.



Deathly Harbinger

Description

Deathly harbingers are the castle's master guardians. They oversee top-level administrative duties concerning castle security and form a personal guard that escorts Lord Mistmoore. Harbingers also accompany dark ritualists as guards when they travel abroad on the lord's business. When Mistmoore wants a sensitive task of a military persuasion accomplished with minimal fuss, he usually assigns one or more troops of harbingers to take care of the matter.

Deathly harbingers are generally accompanied by their skeletal pets.

Combat

Lifespike (Sp): Three times per day, a deathly harbinger may drain the life from an opponent as the *lifespike* spell cast by a 10th-level shadow knight.

Spell-Like Abilities: The deathly harbinger's spell-like abilities (and mana cost for each) are as follows: *bone walk* (13), *deadeye* (6), *engulfing darkness* (10), *gather shadows* (6), *grim aura* (4), *heat blood* (12), *lifedraw* (10), *shieldskin* (7). These spells are as cast by a 10th-level shadow knight (save DC 12 + spell level) with a mana pool of 40.



Drachnid

	Webstrander	Recluse
	Large Aberration (Drachnid)	**Large Aberration (Drachnid)**
Hit Dice:	12d8+12 (60 hp)	16d8+16 (88 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	60 ft., climb 30 ft.	60 ft., climb 30 ft.
AC:	17 (–1 size, +3 Dex, +5 natural)	20 (–1 size, +3 Dex, +8 natural)
Attacks:	2 gores +10 melee, longsword +5 melee, bite +5 melee; or mighty composite shortbow (+2) +11/+6 ranged	2 gores +15 melee, masterwork longsword +10 melee, bite +9 melee; or mighty composite shortbow (+2) +13/+8/+3 ranged
Damage:	Gore 1d8+2, longsword 1d8+1, bite 1d3+1 and poison; mighty composite shortbow 1d6+2	Gore 1d10+3, masterwork longsword 1d8+1, bite 1d4+1 and poison; mighty composite shortbow 1d6+2
Face/Reach:	10 ft. by 10 ft./5 ft.	10 ft. by 10 ft./5 ft.
Special Attacks:	Web, web trap, poison, spell-like abilities	Web, web trap, poison, spell-like abilities, pounce
Special Qualities:	Elf-size torso, dark elf traits, SR 14, poison resistance (12)	Elf-size torso, dark elf traits, SR 19, poison resistance (16)
Saves:	Fort +4, Ref +7, Will +10	Fort +6, Ref +7, Will +12
Abilities:	Str 14, Dex 16, Con 12, Int 14, Wis 15, Cha 10	Str 16, Dex 16, Con 13, Int 16, Wis 17, Cha 11
Skills:	Balance +9, Channeling +7, Climb +15, Hide +13, Jump +12, Listen +11, Meditation +8, Sneak +11, Spot +11	Balance +9, Channeling +11, Climb +16, Hide +15, Jump +15, Listen +14, Meditation +9, Sneak +15, Spot +14
Feats:	Dodge, Improved Initiative, Mobility, Point Blank Shot	Dodge, Improved Critical (gore), Improved Initiative, Mobility, Point Blank Shot, Spring Attack
Climate/Terrain:	Warm forest or marsh, or underground	Warm forest or marsh, or underground
Organization:	Solitary, pair, clutch (3–6), or nest (2–11 plus 2–4 recluses, 2–8 silklurkers, and 1 widow)	Solitary or nest (2–4 plus 2–11 webstranders, 2–8 silklurkers, and 1 widow)
Challenge Rating:	7	9
Treasure:	Standard	Standard
Alignment:	Usually discordant evil	Usually discordant evil
Advancement Range:	By character class	By character class
Faction:	Mayong Mistmoore	Mayong Mistmoore

	Silklurker	Widow
	Large Aberration (Drachnid)	**Large Aberration (Drachnid)**
Hit Dice:	13d8+13 (71 hp)	20d8+60 (150 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	60 ft., climb 30 ft.	60 ft., climb 30 ft.
AC:	17 (–1 size, +3 Dex, +5 natural)	23 (–1 size, +4 Dex, +10 natural)
Attacks:	Halfspear +10 melee, 2 gores +5 melee, bite +5 melee; or mighty composite shortbow (+2) +11/+6 ranged	Bite +19 melee, 2 gores +14 melee; or mighty composite longbow (+4) +18/+13/+8 ranged
Damage:	Halfspear 1d6+2 melee, gore 1d6+1, bite 1d3+1 and poison; mighty composite shortbow 1d6+2	Bite 1d4+5 and poison; gore 1d8+2; mighty composite longbow 1d8+4
Face/Reach:	10 ft. by 10 ft./5 ft.	10 ft. by 10 ft./5 ft.
Special Attacks:	Web, web trap, poison, spell-like abilities	Web, web trap, poison, spell-like abilities, implant
Special Qualities:	Elf-size torso, dark elf traits, SR 16, poison resistance (13)	Elf-size torso, dark elf traits, SR 21, poison resistance (20)
Saves:	Fort +5, Ref +7, Will +10	Fort +9, Ref +10, Will +15
Abilities:	Str 14, Dex 17, Con 13, Int 16, Wis 14, Cha 10	Str 21, Dex 19, Con 16, Int 20, Wis 16, Cha 15
Skills:	Balance +9, Channeling +13, Climb +13, Hide +13, Jump +10, Listen +11, Meditation +15, Sneak +9, Spot +11	Balance +10, Channeling +23, Climb +16, Hide +14, Jump +13, Listen +12, Meditation +25, Sneak +16, Spot +12
Feats:	Dodge, Improved Initiative, Mobility, Point Blank Shot, Shot on the Run	Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mental Clarity, Mobility, Point Blank Shot, Power Attack, Shot on the Run
Climate/Terrain:	Warm forest or marsh, or underground	Warm forest or marsh, or underground
Organization:	Solitary, pair, clutch (3–6), or nest (2–8 plus 2–11	Solitary or nest (1 plus 2–11 webstranders, 2–4 recluses, and 2–8 silklurkers)
Challenge Rating:	7	10
Treasure:	Standard	Standard
Alignment:	Usually discordant evil	Usually discordant evil
Advancement Range:	By character class	By character class
Faction:	Mayong Mistmoore	Mayong Mistmoore



Description

Mayong Mistmoore, the undead Teir'Dal sorcerer, created the half dark elf, half giant spider monstrosities known as drachnids. Drachnids now serve their vampire lord as his agents throughout Norrath, especially on the continent of Kunark.

Mayong was brought several giant black widow spiders as a gift from the Teir'Dal sorceress Najena. Her vanity and pride in the spiders she had bred to giant proportions was evident to Mayong, who saw fit to ensure that Najena did not forget her place. Mistmoore improved upon Najena's simple creation by sending her emissary back to his mistress grafted to one of the spiders with a message of thanks for supplying Mistmoore with suitable raw ingredients for a true servant creature.

Mayong went on to create a brood of drachnids using his living Teir'Dal servants and the remainder of Najena's gifts. The resulting monstrosity had a dark elf's intelligence and magical talents with a spider's mobility and natural powers.

Mistmoore's first mission for his new creations was to send a force of them to Kunark when that continent was re-discovered. This force of drachnids abides there still, spying on the Ring of Scale, the Koada'Dal outpost of Fironia Vie, and the other powers at work on Kunark. Mistmoore has since dispatched more drachnids across Norrath and perhaps to Luclin as well. A batch of drachnids sent to the continent of Velious, however, has failed to report their progress reliably to Mistmoore, indicating either the challenges of the foreboding continent proved too great even for the powerful drachnids or that the drachnids have actually rebelled against Mistmoore's dominion over them and now serve their own queen.

Once hatched, young drachnids quickly develop their natural poison and web extruding abilities. As they mature mentally, innate magical gifts also become manifest.

Drachnids speak a horrific version of Dark Speech interspersed with bizarre arachnid clicks and hisses.

Combat

All drachnids possess a poisonous bite, which varies in potency with their type, as well as vicious forelegs with which they gore their opponents; furthermore, like some breeds of hunting spiders, they can cast strands of web upon their opponents. Drachnids often create web traps near their lairs to snare unwary travelers.

Web (Ex): All drachnids can spray nets of webbing at Medium-size or smaller targets from spinnerets located on the tip of their abdomen. This ability requires the drachnid to make a ranged touch attack and has a maximum range of 30 feet with a range increment of 10 feet. On a successful attack, the web spray covers the target, affecting it as if it were trapped by a net (see Chapter 7: Equipment in the *EverQuest: Players Handbook* for a description of nets). The web holds the target in place, however, unlike a normal net, and thus allows no movement.

An entangled creature can free itself as a full-round action with either a Strength check (DC 30), which bursts the web, or an Escape Artist check (DC 25); if a creature has something to hold onto or some degree of leverage, it gains a +5 circumstance bonus to any attempts burst the web by brute strength. The web net has a hardness of 4, and each 5-foot section has 20 hit points.

A drachnid can use its web attack a number of times per day equal to its HD.

Web Trap (Ex): Drachnids often craft traps using their webbing. Crafting web traps requires one use of the drachnid's daily allotment of web attacks and 1 minute for every 5-foot square to be trapped. Finding a web trap is quite difficult: a creature walking into an affected area may notice the trap only with a successful Search check (DC 20) or Spot check (DC 25). If the trap is not noticed and the victim enters the trapped area, he is held fast as if by a successful web attack (see above).

Elf-Size Torso: While drachnids are Large creatures, they use weapons as if they were Medium-size creatures.

Poison Resistance (Ex): All drachnids have a bonus of poison resistance equal to their HD.

Skills: All drachnids gain a +4 racial bonus to Hide, Jump, and Sneak checks and a +8 racial bonus to Balance checks.

Drachnid Webstrander

Description

Male drachnids who have not reached their magical and mental maturity are called webstranders. They create and maintain the silken nests of the drachnids.

Drachnid nests are usually found spun high in treetops, stuck to cliff-side caves, or ensconced atop ruined buildings; anywhere that offers the drachnids some natural protection from enemies unable to climb like a spider. Webstranders maintain the huge nests of silken threads that are the drachnids' shelter and also create traps around the perimeter of the nests.

Combat

Like all drachnids, webstranders prefer to climb above their enemies and shower them with web nets, arrows, and magic.

Poison (Ex): Bite, Fortitude save (DC 16); initial damage 1d3 temporary Strength, secondary damage 1d6 temporary Strength.

Spell-Like Abilities: The webstrander's spell-like abilities (and the mana cost for each) are as follows: *burst of fire* (3), *shield of thistles* (7), *snare* (3). These spells are as cast by a 6th-level druid (save DC 12 + spell level) with a pool of 48 mana.

Drachnid Recluse

Description

Recluses are mature male drachnids. They are the primary agents who travel from a drachnid nest to perform missions for the nest's widow and, by extension, for Mayong Mistmoore. They usually perform their duties alone when outside the nest — thus the name "recluse."

Combat

Recluses are more apt than other drachnids to pounce upon an opponent, using their sharp forelegs to pierce an opponent's vitals and their poisonous bite to render the opponent helpless.

Poison (Ex): Bite, Fortitude save (DC 19); initial damage 1d4 temporary Strength, secondary damage 1d8 temporary Strength.

Spell-Like Abilities: The recluse's spell-like abilities (and the mana cost for each) are as follows: *ignite* (5), *shield of barbs* (10), *snare* (3), *superior camouflage* (7). These spells are as cast by a 12th-level druid (save DC 13 + spell level) with a pool of 96 mana.

Pounce (Ex): A recluse that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Drachnid Silklurker

Description

Silklurkers are immature female drachnids and serve a drachnid nest as the primary hunters. They will range far from the nest, build a web platform above paths and game runs, and then lurk there waiting for prey.

Combat

Silklurkers often seek to bring live prey, paralyzed from their virulent poison and wrapped in silken cocoons, back to their nest.

Poison (Ex): Bite, Fortitude save (DC 17); initial damage 1d4 temporary Dexterity, secondary damage 1d8 temporary Dexterity.

Spell-Like Abilities: The silklurker's spell-like abilities (and the mana cost for each) are as follows: *leach* (12), *lifespike* (3), *poison bolt* (5). These spells are as cast by a 6th-level necromancer (save DC 13 + spell level) with a pool of 78 mana.

Drachnid Widow

Description

Mature female drachnids rule drachnid nests and report to Mayong Mistmoore. These widows command the other drachnids of the nest, often driving off or killing other females who grow too mature and who might contest the widow for her position. Only the widow breeds and implants eggs to hatch new drachnids.

Combat

A widow remains at a drachnid nest unless the entire nest is moving or on a mission. She receives the choicest morsels brought back to the nest for her own refreshment or to serve as hosts for her eggs.

Poison (Ex): Bite, Fortitude save (DC 23); initial damage 1d10 temporary Dexterity, secondary damage paralysis for 1d4 hours.

Implant (Ex): A widow lays her eggs inside the body of a paralyzed victim. She punctures the skin and implants a single egg before enclosing the victim in a cocoon of webbing. The incubation period of the egg varies. In 2d10 + 10 days, the egg hatches and a baby drachnid emerges, which then proceeds to devour its host from the inside. Before the egg hatches, either a successful Heal check (DC 25) or a *remove disease* spell rids the victim of the infestation. If the Heal check fails, the healer can try again, but each such Heal check, whether successful or not, deals 1d4 points of damage to the victim.

Spell-Like Abilities: In addition to the silklurker's spell-like abilities, the drachnid widow's spell-like abilities (and the mana cost for each) are as follows: *heat blood* (12), *leach* (12), *lifedraw* (10), *wave of enfeeblement* (7). These spells are as cast by a 10th-level necromancer (save DC 15 + spell level) with a pool of 200 mana.

Drachnid Characters

Male drachnids favor the druid class, although rangers and shadow knights can be found among them. Female drachnids favor the ranger class, although necromancers are very common among them; all drachnid widows who have class levels are necromancers.

Dragons

In aeons past came one of the gods to Norrath. Veeshan, Crystalline Dragon and ruler of the Plane of Sky, found this world pleasing and deposited her brood onto Velious, the frozen continent. With one swipe of her mighty claws, Veeshan opened several great wounds upon Norrath's surface, staking her claim to this promising new world. Dragons then walked the land and flew the skies, powerful beings of great intellect, wisdom, and strength. Thus began the Age of Scale.

—History of Norrath

Combat

Dragons are fearsome combatants, having a powerful set of attack routines at their disposal. Unfortunately for would-be attackers, they are also wily opponents with considerable magical and supernatural abilities, using their physical power only to supplement their other considerable abilities.

Bite: Bite attacks deal the listed damage plus the dragon's Strength bonus and use the dragon's full attack bonus. The dragon also can use its bite to snatch opponents if it has the Snatch feat (see below).

Claw: Claw attacks deal the listed damage plus 1/2 the dragon's Strength bonus (round down) and are at a –5 penalty to attack. The dragon also can use its claws to snatch opponents (see the description of the Snatch feat, below).

Wing: A dragon of at least Medium-size can make wing attacks in addition to claw and bite attacks, unless it is flying. Wing attacks deal the listed damage plus 1/2 the dragon's Strength bonus (round down); wing attacks are at a –5 penalty to attack.

Tail Slap: A dragon of at least Large size can slap one opponent each round with its tail as part of its attacks. A tail slap deals the listed damage plus 1.5 times the dragon's Strength bonus (round down), and is at a –5 penalty to attack.

Crush: A flying or jumping dragon of at least Huge size can land on opponents as an attack action, using its whole body to crush them. Crush attacks deal the listed damage plus 1.5 times the dragon's Strength bonus (round down), but are effective only against opponents three or more size categories smaller than the dragon itself (although it may attempt normal overrun or grapple attacks against larger opponents).

The crush attack affects as many creatures as can fit under the dragon's body (per the creature's Face statistic). Creatures in the affected area must make a Reflex save against a DC equal to that of the dragon's breath weapon or be pinned, automatically taking blunt damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they do not escape.

Tail Sweep: A dragon of at least Gargantuan size can sweep with its tail as an attack action. The sweep automatically deals the listed damage plus 1.5 times the dragon's Strength bonus (round down). A Gargantuan dragon's tail sweep affects a half-circle with a radius of 30 feet, centered on the dragon's rear; a Colossal dragon's sweep has a 40-foot radius. All creatures four or more sizes smaller than the dragon are affected. Affected creatures can attempt Reflex saves against a DC equal to that of the dragon's breath weapon to take half damage.

Special Attacks

Dragon Fear (Ex): Dragons with 15 HD or more can frighten foes with their very presence. This fear effect has a radius of 10 feet x the dragon's HD and can be activated by the dragon every 1d6 rounds as a free action (usually the dragon performs some small action: roaring, flaring its wings, breathing a gout of flame, and so forth). All creatures in the area of the effect must make a Will save (DC = 10 + 1/2 the dragon's HD, *or* the dragon's Charisma modifier + 1/2 the dragon's HD, whichever is higher); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds. Saving against a dragon's terrifying presence in no way prevents one from being affected several rounds later when the effect once again occurs.

Breath Weapon (Su): All dragons have a breath weapon, as described in each dragon variety's description. Most breath weapons can be used only once every 1d6 rounds, to a maximum number of uses per day equal to the dragon's HD. The breath weapon save (usually Reflex) DC is equal to 10 + 1/2 the dragon's HD, *or* the dragon's Constitution modifier + 1/2 the dragon's HD, whichever is higher.

Spells: Dragons may advance in any spellcasting class; a dragon's mana pool for spell-like abilities stacks with that from any spellcasting class. Dragons need never use material components for their spells, as their innate magic supplies the required energy.

Spell-Like Abilities: Most dragons have spell-like abilities, as described in each dragon variety's description. Spell-like abilities have a save DC of 10 + the dragon's Charisma modifier + the spell level, where applicable. A dragon's mana pool for spell-like abilities is equal to 2 x the dragon's Charisma modifier x the dragon's HD. Where applicable, the dragon's caster level is equal to its base HD (not including HD from class levels, if any).

Special Qualities

Dragons are highly magical creatures and have numerous special abilities to reflect this fact. In addition to those qualities listed below, very powerful dragons also emanate an antimagic effect that dragons call the *mantle of power*, as described in certain dragons' individual descriptions.

Dragon Senses (Ex): All true dragons have incredibly sharp senses, effectively granting them blindsight to a range of 10 feet x the dragon's HD. Dragons can see roughly twice as well as a human in good light, and they have ultravision. They can gain the scent ability as a feat (see below).

Dragon Mass (Ex): Dragons of Huge size or larger are immune to spells of the *root* or *snare* spell lines and to similar effects that would halt or slow their movement.

Dragon Agility (Ex): Despite their great bulk, dragons have an uncanny intuition that is reflected in their reaction speed; in game terms, they may use their Wisdom bonus in place of their Dexterity bonus, if it is higher, to determine initiative.

Spell Resistance (Ex): Due to the magic in their very bodies, dragons gain spell resistance equal to 10 + 1/2 the dragon's HD, *or* the dragon's Charisma modifier + 1/2 the dragon's HD, whichever is higher.

Immunities (Ex): All dragons are immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralyzation* effects. Certain types of dragons may gain other immunities, as described in each dragon variety's description.

Resistances (Ex): Dragons may gain certain resistances, as described in each dragon variety's description.

Skills

Dragons receive 6 + Int modifier skill points per HD, and they may take any non-exclusive skills as if they were class skills. They tend to favor Bluff, Diplomacy, Escape Artist, Jump, Knowledge (any), Listen, Safe Fall, Search, Sense Motive, Spot, and Taunt, and those with spellcasting abilities will generally take Meditation and Spellcraft. Spellcasting dragons gain the Channeling skill for free at 1 rank per HD.

Feats

Dragons gain one feat, plus one per 4 HD. They tend to favor Cleave (claws or bite only), Finishing Blow, Great Cleave, Improved Initiative, Improved Slam (wing buffet or tail slap only), Power Attack, Sunder, Weapon Focus, and any mystic feat they find useful. They also have a set of special feats from which they can choose, as follows.

Enhance Breath Weapon: This feat allows a dragon to sacrifice daily uses of its breath weapon to increase the save DC of a particular breath weapon attack. For each daily use the dragon sacrifices to augment a single attack with its breath weapon, the Reflex save DC for that particular attack is increased by 1. A dragon may sacrifice a maximum number of daily uses in this way equal to its Charisma modifier per attack. Thus, a dragon with Charisma 14 whose breath weapon normally has a Reflex save DC of 22 could sacrifice 2 daily uses of its breath weapon to increase one breath attack's save DC to 24.

Extend Breath Weapon: This feat allows a dragon to sacrifice daily uses of its breath weapon to increase the size of a particular breath weapon attack. By sacrificing one daily use of its breath weapon, the dragon can increase the length of its cone-shaped breath weapon by 50%; a line-shaped breath weapon adds 50% to each dimension (width, height, and length). A dragon may sacrifice a maximum number of daily uses in this way equal to its Charisma modifier per attack. Thus, a dragon with Charisma 14 whose breath weapon is normally a 40-foot cone could sacrifice 2 daily uses of its breath weapon to increase one breath attack's size to an 80-foot cone; if the same dragon's breath weapon were normally an 80-foot long by 5-foot wide by 5-foot high line, the dragon could increase its attack's size to 160 feet long by 10 feet high and 10 feet wide.

Flyby Attack: See the Introduction to this book for an explanation of this feat.

Hover: This feat allows a flying dragon to halt its forward motion and hover in place, fly straight down, or fly straight up, regardless of its maneuverability. While hovering, it can attack with its bite and make four claw attacks, and it can make tail slap attacks if normally allowed to do so. If it can make a tail sweep, it can do so while hovering but can make no other attacks. A hovering dragon cannot make wing attacks. It can use its breath weapon or cast spells instead of making physical attacks. A dragon

hovering close to the ground in an area with a sufficient amount of loose debris creates a cloud of stinging particles with a radius of 5 feet x the dragon's HD. The winds so generated can snuff out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The cloud also obscures vision, and creatures caught within it are blinded while inside and for 1 round after emerging. Spellcasters in the cloud must succeed at a Channeling check (DC 10 + 1/2 the dragon's HD) to cast a spell.

Quicken Spell-Like Ability: The dragon can shorten the casting time of one of its spell-like abilities each round as if it has the Quicken Spell feat.

Scent: Dragons can take the scent ability as a feat.

Snatch: The dragon may start a grapple with any successful claw or bite attack as if it had the improved grab special ability. If the dragon gets a hold with a claw on a creature four or more sizes smaller, it squeezes each round for automatic claw damage (this damage is actually crushing damage, however, and not slashing or piercing). If it gets a hold with its bite on a creature three or more sizes smaller, it automatically deals bite damage each round; if it does not move and takes no other action in a round, the dragon automatically deals double bite damage to the snatched creature. If the dragon breathes, a snatched creature gets no saving throw against the dragon's breath weapon. The dragon can drop a creature it has snatched as a free action or use an attack action to fling it aside. A flung creature travels 5 feet for every 4 HD of the dragon and takes damage as if it had fallen that distance. If a flying dragon flings a snatched creature, the creature suffers either fling damage or actual falling damage, whichever is greater.

Wingover: This feat allows a flying dragon to change direction quickly once each round. It may turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.



Dragon, Chromadrac

	Huge Dragon (Fire)
Hit Dice:	30d12+210 (405 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 150 ft. (good)
AC:	36 (–2 size, +7 Dex, +21 natural)
Attacks:	Bite +38 melee, 2 claws +36 melee, tail slap +36 melee
Damage:	Bite 2d8+10, claw 2d6+5, tail slap 2d6+15
Face/Reach:	10 ft. by 20 ft. / 10 ft.
Special Attacks:	Breath weapon, dragon fear, chromatic disruption
Special Qualities:	Dragon senses, damage reduction 20/+3, dragon mass, dragon agility, SR 25, immunities, resistances, fire subtype
Saves:	Fort +24, Ref +24, Will +23
Abilities:	Str 30, Dex 24, Con 25, Int 22, Wis 23, Cha 20
Skills:	Bluff +35, Diplomacy +35, Escape Artist +37, Jump +40, Knowledge (any three) +21, Listen +36, Perform (aerial dance) +20, Safe Fall +37, Search +36, Sense Motive +36, Spot +36, Wilderness Lore +36
Feats:	Dodge, Flyby Attack, Hover, Improved Initiative, Mobility, Multiattack, Power Attack, Scent
Climate/Terrain:	Temperate and warm hills and mountains
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	31–50 HD (Huge); 51–80 HD (Gargantuan)
Faction:	Ring of Scale

Description

The chromadrac is a highly magical wyrm found all over the warm and temperate parts of Norrath, but most especially in the Skyfire Mountains of Kunark, where the majority of chromadracs serve as scouts and emissaries for the Ring of Scale.

The chromadrac has a pair of clawed forelegs, a pair of hind legs, and two pairs of large gossamer wings, very unlike the reptilian wings of other dragons. The wings beat very quickly, causing a humming sound in the air similar to a dragonfly, thus the chromadrac's nickname: the "dragonfly drake."

Chromadracs serve as scouts and emissaries for their dragon masters. They wander the length and breadth of Norrath and report back information to the Ring of Scale on Kunark. They also act as messengers for the Ring of Scale.

Combat

A chromadrac will leave most creatures alone unless it recognizes them as an enemy to the Ring of Scale or if the creature is trespassing too far into Ring of Scale lands. Like most dragons, the chromadrac feels confident in its ability to dispatch any creature short of another dragon or god, so it will rarely seek aid from its kind before attacking.

In combat, the chromadrac relies upon its fiery breath weapon and natural weapons to attack directly, knowing its chromatic disruption plays havoc with its opponents' magical defenses. Chromadracs rarely if ever use crush special attacks, relying instead on speed and maneuverability in their battles, and they have no wing buffet attack as do other dragons, given the relatively fragile composition of their wings.

Breath Weapon (Su): The chromadrac's breath weapon is a wave of intense heat 5 feet high and 5 feet wide by 80 feet long. All caught in the area of effect are allowed a Reflex save (DC 25). Those who fail their save take 12d8 points of fire damage and are saturated with magical flame that deals another 2d8 points of fire damage each round for 4d6 rounds thereafter. Those who make their initial Reflex save take half damage (6d8) and then take only 1d8 points of fire damage thereafter for 4d6 rounds. The ongoing fire damage from this attack is magical in nature and thus can be dispelled with appropriate spells or effects. The chromadrac may use its breath weapon once every 1d6 rounds, up to 30 times per day in total.

Dragon Fear (Ex): The chromadrac's fear effect has a radius of 300 feet and can be activated every 1d6 rounds as a free action. All creatures in the area of effect must make a Will save (DC 25); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds.

Chromatic Disruption (Su): A chromadrac may release a burst of multihued magical energies upon contact with any creature or object. Note that the chromadrac may simply touch the ground or a nearby boulder to activate this effect. This requires an attack action, and if it is used on a specific creature, it requires a successful melee touch attack (at +38). When the chromadrac hits its target, all non-dragons within 100 feet of that target must make a Fortitude save (DC 25) or take 2d6 points of magic damage. Additionally, each creature in the area is affected as if by a *nullify magic* spell cast by a 30th-level enchanter. Chromatic disruption may be used as many times per day as the chromadrac wishes, but each use deals 2d8 points of damage to the chromadrac.

Resistances (Ex): Chromadracs have bonuses of cold resistance (20) and acid, disease, electricity, magic, poison, and sonic resistance (50).

Fire Subtype (Ex): Immune to fire damage; double damage from cold, except if the attack allows a saving throw for half cold damage, in which case it takes half damage on a successful save and double damage on a failed save.

Dragon, Dozekar the Cursed

	Colossal Dragon Warrior 30
Hit Dice:	56d12+952 (dragon) + 30d12+510 (War) (2,756 hp)
Initiative:	+3 (–1 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 200 ft. (clumsy)
AC:	65 (–8 size, –1 Dex, +50 natural, +14 deflection)
Attacks:	Bite +89 melee, 2 claws +87 melee, 2 wings +86 melee, tail slap +86 melee
Damage:	Bite 6d8+27, claw 5d6+14, wing 4d6+12 and *daze*, tail slap 5d8+37 and *daze*
Face/Reach:	40 ft. by 80 ft./25 ft. (30 ft. with tail slap)
Special Attacks:	Crush 6d8+37, tail sweep 4d6+37, dragon fear, breath weapons, spell-like abilities
Special Qualities:	Immensity, damage reduction 40/+5 and 20/–, *mantle of power*, dragon senses (blindsight 560 ft.), dragon mass, SR 42, immunities, resistances, fast healing 100, warrior abilities
Saves:	Fort +60, Ref +44, Will +56
Abilities:	Str 60, Dex 8, Con 44, Int 27, Wis 36, Cha 39
Skills:	Appraise +31, Bluff +60, Diplomacy +37, Escape Artist +55, Intimidate +90, Jump +81, Knowledge (geography) +64, Knowledge (history) +64, Knowledge (local lore: Skyshrine) +81, Knowledge (mysticism) +74, Knowledge (religion) +64, Knowledge (warcraft) +74, Language (Common) +12, Language (Elder Dragon) +13, Language (Elvish) +12, Language (Old Erudian) +12, Listen +74, Meditation +37, Safe Fall +58, Search +64, Sense Motive +39, Spellcraft +31, Spot +74, Taunt +97
Feats:	Alertness, Cleave, Endurance, Enhance Breath Weapon, Extend Breath Weapon, Finishing Blow, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Critical (claw), Improved Critical (tail slap), Improved Critical (wing), Improved Initiative, Improved Parry, Improved Slam (wings, tail only), Improved Trip, Lightning Reflexes, Multiattack, Parry, Power Attack, Quicken Spell-Like Ability, Riposte, Run, Snatch, Sunder, Swift, Toughened, Weapon Focus (bite), Weapon Focus (claws), Weapon Specialization (bite), Weapon Specialization (claws), Wingover
Climate/Terrain:	Underground (Temple of Veeshan)
Organization:	Unique
Challenge Rating:	38
Treasure:	Double standard
Alignment:	Discordant evil
Advancement Range:	57+ HD (Colossal)
Faction:	None

Description

For some crimes, there is no respite. For some crimes, there is no forgiveness. For some crimes, there can never be justice.

Dragons are creatures of great and terrible force, and sometimes, one can commit such a great and terrible crime. Punishment for such a crime is placement in the Halls of Testing of the Temple of Veeshan, a place where those who wish to prove themselves in the eyes of Veeshan go to kill those who reside in the Halls. When the testing is done, the priests of Veeshan resurrect those who have been killed in the Halls of Testing to be killed again . . . and again, their torment never to end.

Dozekar is one of these dragons.

Dozekar is one of the most powerful dragons of Norrath. Being of the first brood of the dragons, there are few creatures — there are only a few *mountains* — that have lived longer than Dozekar. What his crime was is not spoken of, but it was deemed so terrible that he was placed in the Halls of Testing for his punishment. Most suspect that Dozekar broke Veeshan's law that her dragon broods never mate with dragons of another brood. Dozekar is said to have fathered Kerafyrm the Sleeper, the prismatic dragon that caused a great war, devastating dragon society and, some say, threatening Veeshan herself. The truth, perhaps, will never be known.

Dozekar is a great and terrible dragon: reddish scales; massive horns of white; black claws that rend bone and sinew; teeth that shred steel and magic; wings that tear the wind. Dozekar is a dragon of power to which few can even begin to compare. Only a few creatures on the face of Norrath come close to his power, and only a handful exceed it. Yet for all his terrible fury and might, he has been killed before, and he knows it; he remembers each humiliating death.

The dragons of Skyshrine and the Temple of Veeshan are said to allow anyone who proves themselves worthy to enter the Halls of Testing and confront Dozekar or others like him. The rewards are immense for those who pass such epic tests.

Combat

Dozekar knows his power, knows he can be killed, and knows he will return to life. With nothing to lose in a battle, Dozekar will go for an all-out attack with no regard for his well-being, using any and all tactics at his disposal regardless whether they will damage him.

Crush (Ex): Dozekar's crush attack affects all opponents of Huge size or smaller and deals 4d8+37 points of damage.

Tail Sweep (Ex): Dozekar's tail sweep attack affects all opponents of Large size or smaller within a 50-foot radius of his rear and deals 4d6+37 points of damage plus a *daze* effect (from his Improved Slam feat); a Reflex save (DC 45) halves this damage.

Dragon Fear (Su): All opponents within 560 feet of Dozekar when he uses this ability must make a Will save (DC 42); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds.

Breath weapons (Su): Dozekar has two breath weapons and may use either as an attack action once every 1d6 rounds, up to a total of 56 times per day.

Soulshock Breath: This is a stroke of coruscating mana-charged lightning 150 feet long, 5 feet wide, and 5 feet high. Anyone caught in the area of effect takes 6d6 points of magic damage and 6d6 points of electrical damage, and continues to take similar amounts of damage each round for 4d8 rounds. Furthermore, the soulshock lightning drains mana from anyone affected at a rate of 40 mana per round; the mana drain also lasts 4d8 rounds. An initial Reflex save (DC 45) reduces all damage taken by half and reduces the mana drain by half each round as well.

Sliver Breath: This is a 90-foot cone of pure magic that has two distinct effects: first, it deals (8d10+2) x 2 points of magic damage to all in the area of effect (Reflex save [DC 45] halves); secondly, all in the area of effect are subject to a *cancel magic* effect as if cast by a 56th-level enchanter.

Spell-Like Abilities: Dozekar's spell-like abilities (and the mana cost for each) are as follows: *bonds of force* (12), *cripple* (38), *identify* (8), *lure of lightning* (53), *nullify magic* (8), *thunderbolt* (50), *voice of the berserker* (1). Moreover, Dozekar may summon any creature to within 30 feet of himself as if by the wizard spell *decession* (mana cost 20). He need not be able to see the target of the *decession* to use this ability. Where applicable, these spell-like abilities are as the spells cast by a 56th-level caster (save DC 14 + spell level) with a pool of 1,568 mana.

Immensity (Ex): Dozekar's great size and strength allow him to act as if he were actually one size larger than Colossal (if such a size existed) where it is beneficial to him. Thus, for instance, while he is actually a Colossal creature, he affects creatures with his crush and tail sweep attacks and with the Snatch feat as if he were one size greater than Colossal.

Mantle of Power (Su): A potent aura of magic negation surrounds Dozekar at a distance of 40 feet from his body. Anyone trying to cast a spell or use a spell-like or supernatural ability upon him (or upon any other creature within 40 feet of him) from outside this aura will find her spell or ability utterly ineffectual; similarly, anyone within 40 feet of Dozekar cannot cast spells on someone outside the aura. Thus, a spellcaster must be within 40 feet of Dozekar to affect him with a spell (although his spell resistance and saves still apply) or to cast spells upon allies who are also within 40 feet of him. The aura in no way affects Dozekar's ability to use his own spell-like or supernatural abilities.

Dozekar's *mantle of power* also grants him a +14 deflection bonus to AC (effective against attacks originating from within or outside of the mantle), an inherent bonus of +250 hit points, and fast healing 100.

Dragon Mass (Ex): Dozekar is immune to spells of the *root* or *snare* spell lines and to similar effects that would halt or slow his movement. In addition, any time he would be *stunned*, the effect is reduced to *interrupted*.

Resistances (Ex): Dozekar has bonuses of acid and sonic resistance (30); disease, electricity, and poison resistance (50); and magic resistance (100).

Warrior Abilities: Dozekar has all the abilities of a 30th-level warrior, including berserking, a +7 Taunt bonus (included in his stats above), and the area Taunt ability, as well as all the disciplines normally available to a warrior of this level. Due to Dozekar's great draconic presence, his area Taunt ability extends to 70 feet, rather than a mere 20 feet. See the description of the warrior in Chapter 3: Classes of the *EverQuest: Player's Handbook* for details of these abilities.



Dragon, Dracoliche

	Gargantuan Undead [Dragon] **Necromancer 30**
Hit Dice:	50d12+650 (dragon) + 30d12+390 (Nec) (1,942 hp)
Initiative:	+10 (+6 Wis, +4 Improved Initiative)
Speed:	60 ft., swim 60 ft.
AC:	49 (–4 size, +30 natural, +13 deflection)
Attacks:	Bite +76 melee, 2 claws +74 melee, 2 wings +74, tail slap +74
Damage:	Bite 4d6+20, claw 2d8+10, wing 2d8+10 and *daze*, tail slap 4d6+30 and *daze*
Face/Reach:	20 ft. by 40 ft./15 ft. (20 ft. with tail slap)
Special Attacks:	Crush 4d6+30, tail sweep 2d8+30, dragon fear, breath weapon, deadly lifetap, spells, spell-like abilities
Special Qualities:	Cazic's blessing, damage reduction 25/+4 and 10/–, *mantle of power*, dragon senses (blindsight 500 ft.), dragon mass, dragon agility, SR 38, immunities, resistances, fast healing 63, undead, necromancer abilities
Saves:	Fort +42, Ref +44, Will +48
Abilities:	Str 50, Dex 10, Con –, Int 26, Wis 23, Cha 37
Skills:	Appraise +33, Channeling +68, Diplomacy +43, Escape Artist +30, Jump +70, Knowledge (dragon lore) +58, Knowledge (folklore) +38, Knowledge (geography) +38, Knowledge (history) +58, Knowledge (local lore: Plane of Fear) +68, Knowledge (mysticism) +58, Knowledge (outsider lore) +58, Knowledge (religion) +58, Knowledge (undead lore) +58, Language (Combine) +12, Language (Common) +12, Language (Elder Dragon) +13, Language (Elder Teir'Dal) +12, Language (Goblin) +12, Language (Lizardman) +12, Language (Old Erudian) +12, Language (Plane of Hate) +13, Meditation +58, Listen +56, Search +38, Sense Motive +36, Spellcraft +68, Spot +56, Swim +44, Taunt +63, Undead Empathy +63
Feats:	Alertness, Cleave, Great Cleave, Enhance Breath Weapon, Extend Breath Weapon, Finishing Blow, Flyby Attack, Improved Initiative, Improved Slam (wings, tail only), Improved Trip, Lightning Reflexes, Mental Clarity, Multiattack, Mystic Capacity (x3), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Riposte, School Specialization (conjuration), Silent Spell, Spell Focus (alteration), Spell Focus (conjuration), Sunder, Toughened, Weapon Focus (bite), Weapon Focus (claws)
Climate/Terrain:	Any (Plane of Fear)
Organization:	Unique
Challenge Rating:	35
Treasure:	Double standard
Alignment:	Neutral evil
Advancement Range:	41+ HD (Gargantuan)
Faction:	Cazic-Thule

Description

Ages ago, when the Sathir dynasty united the iksar tribes and created an empire that spread across Kunark, the dragons of the Ring of Scale debated whether they should contest the growing might of the iksar empire. After long debate, Jaled Dar pronounced that the Ring of Scale would not intervene, but Trakanon and other dragons in the Ring refused to obey. After destroying an iksar naval fleet bound for conquest on Faydwer, Trakanon and his allies were branded dissidents by Jaled Dar and the Ring of Scale. A civil war erupted, and dragon fought dragon in the skies above Kunark.

Some say that Trakanon was mortally injured in this war and called out to Bertoxxulous, the Plaguebringer, who spared Trakanon's life at great cost to the mighty dragon. Similarly, a mighty dragon named Kodezal was mortally wounded by Phara Dar of the Ring of Scale. Kodezal called out to Cazic-Thule, the Faceless, to spare him from death. The God of Fear heard the dragon and responded, transforming Kodezal into an undead dragon of terrifying power and bringing the resulting dracoliche to the god's home plane to serve him.

The dracoliche has all but forgotten its own past, in which it once stood against Cazic-Thule's iksar children and then against its own kind. Now, it serves Cazic-Thule as his second-in-command. Only the greatest rituals of Cazic-Thule's mortal shamans or the God of Fear's own command will cause the dracoliche to venture forth from its home in the Plane of Fear. When it steps foot upon Norrath, terror and death surround its passing.

More often, the dracoliche directs Cazic-Thule's minions on Norrath. The undead dragon uses its magic to see into Norrath to admire the cruelty and fear it has orchestrated.

The dracoliche looks like an animated skeleton of a dragon, though it is incapable of flight, its wing membranes having long ago rotted away. Its hollow eye sockets glint with a malevolent light.

Combat

The dracoliche considers itself powerful enough to dispense with subtlety. It walks openly on the Plane of Fear and destroys all who would oppose it.

Crush (Ex): The dracoliche's crush attack affects all Medium-size or smaller opponents and deals 4d6+30 points of damage.

Tail Sweep (Ex): The dracoliche's tail sweep affects all Small or smaller opponents within a 30-foot radius of his rear and deals 2d8+30 points of damage (Reflex save [DC 35] halves).

Dragon Fear (Su): The dracoliche generally activates his dragon fear simply by glaring at his opponents. Due to Cazic-Thule's influence, the dracoliche's fear aura is much more potent than that of other dragons. All opponents within 500 feet of him must make a Will save (DC 38); those who succeed are *shaken* (–2 morale penalty to attacks, damage, and saves) for 2d4 rounds, while those who fail are *paralyzed* with fear for 2d4 rounds.

Breath Weapon (Su): The dracoliche's original breath weapon, once an acidic spume, was lost when his fleshly body rotted away. In its place, however, Cazic-Thule has granted him a fearsome attack indeed: the dracoliche can "breathe" a 70-foot cone of life-draining negative energy. He may use this breath weapon as an attack action once every 1d6 rounds, up to 25 times per day. All living creatures caught in the area of effect are entitled to a Reflex save (DC 35); those who fail receive 2d4 negative levels, while those who succeed receive only 1d4 negative levels. Undead creatures within the area of effect are healed for 2d6 x 10 hit points.

Deadly Lifetap (Su): The dracoliche's undead state has granted it a fearsome life-draining attack. Upon any successful melee hit, the dracoliche may make a Proc check (DC 18); if the check is successful, the target of the attack also takes (4d6+1) x 10 points of damage, while the dracoliche gains a like amount of temporary hit points (which dissipate 24 hours later if not lost before then).

Spells: The dracoliche casts spells as a 30th-level necromancer, with a pool of 1,780 mana and access to virtually any necromancer spell. He has 11 spell preparation slots due to his having taken the Mystic Capacity feat three times, and his favored spells (and the mana cost for each, modified for his *greater specialization [conjuration]* ability) are as follows: *arch-shielding* (33), *augmentation of death* (42), *crippling claudication* (50), *devouring darkness* (61), *emissary of Thule* (98), *gate* (12), *insidious retrogression* (32), *servant of bones* (80), *summon companion* (8), *trucidation* (63), *word of souls* (28). The dracoliche's spells have a save DC of 18 + spell level (DC 20 + spell level for alteration and conjuration spells).

Spell-Like Abilities: The dracoliche's spell-like abilities (and the mana cost for each, modified for his *greater specialization [conjuration]* ability) are as follows: *annul magic* (13), *banish summoned* (37), *identify* (8), *malosini* (33), *manastorm* (71), *monster summoning II* (30). Furthermore, the dracoliche may summon any creature to within 20 feet of himself as if by the wizard spell *decession* (mana cost 20). He need not be able to see the target of the *decession* to use this ability. Where applicable, the dracoliche's spell-like abilities are as the spells cast by a 50th-level caster (save DC 23 + spell level, or DC 25 + spell level for alteration and conjuration) and use the same mana pool as the dracoliche's spells.

Cazic's Blessing (Ex): Due to Cazic-Thule's favor and its own inherent magical power, the dracoliche uses its Charisma bonus as a hit point modifier in place of Constitution.

Mantle of Power (Su): A potent aura of magic negation surrounds the dracoliche at a distance of 25 feet from his skeletal body. Anyone trying to cast a spell or use a spell-like or supernatural ability upon the dracoliche (or upon any other creature within 25 feet of him) from outside this aura will find her spell or ability utterly ineffectual; similarly, someone within 25 feet of him cannot cast spells on someone outside the aura. Thus, a spellcaster must be within 25 feet of the dracoliche to affect him with a spell (although his spell resistance and saves still apply) or to cast spells upon allies who are also within 25 feet of him. The aura in no way affects the dracoliche's ability to cast spells or use his own magical abilities.

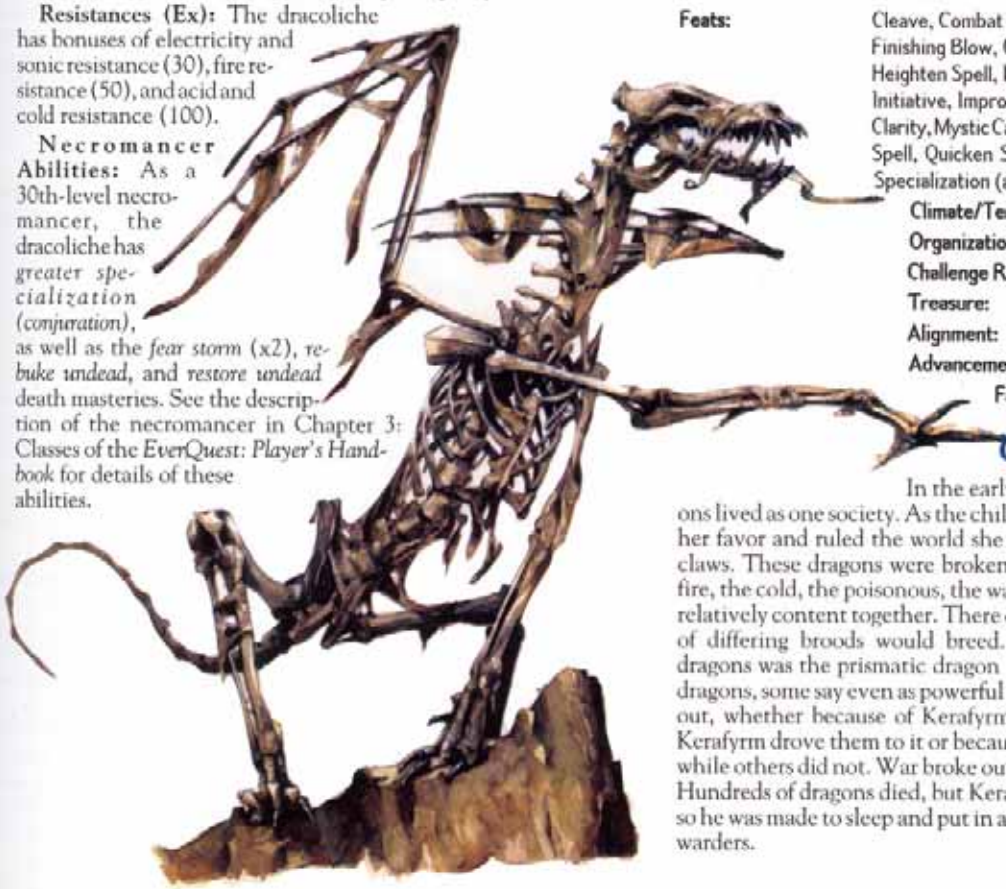
The dracoliche's *mantle of power* also effectively grants him a +13 deflection bonus to AC (effective against attacks originating from within or outside of the mantle), an inherent bonus of +300 hit points (included in his stats above), and fast healing 63.

Undead: Immune to poison, sleep, paralysis, stunning, death, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

Immunities (Ex): Like all dragons, the dracoliche is immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralyzation* effects.

Resistances (Ex): The dracoliche has bonuses of electricity and sonic resistance (30), fire resistance (50), and acid and cold resistance (100).

Necromancer Abilities: As a 30th-level necromancer, the dracoliche has *greater specialization (conjuration)*, as well as the *fear storm* (x2), *rebuke undead*, and *restore undead* death masteries. See the description of the necromancer in Chapter 3: Classes of the *EverQuest: Player's Handbook* for details of these abilities.



Dragon, Lady Vox

	Gargantuan Dragon **Cleric 25**
Hit Dice:	40d12+360 (dragon) + 25d8+225 (Clr) (1,000 hp)
Initiative:	+17 (+13 Wis, +4 Improved Initiative)
Speed:	40 ft., fly 200 ft. (clumsy)
AC:	44 (–4 size, +1 Dex, +37 natural)
Attacks:	Bite +64 melee, 2 claws +59 melee, 2 wings +59 melee, tail slap +64 melee
Damage:	Bite 4d6+15, claw 2d8+7, wing 2d8+7 and *daze*, tail slap 4d6+22 and *daze*
Face/Reach:	20 ft. by 40 ft./15 ft.
Special Attacks:	Crush 4d6+22, tail sweep 2d8+22, dragon fear, breath weapon, spells, spell-like abilities
Special Qualities:	Damage reduction 30/+4 and 15/–, *mantle of power*, dragon senses (blindsight 400 ft.), dragon mass, dragon agility, SR 30, immunities, resistances, icy tread, fast healing 25, cleric abilities
Saves:	Fort +43, Ref +35, Will +47
Abilities:	Str 40, Dex 12, Con 29, Int 28, Wis 36, Cha 28
Skills:	Appraise +31, Bluff +49, Channeling +77, Diplomacy +49, Escape Artist +41, Hide –3, Intimidate +49, Knowledge (folklore) +49, Knowledge (geography) +49, Knowledge (history) +59, Knowledge (local lore: Everfrost) +74, Knowledge (mysticism) +59, Knowledge (religion) +74, Language (Barbarian) +13, Language (Common) +13, Language (Elder Dragon) +14, Language (Elvish) +13, Language (Goblin) +13, Language (Ogre) +13, Language (Old Erudian) +13, Listen +53, Meditation +78, Read Lips +19, Search +49, Sense Motive +33, Spellcraft +74, Spot +53, Swim +55, Taunt +49, Wilderness Lore +33
Feats:	Cleave, Combat Reflexes, Extend Breath Weapon, Finishing Blow, Great Cleave, Healing Adept, Heighten Spell, Improved Critical (claw), Improved Initiative, Improved Slam (wings, tail only), Mental Clarity, Mystic Capacity (x2), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Riposte, School Specialization (alteration), Snatch
Climate/Terrain:	Any cold (Permafrost)
Organization:	Unique
Challenge Rating:	33
Treasure:	Double standard
Alignment:	Discordant evil
Advancement Range:	41+ HD (Gargantuan)
Faction:	Lady Vox

Description

In the early ages of Norrath, all the dragons lived as one society. As the children of Veeshan, they enjoyed her favor and ruled the world she had claimed with her mighty claws. These dragons were broken up into different broods: the fire, the cold, the poisonous, the water-going — but they all lived relatively content together. There came a time when two dragons of differing broods would breed. The offspring of these two dragons was the prismatic dragon Kerafyrm, mightiest of all the dragons, some say even as powerful as Veeshan herself. War broke out, whether because of Kerafyrm's mere existence or because Kerafyrm drove them to it or because some wanted to see him die while others did not. War broke out, and the toll was devastating. Hundreds of dragons died, but Kerafyrm was too powerful to kill, so he was made to sleep and put in a great tomb guarded by eternal warders.

After this war, Veeshan handed down two laws to her children: one, dragons of different colors must never mate; two, dragons are forbidden from killing one another. Shortly thereafter, in the dragon way of time, a powerful dragon called Jaled Dar took a number of dragons and left the society of Veeshan's dragons to form his own. He traveled to the lands of Kunark with his followers and settled in the Skyfire Mountains. These dragons became known as the Ring of Scale, and Trakanon, Phara Dar, Vox, and Nagafen were among them.

Time passed, and something very disturbing developed. As much as any two such creatures can, Vox and Nagafen fell in love and wished to breed. This is, of course, forbidden by the first of the two Great Laws passed after the War of Kerafyrm.

Vox and Nagafen decided to go through with their plans, and they sought to create another prismatic dragon who might overthrow the Ring of Scale. They were discovered, yet due to the Second Law they could not be killed. The Ring of Scale captured them, but the dragon lovers escaped to the destination they had agreed upon in such an eventuality: the continent now known as Antonica. Nagafen settled in the caverns underneath the Lavastorm Mountains and Vox deep in the caves under the Everfrost Peaks. Alas, before they could be reunited, the dragons' individual hiding places were discovered, and the Ring of Scale used powerful magics to imprison each of the dragons within the darkness where they hid.

The ice giants and goblins of Everfrost quickly learned to fear Vox, and she became their ruler. They called her Lady Vox and rebuilt the ancient ice giant fortress of Permaforst in the ice caverns of Everfrost at her behest. She may not be a member of the Ring of Scale anymore, but Vox rules Permafrost now, and her reach through her minions can be felt out into Everfrost and beyond.

Lady Vox uses the ice giants and goblins of the land as her servants. She knows that not all these beings are willing servants, but who would dare to be the first to revolt against her — and who would dare face the wrath of her champion, the giant named Iceheart? Plus, they do not know the magic that imprisons her within Permafrost and surely fear that she would burst from her frozen lair and destroy any traitors herself. The goblin king himself is the only goblin that actually sees Lady Vox, wearing her symbol and directing all goblins in her name. The ice giants do not think much of the ice goblins, even the king, though they fear Lady Vox more than they do any band of adventurers, so they will fight to the best of their ability to defend her, making a formidable force that any such band must get through before even reaching Lady Vox and her champion.

Combat

Lady Vox, in addition to being a dragon of fearsome power, has advanced to 25th level as a cleric of Veeshan. A powerful force, Lady Vox uses what tools she has at her disposal to full effect. Her dragon fear will scare many opponents away, back into the arms of her waiting minions or pits set to trap the unwary — pits filled with giant dire wolves, great spiders, and giant polar bears raised by the giants to kill interlopers. She will then usually breathe frost and fight physically with her opponents until they are all dead. She has no place to run, so she will fight to the death should anyone ever put her in such a position, but she will make them pay dearly. Unfortunately for her, Lady Vox cannot use aerial tactics, as the cavern she is trapped in does not truly allow her to fly. Her clerical magic and spell-like abilities also greatly enhance her fighting prowess, as she is rarely caught without her own spells in effect, and she will cast a quickened *complete heal* upon herself should a battle start to go against her.

Crush (Ex): Lady Vox's crush attack affects all opponents of Medium-size or smaller and deals 4d6+22 points of damage.

Tail Sweep (Ex): Lady Vox's tail sweep attack affects all opponents of Small size or smaller within a 30-foot radius of her rear and deals 2d8+22 points of damage plus a *daze* effect (from her Improved Slam feat); a Reflex save (DC 30) halves this damage.

Dragon Fear (Su): Lady Vox prefers to activate her dragon fear with her fierce and terrible roar, although she can use any number of other means to do so. All opponents within 400 feet of her must make a Will save (DC 30); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds.

Breath Weapon (Su): Lady Vox's breath weapon is an 80-foot cone of magical cold. She may use her breath weapon as an attack action once every 1d6 rounds, up to 40 times per day. The breath weapon has two distinct effects: first, it deals (3d10+1) x 10 points of cold damage to all in the area of effect (Reflex save [DC 30] halves); secondly, all in the area of effect are subject to a *cancel magic* effect as if cast by a 40th-level enchanter.

Spells: Lady Vox casts spells as a 25th-level cleric, with a pool of 1,320 mana and access to any cleric spell of 12th level or lower. She has 10 spell preparation slots due to her having taken the Mystic Capacity feat twice, and her favored spells (and their mana costs, modified for her *greater specialization (alteration)* ability) are as follows: *banish undead* (37), *complete healing* (61), *expel summoned* (22), *immobilize* (12), *nullify magic* (8), *power of life* (11), *resist fire* (8), *retribution* (40), *shield of words* (50), *word divine* (50). Lady Vox's spells have a save DC of 23 + spell level.

Spell-Like Abilities: Lady Vox's spell-like abilities (and the mana cost for each) are as follows: *Etherick's entombment of ice* (38), *frost storm* (52), *identify* (8), *lure of frost* (53), *sense summoned* (1). Furthermore, Lady Vox may summon any creature to within 15 feet of herself as if by the wizard spell *decession* (mana cost 20). She need not be able to see the target of the *decession* to use this ability. Where applicable, these spell-like abilities are as the spells cast by a 40th-level caster (save DC 19 + spell level) and use the same mana pool as Vox's spells.

Mantle of Power (Su): A potent aura of magic negation surrounds Lady Vox at a distance of 20 feet from her body. Anyone trying to cast a spell or use a spell-like or supernatural ability upon Lady Vox (or upon any other creature within 20 feet of her) from outside this aura will find his spell or ability utterly ineffectual; similarly, someone within 20 feet of her cannot cast spells on someone outside the aura. Thus, a spellcaster must be within 20 feet of Vox to affect her with a spell (although her spell resistance and saves still apply) or to cast spells upon allies who are also within 20 feet of her. The aura in no way affects Lady Vox's ability to cast spells or use her magical abilities. Lady Vox's *mantle of power* also grants her fast healing 25.

Dragon Mass (Ex): Lady Vox is immune to spells of the *root* or *snare* spell lines, and to similar effects that would halt or slow her movement. In addition, any time Lady Vox would be *stunned*, the effect is reduced to *interrupted*.

Resistances (Ex): Lady Vox has bonuses of acid and poison resistance (30); disease, electricity, magic, and sonic resistance (75); and cold resistance (200).

Icy Tread (Ex): Lady Vox can move on ice or snow as if she were on firm ground and need never make Balance checks or Reflex saves as a result of icy or snowy conditions.

Cleric Abilities: As a 25th-level cleric, Lady Vox has *greater specialization (alteration)*, as well as the *celestial healer*, *purify soul*, and *receive divine aura* (x2) divine powers. See the description of the cleric in Chapter 3: Classes of the *EverQuest: Player's Handbook* for details of these abilities.

Dragon, Trakanon

	Gargantuan Dragon Necromancer 30
Hit Dice:	45d12+360 (dragon) + 30d4+240 (Nec) (1,017 hp)
Initiative:	+17 (+13 Wis, +4 Improved Initiative)
Speed:	40 ft.
AC:	53 (–4 size, +24 natural, +10 deflection, +13 in sight)
Attacks:	Bite +73 melee, 2 claws +68 melee, 2 wings +68 melee, tail slap +68 melee
Damage:	Bite 5d6+16, claw 3d6+8, wing 2d6+8, tail slap 2d8+24
Face/Reach:	20 ft. by 40 ft./15 ft.
Special Attacks:	Crush 5d6+24, tail sweep 2d6+24, dragon fear, breath weapon, spells, spell-like abilities
Special Qualities:	Damage reduction 25/+4 and 10/–, *mantle of power*, dragon senses (blindsight 450 ft.), dragon mass, dragon agility, SR 32, immunities, resistances, fast healing 75, foresight, necromancer abilities
Saves:	Fort +47, Ref +54, Will +54
Abilities:	Str 43, Dex 10, Con 27, Int 36, Wis 36, Cha 30
Skills:	Appraise +58, Bluff +55, Channeling +91, Diplomacy +55, Escape Artist +45, Jump +48, Knowledge (art and literature) +35, Knowledge (dragon lore) +58, Knowledge (folklore) +35, Knowledge (geography) +35, Knowledge (history) +58, Knowledge (local lore: Sebilis) +58, Knowledge (mysticism) +78, Knowledge (religion) +43, Knowledge (undead lore) +53, Language (Combine) +17, Language (Common) +17, Language (Dwarvish) +17, Language (Elder Dragon) +20, Language (Elder Teir'Dal) +17, Language (Elvish) +17, Language (Goblin) +17, Language (Erudian) +17, Language (Faerie) +17, Language (Froglok) +17, Language (Lizardman) +17, Language (Ogre) +17, Language (Old Erudian) +17, Language (Teir'Dal) +17, Language (Troll) +17, Listen +58, Meditation +91, Read Lips +33, Search +58, Sense Motive +38, Spellcraft +60, Spot +58, Swim +26, Taunt +55, Trade Skill (alchemy) +43, Trade Skill (make poison) +43, Undead Empathy +53, Wilderness Lore +25
Feats:	Cleave, Combat Casting, Enlarge Spell, Extend Breath Weapon, Extend Spell, Flyby Attack, Great Cleave, Heighten Spell, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity (x4), Power Attack, Quicken Spell, Quicken Spell-Like Ability, School Specialization (alteration), Silent Spell, Spell Focus (alteration), Spell Focus (evocation), Still Spell, Wingover
Climate/Terrain:	Underground (The Ruins of Old Sebilis)
Organization:	Unique
Challenge Rating:	35
Treasure:	Double standard
Alignment:	Orderly evil
Advancement Range:	—
Faction:	Trakanon

Description

The great dragon Trakanon's history is tied deeply to the continent of Kunark, though his life began long before that continent even owned a name. A member of Veeshan's brood deposited on the frozen continent of Velious in the First Age of the World, Trakanon later joined the group of dragons led by Jaled Dar who left the Claws of Veeshan to forge their own way on Kunark.

Back then, Trakanon was a different sort of dragon — a great blue dragon of the sky, favored of Veeshan herself, and blessed (or perhaps cursed) with the ability of foresight. Trakanon has seen a great many things that will come to pass in Norrath's future. He has shared few of these visions, and fewer still with mortal beings.

Whether he saw something that influenced him to join with Jaled Dar is unknown, but he did, and he settled in Veeshan's Peak. Time passed, the Shissar came and went, and then the iksar rose to power. The iksar intrigued Trakanon. They were involved in his visions, and he watched their victories and defeats with great interest. The threat of the iksar against the dragons was plain, and Trakanon wanted to take action against them, but he was voted down, and the Ring of Scale waited.

No one save Trakanon himself can be sure if one of his visions motivated him to do what he did next. From a few cryptic remarks Trakanon has released over the ensuing ages, most believe he was trying to prevent a greater wrong, and going against his own foresight caused his doom later. Regardless of the reason, Trakanon, and others he could win to his side, attacked an iksar armada of ships upon the oceans of Norrath and summoned a terrible squall to destroy them all. He and his allies sank all of the iksar vessels to the ocean's floor, killing the iksar emperor, Rile Sathir, and his navy.

The incident sparked a war between the iksar and dragons that lasted over half a century. Jaled Dar did not want this war, but he would join his dragon brethren against the iksar, and he paid a terrible price when slain by Ganak, the iksar emperor.

Trakanon also paid a terrible price. Vile and terrible magics were unleashed, poisoning air, land, and Trakanon himself. He took to dark magics to keep himself alive, some legends saying he went so far as to make a pact with Bertoxxulous, the Plaguebringer.

For his part in starting the war against the iksar, Trakanon was exiled by the other dragons. Trakanon ended up in the ruins of Sebilis, an ancient iksar city. How he ended up there has been a matter of debate. Some say he was imprisoned there, much like Nagafen and Vox were imprisoned in their underground lairs. Some say he took the place himself, to rule over it as his own land. Whatever the reason, Trakanon now rules Sebilis and the kingdom of frogloks who inhabit it.

Trakanon used to be a great blue dragon of the sky, but the devastation wrought on his body has transformed it to a sickly green color. Diseased boils cover Trakanon, and his perpetually gangrenous flesh emits the foulest of odors. His wings have long since decayed and are but flaps of skin hanging onto a bony structure; many years have passed since he could fly. Those few who have seen Trakanon's rotting visage and lived believe him to be among the undead, a zombie dragon. Such beliefs have spread from rumor and legend to scholarly texts among the draconic sages of Norrath to the extent that it is now regarded as fact among such sages.

Beyond those few explorers and treasure seekers who venture into the remote reaches of Kunark and come upon the ruins of Sebilis, Trakanon's name has become more legend than reality to the broader populace of Norrath. Yet the legends of Trakanon's prescience continue to influence oracles, seers, and scholars, if not kings and nobles, many of whom believe that, for good or ill,

the great dragon is not entirely content to remain in exile. Rather, Trakanon's influence on Norrath is felt through his agents, who happen to be at the right place at the right time when pivotal events transpire on Norrath. Only in hindsight do scholars find that the seemingly insignificant actions of Trakanon's agents tipped the balance of power at those pivotal moments — when the agents' actions are seen at all.

Combat

Like other great dragons, Trakanon is an incredibly powerful opponent, and he knows it. He is skilled and strong in the ways of battle and acts like it; for instance, he knows that his defense has diminished due to the debilitating sicknesses from which he suffers, so he will always be sure to use the *diamondskin* spell liberally to increase his hit points. He will tend to stay apart from opponents for the first few rounds of combat, using his considerable magic power to increase his defenses before battle and to wreak havoc among his enemies. Trakanon normally has at least several essence emeralds on hand to fuel certain powerful spells, should anyone ever press him. He has no need to show mercy and will crush all those who would fight him. He feels no need to chase down pitiful insects, however, so if those who fight him choose to flee, he will usually let them do so.

Crush (Ex): Trakanon's crush attack affects all Medium-size or smaller opponents and deals 5d6+24 points of damage.

Tail Sweep (Ex): Trakanon's tail sweep attack affects all opponents of Small size or smaller within a 30-foot radius of his rear and deals 2d6+24 points of damage (Reflex save [DC 32] halves).

Dragon Fear (Su): Trakanon generally activates his dragon fear by briefly flaring his decrepit and tattered wings (although, like all dragons, he can activate it simply by will). All opponents within 450 feet of him must make a Will save (DC 32); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds.

Breath Weapon (Su): Trakanon's breath weapon is a 120-foot cone of virulent poison spray. He may use his breath weapon as an attack action once every 1d6 rounds, up to 45 times per day. The breath weapon deals (2d10+1) x 10 points of poison damage to all in the area of effect; a Reflex save (DC 32) halves this damage. If a creature fails this Reflex save, it must then also make a Fortitude save (DC 32) or continue to take 4d12 points of poison damage each round until it dies or the poison is cured. For the purposes of neutralizing the poison, a spell of the *cure poison* line must defeat the breath weapon's save DC of 32 to be effective.

Spells: Trakanon casts spells as a 30th-level necromancer, with a pool of 1,680 mana and access to almost any necromancer spell. He has 12 spell preparation slots due to his having taken the Mystic Capacity feat four times, and his favored spells (and the mana cost for each, modified for his *greater specialization [alteration]* ability) are as follows: *chill bones* (32), *devouring darkness* (67), *diamondskin* (39), *enslave death* (83), *ignite bones* (32), *immobilize* (12), *infusion* (1), *quivering veil of Xarn* (23), *screaming terror* (9), *touch of night* (62), *vexing mordania* (75), *word of souls* (28). Trakanon's spells have a save DC of 23 + spell level (DC 25 + spell level for alteration and evocation).

Spell-Like Abilities: Trakanon's spell-like abilities (and the mana cost for each, modified for his *greater specialization [alteration]* ability) are as follows: *alluring aura* (9), *annul magic* (13), *cannibalize IV* (0), *insidious decay* (6), *levitation* (6), *malosini* (29), *pox of Bertoxxulous* (72), *torrent of poison* (63), *trucidation* (57). Furthermore, Trakanon may summon any creature to within 15 feet of himself as if by the wizard spell *decession* (mana cost 18). He need not be able to see the target of the *decession* to use this ability. Where applicable, Trakanon's spell-like abilities are as the spells cast by a 45th-level caster (save DC 20 + spell level) and use the same mana pool as Trakanon's spells.

Mantle of Power (Su): A potent aura of magic negation surrounds Trakanon at a distance of 20 feet from his desiccated body. Anyone trying to cast a spell or use a spell-like or supernatural ability upon Trakanon (or upon any other creature within 20 feet of him) from outside this aura will find her spell or ability utterly ineffectual; similarly, someone within 20 feet of him cannot cast spells on someone outside the aura. Thus, a spellcaster must be within 20 feet of Trakanon to affect him with a spell (although his spell resistance and saves still apply) or to cast spells upon allies who are also within 20 feet of him. The aura in no way affects Trakanon's ability to cast spells or use his magical abilities.

Trakanon's *mantle of power* also effectively grants him a +10 deflection bonus to AC (effective against attacks originating from within or outside of the mantle), an inherent bonus of +150 hit points (included in his stats above), and fast healing 75.

Immunities (Ex): Like all dragons, Trakanon is immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralyzation* effects. He is also immune to poison and to any *stunning* effect.

Resistances (Ex): Trakanon has bonuses of electricity, fire, and sonic resistance (50) and of acid, cold, disease, and magic resistance (100).

Prescience (Ex): Trakanon has inexplicable prescient abilities that may aid him in whatever ways a GM sees fit. He always gains some glimpse of approaching danger, such as a rogue about to backstab or some other attack about to take place. In specific game terms, he cannot be surprised or caught *flat-footed* and always gains an amount equal to his Wisdom modifier as an insight bonus to AC and to Reflex saves (included in his stats above). As well, if he makes a successful Wisdom check (DC 20), he has gained enough insight into an upcoming event to have the most useful spells prepared in any given circumstance or encounter and to have protective spells already cast in anticipation of an attack.

Necromancer Abilities: As a 30th-level necromancer, Trakanon has *greater specialization (alteration)*, as well as the *fear storm* (x2), *invisibility to undead*, and *rebuke undead* death masteries. See the description of the necromancer in Chapter 3: Classes of the *EverQuest: Player's Handbook* for details of these abilities.



Dragon, Zlandicar

	Colossal Dragon **Necromancer 30**
Hit Dice:	52d12+676 (dragon) + 30d4+390 (Nec) (1,772 hp)
Initiative:	+13 (+9 Wis, +4 Improved Initiative)
Speed:	60 ft., fly 150 ft. (clumsy), swim 60 ft.
AC:	49 (–8 size, +40 natural, +7 deflection)
Attacks:	Bite +77 melee, 2 claws +72 melee, 2 wings +72 melee, tail slap +72 melee
Damage:	Bite 5d8+18, claw 4d6+9, wing 2d8+9, tail slap 3d8+27
Face/Reach:	40 ft. by 80 ft./20 ft. (25 ft. with tail slap)
Special Attacks:	Crush 5d8+27, tail sweep 3d8+27, dragon fear, breath weapons, spells, spell-like abilities
Special Qualities:	Damage reduction 30/+5 and 15/–, *mantle of power*, dragon senses (blindsight 520 ft.), dragon mass, dragon agility, SR 36, immunities, resistances, fast healing 59, necromancer abilities
Saves:	Fort +56, Ref +43, Will +52
Abilities:	Str 47, Dex 10, Con 37, Int 38, Wis 28, Cha 25
Skills:	Appraise +66, Bluff +59, Channeling +99, Diplomacy +66, Escape Artist +52, Knowledge (dragon lore) +66, Knowledge (folklore) +56, Knowledge (geography) +66, Knowledge (giant lore) +40, Knowledge (history) +66, Knowledge (local lore: Necropolis) +71, Knowledge (magical beast lore) +66, Knowledge (monstrous humanoid lore) +61, Knowledge (mysticism) +79, Knowledge (nature) +42, Knowledge (outsider lore) +66, Knowledge (planar travel) +66, Knowledge (religion) +66, Knowledge (undead lore) +66, Knowledge (warcraft) +40, Language (all) +19, Listen +63, Meditation +99, Safe Fall +62, Search +66, Sense Motive +36, Spellcraft +69, Spot +63, Swim +31, Trade Skill (alchemy) +44, Trade Skill (make poison) +44, Undead Empathy +59, Wilderness Lore +29
Feats:	Alertness, Cleave, Enhance Breath Weapon, En large Spell, Extend Breath Weapon, Extend Spell, Flyby Attack, Great Cleave, Heighten Spell, Hover, Improved Initiative, Mental Clarity, Mystic Capacity (x2), Power Attack, Quicken Spell, Quicken Spell-Like Ability, School Specialization (evocation), Scent, Special Ability Focus (stunning blast), Spell Focus (abjuration), Spell Focus (alteration), Spell Focus (conjuration), Spell Focus (divination), Spell Focus (evocation), Still Spell, Sunder, Toughened, Wingover
Climate/Terrain:	Cold mountains and underground (Dragon Necropolis)
Organization:	Unique
Challenge Rating:	38
Treasure:	Triple standard
Alignment:	Discordant evil
Advancement Range:	53+ HD (Colossal)
Faction:	Zlandicar

Description

Zlandicar is a necromancer dragon who lives in the Dragon Necropolis on Velious. Many powerful forces across Norrath would like to see Zlandicar slain or gain access to his enormous collection of historical knowledge, magical lore, and treasures unseen on the face of Norrath for centuries. Zlandicar is outcast from his own kind because he delved too far into dark arts of necromancy, going so far as to cannibalize the dead remains of dragons slain in the war against Kerafyrm in order to augment his own power.

Now Zlandicar takes refuge in the Dragon Necropolis, surrounded by the corporeal remains of his kind as well as by their shades. He also commands a race of bipedal rat creatures known as the chetari. They do his bidding and protect him from the minor nuisances that would interrupt his repose. In return, Zlandicar allows them to feast on the decomposing remains of dragons and thereby gain incredible power.

Though often hungry and ill-tempered, especially when his rest is disturbed, Zlandicar is not immediately aggressive to strangers. He appreciates the spirit of those who run the gauntlet of his chetari protectors just to talk with him and will generally not be overly perturbed if some chetari have lost their lives. Occasionally, he parcels out trinkets from his hoard in return for "small favors" from his petitioners. Zlandicar's favors usually involve a lot of travel and the likelihood of death, but then Zlandicar's "trinkets" are no small prizes either.

Zlandicar himself appears as a sleek, black-scaled dragon with wings of deep purple. His mouth appears quite large, as his lips have receded around massive teeth chiseled to a razor's edge from gnawing on the bones of his deceased brothers and sisters.

Combat

Zlandicar rarely initiates combat. When attacked, he uses his dragon fear and awful breath attacks in rotation and uses quickened spells or spell-like abilities in melee while he fights with his numerous devastating physical attacks.

Crush (Ex): Zlandicar's crush attack affects all opponents of Large size or smaller and deals 5d8+27 points of damage.

Tail Sweep (Ex): Zlandicar's tail sweep attack affects all Medium-size or smaller opponents within a 40-foot radius of his rear and deals 3d8+27 points of damage (Reflex save [DC 39] halves).

Dragon Fear (Su): Zlandicar generally activates his dragon fear simply by roaring. All opponents within 520 feet of him must make a Will save (DC 36); those who succeed are unaffected, while those who fail are *panicked* for 2d4 rounds.

Breath weapons (Su): Zlandicar has two breath weapons, and may use either one of them as an attack action once every 1d6 rounds, up to a total of 52 times per day.

Putrefying Breath: This is a 100-foot cone of contaminated gas that deals (8d10+1) x 2 points of disease damage to all in the area; a Reflex save (DC 39) halves this damage. If a creature fails its Reflex save, it must then also make a Fortitude save (DC 39) or continue to take 4d10 points of disease damage each round for 5d6 rounds or until the disease is cured. For the purposes of neutralizing the disease, a spell of the *cure disease* line must defeat the breath weapon's save DC of 39 to be effective.

Stunning Blast: This is an 80-foot cone of sound that deals (5d6+1) x 10 points of sonic damage to all in the area (Reflex DC 41 halves); secondly, all in the area who fail the Reflex save are also *stunned* for 1d3+1 rounds.

Rampage (Ex): Once every 1d6+1 rounds as a full attack action, Zlandicar can make a bite attack against every opponent within his reach (20 feet).

Spells: Zlandicar casts spells as a 30th-level necromancer, with a pool of 1,568 mana and access to any necromancer spell. He has 10 spell preparation slots due to his having taken the Mystic Capacity feat twice, and his favored spells (and the mana cost for each, modified for his *greater specialization [evocation]* ability) are as follows: *archlich* (0), *banishment of shadows* (113), *devouring darkness* (67), *diamondskin* (39), *ignite bones* (35), *gate* (12), *scent of Terris* (33), *screaming terror* (10), *trucidation* (63), *word of souls* (26). Zlandicar's spells have a save DC of 26 + spell level (which includes the +2 bonus from his Spell Focus feats).

Spell-Like Abilities: Zlandicar's spell-like abilities (and the mana cost for each) are as follows: *allure* (41), *annul magic* (13), *everlasting breath* (11), *horrifying visage* (33), *identify* (8), *illusion* –

chetari (13)*, *mind wipe* (17), *minor illusion* (2), *recant magic* (15), *sentinel* (4), *wake of tranquility* (50). As well, Zlandicar may summon any creature to within 20 feet of himself as if by the wizard spell *decession* (mana cost 20). He need not be able to see the target of the *decession* to use this ability. Where applicable, Zlandicar's spell-like abilities are as the spells cast by a 52nd-level caster (save DC 19 + spell level), and use the same mana pool as his spells.

* This is a special power that duplicates the *minor illusion* spell, except that Zlandicar for all intents and purposes becomes a chetari [q.v.] for the duration.

Mantle of Power (Su): A potent aura of magic negation surrounds Zlandicar at a distance of 30 feet from his body. Anyone trying to cast a spell or use a spell-like or supernatural ability upon Zlandicar (or upon any other creature within 30 feet of him) from outside this aura will find her spell or ability utterly ineffectual; similarly, someone within 30 feet of him cannot cast spells on someone outside the aura. Thus, a spellcaster must be within 30 feet of Zlandicar to affect him with a spell (although his spell resistance and saves still apply) or to cast spells upon allies who are also within 30 feet of him. The aura in no way affects Zlandicar's ability to cast spells or use his magical abilities.

Zlandicar's *mantle of power* also effectively grants him a +7 deflection bonus to AC (effective against attacks originating from within or outside of the mantle), an inherent bonus of +250 hit points (included in his stats above), and fast healing 59.

Immunities (Ex): Like all dragons, Zlandicar is immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralyzation* effects. He is also immune to disease, poison, and any *stunning* effect.

Resistances (Ex): Zlandicar has bonuses of acid and electricity resistance (40), cold and fire resistance (60), and magic and sonic resistance (100).



Necromancer Abilities: As a 30th-level necromancer, Zlandicar has *greater specialization (evocation)*, as well as the *fear storm*, *invisibility to undead*, and *rebuke undead* (x2) death masteries. See the description of the necromancer in Chapter 3: Classes of the *EverQuest: Player's Handbook* for details of these abilities.

Drake

	Ebon Drake	Fire Drake
	Large Dragon	**Large Dragon (Fire)**
Hit Dice:	6d12+12 (51 hp)	8d12+32 (84 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 120 ft. (average)	30 ft., fly 120 ft. (average)
AC:	18 (–1 size, +1 Dex, +8 natural)	20 (–1 size, +5 Dex, +6 natural)
Attacks:	2 claws +6 melee, bite +1 melee	2 claws +10 melee, bite +5 melee
Damage:	Claw 1d6+1; bite 2d6	Claw 1d6+3; bite 2d6+1 and 1d6 fire
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Breath weapon	Breath weapon, fiery maw
Special Qualities:	Ebon field, immunities, fire resistance (8), ultravision	Damage shield (3), immunities, fire subtype, ultravision
Saves:	Fort +7, Ref +6, Will +7	Fort +10, Ref +11, Will +9
Abilities:	Str 12, Dex 13, Con 15, Int 13, Wis 14, Cha 12	Str 16, Dex 20, Con 18, Int 14, Wis 16, Cha 10
Skills:	Hide +6*, Jump +7, Knowledge (any one) +4, Listen +11, Sneak +7, Spot +11	Appraise +10, Bluff +8, Jump +11, Knowledge (any two) +10, Listen +11, Safe Fall +13, Spot +11
Feats:	Flyby Attack, Improved Initiative	Flyby Attack, Improved Initiative, Power Attack
Climate/Terrain:	Temperate hill or mountains	Warm mountains
Organization:	Solitary	Solitary
Challenge Rating:	4	6
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	7–12 HD (Large); 13–18 HD (Huge)	9–14 HD (Large);15–20 HD (Huge)
Faction:	None	None

Drake

	Onyx Drake Large Dragon	Basalt Drake Large Dragon
Hit Dice:	10d12+20 (85 hp)	15d12+75 (172 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 120 ft. (average)	30 ft., fly 120 ft. (average)
AC:	19 (–1 size, +2 Dex, +8 natural)	26 (–1 size, +4 Dex +13 natural)
Attacks:	2 claws +12 melee; bite +7 melee	2 claws +20 melee; bite +18 melee
Damage:	Claw 1d8+3; bite 2d6+1	Claw 1d8+6; bite 2d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Breath weapon	Breath weapon
Special Qualities:	Immunities, fire resistance (12), ultravision	Damage reduction 15/+2, immunities, fire resistance (20), ultravision
Saves:	Fort +9, Ref +9, Will +10	Fort +14, Ref +13, Will +13
Abilities:	Str 16, Dex 14, Con 14, Int 14, Wis 16, Cha 14	Str 23, Dex 18, Con 20, Int 16, Wis 18, Cha 16
Skills:	Hide +8*, Intimidate +12, Jump +13, Knowledge (any two) +12, Listen +13, Sneak +12, Spot +13	Hide +18*, Intimidate +21, Jump +21, Knowledge (any two) +18, Language (any one) +6, Listen +21, Sneak +19, Spot +21
Feats:	Flyby Attack, Improved Initiative, Power Attack	Flyby Attack, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Temperate mountains	Temperate mountains
Organization:	Solitary	Solitary
Challenge Rating:	6	12
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	11–20 HD (Large); 21–25 HD (Huge)	16–25 HD (Large); 26–35 HD (Huge)
Faction:	None	None

Description

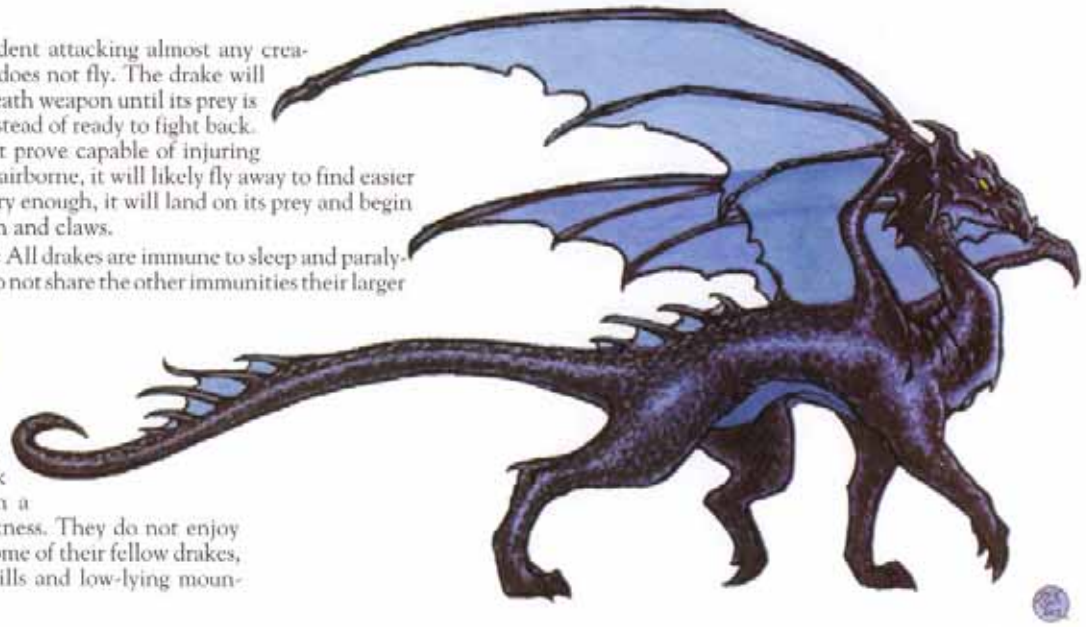
While the dragons are the greatest of their kind, a number of lesser creatures call themselves kin to the great dragons. The drakes are one such creature. While drakes come in a variety of colors, they do have the same basic form: they are hexapedal creatures, with a set of claws, a set of legs, and a set of sizable wings. Fine scales cover most of a drake's body, while larger, tougher scales cover the underbelly.

Drakes tend to be loners except when mating or raising young. They hunt most anything, making no distinction between a bear, a bird, or a human for where their find their next meal. Most of its life, a drake contents itself simply with enjoying the day, sunning itself on a rock, taking a quick lava bath if it likes that sort of activity, or perusing interesting trophies it has gathered in its lair.

Combat

Drakes feel confident attacking almost any creature, especially if it does not fly. The drake will pass over with its breath weapon until its prey is ready to be eaten instead of ready to fight back. Should an opponent prove capable of injuring the drake while it is airborne, it will likely fly away to find easier prey; or, if it is hungry enough, it will land on its prey and begin tearing with its teeth and claws.

Immunities (Ex): All drakes are immune to sleep and paralysis effects, but they do not share the other immunities their larger dragon kin.



Ebon Drake

Description

Ebon drakes are uniformly glossy black in color, covered in a shifting aura of darkness. They do not enjoy high altitudes like some of their fellow drakes, instead preferring hills and low-lying mountains.

Combat

Weakest of the dragon-kin, an ebon drake will usually try to escape a fight that goes against it, breaking away when it is reduced to half its hit points or less.

Breath Weapon (Su): The ebon drake can breathe a 20-foot cone of fire as an attack action once every 1d4 rounds. This deals 1d8 points of fire damage to all in the area, although a Reflex save (DC 15) will halve this damage.

Ebon Field (Su): The ebon drake is covered in a shifting layer of supernatural darkness that gives it perpetual one-half concealment (20% miss chance), even against attackers with low-light vision or ultravision.

Skills: *An ebon drake's ebon field and dark coloration confer upon it a +8 bonus to Hide checks in dark or shadowy conditions.

Fire Drake

Description

Fire drakes are a dark burnished red, like the color of a hot coal in a forge, and radiate considerable heat from their bodies. They enjoy hotter temperatures, such as in the volcanically active mountains of Lavastorm.

Combat

Fire drakes are playful and impulsive, and even when not hunting, one might decide it wants to play with a creature wandering nearby. Unfortunately for such prey, there is little difference between a fire drake's idea of playing and an outright attack.

Breath Weapon (Su): The fire drake can breathe a 30-foot cone of fire as an attack action once every 1d4 rounds. This deals 3d6 points of fire damage to all in the area, although a Reflex save (DC 18) will halve this damage.

Fiery Maw (Su): The fire drake's mouth is a virtual furnace. Anyone bitten by the drake takes an additional 1d6 points of fire damage from the great heat.

Damage Shield (Ex): An attacker making a melee strike against a fire drake takes 3 points of fire damage each time he does so. This damage is unaffected by the attacker's fire resistance, although fire immunity will negate the damage.

Fire Subtype: Immune to fire damage; double damage from cold, except if the attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Onyx Drake

Description

The onyx drake is black, but not as glossy as its ebon cousin. Onyx drakes enjoy the higher altitudes of mountains.

Combat

Breath Weapon (Su): The onyx drake can breathe a 30-foot cone of fire as an attack action once every 1d4 rounds. This deals 2d6 points of fire damage to all in the area, although a Reflex save (DC 17) will halve this damage.

Skills: *An onyx drake's dark coloration confers upon it a +4 bonus to Hide checks in dark or shadowy conditions.

Basalt Drake

Description

Basalt drakes are grayish-black in color and often blend into the background of the mountains they inhabit. They enjoy high altitudes as do onyx drakes.

Combat

Breath Weapon (Su): The basalt drake can breathe a 40-foot cone of fire as an attack action once every 1d4 rounds. This deals 2d6 points of fire damage to all in the area, although a Reflex save (DC 22) will halve this damage.

Skills: *A basalt drake's stony hide confers upon it a +8 bonus to Hide checks in rocky terrain or underground settings.

Drolvarg

	Large Monstrous Humanoid
Hit Dice:	20d8+120 (210 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	32 (–1 size, +1 Dex, +5 breastplate, +2 shield, +15 natural)
Attacks:	Spear +25/+21/+17/+13/+9 melee, shield bash +24 melee; or spear +27/+23/+19/+15/+11 melee; or 2 claws +26 melee, bite +21 melee
Damage:	Spear 1d8+7, shield bash 1d8+3 and *daze*; claw 1d8+7, bite 1d10+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Lupine fortitude, scent
Saves:	Fort +20, Ref +13, Will +12
Abilities:	Str 24, Dex 13, Con 22, Int 11, Wis 11, Cha 10
Skills:	Listen +23, Spot +23, Profession or Trade Skill (any one military-related) +4, Wilderness Lore +8
Feats:	Bash, Double Attack, Improved Bash, Power Attack, Weapon Focus (spear)
Climate/Terrain:	Any temperate forest, hills, mountains, or plains
Organization:	Solitary, pair, or pack (3–12)
Challenge Rating:	15
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	21–30 HD (Large)
Faction:	Pack of Tomor

Description

Drolvargs are a large wolflike humanoid species. Standing between 7 and 9 feet tall, these creatures are covered in muscle and brownish fur; they walk upright on their legs, and use weapons in their forepaws. Although some similarities appear between drolvargs and gnolls, no connection between the species is known.

Drolvargs have a militaristic society, devoted to the expansion and furtherance of the drolvarg race. "Ravishers," "growlers," and "gnawers" make up the ranks of their army, devoted to the first drolvarg general, Tomor. A drolvarg is indoctrinated to serve in the army from the moment it is born. As drolvargs grow up, their talents are determined and they are put where they can best serve the army. Those who try to "buck the system" are killed and skinned as a lesson for any who might try to follow some other way than that of Tomor.

Most drolvargs serve in the military, of course, but many are in the support fields, making arms and weapons. They will on occasion trade with other races for more advanced gear, but mostly drolvargs use the bronze weapons and armor they have made themselves. If an occupation does not support the military, it does not exist in their culture.

Drolvargs speak their own language, but most have begun to pick up the Common language of Norrath in the last few years.

The drolvargs' primary home is the area of land in Kunark now known as Firiona Vie. There they have a fragile peace with the frogloks and giants that also inhabit the area, though this peace is occasionally upset and combat will break out until peace is made anew. The drolvargs have no such compunction against invaders from beyond the sea, however. Elves and other pilgrims who land in Firiona Vie are open targets for drolvarg assaults.

When the outpost of Firiona Vie was being established, drolvargs made repeated assaults, but the defenses proved too strong and thus no concrete effort has since been attempted, just continual harassment. The leaders of Firiona Vie, however, do not care for the drolvargs because of such things and have placed a bounty upon drolvargs, paying gold and supplies for any sets of drolvarg fangs returned to them.

Drolvargs do appear to have a few secrets, though, some of which not even they are aware. Drolvargs may actually be lycanthropes. Their entire race may have once been human or human-like, and they were transformed into these hybrid lupine forms long ago. Whether this is true or not, no one living may know, and certainly the drolvargs will deny having anything to do with an obviously weaker species. Another secret lies with who truly rules the drolvargs and who may have been the one who transformed them into such a state. Distant rumors suggest that Venril Sathir, once ruler of the iksar, has risen from the dead as a lich and that he created and now rules the drolvargs.

Combat

Drolvargs, for all their military aspirations, have little in mind when it comes to tactics — they just use whatever weapons they have at hand and attempt to kill their opponents. Occasionally, they will attempt to ambush their opponents by waiting in shrubs or other cover, but this tactic is usually undone by their large size and clanking armor. Were drolvargs not such ferocious opponents, their feeble attempts at tactics might be considered humorous.

Lupine Fortitude (Ex): Drolvargs gain the benefits of both the Great Fortitude and Endurance feats. Further, they have good Fortitude saves.



Elemental, Bejeweled

	Huge Elemental (Earth)
Hit Dice:	25d8+225 (337 hp)
Initiative:	–1 (Dex)
Speed:	30 ft., burrow 30 ft.
AC:	33 (–2 size, –1 Dex, +26 natural)
Attacks:	Slam +29/+23/+17/+11 melee, off-hand slam +24/+19 melee
Damage:	Slam 4d6+19 plus *root* proc, off-hand slam 4d6+6 plus *root* proc
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Root, improved grab, rend 8d6+19, trample 8d8+19
Special Qualities:	Elemental, fast healing 2, damage reduction 25/+5 and 10/–, sluggish, SR 21, disease immunity
Saves:	Fort +23, Ref +7, Will +8
Abilities:	Str 37, Dex 8, Con 29, Int 6, Wis 12, Cha 14
Skills:	Intimidate +15, Listen +12, Spot +12, Taunt +11
Feats:	Cleave, Dual Wield, Improved Two-Weapon Fighting, Power Attack, Sunder
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	13
Treasure:	No coins; triple goods (gems only); standard items
Alignment:	Always neutral
Advancement Range:	26–50 HD (Huge); 51–75 HD (Gargantuan)
Faction:	Minions of Underfoot

Root (Su): The slam attacks of a bejeweled elemental can process an immobilization effect (Proc DC 17); the victim must make a Reflex save (DC 31) to avoid the effect, or he is immobilized as per the *root* spell for 1d8 rounds.

Improved Grab (Ex): To use this ability, the bejeweled elemental must hit with at least two of its slam attacks. If it gets a hold, it can rend.

Rend (Ex): A bejeweled elemental that gets a hold clenches its mighty fists around its opponent and tries to tear it apart. This attack deals 8d6+19 points of slashing damage to the victim as the sharp crystals rip the flesh.

Trample (Ex): A bejeweled elemental can trample Large or smaller creatures for 8d8+19 points of damage. Opponents who choose not to take attacks of opportunity against the bejeweled elemental can instead attempt a Reflex save (DC 35) for half damage.

Sluggish (Ex): Like any other earth elemental, a bejeweled elemental is a lumbering creature. Its natural slam attacks are treated as a slow weapon (delay 6).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Skills: Bejeweled elementals receive a +6 racial bonus to Intimidate checks.

Feats: Bejeweled elementals receive Cleave, Dual Wield, Improved Two-Weapon Fighting, and Sunder as bonus feats. Even when attacking with Dual Wield, bejeweled elementals get 1.5 times their Strength bonus to damage on their primary slam attacks, although they get only half the Strength bonus with their off-hand attacks, as usual.

Description

Legends borne from the texts of Combine Empire magicians speak of earth elementals summoned from the deepest strata below Norrath's surface. These powerful elementals were crafted from jewels and gemstones, and their diamond-hard hides turned aside the mightiest of blows.

Such bejeweled elementals were thought to be legend or perhaps another bit of unreplicated magic from the Combine era, until an Erudite magician and his companions braved the depths of the Hole on Odus and witnessed on of these rare minions of Brell Serilis.

A bejeweled elemental's body is composed entirely of gems and crystals, many of which are common minerals such as quartz, but among the cruder material precious stones wink in the torchlight. Its eyes are two massive jewels that gleam with inner fires, and its huge fists and feet bristle with jagged shards. Many bold (and greedy) adventurers have sought out the riches held within a bejeweled elemental's form, but few have returned to tell of their hunt.



Combat

A bejeweled elemental is not particularly swift in either sense of the word. It is tremendously strong, however, with outsized fists and feet that crush and tear opponents. It is content simply to overrun an enemy if it can. Its crystalline form gives it formidable natural armor and allows it to resist damage, even when dealt by spells and magic weapons.

Elemental, Lava

	Large Elemental (Earth, Fire)
Hit Dice:	18d8+90 (171 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	20 (–1 size, +1 Dex, +10 natural)
Attacks:	Slam +21/+16/+11 melee, off-hand slam +16 melee
Damage:	Slam 2d10+13 and 1d8 fire plus lava splash proc, off-hand slam 2d10+4 and 1d8 fire plus lava splash proc
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Lava splash
Special Qualities:	Elemental, lava aura (6), Fire subtype
Saves:	Fort +16, Ref +12, Will +6
Abilities:	Str 29, Dex 12, Con 21, Int 6, Wis 11, Cha 11
Skills:	Intimidate +10, Listen +12, Spot +12, Taunt +10
Feats:	Dual Wield, Power Attack, Riposte, Sunder
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	19–28 HD (Large); 29–54 HD (Huge)
Faction:	None



Description

A lava elemental looks like a surging mound of molten rock. It is more deliberate than its pure fire kin but just as dedicated to destruction.

Lava elementals are found in volcanic regions where the elements of earth and fire naturally mix, and they are also found in the service of more powerful elementals or creatures of fire or earth such as dragons or efreet.

Combat

A lava elemental is nearly as powerful physically as an earth elemental and also benefits from a fiery nature. It is very straightforward in combat, confident that most opponents cannot stand long against its mighty blows and all-consuming heat.

Lava Splash (Ex): The slam attacks of lava elementals can process a scorching effect (Proc DC 18) in the form of a splash of lava. The target struck must make a Reflex save (DC 24) to avoid this splash, and all creatures within 5 feet of the target must also make a Reflex save (DC 19) to avoid the splash; those who fail their saves take 1d8 points of fire damage each round for the next 1d3 rounds, starting immediately.

Lava Aura (Ex): The lava elemental is surrounded by a fierce heat that serves as a [fire] damage shield, burning any creature that strikes the elemental in melee for 6 points of fire damage.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Skills: Lava elementals receive a +2 racial bonus to Intimidate and Taunt checks.

Feats: Lava elementals receive Dual Wield, Power Attack, and Sunder as bonus feats. Like earth elementals, lava elementals get 1.5 times their Strength bonus to damage on their primary slam attacks even when using Dual Wield, although they get only half their Strength bonus with off-hand attacks, as usual.

Elemental, Slime

	Large Ooze (Earth, Water)
Hit Dice:	12d10+75 (141 hp)
Initiative:	+1 (Dex)
Speed:	15 ft.
AC:	10 (–1 size, +1 Dex)
Attacks:	Slam +15/+10 melee
Damage:	Slam 1d8+10 and 2d6 acid
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Acid, improved grab, constrict 1d8+10 and 2d6 acid
Special Qualities:	Ooze, blindsight 30 ft., cold immunity, fire resistance (10), fast healing 3, camouflage
Saves:	Fort +9, Ref +5, Will +4
Abilities:	Str 24, Dex 12, Con 21, Int –, Wis 11, Cha 1
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	13–17 HD (Medium-size); 18–36 HD (Large)
Faction:	None

Description

Though the slime elemental was originally believed by Norrath scholars to be a melding of earth and water elements, it has been more recently confirmed by Erudite mages that the creatures are not actually elemental in nature, but rather that they are oozes. Slime elementals roam caverns and caves, feasting on any organic material they find. A slime elemental appears as nothing more than a large patch of mud or mere-slime, roughly 10 feet in diameter and several inches thick.

Combat

A slime elemental has no intelligence and uses no tactics. It merely moves forward, engulfing any edible organic material, such as living creatures, that it encounters. It slams its opponents and engulfs them into its oozy body, where its corrosive digestive juices begin the slow process of digestion.

Acid (Ex): Slime elementals secrete a potent acid that deals 2d6 points of acid damage each round to any organic materials it touches. Its slam attacks thus also deal an additional 2d6 points of acid damage.

Improved Grab (Ex): To use this ability, the slime elemental must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A slime elemental deals automatic slam and acid damage with a successful grapple check.

Camouflage (Ex): A stationary slime elemental is very difficult to identify. Normally, a Spot check (DC 20) is required to notice a slime elemental; in swampy or muddy terrain, the Spot check DC increases to 30.

Ooze: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking. Immune to all mind-influencing spells and effects.



Elemental, Steam

	Medium-Size Elemental (Fire, Water)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	18 (+4 Dex, +4 natural)
Attacks:	Touch +3 melee
Damage:	Touch 1d8 heat
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Scalding rush
Special Qualities:	Damage reduction 10/+1, damage shield (1), elemental, fire subtype
Saves:	Fort +7, Ref +10, Will +1
Abilities:	Str 10, Dex 19, Con 16, Int 4, Wis 10, Cha 11
Skills:	Listen +6, Spot +6
Feats:	Improved Initiative
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	5–8 HD (Medium-size)
Faction:	None

Description

Geysers and scalding pools dot the Steamfont Mountains and some subterranean areas of Norrath. This is the natural habitat of steam elementals, beings of both a fiery and watery nature. A hybrid of two otherwise opposing elemental forces, a steam elemental is neither as fragile as a creature of pure fire nor as enduring as one of pure water.

The vapors of steam elementals can be transformed into a curious alchemical substance. As they pass over exposed ores, they sometimes oxidize the metals in the rock. Thus, unexplained rust is a sure sign of a steam elemental's passing.

Combat

Steam elementals rarely start a fight. Once battle is joined, however, a steam elemental can deal reasonable damage with its scalding touch. Since it is resistant to nonmagical damage, it can be a dangerous opponent for the unwary — especially low-level spellcasters who normally rely on their summoned companions to fight for them.

Scalding Rush (Ex): A steam elemental may simply pass over and around Medium-size or smaller creatures as an attack action. It cannot make a melee touch attack during a round in which it rushes, but merely needs to move over its opponents, affecting as many as it can pass over in a single move action. Affected opponents may attempt attacks of opportunity against it, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity get a Reflex save (DC 15) to avoid being scalded; on a success, they jump back or aside (opponent's choice) as the steam elemental moves forward. Scalded creatures take 1d4 points of damage from the steam elemental's great heat.

Damage Shield (Ex): An attacker making a melee strike against a steam elemental takes 1 point of damage from scalding heat each time he does so. This damage is unaffected by the attacker's fire resistance, although fire immunity will negate the damage.



Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Fire Subtype: Immune to fire damage; double damage from cold, except if the attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Erollisi Bloodthorn

	Large Plant
Hit Dice:	22d8+110 (209 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	23 (–1 size, +4 Dex, +10 natural)
Attacks:	Bite +22/+17/+12/+7 melee
Damage:	Bite 2d6+10
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Tremorsense 60 ft., plant
Saves:	Fort +18, Ref +11, Will +8
Abilities:	Str 24, Dex 19, Con 20, Int –, Wis 13, Cha 5
Skills:	Wilderness Lore +21
Feat:	Track
Climate/Terrain:	Any jungle
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement Range:	23–30 HD (Large); 31–48 HD (Huge)
Faction:	None

Description

The erollisi bloodthorn is a carnivorous, mobile plant found most often in the jungles of Kunark. It has a large canopy of blue leaves about its top resembling a huge flower. These blue leaves have hundreds of tiny needle-like barbs on their surface that allow the creature to latch onto prey, effectively "biting" it, and then draw it inexorably down into the waiting maw in the middle of the erollisi bloodthorn's flowerlike top. Much like a snake swallowing larger prey, the plant will slowly swallow creatures much greater than its normally slender stalk might seem to allow. The prey swallowed alive finds climbing free of the plant's "gullet" almost impossible, thanks to the downward-pointing barbs that line its blue leaves and the tunnel of its gullet.

The plant also has a few large green leaves found midway up its thick stalk, as well as a collection of small, root-like feet, all of which it can use as primitive ambulatory limbs, although it lacks any degree of fine manual manipulation. The erollisi bloodthorn can move with surprising speed.

Though mobile, the erollisi bloodthorn rarely stalks or hunts, instead waiting for prey to come within striking distance of it. Many mundane large blue flowers are very similar in appearance to an erollisi bloodthorn, and the carnivorous plant often lurks camouflaged in such groups of flowers. If its prey flees, the plant will follow; it is a remarkably apt tracker, able to follow creatures through a combination of scent, body heat, and vibration.

Combat

The erollisi bloodthorn prefers to attack targets small enough to be swallowed, but if hungry it bites anything that passes nearby. Once it has attacked, it does not stop attacking until it has digested something (at which point it wanders off unless attacked further) or it is destroyed.

Improved Grab (Ex): The erollisi bloodthorn must hit a Large or smaller target with its bite attack to use this ability.

Swallow Whole (Ex): An erollisi bloodthorn may swallow whole any creature of Medium-size or smaller. A target swallowed whole takes 2d6+7 points of crushing damage per round, plus 1d6 points of acid damage from the plant's digestive juices. A swallowed creature may cut its way out of the erollisi bloodthorn by using a Small or Tiny slashing weapon to deal 20 points of damage to the plant's insides (AC 19). Once a creature escapes, the plant's sap seals the hole (if another creature is swallowed, it must cut away its own exit).

An erollisi bloodthorn swallows only one target at a time, not attempting to swallow a second until the first has been digested or has escaped.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-influencing spells and effects.



Evil Eye

	Evil Eye Enchanter Large Aberration	Evil Eye Wizard Large Aberration
Hit Dice:	10d8+20 (65 hp)	15d8+30 (97 hp)
Initiative:	+6 (Dex)	+11 (+7 Dex, +4 Improved Initiative)
Speed:	Fly 40 ft. (good)	Fly 50 ft. (good)
AC:	30 (–1 size, +6 Dex, +15 natural)	32 (–1 size, +7 Dex, +16 natural)
Attacks:	Slam +5 melee	Slam +10 melee
Damage:	Slam 2d4–1	Slam 2d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Flight, SR 17, greater specialization (alteration)	Flight, SR 21, greater specialization (evocation)
Saves:	Fort +5, Ref +9, Will +11	Fort +7, Ref +14, Will +13
Abilities:	Str 9, Dex 22, Con 14, Int 23, Wis 14, Cha 15	Str 10, Dex 25, Con 15, Int 31, Wis 14, Cha 18
Skills:	Channeling +23, Knowledge (mysticism) +16, Meditation +23*, Search +14, Sneak +18, Spellcraft +15, Spot +12	Channeling +32, Knowledge (mysticism) +25, Meditation +32*, Search +18, Sneak +22, Spellcraft +25, Spot +30
Feats:	Dodge, Flyby Casting, Iron Will, Mental Clarity, Mobility, Quicken Spell-Like Ability, School Specialization (alteration), Spell Focus (alteration)	Combat Casting, Dodge, Flyby Casting, Improved Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity, Mobility, Quicken Spell-Like Ability, School Specialization (evocation), Skill Talent (Spot), Spell Focus (evocation)
Climate/Terrain:	Any	Any
Organization:	Solitary, pair, or band (3–5)	Solitary
Challenge Rating:	10	16
Treasure:	Standard	Standard
Alignment:	Usually orderly evil	Usually discordant evil
Advancement Range:	By character class	By character class
Faction:	King Xorbb	Frogloks of Guk

Description

Evil eyes are a particularly vile race with the appearance of floating eyes. Their origins are unknown, though they do not seem to have existed before the time of Rallos Zek's assault against the other gods, leading some to believe they are holdovers from that terrible war. Others speculate they are the result of a band of human enchanters trying to master various forms of transmogrification, but with horrific results. Though the truth of these claims may never be known, the slowly expanding threat of the evil eyes is bound to bring more attention to them and their origins in years to come.

Evil eyes are generally 4 to 6 feet in diameter, with a thick, fleshy, vein-covered hide that also acts as the lid to their eye-body. Most have several short spiked antennae sticking out of the back of their bodies, and a few have coarse hair similar to eyelashes. They have no ears, mouth, nose, or limbs and seem to have no need for food (though they do sleep). Most have an enormous yellow eye, but some have been seen with a red, orange, or black eye. They seem able to communicate among themselves without verbal speech, but are capable of emulating voices by vibrating their antennae (though they rarely bother). Most evil eyes understand the Common tongue.



Combat

Evil eyes are not particularly powerful physically and depend on their magic abilities in combat. Evil eyes move with great silence and have keen vision, using these factors to sneak up on opponents whenever possible. Their hearing is less sensitive, however, and they often fail to notice a target they do not directly spot. If possible, they allow others to engage in physical combat while remaining at a distance and casting a barrage of spells.

Flight (Ex): Evil eyes are naturally buoyant and hover above the ground even when sleeping or dead, always as a free action. They can move up to their base speed in flight as a move action. They are limited in altitude, however, and cannot float higher off the ground than a number of feet equal to their base speed.

Greater Specialization: This ability mimics the enchanter or wizard class ability of the same name, as appropriate (see Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Flyby Casting (Unique Feat): An evil eye may move both before and after casting a spell, as long as its total movement does not exceed its base speed.

Skills: Evil eyes receive a +4 racial bonus to Channeling checks, a +8 racial bonus to Search checks, and a +10 racial bonus to Sneak and Spot checks. *Evil eyes may exceed the normal limit for the maximum number of ranks in Meditation by 4; thus, an evil eye may have HD + 7 maximum ranks in Meditation, rather than HD + 3 ranks.

Evil Eye Enchanters

Description

Evil eye enchanters form small bands and even communities, the largest of which seems to be controlled by an evil eye called King Xorbb, who inhabits a canyon land not far from Rivervale in central Antonica. These evil eyes control a section of land and are not above taking prisoners and using charmed slave labor. They do not seem to work with any other races, though, and all efforts to reason or negotiate with them have failed. They are aggressively expanding toward nearby halfling communities as well as already contesting with the goblins of Runnyeye Citadel.

Combat

Evil eye enchanters are rarely caught without an animated shield and sword pet (from *Shalee's animation*) defending them. If attacked, they use their pet to hold off opponents while casting powerful *charm* and *confusion* spells. A fighter is likely the first target of an evil eye enchanter's mind-affecting magics to replace its animation, followed closely by any healers present. Creatures that resist the evil eye enchanter's spells are likely targets for its animated guardian. If an evil eye enchanter is clearly losing a fight, it flees as quickly as possible.

Spell-Like Abilities: The evil eye enchanter's spell-like abilities (and the mana cost for each, modified for its greater specialization [alteration] ability) are as follows: *bind sight* (3), *cancel magic* (5), *chase the moon* (11), *endure magic* (7), *enthrall* (8), *eye of confusion* (4), *invisibility* (5), *lull* (2), *mesmerization* (14), *reclaim energy* (1), *sanity warp* (13), *see invisible* (4), *Shalee's animation* (14). These spells are as cast by a 10th-level enchanter (save DC 16 [18 alteration] + spell level; save DC 12 [14 alteration] + spell level for mind-affecting spells) with a pool of 120 mana.

Evil Eye Wizards

Description

Slightly larger and significantly more powerful than typical evil eye enchanters, evil eye wizards appear to be a rare offshoot of the main evil eye race. They are physically very similar to typical evil eyes and also have powerful innate magic abilities, but their spells focus more on elemental damage than charms and enchantments. Evil eye wizards are never found in groups and do not associate with standard evil eye enchanters.

Some evil eye wizards are known to exist among the frogloks of Guk, where they are treated as powerful allies or even as gods by many frogloks. The evil eye wizards do not return the frogloks' reverence, and in fact do not seem to care at all about the fate of any frogloks traveling with them.

Combat

Though larger and stronger than standard evil eye enchanters, evil eye wizards still depend on their magical abilities in combat. An evil eye wizard normally surrounds itself with other lesser creatures capable of shielding it from melee attacks. If not, the evil eye wizard casts as many defensive spells as it has time for, then combines immobilizing and damaging spells to stop and destroy its opponents. Evil eye wizards are not above seeking revenge on enemies that force them to flee, using their powerful dark intellects to set up traps and ambushes to even the odds whenever possible.

Spell-Like Abilities: The evil eye wizard's spell-like abilities (and the mana cost for each, modified for its greater specialization [evocation] ability) are as follows: *bonds of force* (12), *cast force* (18), *column of frost* (6), *column of lightning* (20), *enstill* (10), *eye of Zomm* (5), *force shock* (18), *invisibility* (5), *magnify* (4), *major shielding* (13), *nullify magic* (8), *pillar of fire* (13), *see invisible* (4). These spells are as cast by a 15th-level wizard (save DC 20 + spell level) with a pool of 300 mana.

Classes

Evil eye enchanters may advance only in the enchanter class; evil eye wizards may advance as enchanters, necromancers, or wizards, although wizard is their favored class.

Fae Drake

	Small Fey
Hit Dice:	5d6+10 (27 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 150 ft.(good)
AC:	23 (+1 size, +8 Dex, +4 natural)
Attacks:	Bite +11 melee, 2 claws –1 melee
Damage:	Bite 1d4+1, claw 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities
Special Qualities:	SR 19, ultravision
Saves:	Fort +3, Ref +12, Will +7
Abilities:	Str 12, Dex 26, Con 15, Int 19, Wis 16, Cha 16
Skills:	Animal Empathy +9, Handle Animal +9, Hide +18, Knowledge (mysticism) +10, Listen +11, Safe Fall +14, Sense Motive +9, Sneak +14, Spellcraft +10, Spot +11, Wilderness Lore +9
Feats:	Alertness, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse (bite)
Climate/Terrain:	Temperate forest
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement Range:	6–10 HD (Small)
Faction:	Skytalons

Description

Fae drakes are vaguely dragonish, but they are more a creation of Tunare than of Veeshan. They are purple in color with yellow horns and have bright butterfly wings of scintillating hue. Their wings flitter when they fly, but are not actually required for flight, as magic takes care of that.

Little is known of fae drakes. Not really related to dragons, their similar appearance inspired the name originally and has apparently stuck for all time. Their similarity to dragons makes some believe that Tunare was trying to emulate Veeshan's dragons, but others believe that both such creatures come from an inspiration of some other more primordial creature.

Fae drakes spend their time far away from the lives of men and even elves. They are only found in the hearts of nature, those places still untouched by the common comings and goings of civilization. Even druid rings, once a haven for such creatures, have become tainted by civilization and the fae drakes can no longer be found there.

They enjoy their lives and spend most of their time resting in the golden sunlight coming through the wooden canopy above,



not unlike a cat. When not resting, they like playing with each other and the young of their kind, which are few and are highly regarded and protected. They flit about in the deep parts of the woods and many consider seeing them a sign of good luck.

The fae drakes are allies with those of the wood and fey. They count faeries and unicorns, among others, as their friends

Combat

Fae drakes are not aggressive and will only attack if they are attacked first. If someone is identified as their enemy, however, someone that has killed their kind before, they will attack such an enemy before it kills more of them, if they feel they can do so safely. If the fight goes against them, they will quickly fly away to try and fight some other day and to summon help from their fey brethren if any are nearby. They will protect their young at all costs and will make sure those get away before the adults try to flee.

In actual combat, fae drakes will stay to the air and come down only to attack and then quickly fly back up into the air. Thus, they fight defensively and will try to force intruders to leave, only attacking to kill those whom they know have killed their kind in the past, as mentioned above.

Breath Weapon (Su): Fae drakes can breathe a 10-foot by 10-foot by 10-foot cloud of soporific gas once every 1d6 rounds, to a maximum of 5 times per day. All creatures in the area of effect must make a Fortitude save (DC 14) or fall asleep for 1d4 hours.

Spell-Like Abilities: A fae drake's spell-like abilities (and the mana cost for each) are as follows: *color flux* (3), *gate* (12), *haze* (4), *invisibility* (5), *mesmerize* (3). These spell-like abilities are as the spells cast by a 5th-level enchanter (save DC 14 + spell level, or DC 13 + spell level for mind-affecting effects), with a pool of 40 mana.

Faerie

	Faerie Commoner Diminutive Fey	Faerie Noble Diminutive Fey
Hit Dice:	6d6+6 (27 hp)	12d6+24 (66 hp)
Initiative:	+5 (Dex)	+7 (Dex)
Speed:	10 ft., fly 30 ft. (perfect)	10 ft., fly 40 ft. (perfect)
AC:	22 (+4 size, +5 Dex, +3 deflection)	26 (+4 size, +7 Dex, +5 deflection)
Attacks:	Diminutive rapier +5 melee; Tiny shortbow +12 ranged	Diminutive rapier +17/+13 melee
Damage:	Diminutive rapier 1d2–2; Tiny shortbow 1d3–2	Diminutive rapier 1d2–1
Face/Reach:	1 ft. by 1 ft./0 ft.	1 ft. by 1 ft./0 ft.
Special Attacks:	Poison	Poison, spell-like abilities
Special Qualities:	SR 13	SR 18
Saves:	Fort +3, Ref +10, Will +7	Fort +6, Ref +15, Will +12
Abilities:	Str 6, Dex 20, Con 12, Int 12, Wis 15, Cha 16	Str 9, Dex 25, Con 14, Int 15, Wis 19, Cha 20
Skills:	Hide +23, Listen +9, Search +7, Sneak +12, Spot +9, Trade Skill (any one) +8, Wilderness Lore +8	Channeling +16, Hide +23, Knowledge (mysticism) +10, Listen +13, Meditation +16, Search +8, Sneak +13, Spot +13
Feats:	Dodge, Flyby Attack, Mobility, Parry	Alertness, Dodge, Flyby Attack, Mobility, Parry, Spell Focus (alteration), Spell Penetration, Weapon Finesse (rapier)
Climate/Terrain:	Any forest	Any forest
Organization:	Solitary, pair, or band (3–12)	Solitary, pair, or group (3–5)
Challenge Rating:	4	9
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	By character class	By character class
Faction:	Faeries	Faeries

Description

Faeries appear to be small elven humanoids no more than 10–12 inches tall with delicate insect wings. They live in forests throughout Norrath, though most commonly in areas close to elven strongholds. The faeries are generally clad in light and well-made garments and carry fine, delicate swords, which they keep envenomed with a virulent poison. They are skilled fliers and are able to move with great stealth, often allowing them to escape opponents too powerful for them to overcome.

Faeries see themselves as protectors of the woods and judges over all who travel through them. This can be beneficial, as faeries



do not look kindly upon such creatures as gnolls, goblins, kobolds, and orcs, often keeping large sections of forest clear of these raiders. The faeries, however, often also pass judgment on innocent travelers for such crimes as passing through the faeries' holy ground (which is never clearly marked) or killing a beloved animal while hunting for food. This often brings faeries into conflict with nearby communities and even sometimes local druids and rangers.

Faeries seem to be ageless, appearing full grown from the petals of a flower in the spring and living a youthful life until dying at the hands or claws of some enemy. Most faeries speak Elder Elvish.

Combat

Faeries depend on their size, speed and poisoned blades in combat. If possible, they attack spellcasters first, thus stunning them before dealing with melee combatants.

Poison (Ex): Weapon, Fortitude save (DC 14); initial damage *stunned* for 1 round, secondary damage (checked after only 1 round, not 1 minute) *stunned* for 1d4 rounds.

Feats: All faeries gain the Flyby Attack feat as a bonus feat.

Character Class

Faerie commoners prefer the ranger, rogue, and warrior classes. Faerie nobles favor the druid, ranger, rogue, and warrior classes.

Faerie Noble

Description

Faerie nobles are a powerful bloodline of spellcasting faeries that rule over common faeriekind. The head of any particular band of faeries is referred to as their queen or king, with several princes and princesses under them and a dozen or so nobles under each prince or princess. Faerie nobles are sometimes escorted by a small group of faerie guards (generally common faeries with 1 or 2 levels of ranger or warrior), or, more rarely, a few low-ranking faerie nobles.

Faerie nobles have considerable magic powers that mimic many druid spells. Some faerie nobles pursue the magic arts further and actually become druids, but most are satisfied to depend on their innate powers.

Combat

Faerie nobles use the same basic tactics as common faeries, but have a considerable selection of spells to augment their combat abilities. Most faerie nobles depend on their spells to delay or damage hardy fighters and reserve their poison for frail spellcasters (such as enchanters and magicians). A faerie noble generally knows where other faeries can be found nearby and may go for aid if clearly overmatched in a fight.

Spell-Like Abilities: A typical faerie noble's spell-like abilities (and the mana cost for each) are as follows: *barkcoat* (8), *beguile plant* (28), *call of Karana* (37), *cancel magic* (5), *creeping crud* (17), *dizzying wind* (13), *endure cold* (3), *endure fire* (3), *endure magic* (7), *endure poison* (3), *endure sonic* (3), *engulfing roots* (17), *healing* (10), *invoke lightning* (5), *power of life* (12), *strength of earth* (7), *superior camouflage* (7). These spells are as cast by a 12th-level druid (save DC 14 + spell level, or DC 16 + spell level for alteration effects) with a pool of 96 mana.

Festering Hag

	Medium-Size Undead
Hit Dice:	14d12 (91 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	21 (+2 Dex, +9 natural)
Attacks:	2 claws +8 melee
Damage:	Claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Undead
Saves:	Fort +4, Ref +6, Will +10
Abilities:	Str 12, Dex 14, Con –, Int 19, Wis 13, Cha 10
Skills:	Channeling +21, Hide +9, Knowledge (mysticism) +14, Listen +10, Meditation +17, Spellcraft +14, Spot +10, Undead Empathy +5
Feats:	Alertness, Combat Casting, Enlarge Spell-Like Ability, Heighten Spell-Like Ability, Mental Clarity, Quicken Spell-Like Ability, Spell Focus (divination), Spell Focus (evocation).
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, covey (3–5)
Challenge Rating:	11
Treasure:	1/10 coins; no goods; standard items
Alignment:	Usually neutral evil
Advancement Range:	By character class
Faction:	None

Description

These hideous, rotting corpses of female wizards are surprisingly effective spellcasters. They love to lure single party members away from a group and kill them individually.

Festering hags seem simple enough: half-rotted undead who continue to practice magic in unlife. Their true story is more dangerous and tragic. These hags are created by avatars and powerful agents of Bertoxxulous to punish wizards, arcane spellcasters who have spurned the art of necromancy. These agents of the Plaguebringer lurk onan Outer Plane waiting for the spirits of dead wizards to arrive. When they do, festering hags seize the spirit, contort it, and force it back into the dead body. No one

is sure why only female wizards are targeted for this purpose — or if anyone does know, they are not telling.

Understandably, the return from the dead is not joyous. All good is removed from the wizards' spirits in their ethereal contortion. Then they are trapped in an animated, decaying body. Only the act of working magic can renew the body, and the body requires increasingly greater amounts of mana to sustain it. The only way for these wizards to increase their magic supply and delay the decay of their bodies is to kill wizards who are less effective than the hag was in life.



Harvesting new wizards, however, attracts attention from more powerful wizards, who wonder what happens to their apprentices. Instead, a festering hag uses divination magic to locate wizards who are only slightly less powerful than she. Once locating a likely target, the hag chooses an environment full of creatures that are powerful — but notably less powerful than itself — and manipulates the wizard to "adventure" in that territory. It waits until the wizard is meditating, and then attacks. Thus, the festering hag can be assured of an easy victory over her target and any companions the target brought with him or her.

When discovered before it can launch its ambush, a festering hag allows itself to appear weaker and less powerful than it truly is, sometimes even playing on the wizard's pity by telling him or her the true story of how it came to be in such a state. Once a festering hag has the measure of its target's prowess, it then reveal the true nature of its powers, striking with sudden fury.

Combat

Festering hags sometimes hold back on their first round or two of combat to test their opponents. Then they unleash their most powerful spells, targeting wizards with prejudice.

Spell-Like Abilities: The festering hag's spell-like abilities (and mana cost for each) are: *cancel magic* (5), *force shock* (20), *frost shock* (18), *leatherskin* (14), *levitate* (6), *lightning storm* (23), *O'kiel's radiation* (3), *see invisible* (4). These spells are as cast by a 20th-level wizard (save DC 14 + spell level) with a pool of 160 mana.

Undead: Immune to poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

Fire Imp

	Small Elemental (Fire)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (good)
AC:	18 (+1 size, +3 Dex, +4 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d4+1 plus 2d6 fire and combustion
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Flame burst, combustion
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 10/+1, fire aura (6)
Saves:	Fort +4, Ref +8, Will +0
Abilities:	Str 13, Dex 17, Con 14, Int 10, Wis 7, Cha 11
Skills:	Intimidate +8, Listen +6, Spot +6, Taunt +10
Feats:	Combat Reflexes, Improved Initiative
Climate/Terrain:	Warm mountains and underground
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	No coins; 1/2 goods; no items (no combustibles)
Alignment:	Usually discordant evil
Advancement Range:	8–14 HD (Small); 15–21 HD (Medium-size)
Faction:	None

Description

Fire imps are bullies, the spoiled children of Solusek Ro. They swagger around volcanic and underground areas picking fights with anyone they think they can defeat.



Travelers find many reasons to hate these elementals. Fire imps are aggressive and nosy, demanding answers to their questions and setting fire to anything they can burn. They taunt their opponents, goading them to attack and then letting their fire aura incinerate anyone who dares attack them.

Combat

The fire imp's fire aura makes it a terror for melee fighters to face. Knowing this, fire imps will concentrate first on spellcasters or archers who try to harm them from a distance.

Flame Burst (Sp): Once per round as an attack action, a fire imp may cause a burst of flame to fill a 5-foot by 5-foot

area up to 200 feet away. Any creature in this area must make a Reflex saving throw (DC 15) or take 6d10 points of fire damage; a successful save reduces the damage by half.

Combustion (Ex): Fire imps deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their claw attacks) and may ignite flammable objects with the merest touch. Unattended flammable objects (such as paper, cloth, and wood, and including items such as arrow and javelin shafts) within 20 feet of a fire imp automatically take 1d8 points of fire damage each round until destroyed. Attended objects that burn (such as held scrolls and worn apparel) must make a successful Reflex save (DC 14) each round or take similar damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and flanking.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Fire Aura (Su): Fire imps are continually surrounded by a fierce heat that serves as a [fire] damage shield, dealing 6 points of fire damage to any creature that strikes the imp in melee.

Skills: Fire imps receive a +2 racial bonus to Taunt checks.

Feats: Fire imps gain Improved Initiative as a bonus feat.

Flighty Fiend

	Medium-Size Outsider (Air)
Hit Dice:	23d8+184 (287 hp)
Initiative:	+5 (Dex)
Speed:	20 ft., fly 80 ft. (good)
AC:	28 (+5 Dex, +13 natural)
Attacks:	Claws +35/+30/+25/+20/+15 melee
Damage:	Claws 4d6+18
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Blindsight, resistances, damage reduction 20/+3
Saves:	Fort +21, Ref +18, Will +16
Abilities:	Str 35, Dex 21, Con 26, Int 10, Wis 16, Cha 10
Skills:	Escape Artist +28, Intimidate +23, Knowledge (local lore) +11, Listen +26, Search +23, Sense Motive +26, Spot +26, Taunt +23, Tumble +17
Feats:	Cleave, Combat Reflexes, Dodge, Flyby Attack, Mobility, Power Attack, Riposte
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or gang (3–5)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	24–46 HD (Medium-size); 47–69 HD (Large)
Faction:	Minions of Underfoot

Description

Flighty fiends are powerful and agile combatants occasionally summoned to Norrath by powerful magicians, elementals, and servants of Brell Serilis. These fiends are exceptional melee combatants and are quite vocal about their enjoyment of fighting. They stand only 5 to 6 feet in height, but their stocky bodies give them the strength of much larger creatures. Their skin is red, and the fangs on their lower jaw stick up, giving their faces a flattened appearance. In almost constant flight, even while asleep, flighty fiends set down only when they must or when they are knocked unconscious.

Flighty fiends seem genuinely to enjoy flying and fighting, treating one as an art and the other as a sport. Their agility in flight belies their crude wings and their delight in aerial acrobatics. Their love of combat makes them aggressive, an aggression that is usually the reason they are summoned to serve as guardians or soldiers. Flighty fiends talk all throughout combat in a gruff but strangely jovial voice. They refer to opponents in friendly terms, all the while dispatching them with razor sharp claws and then offering mock apologies when they cripple an opponent. Though flighty fiends feel obliged to fight and kill any adventurer who tries to get past their ward, they certainly have no problem talking either before or during a battle. Flighty fiends can be excellent sources of information, even if fighting a losing battle.

The Erudite city of Paineel has experienced trouble of late as some flighty fiends have ascended out of the Hole and plagued the city. Attempts to stop the flighty fiends are difficult at best due to the powerful earth magic emanating from the Hole, which dispels levitation and flight magic but does not interfere with the fiends' natural flight.

Combat

Flighty fiends use their aerial acrobatics to dive on opponents, flying by as they rake with their claws. They do incredible amounts of damage with their claws and rarely miss grounded opponents. They first strike any opponents who prove themselves capable of injuring them from range.

Blindsight (Ex): Flighty fiends can operate perfectly well by sensing vibration and air movement within 60 feet; thus, a flighty fiend is not hindered if it loses its eyesight, and it can detect invisible creatures by nonvisual means.

Resistances (Ex): Flighty fiends have inherent bonuses of magic resistance (30) and fire and cold resistance (50).

Feats: Flighty fiends receive Riposte as a bonus feat.



Froglok

	Froglok	Froglok, Shin	Froglok, Yun
	Small Monstrous Humanoid (Aquatic)	**Small Monstrous Humanoid (Aquatic)**	**Small Monstrous Humanoid (Aquatic)**
Hit Dice:	1d8 (4 hp)	7d8+14 (46 hp)	13d8+26 (84 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft., swim 30 ft.	30 ft., swim 30 ft.	30 ft., swim 30 ft.
AC:	15 (+1 size, +1 Dex, +3 studded leather)	18 (+1 size, +1 Dex, +2 natural, +4 chain shirt)	19 (+1 size, +1 Dex, +3 natural, +4 chain shirt)
Attacks:	Short sword +2 melee	2 short swords +11/+6 and +6 melee; or dart +9/+5 ranged	Froglok greatstaff +14/+8/+2 melee
Damage:	Short sword 1d6	Short sword 1d6+2, short sword 1d6+1; dart 1d3+2	Froglok greatstaff 1d10
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	None	Berserking	Spell-like abilities
Special Qualities:	Amphibious, resistances, infravision	Amphibious, resistances, infravision	Amphibious, infravision, resistances, regeneration 3, hungry spirits, alchemy mastery
Saves:	Fort +2, Ref +3, Will +2	Fort +6, Ref +6, Will +6	Fort +8, Ref +9, Will +13
Abilities:	Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 8	Str 14, Dex 13, Con 14, Int 12, Wis 9, Cha 8	Str 10, Dex 12, Con 15, Int 12, Wis 16, Cha 10
Skills:	Hide +13*, Jump +8, Listen +3, Search +3, Spot +4, Swim +9, Wilderness Lore +1	Hide +10*, Jump +16, Listen +4, Search +5, Spot +6, Swim +12, Wilderness Lore +2	Channeling +9, Hide +9*, Jump +6, Knowledge (mysticism) +4, Listen +5, Meditation +9, Spellcraft +4, Spot +6, Swim +10, Trade Skill (alchemy) +23, Profession (herbalist) +6, Wilderness Lore +3
Feats:	Great Fortitude	Dual Wield, Great Fortitude, Iron Will, Parry, Power Attack, Weapon Focus (short sword)	Combat Casting, Great Fortitude, Iron Will, School Specialization (conjuration), Spell-Like Ability Focus (conjuration)
Climate/Terrain:	Warm marsh and underground	Warm marsh and underground	Warm marsh and underground
Organization:	Solitary, squad (4–7), band (10–100 plus 100% noncombatants plus 1 Shin warrior per 10 adults, 2 Shin knights, 1 Shin shaman, and 1 Yun shaman), or tribe (20–400 plus 100% noncombatants plus 1 Shin warrior per 10 adults, 1 Shin knight or shaman per 25 adults, 1 or 2 Yun or Jin, and 1 Krup or Ilis)	Leader-type	Leader-type
Challenge Rating:	1/2	4	8
Treasure:	Standard	Standard	Standard coins; standard goods; double items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	By character class	By character class	By character class
Faction:	Frogloks of Guk or Frogloks of Kunark	Frogloks of Guk or Frogloks of Kunark	Frogloks of Guk or Frogloks of Kunark

	Froglok, Jin	Froglok, Krup
	Small Monstrous Humanoid (Aquatic)	**Small Monstrous Humanoid (Aquatic)**
Hit Dice:	16d8+48 (120 hp)	24d8+96 (204 hp)
Initiative:	+1 (Dex)	+2 (Dex)
Speed:	30 ft., swim 30 ft.	20 ft., swim 20 ft. (breastplate), base 30 ft.
AC:	20 (+1 size, +1 Dex, +4 natural, +4 masterwork chain shirt)	22 (+1 size, +2 Dex, +4 natural, +5 masterwork breastplate)
Attacks:	Froglok greatstaff +16/+10/+4 melee	2 masterwork short swords +30/+26/+22/+18/+14 and +25/+21 melee; or dart +27/+24/+21/+18/+15 ranged
Damage:	Froglok greatstaff 1d10	2 masterwork short swords 1d6+5 and 1d6+3; dart 1d3+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Warrior abilities
Special Qualities:	Amphibious, resistances, infravision, regeneration 4, spirit masteries, alchemy mastery, greater specialization (conjuration)	Amphibious, resistances, infravision, regeneration 5
Saves:	Fort +10, Ref +11, Will +16	Fort +14, Ref +16, Will +15
Abilities:	Str 11, Dex 12, Con 16, Int 13, Wis 18, Cha 13	Str 16, Dex 15, Con 18, Int 14, Wis 13, Cha 11
Skills:	Channeling +11, Hide +8*, Jump +6, Knowledge (mysticism) +6, Knowledge (nature) +3, Listen +7, Meditation +10, Spellcraft +5, Spot +8, Trade Skill (alchemy) +27, Profession (herbalist) +8, Swim +10, Wilderness Lore +4	Hide +12*, Intimidate +8, Jump +21, Knowledge (warcraft) +6, Listen +7, Search +7, Sense Motive +8, Spot +8, Swim +14, Taunt +14, Wilderness Lore +5
Feats:	Combat Casting, Great Fortitude, Iron Will, Quicken Spell-Like Ability, School Specialization (conjuration), Spell-Like Ability Focus (conjuration)	Cleave, Dodge, Double Attack, Dual Wield, Great Fortitude, Iron Will, Improved Two-Weapon Fighting, Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword), Whirlwind Attack
Climate/Terrain:	Warm marsh and underground	Warm marsh and underground
Organization:	Leader-type	Leader-type
Challenge Rating:	11	13
Treasure:	Standard coins; standard goods; double items	Standard coins; standard goods; double items
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Frogloks of Kunark	Frogloks of Kunark

Froglok

	Froglok, Ilis Small Monstrous Humanoid (Aquatic)	Froglok, Reet Small Monstrous Humanoid (Aquatic)
Hit Dice:	27d8+54 (175 hp)	30d8+180 (315 hp)
Initiative:	+3 (Dex)	+4 (Dex)
Speed:	20 ft., swim 20 ft. (full plate), base 30 ft.	20 ft., swim 20 ft. (full plate), base 30 ft.
AC:	28 (+1 size, +1 Dex, +6 natural, +10 magic full plate)	32 (+1 size, +1 Dex, +8 natural, +12 magic full plate)
Attacks:	*2 +2 short swords* +34/+30/+26/+22/+18 and +29/+24 melee; or masterwork darts +32/+29/+26/+23/+20 ranged	*2 +4 short swords* +40/+36/+32/+28/+24 and +35/+31 melee; or *+1 darts* +36/+33/+30/+27/+24 ranged
Damage:	*2 +2 short swords* 1d6+7 and 1d6+5; masterwork dart 1d3+3	*2 +4 short swords* 1d6+10 and 1d6+8; *+1 dart* 1d3+5
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Warrior abilities	Warrior abilities
Special Qualities:	Amphibious, resistances, infravision, regeneration 6	Amphibious, poison immunity, resistances, infravision, regeneration 7
Saves:	Fort +16, Ref +18, Will +18	Fort +18, Ref +21, Will +21
Abilities:	Str 17, Dex 16, Con 20, Int 15, Wis 13, Cha 11	Str 18, Dex 18, Con 22, Int 16, Wis 14, Cha 11
Skills:	Hide +12*, Intimidate +10, Jump +22, Knowledge (warcraft) +8, Listen +10, Search +7, Sense Motive +9, Spot +11, Swim +14, Taunt +16, Wilderness Lore +5	Hide +13*, Intimidate +13, Jump +24, Knowledge (warcraft) +9, Listen +11, Search +9, Sense Motive +12, Spot +12, Swim +15, Taunt +18, Wilderness Lore +6
Feats:	Alertness, Cleave, Dodge, Double Attack, Dual Wield, Great Fortitude, Iron Will, Improved Two-Weapon Fighting, Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword), Whirlwind Attack	Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Dual Wield, Great Fortitude, Iron Will, Improved Two-Weapon Fighting, Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword), Whirlwind Attack
Climate/Terrain:	Warm marsh and underground	Warm marsh and underground
Organization:	Leader-type	Leader-type
Challenge Rating:	16	20
Treasure:	Standard coins; double goods; double items	Standard coins; double goods; double items
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Frogloks of Kunark	Trakanon

Description

Frogloks are a reclusive race of froglike, humanoid creatures that inhabit Norrath's swamps and underground abodes. They generally prefer to be left alone, but it is not unheard of for them to trade with some of Norrath's races. Since ogres and trolls feast on small frogloks from a young age, however, frogloks will either attack or flee from those races on sight, unless an individual ogre or troll has somehow proven itself friendly.

In addition to dozens of scattered tribes throughout Norrath, frogloks have two large kingdoms on the known continents. The Kingdom of Guk lies in southern Antonica, near Innothule Swamp. The froglok nobility of Guk lead their kingdom through several dire threats. The trolls of Grobb pose a constant danger to Guk, but the more dangerous enemy lies far below the surface. In the deepest caverns of Guk, legions of frogloks have been cursed with a form of ghoulish undeath. The lower reaches of Guk often clamor with battles between the living frogloks and their undead brethren, who seek to claim all of Guk as their own.

Froglok nobility carries a confusing array of titles, which are generally earned through one's ability rather than through heredity (although, as with all societies, some frogloks of inferior prowess are promoted for political reasons). In ascending order of importance, these titles include Tuk, Gaz, Ton, Vis, Shin, Shinta, Tal, Nokta, Tonta, Tsu, Tal, Urd, Dar, Wan, Kor, Yun, Zol, and finally Guk for those nobles who receive orders directly from the King. Outsiders who seek to deal with frogloks are best served to recognize these stations to avoid breaches of diplomatic etiquette.

The other major froglok kingdom lies below the ruined iksar city of Sebilis in southern Kunark. Here, the frogloks are beholden to Trakanon, their great dragon ruler. The frogloks of Sebilis are more aggressive than their Antonican kin, sallying forth in great numbers to expand their empire throughout Trakanon's Teeth, into the Swamp of No Hope, and even to the very walls of the iksar city of Cabilis and the high elf outpost of Fironia Vie. The frogloks of Sebilis are awarded noble titles similar to their kin in Guk, with the addition of such higher titles as Bok, Jin, Krup, Ilis, and (the highest station) Reet, for those powerful ones who hold audience with Trakanon himself.

Combat

Frogloks are social creatures and quite accustomed to using group tactics in combat. Those frogloks who have magic items will generally employ them to the best of their ability.

Amphibious (Ex): Frogloks can breathe air normally, but can also absorb oxygen through their skin while submerged. Yet due to the nature of their skin, they must remain in a moist environment such as that of a swamp, rainforest, or damp cavern. For each day a froglok remains outside such surroundings, it must make a successful Fortitude save (DC 15, +1 for each such previous consecutive save) or take 1 point of temporary Constitution damage. All such temporary Constitution damage is fully healed after the froglok spends 24 hours in a properly moist environment.

Resistances (Ex): Normal frogloks have racial bonuses of disease and poison resistance (3); those of higher castes gain improved resistances of various strengths and also gain acid, fire, and magic resistances, as listed in the various descriptions below.

Regeneration (Ex): Frogloks develop regenerative properties as they increase their inherent power, with the relative strength of regeneration as listed in each individual type's statistics, above. Such frogloks take normal damage from fire and magic damage only. A froglok cannot regenerate if outside a moist environment.

Froglok Greatstaff: Froglok spellcasters favor a short, heavy, metal-shod battle-staff, which effectively acts as a standard (Medium-size) morningstar.

Skills: All frogloks receive a +4 racial bonus to Jump checks and have no maximum jumping distance limit. *Frogloks receive a +4 racial bonus to Hide checks in marshy terrain.

Character Class

Frogloks favor the shaman class, but warriors and wizards are common among them as well. Enchanters, magicians, necromancers, and knights (similar to paladins, but generally of orderly neutral rather than orderly good alignment) or shadow knights can also be found among the various froglok subcultures and castes.

Shin Froglok

Description

Most frogloks who reach the title of Shin have proven themselves fierce warriors. Some who become Shin have trained as shamans or knights instead, but these tend to be leaders within a group, bolstering the froglok combatants with their magic abilities.

Combat

Shin frogloks patrol their stronghold in small groups. They are not the most powerful of their kind and so prefer to use flanking (and surprise attacks when they can get them) to assist them in combat. Faced with superior numbers or more powerful enemies, Shin try to retreat and call on their stronger cousins for assistance.

Berserking (Ex): Standard Shin frogloks have the berserking ability typical to characters of the warrior class (see page 88 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Resistances (Ex): Shin frogloks have racial bonuses of disease and poison resistance (5); they also have bonuses of acid and fire resistance (3).

Shin Shaman

Shin frogloks who have pursued shamanic ways use the following statistics in place of those given above for typical Shin. Where there is no alternate entry given here, use the standard Shin stats.

Attacks: Froglok greatstaff +8/+2 melee

Damage: Froglok greatstaff 1d10

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, hungry spirits

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

Abilities: Str 10, Dex 12, Con 14, Int 12, Wis 14, Cha 8

Skills: Channeling +8, Hide +5*, Jump +5, Knowledge (mysticism) +4, Listen +4, Meditation +9, Profession (herbalist) +5, Spellcraft +4, Spot +5, Swim +10, Trade Skill (alchemy) +7, Wilderness Lore +2

Feats: Combat Casting, Great Fortitude, Spell-Like Ability Focus (conjuration)

Spell-Like Abilities: A typical Shin shaman's spell-like abilities (and the mana cost for each) are as follows: *burst of strength* (3), *spirit sight* (4), *tainted breath* (7), *turtle skin* (8). These are as the spells cast by a 7th-level shaman (save DC 12 + spell level, or DC 14 + spell level for conjuration) with a pool of 28 mana.

Hungry Spirits (Su): Shin shamans have the *hungry spirits* spirit mastery, as the shaman class ability (see page 73 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Shin Knight

Shin frogloks who have pursued the path of knighthood use the following statistics in place of those given above for typical Shin. Where there is no alternate entry given here, use the standard Shin stats.

AC: 17 (+1 size, +2 natural, +4 chain shirt)

Attacks: Broad sword +9/+3 melee; or javelin +8/+3 ranged

Damage: Broad sword 1d10+1; javelin 1d6+1

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, lay on hands

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

Abilities: Str 13, Dex 10, Con 12, Int 9, Wis 14, Cha 14

Skills: Channeling +6, Hide +4*, Jump +10, Knowledge (mysticism) +2, Listen +5, Meditation +5, Spot +7, Swim +10, Wilderness Lore +2

Feats: Combat Casting, Great Fortitude

Spell-Like Abilities: A typical Shin knight's spell-like abilities (and the mana cost for each) are as follows: *courage* (2), *holy armor* (3), *minor healing* (2), *yaulp* (1). These are as the spells cast by a 3rd-level caster (save DC 12 + spell level) with a pool of 6 mana.

Lay on Hands (Sp): Shin knights have the lay on hands paladin class ability (see page 95 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Yun Froglok

Description

Froglok shamans who continue to demonstrate their ability are promoted to the Yun caste. They are knowledgeable in matters of healing herbs and poisons, and they can bend the forces of nature to their will. They share the secret of Yun powder, an alchemical distillation that acts as a catalyst in the casting of certain shaman rituals. Thus, they are highly valued by the shamans of Guk and also highly sought out by shamans of other races for the secret of their powder.

Yun frogloks who become ghouls lose their spiritual connection to perform shaman magic, and such creatures' preferred class is wizard.

Combat

Yun frogloks use their spell-like abilities against attackers. They do not fight alone if they can help it, instead assisting froglok soldiers with magic in defeating intruders.

Spell-Like Abilities: A typical Yun froglok's spell-like abilities (and the mana cost for each) are as follows: *envenomed breath* (17), *healing* (10), *infectious cloud* (13), *insidious fever* (5), *root* (5). These are as the spells cast by a 13th-level shaman (save DC 13 + spell level, or DC 15 + spell level for conjuration) with a pool of 78 mana.

Resistances (Ex): Yun frogloks have racial bonuses of poison resistance (10), disease resistance (8), acid and fire resistance (5), and magic resistance (3).

Hungry Spirits (Su): Yun shamans have the *hungry spirits* spirit mastery, as the shaman class ability (see page 73 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Jin Froglok

Description

Frogloks who are recognized early as having great innate magical ability are well schooled in the spiritual path of the shaman, although some have their talents turned to wizardry. Eventually, such frogloks become quite powerful in their magical arts: these are the Jin.

Combat

Jin frogloks generally do not travel alone, but are usually accompanied by at least several Shin warriors or knights, some of exceptional skill. In battle, Jin use their spell-like abilities both to strengthen their escort and to harm their enemies.

Spell-Like Abilities: A typical Jin shaman's spell-like abilities (and the mana cost for each) are as follows: *envenomed breath* (17), *infectious cloud* (13), *listless power* (15), *malise* (10), *quickness* (13), *Tagar's insects* (21). These are as the spells cast by a 16th-level shaman (save DC 14 + spell level, or DC 16 + spell level for conjuration) with a pool of 128 mana.

Resistances (Ex): Jin frogloks have racial bonuses of poison resistance (20), disease resistance (12), acid and fire resistance (8), and magic resistance (5).

Spirit Masteries: Jin shamans have the *hungry spirits* and *spirit lore* spirit masteries, as the shaman class abilities (see pages 73–74 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Jin Wizard

Jin frogloks who have pursued wizardry use the following statistics in place of those given above for typical Jin. Where there is no alternate entry given here, use the standard Jin stats.

AC: 20 (+1 size, +3 Dex, +4 natural, +2 raw silk)

Attacks: Froglok greatstaff +16/+10/+4 melee

Damage: Froglok greatstaff 1d10

Special Qualities: Amphibious, resistances, infravision, regeneration 4, greater specialization (evocation)

Saves: Fort +8, Ref +13, Will +14

Abilities: Str 11, Dex 16, Con 12, Int 18, Wis 14, Cha 11

Skills: Channeling +18, Hide +8*, Jump +6, Knowledge (mysticism) +15, Knowledge (nature) +5, Listen +7, Meditation +15, Spellcraft +14, Spot +8, Swim +9, Wilderness Lore +3

Feats: Combat Casting, Great Fortitude, Iron Will, Quest Spell, Quicken Spell-Like Ability, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Spell-Like Abilities: A typical Jin wizard's spell-like abilities (and the mana cost for each, modified for the Jin's greater specialization [evocation] ability) are as follows: *energy storm* (25), *enstill* (10), *force shock* (18), *leatherskin* (14), *lightning bolt* (14), *yonder* (2). These are as the spells cast by a 16th-level wizard (save DC 14 + spell level, or DC 16 + spell level for evocation) with a pool of 128 mana.

Krup Froglok

Description

Krup frogloks are high-ranking nobles who often oversee entire froglok communities and lead froglok armies to battle. Krup shadow knights are most common (they comprise the majority of the defenders of King Luprlup's court, for instance), although many Krup ascend to this caste through one of a number of spellcasting professions.

Combat

Krup frogloks can handily defeat a group of overconfident adventurers. Typically, a band contains several warriors (or shadow knights) and one or more spellcasters, all of whom use group tactics to best effect in combat. They focus on eliminating a single dangerous opponent before turning their attention to the next.

Warrior Abilities (Ex): Standard Krup frogloks have the *berserking*, *taunt bonus*, and *area taunt* class abilities of a 20th-level warrior (see page 88 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Resistances (Ex): Krup frogloks have racial bonuses of poison resistance (25), disease resistance (20), acid and fire resistance (10), and magic resistance (8).

Krup Enchanter

Krup frogloks who have trained as enchanters use the following statistics in place of those given above for standard Krup. Where there is no alternate entry given here, use the standard Krup stats.

HD: 24d8+48 (156 hp)

Initiative: +2 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 19 (+1 size, +2 Dex, +4 natural, +2 raw silk)

Attacks: Masterwork froglok greatstaff +26/+20/+14/+8 melee

Damage: Masterwork froglok greatstaff 1d10

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, regeneration 5, greater enchantments, greater specialization (alteration)

Saves: Fort +12, Ref +16, Will +17

Abilities: Str 11, Dex 15, Con 14, Int 18, Wis 13, Cha 16

Skills: Channeling +20, Hide +8*, Jump +6, Knowledge (mysticism) +16, Knowledge (nature) +5, Listen +9, Meditation +24, Spellcraft +16, Spot +10, Swim +9, Wilderness Lore +2

Feats: Alertness, Combat Casting, Dodge, Extend Spell, Great Fortitude, Heighten Spell, Iron Will, Mental Clarity, Quicken Spell-Like Ability, School Specialization (alteration), Spell-Like Ability Focus (alteration)

Spell-Like Abilities: A typical Krup enchanter's spell-like abilities (and the mana cost for each, modified for the Krup's greater specialization [alteration] ability) are as follows: *adorning grace* (17), *dazzle* (21), *gasping embrace* (30), *nullify magic* (8), *paralyzing earth* (16), *shadow* (12). These are as the spells cast by a 24th-level enchanter (save DC 14 + spell level, or DC 16 + spell level for alteration; or, for mind-affecting magic, save DC 13 + spell level, or DC 15 + spell level for alteration) with a pool of 192 mana.

Greater Enchantments: Krup enchanters have the *dire charm* and *gather mana* greater enchantments, as the enchanter class abilities (see page 64 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Krup Magician

Krup frogloks who have trained as magicians use the following statistics in place of those for a typical Krup enchanter, as given immediately above. Where there is no alternate entry given here, use Krup enchanter stats.

Special Qualities: Amphibious, resistances, infravision, regeneration 5, greater magics, greater specialization (conjuration)

Saves: Fort +12, Ref +16, Will +19

Abilities: Str 11, Dex 15, Con 14, Int 18, Wis 16, Cha 13

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Mental Clarity, Quicken Spell-Like Ability, School Specialization (conjuration), Spell-Like Ability Focus (conjuration)

Spell-Like Abilities: A typical Krup magician's spell-like abilities (and the mana cost for each, modified for the Krup's greater specialization [conjuration] ability) are as follows: *elemental maelstrom* (40), *greater conjuration [choose one]* (30), *monster summoning II* (30), *nullify magic* (8), *phantom plate* (33), *rain of swords* (62). These are as the spells cast by a 24th-level magician (save DC 14 + spell level, or DC 16 + spell level for conjuration) with a pool of 192 mana.

Greater Magics: Krup mages have the *reclaim energy* and *turn summoned* greater magics, as the magician class abilities (see page 67 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Krup Shaman

Krup frogloks who have trained as shamans use the following statistics in place of those given above for standard Krup. Where there is no alternate entry given here, use the standard Krup stats.

HD: 24d8+72 (180 hp)

Attacks: Masterwork froglok greatstaff +27/+21/+15/+9 melee

Damage: Masterwork froglok greatstaff 1d10+1

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, regeneration 5, spirit masteries, alchemy mastery, greater specialization (conjuration)

Saves: Fort +13, Ref +16, Will +20

Abilities: Str 12, Dex 14, Con 16, Int 14, Wis 18, Cha 13

Skills: Channeling +21, Hide +8*, Jump +6, Knowledge (mysticism) +6, Knowledge (nature) +3, Listen +9, Meditation +20, Profession (herbalist) +8, Spellcraft +5, Spot +10, Swim +11, Trade Skill (alchemy) +27, Wilderness Lore +5

Feats: Alertness, Combat Casting, Great Fortitude, Iron Will, Mental Clarity, Quicken Spell-Like Ability, School Specializa-

tion (conjuration), Spell-Like Ability Focus (conjuration), Weapon Focus (froglok greatstaff)

Spell-Like Abilities: A typical Krup shaman's spell-like abilities (and the mana cost for each, modified for the Krup's greater specialization [conjuration] ability) are as follows: *blast of poison* (30), *cannibalize II* (0), *greater healing* (25), *incapacitate* (25), *malosi* (29), *plague* (45). These are as the spells cast by a 24th-level shaman (save DC 14 + spell level, or DC 16 + spell level for conjuration) with a pool of 192 mana.

Spirit Masteries: Krup shamans have the *hungry spirits*, *spirit alchemy*, and *spirit lore* spirit masteries, as the shaman class abilities (see pages 73–74 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Krup Shadow Knight

Krup frogloks who have trained as shadow knights use the following statistics in place of those given above for typical Krup. Where there is no alternate entry given here, use the standard Krup stats.

HD: 24d8+96 (204 hp)

Initiative: +2 (Dex)

Attacks: Masterwork broad sword +28/+23/+18/+13/+8 melee; or javelin +27/+22/+17/+12/+7 ranged

Damage: Masterwork broad sword 1d10+3; javelin 1d6+2

Special Attacks: Harm touch, spell-like abilities

Saves: Fort +14, Ref +16, Will +16

Abilities: Str 15, Dex 14, Con 18, Int 16, Wis 11, Cha 13

Skills: Channeling +11, Hide +11*, Intimidate +7, Jump +14, Knowledge (mysticism) +6, Knowledge (undead lore) +5, Knowledge (warcraft) +6, Listen +7, Meditation +10, Sense Motive +10, Spot +8, Swim +15, Taunt +10, Wilderness Lore +2

Feats: Cleave, Combat Casting, Dodge, Finishing Blow, Great Fortitude, Iron Will, Mobility, Parry, Power Attack, Riposte, Spring Attack

Harm Touch (Su): Krup shadow knights have the *harm touch* ability, as the shadow knight class ability (see page 102 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Spell-Like Abilities: A typical Krup shadow knight's spell-like abilities (and the mana cost for each) are as follows: *shroud of death* (10), *spirit tap* (24), *steelskin* (25), *torrent of pain* (14). These are as the spells cast by a 20th-level caster (save DC 13 + spell level) with a pool of 120 mana.

Krup Wizard

Krup frogloks who have trained as wizards use the following statistics in place of those given above for a typical Krup enchanter. Where there is no alternate entry given here, use Krup enchanter stats.

Special Qualities: Amphibious, resistances, infravision, regeneration 5, rapid casting, greater specialization (evocation)

Saves: Fort +13, Ref +16, Will +19

Abilities: Str 11, Dex 16, Con 14, Int 19, Wis 14, Cha 13

Skills: Channeling +20, Hide +8*, Jump +6, Knowledge (mysticism) +16, Knowledge (nature) +5, Listen +9, Meditation +24, Spellcraft +16, Spot +10, Swim +9, Wilderness Lore +3

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Mental Clarity, Quest Spell, Quicken Spell-Like Ability, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Spell-Like Abilities: A typical Krup wizard's spell-like abilities (and the mana cost for each, modified for the Krup's greater specialization [evocation] ability) are as follows: *abscond* (17), *diamondskin* (30), *force spiral of Al'Kabor* (38), *ice comet* (61), *nullify magic* (8), *paralyzing earth* (38). These are as the spells cast by a 24th-level wizard (save DC 14 + spell level, or DC 16 + spell level for evocation) with a pool of 192 mana.

Rapid Casting (Ex): Krup wizards have the *rapid casting* greater wizardry, as the wizard class ability (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).



Ilis Froglok

Description

The Ilis are the true ruling class of the frogloks. While the Reet title is a higher honorific and the Ilis would cede to a Reet's command as the voice of Trakanon, in pragmatic terms, the Ilis rule the froglok nation and froglok kings are chosen from among the ranks of the Ilis.

Combat

Ilis are found at the head of large froglok armies or deep in froglok citadels, so they are surrounded by guards of lower station who assist them in combat. Ilis typically wear armor and use weapons of +2 enhancement.

Warrior Abilities (Ex): Standard Ilis frogloks have the *berserking*, *taunt bonus*, and *area taunt* abilities, as well as access to the disciplines of a 24th-level warrior (see pages 88–89 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Resistances (Ex): Ilis frogloks have racial bonuses of poison resistance (30), disease resistance (25), acid and fire resistance (15), and magic resistance (10).

Ilis Shaman

Ilis frogloks who have trained as shamans use the following statistics in place of those given above for standard Ilis. Where there is no alternate entry given here, use the standard Ilis stats.

Attacks: *+2 froglok greatstaff* +32/+26/+20/+14/+8 melee

Damage: *+2 froglok greatstaff* 1d10+3

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, regeneration 6, spirit masteries, alchemy mastery, greater specialization (conjuration)

Saves: Fort +15, Ref +17, Will +21

Abilities: Str 12, Dex 14, Con 18, Int 14, Wis 19, Cha 13

Skills: Channeling +25, Hide +8*, Jump +6, Knowledge (mysticism) +7, Knowledge (nature) +3, Listen +9, Meditation +22, Profession (herbalist) +8, Spellcraft +5, Spot +10, Swim +11, Trade Skill (alchemy) +27, Wilderness Lore +5

Feats: Alertness, Combat Casting, Great Fortitude, Iron Will, Mental Clarity, Quicken Spell-Like Ability, School Specialization (conjuration), Spell-Like Ability Focus (alteration), Spell-Like Ability Focus (conjuration), Weapon Focus (froglok greatstaff)

Spell-Like Abilities: A typical Ilis shaman's spell-like abilities (and the mana cost for each, modified for the Ilis's greater specialization [conjuration] ability) are as follows: *cannibalize III* (0), *cripple* (38), *gale of poison* (33), *paralyzing earth* (17), *superior healing* (39), *Turgur's insects* (42). These are as the spells cast by a 27th-level shaman (save DC 14 + spell level, or DC 16 + spell level for alteration and conjuration) with a pool of 216 mana.

Spirit Masteries: Krup shamans have the *hungry spirits*, *spirit alchemy*, and *spirit lore* spirit masteries, as the shaman class abilities (see pages 73–74 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Ilis Shadow Knight

Ilis frogloks who have trained as shadow knights use the following statistics in place of those given above for standard Ilis. Where there is no alternate entry given here, use the standard Ilis stats.

HD: 27d8+108 (229 hp)

Initiative: +2 (Dex)

Attacks: +2 *broad sword* +32/+27/+22/+17/+12 melee; or masterwork javelin +31/+27/+23/+19/+15 ranged

Damage: +2 *broad sword* 1d10+5; masterwork javelin 1d6+2

Special Attacks: Leech touch, spell-like abilities

Saves: Fort +15, Ref +17, Will +17

Abilities: Str 16, Dex 14, Con 19, Int 17, Wis 11, Cha 13

Skills: Channeling +15, Hide +11*, Intimidate +8, Jump +15, Knowledge (mysticism) +7, Knowledge (undead lore) +5, Knowledge (warcraft) +6, Listen +7, Meditation +12, Sense Motive +10, Spot +8, Swim +16, Taunt +10, Wilderness Lore +2

Feats: Cleave, Combat Casting, Dodge, Double Attack, Finishing Blow, Great Fortitude, Iron Will, Mobility, Parry, Power Attack, Riposte, Spring Attack

Leech Touch (Su): Ilis shadow knights have the *leech touch* ability, as the shadow knight ability (see page 103 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Spell-Like Abilities: A typical Ilis shadow knight's spell-like abilities (and the mana cost for each) are as follows: *drain spirit* (32), *shroud of death* (10), *torrent of fatigue* (20), *torrent of pain* (14). These are as the spells cast by a 23rd-level caster (save DC 13 + spell level) with a pool of 132 mana.

Ilis Wizard

Ilis frogloks who have trained as wizards use the following statistics in place of those give above for a typical Ilis. Where there is no alternate entry given here, use standard Ilis stats.

HD: 27d8+54 (175 hp)

Initiative: +3 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 24 (+1 size, +3 Dex, +6 natural, +4 magic raw silk)

Attacks: +2 *froglok greatstaff* +26/+20/+14/+8 melee

Damage: +2 *froglok greatstaff* 1d10

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, resistances, infravision, regeneration 6, rapid casting, greater specialization (evocation)

Saves: Fort +13, Ref +18, Will +20

Abilities: Str 11, Dex 16, Con 14, Int 19, Wis 14, Cha 13

Skills: Channeling +25, Hide +9*, Jump +6, Knowledge (mysticism) +18, Knowledge (nature) +6, Listen +10, Meditation +25, Spellcraft +18, Spot +11, Swim +10, Wilderness Lore +4

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Mental Clarity, Quest Spell, Quicken Spell-Like Ability, School Specialization (evocation), Silent Spell, Spell-Like Ability Focus (alteration), Spell-Like Ability Focus (evocation)

Spell-Like Abilities: A typical Ilis wizard's spell-like abilities (and the mana cost for each, modified for the Ilis's greater specialization [evocation] ability) are as follows: *annul magic* (13), *Atol's spectral shackles* (21), *inferno of Al'Kabor* (94), *shield of the magi* (50), *voltaic draught* (33), *yonder* (2). These are as the spells cast by a 27th-level wizard (save DC 15 + spell level, or DC 17 + spell level for alteration and evocation) with a pool of 270 mana.

Rapid Casting (Ex): Ilis wizards have the *rapid casting* greater wizardry, taken twice, as the wizard class ability (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Reet Froglok

Description

Reet frogloks serve as attendants to Trakanon. Though the mighty dragon seldom makes use of them, the Reet remain on call to serve him and protect his inner lair from unwanted guests. The Reet act as Trakanon's voice among the froglok nations on Kunark and are sent across Norrath on obscure missions by the prescient dragon.

Combat

Reet frogloks generally do not patrol but are assigned to guard Trakanon's court exclusively. Even one is a formidable opponent, unleashing out a veritable whirlwind of devastating blows and magical power. Reets typically wear armor and use weapons of +4 or better enhancement.

Warrior Abilities (Ex): Standard Reet frogloks have the *berserking*, *taunt bonus*, and *area taunt* abilities, as well as access to the disciplines of a 27th-level warrior (see pages 88–89 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Resistances (Ex): Reet frogloks have racial bonuses of disease resistance (40), acid and fire resistance (20), and magic resistance (10).

Reet Shaman

Reet frogloks who have trained as shamans use the following statistics in place of those given above for standard Reets. Where there is no alternate entry given here, use the standard Reet stats.

Attacks: +4 *froglok greatstaff* +37/+32/+27/+22/+17 melee

Damage: +4 *froglok greatstaff* 1d10+5

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, poison immunity, resistances, infravision, regeneration 7, spirit masteries, alchemy mastery, greater specialization (conjuration)

Saves: Fort +17, Ref +19, Will +24

Abilities: Str 13, Dex 14, Con 20, Int 16, Wis 21, Cha 15

Skills: Channeling +27, Hide +8*, Jump +8, Knowledge (mysticism) +8, Knowledge (nature) +4, Listen +10, Meditation +25, Profession (herbalist) +10, Spellcraft +6, Spot +11, Swim +11, Trade Skill (alchemy) +30, Wilderness Lore +6

Feats: Alertness, Combat Casting, Double Attack, Great Fortitude, Iron Will, Mental Clarity, Power Attack, Quicken Spell-Like Ability, School Specialization (conjuration), Spell-Like Ability Focus (alteration), Spell-Like Ability Focus (conjuration), Weapon Focus (froglok greatstaff)

Spell-Like Abilities: A typical Reet shaman's spell-like abilities (and the mana cost for each, modified for the Reet's greater specialization [conjuration] ability) are as follows: *acumen of Dar Khura* (35), *cannibalize IV* (0), *focus of the spirit* (83), *paralyzing earth* (17), *Tigir's insects* (58), *torrent of poison* (63). These are as the spells cast by a 30th-level shaman (save DC 15 + spell level, or DC 17 + spell level for alteration and conjuration) with a pool of 300 mana.

Spirit Masteries: Reet shamans have the *hungry spirits* (x2), *spirit alchemy*, and *spirit lore* spirit masteries, as the shaman class abilities (see pages 73–74 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Reet Shadow Knight

Reet frogloks who have trained as shadow knights use the following statistics in place of those given above for standard Reets. Where there is no alternate entry given here, use the standard Reet stats.

HD: 30d8+150 (285 hp)

Initiative: +2 (Dex)

Attacks: *+4 broad sword* +38/+33/+28/+23/+18 melee; or *+1 javelin* +35/+31/+27/+23/+19 ranged

Damage: *+4 broad sword* 1d10+10; *+1 javelin* 1d6+5

Special Attacks: Shadow knight abilities

Saves: Fort +17, Ref +19, Will +19

Abilities: Str 18, Dex 15, Con 21, Int 19, Wis 11, Cha 15

Skills: Channeling +17, Hide +11*, Intimidate +11, Jump +16, Knowledge (mysticism) +8, Knowledge (undead lore) +6, Knowledge (warcraft) +7, Listen +9, Meditation +14, Sense Motive +12, Spot +10, Swim +17, Taunt +13, Wilderness Lore +2

Feats: Alertness, Cleave, Combat Casting, Dodge, Double Attack, Finishing Blow, Great Fortitude, Iron Will, Mental Clarity, Mobility, Parry, Power Attack, Riposte, Spring Attack

Shadow Knight Abilities: Reet shadow knights have the *leech touch* ability and disciplines of a 27th-level shadow knight (see pages 103–104 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Spell-Like Abilities: A typical Reet shadow knight's spell-like abilities (and the mana cost for each) are as follows: *cascading darkness* (50), *drain soul* (38), *shroud of death* (10), *torrent of fatigue* (20). These are as the spells cast by a 26th-level caster (save DC 14 + spell level) with a pool of 208 mana.

Reet Wizard

Reet frogloks who have trained as wizards use the following statistics in place of those given above for a standard Reet. Where there is no alternate entry given here, use standard Reet stats.

HD: 30d8+90 (225 hp)

Initiative: +4 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 29 (+1 size, +4 Dex, +8 natural, +6 magic raw silk)

Attacks: *+4 froglok greatstaff* +35/+29/+23/+17/+11 melee

Damage: *+4 froglok greatstaff* 1d10+4

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, poison immunity, resistances, infravision, regeneration 7, greater wizardries, greater specialization (evocation)

Saves: Fort +15, Ref +21, Will +22

Abilities: Str 11, Dex 18, Con 17, Int 22, Wis 16, Cha 15

Skills: Channeling +30, Hide +10*, Jump +6, Knowledge (mysticism) +20, Knowledge (nature) +8, Listen +11, Meditation +30, Spellcraft +20, Spot +13, Swim +10, Wilderness Lore +5

Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Mental Clarity, Mobility, Quest Spell, Quicken Spell-Like Ability, School Specialization (evocation), Silent Spell, Spell-Like Ability Focus (alteration), Spell-Like Ability Focus (evocation), Still Spell

Spell-Like Abilities: A typical Reet wizard's spell-like abilities (and the mana cost for each, modified for the Reet's greater specialization [evocation] ability) are as follows: *annul magic* (13), *Atol's spectral shackles* (21), *evacuate* (17), *lure of lightning* (48), *shield of the magi* (50), *vengeance of Al'Kabor* (106). These are as the spells cast by a 30th-level wizard (save DC 16 + spell level, or DC 18 + spell level for alteration and evocation) with a pool of 360 mana.

Greater Wizardries: Reet wizards have the *rapid casting* (x2) and *mana burn* greater wizardries, as the wizard class abilities (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).



Gargoyle

	Medium-Size Construct
Hit Dice:	20d10 (110 hp)
Initiative:	–1 (Dex)
Speed:	30 ft., fly 90 ft. (clumsy)
AC:	30 (–1 Dex, +21 natural)
Attacks:	2 claws +25 melee, gore +20 melee
Damage:	Claw 2d6+10, gore 2d8+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Pounce, improved grab
Special Qualities:	Damage reduction 50/+1 and 5/–, resistances, statuary, construct
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 30, Dex 9, Con –, Int –, Wis 11, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary or pair
Challenge Rating:	13
Treasure:	None
Alignment:	Usually discordant evil
Advancement Range:	21–32 HD (Medium-size); 33–60 HD (Large)
Faction:	Often Mayong Mistmoore

Description

The gargoyle is a humanoid being formed of stone, roughly 6 feet tall, horned and winged, its triangular mouth filled with sharp teeth. Most gargoyles are vaguely boar-like in appearance, often sporting great tusks from the sides of their mouths. They fly about on their wings or walk on their hind legs, but sit like a dog.

The gargoyle is a stone statue animated by sorcerous forces. Encountered most commonly in the domain of Mayong Mistmoore, animated stone gargoyles can be found guarding the strongholds of other faction groups as well. Those gargoyles of Mistmoore were once ordinary statues, and they still sit in their originally sculpted places. The dark powers of Mayong have seeped into their being over the years, and they became animated and now serve as protectors of the castle, as well as eyes and ears for the master of that dark place.

The stone eyes of these gargoyles, if kept intact, often retain a bit of the dark energy that animated them, even after the rest of their stone bodies have been crushed. Although it is hard actually to destroy a gargoyle and keep its eyes intact, if this is done successfully, the eyes are worth a considerable amount to spellcasters and to arcane researchers who delve into such secrets.

Combat

Appearing as ordinary statues when not moving, gargoyles often surprise interlopers when the ordinary statue suddenly springs to life. Gargoyles do not actively hunt prey, as they need no nourishment. They sit in the spot where they originally became animated, and if any creatures come into their range, they will attack, defending their territory.

Pounce (Ex): A gargoyle that leaps or lands upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Improved Grab (Ex): A gargoyle can use this ability with its claw attacks. If it can pin a target with its claws, it automatically gores each round for 2d8+15 points of damage until the target dies or escapes.

Resistances (Ex): Gargoyles receive bonuses of fire resistance (10) and cold resistance (25).

Statuary (Ex): When not moving, a gargoyle is almost impossible to distinguish from a normal inanimate statue. A Knowledge (construct lore) check (DC 25) is required to discern an animated gargoyle from just another piece of gothic castle decoration.

Construct: Immune to mind-influencing spells and effects and to poison, sleep, paralysis, stunning, disease, death effects, and any effect that targets a living creature. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to any effect that requires a Fortitude save, unless the effect targets objects. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.



Geonid

	Geonid	Geonid Shaman
	Medium-Size Elemental (Earth)	Medium-Size Elemental (Earth)
Hit Dice:	17d8+136 (212 hp)	22d8+154 (253 hp)
Initiative:	+0	+0
Speed:	30 ft., burrow 30 ft.	30 ft., burrow 30 ft.
AC:	22 (+12 natural)	24 (+14 natural)
Attacks:	Slam +20/+15/+10 melee, off-hand slam +15 melee	Slam +26/+21/+16 melee, off-hand slam +21 melee
Damage:	Slam 2d8+12 and *daze*; off-hand slam 2d8+4 and *daze*	Slam 2d8+15 and *daze*; off-hand slam 2d8+5 and *daze*
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Shard burst	Shard burst, spell-like abilities
Special Qualities:	Elemental, damage reduction 20/+3 and 12/—, resistances, disease immunity, strong-willed, telepathy, blindsight	Elemental, damage reduction 30/+4 and 15/—, resistances, disease immunity, strong-willed, telepathy, blindsight
Saves:	Fort +18, Ref +5, Will +10	Fort +23, Ref +7, Will +15
Abilities:	Str 27, Dex 10, Con 26, Int 10, Wis 11, Cha 10	Str 30, Dex 10, Con 31, Int 15, Wis 16, Cha 15
Skills:	Listen +17, Spot +17, Sense Motive +16	Channeling +25, Listen +20, Meditation +8, Sense Motive +19, Spot +20
Feats:	Cleave, Dual Wield, Improved Slam, Power Attack, Sunder	Cleave, Combat Casting, Dual Wield, Extend Spell, Healing Adept, Improved Slam, Power Attack, Quest Spell, Sunder
Climate/Terrain:	Any mountains and underground	Any mountains and underground
Organization:	Solitary, pair, or cluster (3–12)	Solitary or vein (2–4, plus 3–12 standard geonids)
Challenge Rating:	14	21
Treasure:	No coins; triple goods (gems only); 50% items	No coins; quadruple goods (gems only); 50% items
Alignment:	Usually orderly neutral	Usually orderly neutral
Advancement Range:	18–27 HD (Medium-size); 28–50 HD (Large)	23–32 HD (Medium-size); 33–66 HD (Large)
Faction:	Geonid Collective	Geonid Collective



Description

Geonids are a type of humanoid earth elemental whose bodies are composed of precious and semi-precious gemstones, which makes them targets for greedy treasure seekers. Geonids live a simple tribal life in rocky areas, often close to veins of precious stones in the earth, a reason many dwarves and other mining races try to befriend the geonids. Most geonid tribes are led by a shaman who communes with the spirits of the earth.

Geonids undergo an evolution of self-awareness. Starting as mere deposits of precious stones, something bestows a glimmer of intelligence and self-awareness to the new geonid. The geonid becomes an animated, humanoid-shaped amalgam of gems and rocks that hungers for more precious gems to inhabit its new body. The geonid's intelligence evolves slowly, until its thoughts go beyond the instinctive needs for food and self-defense. At this point, the geonid searches out others of its kind and usually enters one of the tribal collectives of geonids that abide in Norrath's mountains and underground areas.

As geonids do not need to eat or sleep, this leaves them a great deal of time to seek self-improvement, a geonid's highest goal. These elementals search for the truth behind their creator, the force that makes them self-aware. Geonid lore says that those who live in harmony with the voice of the earth please their creator and will grow in size and luster.

Sometimes geonids carry valuable items, but even when they do not, their corpses are gold mine enough for the avaricious. Geonids frequently flake off shards of gems from their bodies. This action never significantly decreases a geonid's mass, but does leave obvious signs of geonid occupation in an area. Geonids usually leave such shards where they fall.

Geonids have none of the standard senses of living creatures. They are blind and deaf, have only rudimentary tactile senses and have no olfactory sense. They are also mute, but are able to communicate telepathically with any living creature intelligent enough to speak a language. However, the geonids' thought processes are so alien from those of most living creatures that the meaning of the geonids' telepathic communications seldom make coherent sense to other creatures. Likewise, the geonids find it

difficult to decipher the meaning of other creatures' thoughts in return.

Combat

Geonids are hardy fighters and work together to stave off attackers. Geonid tribes, called "clusters" or "veins," count on their shamans to unite them and to protect them with their spells.

Shard Throwing (Ex): Geonids may fire an array of stone and gem shards from their bodies that tear and shred opponents. Shards fired in this way affect all creatures within 50 feet of the geonid that are not of the earth subtype. All creatures affected must make a Reflex save (DC 10 + 1/2 the geonid's HD + the geonid's Constitution modifier) or take 1d4 points of damage for each HD of the geonid; a successful save reduces this damage by half. A geonid may use its shard throwing ability a number of times per day equal to its Constitution modifier.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Resistances (Ex): Geonids have bonuses of acid resistance (10) and fire and cold resistance (20).

Disease Immunity (Ex): Geonids are immune to disease damage.

Strong-Willed (Ex): Geonids receive good Will saves in addition to good Fortitude saves.

Telepathy (Su): Geonids have the supernatural ability to communicate telepathically with any creature within 100 ft. so long as the creature speaks a language.

Feats: Geonids receive Cleave and Dual Wield as bonus feats. When using Dual Wield, geonids get 1.5 times their Strength bonus to damage with their primary slam attack, although they get only half their Strength bonus with off-hand attacks, as usual.

Geonid Shaman

Description

These spellcasting geonids are the protectors and leaders of geonid elemental tribes. They look similar to their warrior relatives, but are tougher and made of more valuable stones, with a greater luster.

Geonid legend says that the geonid who polishes itself into perfection can attain shaman status. Many geonids keep themselves polished in preparation for the glory of shamanhood, although, interestingly, certain battered and chipped geonids have also achieved shaman status. When a shaman "erupts" from a normal geonid, it sloughs off shards of crystal and gemstone. The new geonid shaman can be made of entirely different stones, but retains the same shape and cut as before.

Combat

In addition to standard geonid abilities, geonid shamans possess the following powers:

Spell-Like Abilities: A typical geonid shaman's spell-like abilities (and the mana cost for each) are as follows: *alacrity* (19), *bind affinity* (20), *cannibalize II* (0), *enstill* (10), *fury* (8), *gate* (12), *greater healing* (25), *incapacitate* (25), *nullify magic* (8), *spirit of Bih'Li* (20), *tumultuous strength* (25). These spell-like abilities are as the spells cast by a 22nd-level shaman (save DC 13 + spell level) with a pool of 132 mana.

Ghoul Magus

	Medium-Size Undead
Hit Dice:	12d12 (78 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Slam +7/+2 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, rebuke undead
Special Qualities:	Damage resistance 15/+1, turn resistance +2, undead
Saves:	Fort +4, Ref +8, Will +11
Abilities:	Str 13, Dex 14, Con –, Int 21, Wis 12, Cha 14
Skills:	Channeling +20, Hide +8, Knowledge (mysticism) +14, Knowledge (undead lore) +14, Listen +10, Meditation +20, Search +10, Spellcraft +17, Spot +10
Feats:	Alertness, Extend Spell, Heighten Spell, Iron Will, Lightning Reflexes, School Specialization (usually conjuration), Skill Talent (Channeling), Spell Focus (usually conjuration)
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class
Faction:	None

Description

These reclusive ghouls are the remains of intelligent, ambitious necromancers killed long before their prime. Not deterred by death, they continue to grow in power.

Ghoul magi spend all of their time amassing new power. Having recently received the dubious gift of a long unlife from an unlikely source (another ghoul or a necromancer's experiment, for instance), they plan to make the most of it by studying constantly. Many aspire to lichdom and see their ghoulish status as a first step on that path.

All this work requires that ghoul magi remain in their studies, poring over books and scrolls. They maintain a small cadre of spies and informants who bring them new materials occasionally, so they never need to leave their self-imposed cloister. A common hiding place for a ghoul magus is in an abandoned manor, sewer, or crypt, where it attracts other undead to keep away unwanted guests.



Certain events can draw a ghoul magus out of its hermitage. The promise of knowledge too precious or powerful to be entrusted to lackeys merits a ghoul magus's personal attention. If nothing else, ghoul magi meet every five years in a different location for a Convocation of Spirits. How and when this meeting began is a mystery, but virtually all ghoul magi and many other undead who seek dark knowledge attend faithfully. Rather than leave their precious materials unguarded while away, some ghoul magi bring all their belongings with them, loading down skeletal pack animals and servitors with their books and reagents.

Once at the Convocation, the collected ghoul magi meet and trade knowledge. It is hardly a friendly convention — jealousy and paranoia are pervasive. The opportunity to gather new information and more power, however, prove too great for even the normally reclusive ghoul magi. Few leave without a new rival, but no one leaves without new information.

Combat

Ghoul magi prefer not to fight directly. When confronted, they summon pets and then flee or hide. If cornered or found among their precious libraries and vaults, though, they fight tenaciously with spells and pets.

Spell-Like Abilities: A typical ghoul magi's spell-like abilities (and the mana cost for each) are as follows: *animate dead* (33), *deadeye* (6), *engulfing darkness* (10), *fear* (7), *shadow compact* (2), *shielding* (8), *shock of poison* (17), *sight graft* (2). These spells are as the spells cast by a 12th-level necromancer (save DC 15 + spell level) with a pool of 120 mana.

Rebuke Undead (Su): Ghoul magi can rebuke undead as evil clerics of a level equal to their total HD (including those HD gained from necromancer class levels).

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Ghoul Magus Characters

Ghoul magi advance only as necromancers. A ghoul magus's spell-like ability mana pool and its effective caster level combine with those gained from any necromancer class advancement. Thus, a ghoul magus that advances two levels in necromancer has a total combined mana pool of 120 + 20 = 140 mana, and it uses both its spells and spell-like abilities as a 14th-level necromancer.

Giant

	Fire Giant Huge Giant (Fire)	Forest Giant Huge Giant	Frost Giant Huge Giant (Cold)
Hit Dice:	25d8+250 (362 hp)	15d8+105 (172 hp)	18d8+144 (225 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft.	40 ft.	35 ft. (splint mail), base 45 ft.
AC:	29 (–2 size, +1 Dex, +20 natural)	20 (–2 size, +2 Dex, +10 natural)	28 (–2 size, +2 Dex, +6 splint mail, +12 natural)
Attacks:	Slam +34/+30/+26/+22/+18 melee; or rock +20/+16/+12/+8/+4 ranged	Gargantuan greataxe +17/+11 melee; or rock +12/+7 ranged	Gargantuan greatsword +21/+15/+9; or Huge heavy pick +21/+15/+9 melee; or rock +14/+9/+4 ranged
Damage:	Slam 2d6+27 and *daze*; rock 2d8+18	Gargantuan greataxe 4d6+12; rock 2d8+8	Gargantuan greatsword 4d6+15; Huge heavy pick 2d8+10; rock 2d8+10
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15ft.
Special Attacks:	Improved grab, rock throwing	Rock throwing	Rock throwing
Special Qualities:	Damage reduction 10/–, fire subtype, SR 35, *lesser mantle of power*, rock catching	Damage reduction 5/–, SR 21, rock catching	Damage reduction 7/–, cold subtype, SR 31, rock catching
Saves:	Fort +24, Ref +9, Will +12	Fort +16, Ref +9 ,Will +9	Fort +19, Ref +8, Will +9
Abilities:	Str 47, Dex 13, Con 31, Int 12, Wis 14, Cha 13	Str 27, Dex 15, Con 25, Int 10, Wis 14, Cha 10	Str 31, Dex 15, Con 27, Int 14, Wis 16, Cha 12
Skills:	Climb +19, Jump +18, Listen +15, Spot +15, Trade Skill (smithing) +7	Climb +9, Hide –6*, Jump +9, Listen +8, Spot +4, Profession (forester) +6, Wilderness Lore +5*	Climb +11, Jump +11, Listen +14, Spot +12
Feats:	Alertness, Cleave, Double Attack, Improved Slam, Iron Will, Power Attack	Iron Will, Lightning Reflexes, Track	Cleave, Combat Reflexes, Improved Initiative, Power Attack
Climate/Terrain:	Warm mountains and underground	Any forest	Cold forest, hills, mountain, and plains
Organization:	Solitary or pair	Solitary	Solitary, pair, or band (3–8)
Challenge Rating:	20	10	13
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually discordant evil	Usually orderly evil
Advancement Range:	By character class (warrior or wizard)	By character class (druid, ranger, or warrior)	By character class (ranger, shaman, or warrior)
Faction:	Nagafen	Kromdul	Kromrif

Giant

	Hill Giant Huge Giant	Mountain Giant Huge Giant	Nightfall Giant Huge Giant
Hit Dice:	16d8+160 (232 hp)	20d8+260 (350 hp)	17d8+187 (263 hp)
Initiative:	+0 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	35 ft. (hide armor), base 45 ft.	60 ft., climb 40 ft.	40 ft. (hide armor), base 50 ft.
AC:	25 (–2 size, +3 hide armor, +2 shield, +12 natural)	30 (–2 size, +1 Dex, +1 padded armor, +20 natural)	27 (–2 size, +1 Dex, +3 hide armor, +15 natural)
Attacks:	Huge warhammer +19/+15/+11 melee, bash +19 melee; or rock +11/+7/+3 ranged	Slam +30/+26/+22/+18 melee; or rock +15/+11/+7/+3 ranged	Gargantuan two-handed hammer +20/+15/+10 melee, slam +20 melee; or rock +12/+8/+4 ranged
Damage:	Huge warhammer 2d8+11, bash 1d10+11 and *daze*; rock 2d8+11	Slam 2d8+25 and *daze*; rock 2d8+17	Gargantuan two-handed hammer 4d6+18, slam 1d10+12 and *daze*; rock 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing	Rock throwing	Rock throwing
Special Qualities:	Damage reduction 5/–, SR 23, rock catching	Damage reduction 30/+5 and 12/–, SR 29, rock catching	Damage reduction 6/–, SR 25, heightened vision, rock catching
Saves:	Fort +20, Ref +5, Will +5	Fort +27, Ref +9, Will +10	Fort +21, Ref +6, Will +6
Abilities:	Str 33, Dex 11, Con 31, Int 10, Wis 10, Cha 8	Str 45, Dex 13, Con 37, Int 10, Wis 14, Cha 10	Str 35, Dex 13, Con 33, Int 12, Wis 15, Cha 8
Skills:	Climb +12, Jump +12, Listen +8, Spot +8	Climb +25, Jump +17, Listen +13, Spot +13*	Climb +13, Jump +13, Listen +10, Spot +12
Feats:	Bash, Cleave, Double Attack, Improved Bash, Power Attack, Slam	Cleave, Double Attack, Great Cleave, Great Fortitude, Improved Slam, Iron Will, Lightning Reflexes, Power Attack, Sunder	Bash, Cleave, Double Attack, Improved Slam, Power Attack, Slam
Climate/Terrain:	Any hills or mountain	Any mountain	Any
Organization:	Solitary	Solitary, pair, or band (3–8)	Solitary
Challenge Rating:	12	18	14
Treasure:	Standard	Standard	Standard
Alignment:	Usually discordant evil	Usually orderly evil	Usually neutral evil
Advancement Range:	By character class (warrior)	By character class (rogue or warrior)	By character class (warrior or shadow knight)
Faction:	None	Kromdek	None

	Sand Giant Huge Giant	Sand Giant (Cazel) Huge Giant	Storm Giant Huge Giant
Hit Dice:	22d8+198 (297 hp)	29d8+377 (507 hp)	24d8+240 (348 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	50 ft.	60 ft.	40 ft. (half-plate), base 50 ft.
AC:	30 (–2 size, +2 Dex, +20 natural)	33 (–2 size, +1 Dex, +24 natural)	36 (–2 size, +1 Dex, +7 half-plate, +2 shield, +18 natural)
Attacks:	Gargantuan falchion +24/+19/+14/+9 melee; or rock +17/+12/+7/+2 ranged	Slam +36/+32/+28/+24/+20 melee; or rock +21/+17/+13/+9/+5 ranged	Huge longsword +26/+22/+18/+14 melee, bash +26/+21 melee; or rock +19/+15/+11/+7 ranged
Damage:	Gargantuan falchion 2d8+15; rock 2d8+10	Slam 2d8+25 and *daze*; rock 2d8+17	Huge longsword 4d6+12, bash 1d10+12 and *daze*; rock 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing	Rock throwing	Rock throwing
Special Qualities:	Damage reduction 5/–, SR 29, fire resistance (5), rock catching	Damage reduction 25/+4 and 10/–, SR 35, fire resistance (15), fast healing 50, regeneration 1, rock catching, summoning	Damage reduction 6/–, SR 30, electricity resistance (10), rock catching
Saves:	Fort +22, Ref +9, Will +10	Fort +29, Ref +10, Will +14	Fort +24, Ref +10, Will +9
Abilities:	Str 31, Dex 15, Con 29, Int 13, Wis 12, Cha 12	Str 45, Dex 13, Con 37, Int 15, Wis 16, Cha 15	Str 35, Dex 15, Con 31, Int 14, Wis 12, Cha 12
Skills:	Climb +13, Jump +13, Listen +11, Spot +10	Climb +20, Jump +21, Listen +16, Spot +16	Climb +12, Jump +12, Listen +11, Spot +11, Trade Skill (any one) +10
Feats:	Cleave, Combat Reflexes, Iron Will,	Cleave, Combat Reflexes, Double Attack, Dual Wield, Great Cleave, Improved Slam, Iron Will, Parry, Power Attack	Bash, Cleave, Double Attack, Improved Bash, Attack Parry, Power Attack
Climate/Terrain:	Any desert	Desert of Ro	Any forest
Organization:	Solitary	Solitary	Solitary, pair, or band (3–8)
Challenge Rating:	16	26	18
Treasure:	Standard	Double	Standard
Alignment:	Usually discordant evil	Discordant evil	Usually orderly evil
Advancement Range:	By character class (druid, ranger, or warrior)	By character class (warrior)	By character class (ranger, shadow knight, or warrior)
Faction:	None	None	Kromzek

Description

Giants are enormous humanoids standing anywhere from 15 to 30 feet tall (depending on the species). Created by Rallos Zek as part of his monstrous army, giants were imbued with powerful frames and the capacity for great magical power. When the other gods struck down Rallos Zek's forces, the giants were reduced mentally and driven to primitive tribal lives; moreover, some gods considered the giants too dangerous in any form and strove to destroy them outright. Though their numbers were devastated, a few giants did survive.

Since the ill-fated crusade and their resulting punishment, most giants tended to gather rarely, each spending most of its life alone or with a single mate or companion. Over the past century, however, more giants have begun gathering in larger tribal units, sometimes naturally such as among forest giant tribes on Kunark, and sometimes gathering around a powerful leader such as with those fire giants who serve the dragon Nagafen. Many giants, however, fear to become too numerous, as the gods might then finish the task of annihilating them. This potential threat does not stop giants from taking any actions, though, and many form loose alliances with others of their kind and occasionally with other races.

Most giants speak at least a smattering of the Common tongue as well as Ogre.

Combat

Giants tend to rely on enormous weapons and their own toughened hides in combat. Their great reach allows them to strike most targets before being at risk themselves and often gives them an attack of opportunity against smaller opponents who must move to be adjacent to the giant before making melee attacks. Giants also generally carry or keep nearby a number of rocks, which they can throw at opponents who stay at a greater distance.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch the object as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock; if the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack to attempt to catch it.

Fire Giant

Description

Fire giants, once called Krombral in their own tongue, are powerful humanoids who average 24 feet in height and 13,000 pounds. They have dark red skin, but their most notable feature is their hair, which is actually composed of fire. They tend to wear very little clothing, depending on their natural abilities to serve as armor and weapons. They are among the most powerful giants, with great resistance to magic in addition to their size, strength, and natural immunities.

As with most giants, fire giants are short-tempered, suspicious, and secretive. Fire giants may be willing to do business or negotiate with members of other races that contact them in a polite and unintrusive manner, but any who make their way into a fire giant's domain without permission is seen as a thief, assassin, or worse.

Fire giants are often miners and smiths, and have been known to invade the mines of other races to steal ore or set up a giant's forge. For this reason, fire giants are often at odds with dwarves and gnomes (who have some of the finest mines on Norrath). Fire giants rarely keep guardians or pets around their forges or homes, not trusting anyone with their safety or property.

Combat

Fire giants generally fight with powerful blows of their massive hands (often using Power Attack for 5 to 10 points of additional damage). Of course, a fire giant's great reach makes it difficult for opponents to keep out of melee range, especially spellcasters seeking to circumvent the giant's *mantle of power*.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Lesser Mantle of Power *(Ex):* A fire giant is surrounded by a reddish, faintly fiery nimbus that encircles it at a 15-foot radius. The fire giant's spell resistance increases by +10 against spells or effects originating from beyond this area. Further, the mantle grants the giant a [fire] damage shield (2).

Fire Giant Wizards

Description

Some gifted fire giants develop their magical abilities to a much greater degree than their warrior cousins. These fire giant wizards are often in positions of great power within the loose fire giant organizations.

Combat

In combat, fire giant wizards tend to combine their magic powers with their physical force. Most cast a *shielding* spell when facing any serious threat and a defensive spell that also deals damage whenever facing more than one melee combatant. If attacked with cold damage, they quickly cast elemental shielding spells.

Saves: Fort +24, Ref +9, Will +11

Abilities: Str 46, Dex 13, Con 30, Int 22, Wis 12, Cha 13

Skills: Channeling +20, Climb +18, Jump +18, Listen +10, Meditation +15, Spot +10

Call Flame *(Sp):* A fire giant wizard can *call flame* as an attack action, once per round, at a cost of only 4 mana. This spell-like ability creates a downward blast of flame that deals 10d6 points of fire damage to all creatures within a cylindrical area (20-ft. radius, 40 feet high). A fire giant wizard can use this attack at medium range (100 ft. + 10 ft. per HD), and those affected may make a Reflex save (DC 22) for half damage.

Spell-Like Abilities: The fire giant wizard's spell-like abilities (and the mana cost for each) are as follows: *arch shielding* (33), *conflagration* (42), *elemental armor* (17), *enticement of flame* (40), *nullify magic* (8), *see invisible* (4), *steelskin* (25), *Tishan's clash* (11). These spells are as cast by a 25th-level wizard (save DC 16 + spell level) with a pool of 300 mana.

CR: 25

Forest Giant

Description

Forest giants, or Kromdul, are among the smaller and weaker races of giants, though they still stand 16 to 18 feet tall, weigh roughly 4,000 to 6,000 pounds, and are far more powerful than most humanoid races. Forest giants are quite lean in appearance, with long arms and narrow heads and bodies. This appearance combined with their coloration and clothing allows them to blend into forested surroundings with surprising skill. Despite their slim bodies, the Kromdul are extremely powerful physically, easily able to fell trees in a single axe swing and carry logs longer than their bodies. They tend to be tan or brown in coloration and wear simple clothing made of furs and leathers.

Forest giants have little of the magic power common in many other giant types, though they retain some resistance to spells.

Normally living simple lives as woodsmen and trappers, some Kromdul also act as loggers, selling felled trees to any who can afford their price. They are extremely territorial and see themselves as owners of whatever woods they live in. Travelers are generally not welcome, and other loggers or hunters are especially

unwelcome. Forest giants are not particularly kind to the woods they claim, however, and ravage one woodlands before setting off in search of another. As a result, druid circles and ranger guilds find themselves at odds with these giants.

Combat

Forest giants carry great woodsman's axes that they wield two-handed against any opponent. These weapons are capable of inflicting terrible wounds and are normally more than enough to defeat a forest giant's foes. Forest giants do not carry rocks suitable for throwing, but keep many stockpiles of them scattered throughout their woods, allowing them to move quickly to a pile of such missiles if facing enemies not easily overcome by axe alone.

Skills: *Forest giants receive a +12 racial bonus to Hide checks in forested areas; they also receive a +4 racial bonus to Wilderness Lore checks when tracking prey through the forest.

Frost Giant

Description

Frost giants, or Kromrif, are among the most organized and plentiful of the giant races, with large numbers living on the continent of Velious. A frost giant stands 20 to 24 feet high and is generally pale in coloration, with white or blue hair (often worn long) and alabaster skin tones. They have powerful frames with wide shoulders and thick, corded muscles; an average frost giant weighs well over 10,000 pounds. Unlike may other giant races, frost giants wear heavy armors and carry numerous weapons, including a gigantic greatsword and an enormous ice pick.

Frost giants have a large society that they defend against any perceived threat. It is centered in the city of Kael Drakkal and includes some other races of giants as well. The strongest frost giants rule as commanders, while their lesser brethren serve as animal trainers, guards, and craftsmen. Kael Drakkal is under constant threat from (and makes constant threats against) the dragons of Skyshrine and the Coldain dwarves of Thurgadin, and as a result the Kromrif are willing to treat well those who fight against the dragons or dwarves.

Why frost giants were largely spared from the punishment of the gods following Rallos Zek's failed crusade is not known for certain. Scholars speculate that either the Kromrif did not participate in the offensive (a theory hard to credit given the frost giants' zealous devotion to Zek), or perhaps the gods found comfort in Kael Drakkal serving as an expendable buffer state between the rest of Norrath and Veeshan's children in Skyshrine.

Combat

Frost giants depend on their powerful frames and gigantic weapons to defeat their opponents. Most frost giants also keep one or two throwing rocks with them and in an outdoor environment can often use large hunks of ice for throwing as well.

Cold Subtype (Ex): Cold immunity; double damage from heat and fire except on a successful save.

Frost Giant Rangers

Description

Some few exceptional Kromrif develop an innate connection to the rugged arctic terrain of their homeland. These giants develop magical powers similar to those of other races' rangers or shamans.



Combat

Frost giant rangers have a few magic powers they use to augment their natural abilities, as well as a smattering of damaging or hindering spells, but largely they fight as other frost giants do.

Hit Dice: 18d8+180 (261 hp)

Saves: Fort +21, Ref +8, Will +11

Abilities: Str 30, Dex 15, Con 30, Int 14, Wis 20, Cha 12

Skills: Channeling +12, Climb +10, Jump +10, Listen +14, Spot +14, Wilderness Lore +7

Feats: Cleave, Combat Reflexes, Improved Initiative, Power Attack, Track

Spell-Like Abilities: A frost giant ranger's spell-like abilities (and the mana cost for each) are as follows: *bind sight* (3), *call of sky* (8), *ensnare* (6), *frost strike* (15), *resist fire* (8), *see invisible* (4), *spirit of monkey* (7), *true north* (1). These spells are as the spells cast by a 14th-level caster (save DC 15 + spell level) with a pool of 140 mana.

CR: 16

Hill Giant

Description

Hill giants, or Krombak, are the most common breed of giant. They stand 18 to 20 feet tall and are very broad and heavyset, commonly weighing from 6,000 to 7,500 pounds. They have pale skin and coarse, ragged hair that is red, brown, or black. They cover their bodies with crude armor made of animal hides lashed on with rope and carry simple wood-and-hide shields and crushing weapons such as clubs or warhammers.

Hill giants are also the most despised of giants — disliked by themselves, all civilized races, and even other giants. Hill giants are greedy, crude, vicious, unfeeling, and brutal, making them unable to get along with any other creatures for more than a short period of time. Most are also lazy, doing as little as possible to survive. Of course, their lack of useful skills coupled with their enormous appetites often drives hill giants to considerable efforts, generally as brigands or petty warlords over small areas.

Combat

Hill giants are not complicated fighters: if they see a worthwhile target, they smash it. Their natural resistance to most weapons and spells, along with their great strength and reach, make them very dangerous opponents.

Feats: Hill giants receive Bash and Slam as bonus feats.

Mountain Giant

Description

Mountain giants, or Kromdek, are closely related to forest giants, whom they resemble. Mountain giants are generally a few feet taller than their forest-dwelling cousins, however, averaging 19 feet in height and roughly 6,500 pounds; their coloration tends to run more to grey, brown, and slate. They are loners by nature and quick to anger. They generally receive tribute from nearby communities that wish to avoid being crushed by the mountain giants, and sometimes they set up to control a mountain pass, taxing everyone and everything that comes through it.

Mountain giants gather in small groups, creating stone strongholds for their protection (the largest of which is the fortress in the Frontier Mountains, on the continent of Kunark). They see themselves as being like the mountains, perhaps part of a mountain range, but still individual (and in fact often refer to themselves as crags or hillocks). Unlike the frost giants, mountain giants do not work well with other races and are not seeking allies. With the exception of the occasional forest giant scout, mountain giants rely purely on their own kind for safety.

Combat

Mountain giants have no offensive magical powers and cannot develop spells or take spellcasting classes. Yet they seem to have channeled their innate magic power into their skins, making them hard as stone and as resilient as the mountains in which they live. A mountain giant can usually ignore lesser weapon blows and feels little sting from even the most potent of blades. They are similarly resistant to most magics and often save even against those spells that overcome their potent spell resistance. As a result, mountain giants tend to have fairly simple combat methods: hit things with their stony fists until they stop moving. They keep a good supply of throwing rocks nearby and are capable of throwing grabbed opponents quite a distance as well.

Feats: Mountain giants receive Great Fortitude, Iron Will, and Lightning Reflexes as bonus feats.

Nightfall Giant

Description

Nightfall giants, or Kromveld, are a rare race of giants closely related to hill giants. Like their more common cousins, nightfall giants are brutal, uncaring, and avaricious. They are somewhat taller than hill giants, reaching from 20 to 22 feet tall, and have duskier coloration.



The primary difference between nightfall giants and others is that they are well adapted to operating in the dark and are almost entirely nocturnal.

Nightfall giants are also more likely to work with other races, though almost never other giants. It is not unusual, however, to find a nightfall giant commanding a tribe of orcs or working with a band of ogre brigands. As a result, nightfall giants tend to have slightly better weapons and more plentiful equipment than hill giants. They are also often more dangerous to oppose, as they may have numerous minions supporting them.

Combat

Nightfall giants are not the most subtle of creatures and tend to wade into a fight without much care or planning. They are not heedless of their own welfare, though, and will run from a fight or seek better cover if faced with clearly superior force. If possible, a nightfall giant keeps a number of throwing rocks on him (generally 2d4+4), and if pressed, he uses his great speed to withdraw from melee and then pelt enemies from range.

Heightened Vision (Ex): Nightfall giants have both infravision and ultravision, and even under low-light conditions can see about twice as far as a human can in broad daylight. Further, nightfall giants can see perfectly well even through magical darkness.

Skills: Nightfall giants receive a +4 racial bonus to Spot checks in low-light conditions.

Feats: Nightfall giants receive Bash and Slam as bonus feats.

Sand Giants

Description

Sand giants, or Kromtorr, are rare members of giantkind found only in large deserts. They are similar physically in many ways to hill giants, including height and general build, though their skin tends to be darker in color. Sand giants are far more cunning and craftier than hill giants, however, and thus manage to find much higher quality clothing and weaponry for themselves. Though they are no less brutal and savage than hill giants, sand giants know the value of fear and often allow victims that bribe them to go free to spread word of their fearsome power.

Sand giants prefer to establish small empires for themselves in the deep deserts by laying claim to an oasis. Any who wish to travel through the deep deserts must be careful to carry plenty of water, or they will be forced pay great sums of money to a sand giant in return for using a small, dirty pool under his control. Of course, when trade is low, sand giants turn to banditry, raiding caravans and attacking small groups. Sand giants also capture prisoners and refuse to return them unless given a giant-sized ransom, such as a huge sword or fine clothing made to their measurements.

Combat

A sand giant generally knows the area around his chosen oasis very well and uses the terrain to his advantage. Though it is difficult to imagine something as large as a giant hiding, it is not unusual for a sand giant to lie behind a sand dune near a caravan route, waiting for unwary travelers to pass by. When surprise is not an option, a sand giant depends on his natural resistance to magic, a sharp blade, and his great strength and reach to overcome his foes.

Cazel

Description

Cazel is one of the oldest and largest sand giants known to the civilized world. His appearance in ancient records suggests that Cazel may in fact be a survivor of the armies of Rallos Zek, though it is equally likely that other particularly fierce sand giants have taken the name "Cazel" over the years to inspire fear. By most accounts, he stands over 25 feet tall and has the heavy frame typical of his race (at 25 feet, he would weigh roughly 15,000 pounds). Cazel is generally described as fighting without a weapon, though not always, and some claim he has vast magical powers.

Cazel is normally encountered in the Desert of Ro near the Oasis of Marr. Cazel patrols the best watering holes on the western side of the Oasis and charges exorbitant prices for any creature wishing to drink or fill a flask. Cazel will attack large caravans too well protected for a common sand giant and, as a result, is often carrying random items of treasure taken in such raids.

On more than one occasion, a questing party sent to recover some item Cazel had stolen has claimed to have killed the giant. Yet his ravages usually begin again within a few days of such claims. It is not generally known that Cazel can regenerate even when apparently dead, and most scholars assume that each Cazel is a different giant claiming the name.



Combat

Cazel is fearless in combat, and with good reason. Little can cause him serious injury, and even when mortally wounded Cazel is likely to recover eventually. No fool, Cazel carefully targets that foe who is dealing the most damage to him, which is often a spellcaster. If a target is out of range, Cazel is far more likely to summon his opponent to himself and proceed to crush it than merely throw a rock or chase it himself.

Fast Healing (Ex): Cazel heals 50 hp per round, in addition to hit points gained through his regeneration ability. If Cazel is reduced to –10 hp or less, his fast healing does not

function (though his regeneration still does) until he is restored to –9 hp or higher.

Regeneration (Ex): Disease and acid deal normal damage to Cazel. He regrows a severed limb in 3d6 hours. If Cazel is reduced to below –10 hp, he appears dead; only a thorough examination of his body by a skilled healer (Heal DC 30) reveals his slow recovery of damage.

Summoning (Su): As a free action once every 1d3 rounds, Cazel may summon any creature to any place within 10 feet of himself as if by the wizard spell *decession*. He need not be able to see the target of the *decession* to use this ability. Otherwise, where applicable, this ability is as the spell cast by a 29th-level wizard (Will save, DC 25).

Feats: Cazel receives Improved Slam and Power Attack as bonus feats.

Storm Giant

Description

The Kromzek, more commonly called storm giants, are a race of powerful giants found on the continent of Velious. They are similar to frost giants in appearance, but stand 19 to 22 feet in height, weigh 7,000 to 11,000 pounds, and have pale hair and skin. Kromzek are generally well-clothed and are equipped with weapons and armor made by skilled Kromzek artisans. They are also more open to negotiations and trade than most giants and often treat their close allies very well. Once a Kromzek has identified a person as an enemy, however, the giant's wrath and mistrust cannot be avoided with sweet words and offerings.

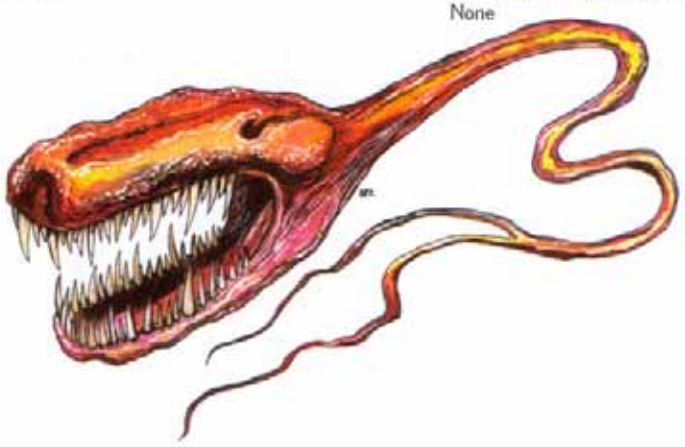
The Kromzek are far more organized than most giants and are part of the giant society based out of the city of Kael Drakkal that is ruled by King Tormax. The Kromrif serve mainly as guards and wardens around Kael Drakkal, while the Kromzek form a social class than their frost giant cousins, ruling the city and using their own martial skills to protect the last truly organized giant culture. Apart from the Kromrif, the Kromzek also work well with several other races and can even accept members of "lesser" races as friends and allies.

Combat

Kromzek are skilled warriors and guards. They often work together in combat, teaming up to deal with particularly strong threats (generally including healers and spellcasters). Their great strength and reach allow them to keep opponents at arm's length in most combats, and they are intelligent enough to use their great speed and their familiarity with local terrain to move a fight to an advantageous location.

Gnawer

	Insatiable	Bottomless
	Large Aberration	Huge Aberration
Hit Dice:	9d8+45 (85 hp)	24d8+168 (276 hp)
Initiative:	+2 (Dex)	+1 (Dex)
Speed:	Fly 40 ft. (good), swim 40 ft.	Fly 40 ft. (good)
AC:	22 (–1 size, +2 Dex, +11 natural)	24 (–2 size, +1 Dex, +15 natural)
Attacks:	Bite +13 melee, 2 tentacles +8 melee	Bite +26 melee, 3 tentacles +24 melee
Damage:	Bite 2d6+8; tentacle 1d4+4	Bite 2d8+10; tentacle 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab	Improved grab, constrict 1d6+10
Special Qualities:	Damage reduction 20/+1, ferocity, malleable body, scent	Damage reduction 30/+2, malleable body, scent
Saves:	Fort +8, Ref +5, Will +5	Fort +15, Ref +9, Will +13
Abilities:	Str 27, Dex 15, Con 20, Int 3, Wis 8, Cha 5	Str 31, Dex 13, Con 24, Int 5, Wis 8, Cha 5
Skills:	Escape Artist +10, Listen +7, Spot +11, Swim +16, Wilderness Lore +3	Escape Artist +19, Listen +14, Spot +18, Wilderness Lore +9
Feats:	—	Alertness, Multiattack, Power Attack
Climate/Terrain:	Temperate and warm marsh	Temperate and warm mountains, and underground
Organization:	Solitary	Solitary
Challenge Rating:	7	14
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	10–27 HD (Large)	25–40 HD (Huge); 41–72 HD (Gargantuan)
Faction:	None	None



Description

Gnawers are large floating mouths with rounded, cylindrical bodies and long, multi-tipped tails. Carnivorous and always hungry, they try to eat nearly anything that moves.

Gnawers chew on everything. The landscape around a gnawer's den sports teeth marks on the trees and rocks, and mouth-sized holes in the ground are common. Small animals that live near a gnawer's den are frequently mangled, bearing marks of a near escape from the toothy predator. No large animals live near a gnawer den.

Though vicious, gnawers are not completely animalistic. They exhibit a dim intelligence when trying to overcome obstacles. Gnawers display methodical trial-and-error attempts to get at hidden food. They also build crude rock fall traps to defend their dens. These traps are simple to defeat, but they can be dangerous if intruders do not bother to look for them.

In addition to violent tendencies, gnawers are also painfully tenacious. They spend hours trying to wriggle into small spaces or tear open a hole wider to get at things that escape them. They also have been known to follow prey across miles of terrain, tracking with scent receptors located on their tongues. Gnawers laboriously double back when they lose a trail and follow every lead until they find the right one.

Though they usually lair far from civilization, gnawers have no compunction tearing up an entire town in search of food. Once a gnawer finds a town, it usually remains there until it has eaten every inhabitant it can find.

The saving grace for an adventurer trying to escape one of these monstrosities is that gnawers are easily distracted. An easier, slower-moving target can put a gnawer off the trail long enough to arrange an escape. If a gnawer can be distracted from the sight or scent of a target for more than a few minutes, it forgets what it was chasing and returns to its lair to search for other food.

Combat

A gnawer's damage reduction makes it immune to most naturally occurring threats, so this aberration rarely thinks of defense when confronted with combat. Gnawers can and do use either bite or tail tentacle attacks to grapple opponents, but they usually use the tentacles to leave the mouth free to bite other targets.

Improved Grab (Ex): To use this ability, a gnawer must hit with either its bite or tentacle attacks.

Ferocity (Ex): Insatiable gnawers are such tenacious combatants that they continue to fight without penalty even while disabled or dying.

Malleable Body (Ex): Gnawers have an extremely flexible anatomy due to their cartilaginous bone structure and thus may squeeze their bodies through openings up to two sizes smaller than their actual size would normally allow.

Skills: All gnawers receive a +4 racial bonus to Spot checks and a +8 racial bonus to Escape Artist checks.

Bottomless Gnawer

Combat

Bottomless gnawers are larger, tougher, and slightly smarter than their insatiable cousins. Rather than fight until dead, bottomless gnawers attempt to escape when a battle turns against them, flying up and away from a fight or attempting to squeeze their bodies into small places where an aggressor will not follow.

Constrict (Ex): A bottomless gnawer automatically deals 1d6+10 points of crushing damage each round to a creature it holds with its improved grab ability.

Gnoll

	Gnoll, Blackburrow	Gnoll, Snowfang
	Medium-Size Humanoid (Gnoll)	Medium-Size Humanoid (Gnoll)
Hit Dice:	3d8+9 (22 hp)	14d8+56 (119 hp)
Initiative:	+0	+1 (Dex)
Speed:	30 ft.	30 ft. (hide armor), base 40 ft.
AC:	15 (+2 leather, +1 shield, +2 natural)	19 (+1 Dex, +3 hide, +5 natural)
Attacks:	Longsword +4 melee; javelin +2 ranged	2 claws +13 melee, bite +11 melee; quarterstaff +13/+9/+5 melee; or shortspear +11 ranged
Damage:	Longsword 1d8+2; javelin 1d6+2	Claw 1d8+3, bite 1d6+1; quarterstaff 1d6+4; shortspear 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Infravision	Infravision, cold resistance (5)
Saves:	Fort +6, Ref +1, Will +1	Fort +8, Ref +10, Will +6
Abilities:	Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8	Str 17, Dex 13, Con 19, Int 8, Wis 15, Cha 8
Skills:	Listen +4, Spot +4, Wilderness Lore +3	Jump +6, Listen +8, Spot +8, Swim +6, Wilderness Lore +6
Feats:	Alertness	Alertness, Dodge, Mobility, Multiattack, Spring Attack
Climate/Terrain:	Temperate hill, mountains, and plains, and underground	Cold hill and mountains, and underground
Organization:	Solitary, pair, or band (5–12 plus one 5th-level commander)	Solitary or pair
Challenge Rating:	2	7
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral
Advancement Range:	By character class	By character class
Faction:	Sabertooths of Blackburrow	Snowfang Gnolls

Gnoll

	Gnoll, Mal Large Humanoid (Gnoll)	Gnoll, Mas Medium-Size Humanoid (Gnoll)
Hit Dice:	16d8+80 (152 hp)	12d8+36 (90 hp)
Initiative:	–1 (Dex)	+0
Speed:	20 ft. (banded mail), base 30 ft.	20 ft. (breastplate), base 30 ft.
AC:	19 (–1 size, –1 Dex, +6 banded mail, +5 natural)	20 (+5 breastplate, +2 shield, +3 natural)
Attacks:	Huge masterwork greatsword +16/+11/+6 melee, slam +15 melee; or Huge mighty composite longbow (Str 19) +10/+6/+2 ranged	Masterwork longsword +12/+7 melee, bash +11 melee; javelin +9/+4 ranged
Damage:	Huge masterwork greatsword 2d8+9, slam 1d8+6 and *daze*; Huge mighty composite longbow (Str 19) 2d6+4	Longsword 1d8+4, bash 1d6+2; javelin 1d6+4
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Infravision	Infravision
Saves:	Fort +15, Ref +4, Will +6	Fort +11, Ref +4, Will +5
Abilities:	Str 23, Dex 8, Con 20, Int 12, Wis 13, Cha 13	Str 19, Dex 10, Con 17, Int 10, Wis 13, Cha 11
Skills:	Intimidate +10, Listen +9, Spot +9	Listen +8, Spot +8, Wilderness Lore +8
Feats:	Alertness, Double Attack, Improved Slam, Power Attack, Slam	Alertness, Bash, Improved Bash, Power Attack
Climate/Terrain:	Temperate hill, mountains, and plains, and underground	Temperate hill, mountains, and plains, and underground
Organization:	Solitary, pair, or band (3–5)	Solitary, pair, or band (3–5)
Challenge Rating:	10	6
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Clan Torn Ear	Clan Torn Ear

	Gnoll, Val Large Humanoid (Gnoll)
Hit Dice:	19d8+133 (218 hp)
Initiative:	+0
Speed:	20 ft. (half-plate), base 30 ft.
AC:	23 (–1 size, +7 half-plate, +7 natural)
Attacks:	*+2 Huge greatsword* +21/+16/+11 melee, slam +20 melee; or Huge masterwork mighty composite longbow (Str 19) +15/+11/+7 ranged
Damage:	*+2 Huge greatsword* 2d8+14, slam 1d8+8 and *daze*; Huge masterwork mighty composite longbow (Str 19) 2d6+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Infravision
Saves:	Fort +18, Ref +6, Will +8
Abilities:	Str 26, Dex 10, Con 25, Int 13, Wis 14, Cha 15
Skills:	Intimidate +13, Listen +9, Spot +9
Feats:	Alertness, Cleave, Double Attack, Improved Critical (greatsword), Improved Slam, Power Attack, Slam
Climate/Terrain:	Temperate hill, mountains, and plains, and underground
Organization:	Solitary, pair, or band (3–5)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class
Faction:	Clan Torn Ear



Description

Resembling a cross between humans and canines, gnolls are vicious opportunists that readily attack anyone perceived as a weaker opponent. A typical gnoll stands somewhat taller than a human, nearly 7 feet in height, with a dark-furred body, large wolf-

like ears, and feral eyes. It will kill and eat anything and anyone it encounters, if it thinks it can win.

Gnolls abound in Norrath, plaguing travelers in almost every area. Their scouts and runners patrol the countryside in search of easy prey. The Blackburrow lair, in the Qeynos Hills, is one of their most fecund breeding grounds. This complex of tunnels and caverns makes a good base of operations into the surrounding countryside, and it offers considerable protection against raiders.

Gnoll society is tribal, and attacking one member of the tribe is sure to bring down the wrath of the others on those responsible. Gnolls favor the warrior class, but shamans are also common, serving as soothsayers and spiritual leaders of the tribe.

Combat

Gnolls are extremely aggressive and may even take on an opponent that is too tough for them, trusting in their comrades to come to their aid. Still, they are cunning creatures and are capable of using effective group tactics, taking advantage of ranged attacks and flanking when they can. Their morale breaks easily, however, unless a strong commander is present.

Snowfang Gnoll

Description

Along the frozen shores of the Iceclad Sea and in other artic areas of Norrath, the nomadic Snowfang gnolls eke out a simple existence. Snowfang gnolls are well adapted to their icy environment. A thick coat of white fur provides both warmth and camouflage, and they are naturally resistant to cold. Expert hunters and fishers, they depend on strength and speed to overcome prey.

Unlike their warlike cousins on Antonica, these reclusive gnolls are not automatically hostile to strangers. They are a suspicious people, though, unused to intruders, and will repay any perceived aggression with ferocity.

Combat

In a fight, a Snowfang gnoll makes excellent use of its hunting skills. It fights with a flurry of teeth and claws (the latter of which are often lengthened by steel extensions), then springs away to regroup for the next attack.

Feats: Snowfang gnolls receive Dodge as a bonus feat.

Snowfang Gnoll Characters

Snowfang gnolls favor the monk class, though warriors and shamans are not uncommon among them.

Clan Torn Ear Gnoll

Description

In the heart of the Plains of Karana, a clan of gnolls has succeeded in uniting most of the gnoll tribes that roam the Karanas and in killing or exiling those gnolls who would not join them. From their underground warren of Splitpaw, this new group, Clan Torn Ear, rules the growing gnoll kingdom. The ruling classes of Clan Torn Ear are the Val, and under them the Mal and then the Mas. Each individual of these ruling classes is given a further title by his or her function: the Tesch, who serve as soldiers, generals, and guards; the Lteth, who serve as spies and scouts; the Nisch, who are the shamanistic spiritual leaders of the clan; and the Rosch, who pursue any arcane study that will lend the clan power, usually preferring the dark art of necromancy.

Combat

The statistics provided are for the Tesch warrior caste among the Torn Ears. Examples of the special abilities of other castes are detailed below. Many gnolls of the ruling classes (those who can afford it) tend to smear their blades with poison.

Poison (Ex): Injury; Fortitude save (DC 18); initial damage 2d6 hit points, secondary damage 4d6 hit points.

Lteth Mas

Lteth are powerful and calculating opponents. They make full use of their physical advantages and skills, but they also pack a nasty surprise — deadly poison.

Combat

Lteth Mas gnolls who have pursued roguish ways use the following statistics in place of those given above for typical Mas. Where there is no alternate entry given here, use the standard Mas stats.

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 18 (+2 Dex, +3 studded leather, +3 natural)

Attacks: Masterwork longsword +11/+6 melee; dart +11/+7/+3 ranged

Damage: Longsword 1d8+3 (and poison); dart 1d3+3 (and poison)

Special Attacks: Poison, backstab +3d6

Special Qualities: Infravision, sense traps, evasion, rogue ability (poison expert)

Saves: Fort +11, Ref +6, Will +5

Abilities: Str 17, Dex 15, Con 17, Int 12, Wis 12, Cha 10

Skills: Climb +15, Hide +14, Listen +15, Safe Fall +14, Search +13, Sneak +14, Spot +15, Trade Skill (make poison) +11, Wilderness Lore +7

Feats: Alertness, Dodge, Improved Initiative, Mobility

Lteth Poison

Lteth usually smear their blades and darts with an evil concoction that can bring down even a foe of superior strength.

Poison (Ex): Injury; Fortitude save (DC 20); initial damage 1d8 temporary Constitution, secondary damage 2d6 temporary Constitution.

Nisch Mal

Combat

Nisch Mal gnolls who have pursued shamanistic ways use the following statistics in place of those given above for typical Mal. Where there is no alternate entry given here, use the standard Mal stats.

Attacks: Huge greatclub +15/+10/+5 melee, slam +15 melee

Damage: Huge greatclub 2d8+9, slam 1d6+6

Special Attacks: Spell-like abilities

Special Qualities: Infravision, spirit masteries, alchemy mastery

Saves: Fort +15, Ref +4, Will +10

Abilities: Str 23, Dex 8, Con 20, Int 12, Wis 16, Cha 11

Skills: Channeling +21, Heal +11, Intimidate +12, Knowledge (folklore) +5, Knowledge (mysticism) +9, Knowledge (nature) +5, Knowledge (religion) +5, Listen +13, Meditation +19, Spot +13, Trade Skill (alchemy) +19

Feats: Alertness, Combat Casting, Iron Will, Power Attack, School Specialization (alteration), Slam

Challenge Rating: 13

Spell-Like Abilities: A typical Nisch Mal's spell-like abilities (and the mana cost for each) are as follows: *befriend animal* (12), *frenzy* (4), *healing* (10), *listless power* (15), *protect* (12), *quickness* (13). These spells are as the spells cast by a 16th-level shaman (save DC 13 + spell level) with a pool of 96 mana.

Spirit Masteries: Nisch Mal have the *hungry spirits* spirit mastery (x2), as the shaman class ability (see page 73 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Feats: All Mal gnolls receive Slam as a bonus feat.

Rosch Val

Combat

Rosch Val gnolls who have pursued necromantic arts use the following statistics in place of those given above for typical Val. Where there is no alternate entry given here, use the standard Val stats.

Hit Dice: 19d8+114 (199 hp)

Speed: 30 ft.

AC: 16 (–1 size, +7 natural)

Attacks: +2 *Large longsword* +19/+14/+9 melee, slam +18 melee

Damage: +2 *Large longsword* 2d6+8 (and poison), slam 1d6+6

Special Attacks: Poison, spell-like abilities

Special Qualities: Infravision, death masteries, greater specialization (alteration)

Saves: Fort +17, Ref +6, Will +8

Abilities: Str 23, Dex 10, Con 23, Int 20, Wis 14, Cha 14

Skills: Channeling +28, Heal +21, Intimidate +21, Knowledge (mysticism) +24, Knowledge (religion) +13, Knowledge (undead lore) +13, Listen +17, Meditation +27, Spellcraft +24, Spot +17, Undead Empathy +14

Feats: Alertness, Enlarge Spell-Like Ability, Heighten Spell-Like Ability, Improved Critical (longsword), Mental Clarity, School Specialization (alteration), Power Attack, Quicken Spell-Like Ability, Slam

Organization: Solitary

Challenge Rating: 18

Spell-Like Abilities: A typical Rosch Val necromancer's spell-like abilities (and the mana cost for each, modified for the Val's *greater specialization [alteration]* ability) are as follows: *dooming darkness* (20), *greater shielding* (20), *invoke fear* (18), *screaming terror* (9), *spirit tap* (22), *steelskin* (25). These spells are as the spells cast by a 19th-level necromancer (save DC 15 + spell level, DC 17 + spell level for alteration) with a pool of 190 mana.

Death Masteries: Typical Rosch Val necromancers have the *rebuke undead* and *invisibility to undead* death masteries, as the necromancer class abilities (see pages 70–71 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Feats: All Val gnolls receive Power Attack and Slam as bonus feats.

Goblin

	Goblin	Aqua Goblin	Ice Goblin
	Small Humanoid (Goblin)	Small Humanoid (Goblin)	Medium-Size Humanoid (Goblin)
Hit Dice:	1d8+1 (5 hp)	3d8+3 (16 hp)	5d8+5 (27 hp)
Initiative:	+0	+0	+0
Speed:	30 ft.	30 ft., swim 20 ft.	30 ft.
AC:	14 (+1 size, +3 studded leather)	13 (+1 size, +2 leather)	14 (+3 studded leather, +1 natural)
Attacks:	Club +1 melee	Shortspear +4 melee; or javelin +3 ranged	Heavy mace +5 melee; or javelin +4 ranged
Damage:	Club 1d6	Shortspear 1d6+1; or javelin 1d6+1	Heavy mace 1d8+3; or javelin 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Ultravision	Amphibious, ultravision	Cold subtype, ultravision
Saves:	Fort +3, Ref +2, Will –1	Fort +4, Ref +3, Will +0	Fort +7, Ref +2, Will +0
Abilities:	Str 11, Dex 10, Con 12, Int 8, Wis 8, Cha 7	Str 12, Dex 11, Con 12, Int 8, Wis 8, Cha 7	Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8
Skills:	Climb +1, Hide +5, Jump +3, Listen +0, Sneak +3	Climb +1, Hide +6, Jump +3, Listen +1, Sneak +3, Swim +10	Climb +3, Hide +4, Jump +4, Listen +2, Sneak +4, Swim +3
Feats:	Great Fortitude	Great Fortitude	Endurance, Great Fortitude
Climate/Terrain:	Any	Any	Any cold land
Organization:	Patrol (5–10), band (10–40 plus 10–30 noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–7th level), or tribe (40–80 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults, 1–3 captains of 4th or 5th level, and 1 leader of 5th–9th level)	As standard goblins	As standard goblins
Challenge Rating:	1/2	1	2
Treasure:	Standard	Standard	Standard
Alignment:	Usually discordant evil	Usually discordant evil	Usually discordant evil
Advancement Range:	By character class	By character class	By character class
Faction:	Varies	Riptide Goblins	Vox

Goblin

	Isle Goblin **Medium-Size Humanoid (Goblin)**	Flame Goblin **Medium-Size Humanoid (Goblin)**
Hit Dice:	7d8+7 (38 hp)	10d8+10 (55 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft., swim 30 ft.	30 ft.
AC:	15 (+2 Dex, +2 leather, +1 natural)	17 (+2 Dex, +4 chain shirt, +1 natural)
Attacks:	Longspear +7 melee; light pick +7 melee; or shortbow +7 ranged	Heavy mace +10/+5 melee
Damage:	Longspear 1d8+3; light pick 1d4+2; or shortbow 1d6	Heavy mace 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Amphibious, ultravision	Fire subtype, heat aura, ultravision
Saves:	Fort +5, Ref +7, Will +3	Fort +6, Ref +11, Will +4
Abilities:	Str 14, Dex 14, Con 12, Int 9, Wis 12, Cha 9	Str 16, Dex 14, Con 13, Int 9, Wis 12, Cha 9
Skills:	Climb +4, Hide +5*, Jump +4, Listen +3, Sneak +6, Swim +12	Climb +6, Hide +7, Jump +5, Listen +4, Sneak +7
Feats:	Great Fortitude, Point Blank Shot	Combat Reflexes, Great Fortitude, Lightning Reflexes
Climate/Terrain:	Any non-arctic land (near water)	Any warm land
Organization:	Cluster (2–5), patrol (6–10), band (10–40 plus 10–30 noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–7th level), or tribe (40–60 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults, 1–3 captains of 4th or 5th level, and 1 leader of 5th–9th level)	Gang (2–5), patrol (6–10), or colony (10–40 plus 100% noncombatants plus 1 inferno goblin of 2nd or 3rd level per 20 adults and 1 inferno goblin leader of 4th–6th level)
Challenge Rating:	3	5
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually orderly evil
Advancement Range:	By character class	By character class
Faction:	Riptide Goblins	Goblins of Fire Peak

	Inferno Goblin **Large Humanoid (Goblin)**	Pickclaw Goblin **Large Humanoid (Goblin)**
Hit Dice:	13d8+26 (84 hp)	15d8+45 (112 hp)
Initiative:	+2 (Dex)	+4 (Dex)
Speed:	30 ft.	30 ft., climb 30 ft., burrow 5 ft.
AC:	18 (–1 size, +2 Dex, +4 chain shirt, +2 natural)	19 (–1 size, +4 Dex, +2 leather, +4 natural)
Attacks:	Large heavy mace +12/+7 melee; or longbow +10/+5 ranged	Heavy pick +16/+11/+6 melee; or dart +15/+11/+7 ranged
Damage:	Large heavy mace 2d6+5; or longbow 1d8	Heavy pick 1d8+6; or dart 1d3+4
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Qualities:	Fire subtype, heat aura, ultravision	Blindness, tremorsense 60 ft., scuttle, trap use
Saves:	Fort +8, Ref +12, Will +5	Fort +10, Ref +16, Will +6
Abilities:	Str 19, Dex 14, Con 15, Int 10, Wis 12, Cha 10	Str 19, Dex 18, Con 17, Int 11, Wis 13, Cha 9
Skills:	Climb +7, Hide +6, Jump +7, Listen +5, Sneak +8	Climb +16, Disable Device +5, Escape Artist +12, Hide +4*, Jump +6, Listen +15, Search +5*, Sneak +9, Profession (miner) +9
Feats:	Combat Reflexes, Great Fortitude, Lightning Reflexes	Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Weapon Focus (pick), Weapon Specialization (pick)
Climate/Terrain:	Any warm land	Any underground
Organization:	Gang (2–11), or colony (20–40 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 5th–7th level); or as flame goblin leaders	Solitary, crew (2–5), or community (20–40 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 5th–7th level)
Challenge Rating:	6	8
Treasure:	Standard	Double Standard
Alignment:	Usually orderly evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Goblins of Fire Peak	Pickclaw Goblins

Description

During the First War of the Gods, goblins supported Rallos Zek. At that time, they were a cunning race known as the Ankexfen. When Rallos Zek lost the war, the gods punished all those who supported him by cursing them with ignorance and memory loss and destroying their civilizations. The goblins that survived the gods' punishment reverted to primitive, tribal societies of hunters and gatherers. The gods did not remove all of the magical properties of the goblin race, however, which retained enough of its adaptability to evolve the powers needed for the environmental challenges goblins faced in their scattered homes. Some goblins developed gills, enabling them to live beneath the waves, while others developed tolerance to heat or cold as they retreated to the relative safety of Norrath's most extreme climates.

Goblins are now found everywhere on Norrath. Most goblin societies are still tribal units bent on hunting, gathering, and raiding their neighbors. A few goblin communities have grown beyond tribal status again and reclaimed something akin to civilization. Goblins in Kunark have amassed large armies there, and the goblins of Clan Runnyeye in central Antonica pose threats to Rivervale, High Keep, and other nearby settlements.

Goblins vary widely in appearance, but the most common variety has green to tan skin, very little hair, and pointed ears that fly back on either side of a pointed and harsh face. Most goblins are not civilized enough to wear more than a loincloth for decency.

Combat

Lean and mean, goblins fight with simple weapons. In their simplistic, ignorant way, they display great loyalty to one another when united against a common foe, despite the fact that they often fight among themselves when there is nothing else to do.

Skills: All goblins receive a +2 racial bonus on Jump and Sneak checks.

Aqua Goblin

Description

Aqua goblins make their homes in almost every large body of water on Norrath, from the Ocean of Tears to Dagnor's Caldron, from the Lake of Ill Omen to Lake Rathetear. Some even make a home in the waters of the Oasis of Marr in the middle of the Desert of Ro. Aqua goblins have green to blue skin tones and webbed feet and hands for swimming. Quite adapted to either land or water, aqua goblins enjoy raiding land-dwellers and then escaping into the depths of their watery homes.

The tribe of the aqua goblins that makes its home base in the Ocean of Tears worships the Allizewsaur, a gargantuan reptile cast by the gods into that ocean. The goblins do not remember the history surrounding the Allizewsaur, as the gods erased their memories of anything connected to the First War of the Gods. They do know, however, what a fearsome and god-like creature the Allizewsaur is, and their primitive minds have decided that if they appease the gargantuan reptile with rituals and sacrifices, then it will not eat them.

Combat

The most persistently primitive of all the goblin races, the aqua goblins use spears and javelins as weapons. They have little strategy when they attack, but rely on sheer attitude and numbers of warriors to overwhelm their opponents.

Amphibious (Ex): An aqua goblin can survive on land or underwater, breathing air or water with equal ease.

Ice Goblin

Description

In the frigid corners of Norrath, the ice goblins lurk in caverns of ice or in crude igloo villages on the frozen tundra. These creatures thrive on the cold. They have impressive fortitude and endurance in an icy environment, though they weaken whenever they travel to warmer climes. Ice goblins have blue-white skin that allows them to blend into a background of snow and ice.

The ice goblin tribes in northern Antonica all pay homage to Lady Vox. The closer the tribe is to Permafrost, the more solid the tribe's fealty to the dragon becomes, but all ice goblins in Everfrost fear her and obey her word when it reaches them.

Combat

Ice goblins understand that most travelers have a difficult time withstanding the cold, and they use this fact to their advantage. They attack under cover of darkness more often than not, even waiting until a band of travelers has settled down to sleep. Then, they use their breath weapon to chill their victims. If they need a more direct approach to their attack, they simply storm their targets.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Ice Goblin Priests

Combat

Exceptional ice goblins who have pursued clerical studies use the following statistics in place of those given above for typical ice goblins. Where there is no alternate entry given here, use the standard ice goblin stats.

Special Attacks: Spell-like abilities

Saves: Fort +7, Ref +2, Will +3

Abilities: Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 10

Skills: Channeling +6, Climb +3, Hide +2, Jump +4, Listen +3, Meditation +7, Sneak +4, Swim +3

Challenge Rating: 3

Spell-Like Abilities: A typical ice goblin priest's spell-like abilities (and the mana cost for each) are as follows: *endure fire* (3), *furor* (3), *minor healing* (2), *root* (5), *summon food* (2). These spells are as the spells cast by a 5th-level cleric (save DC 12 + spell level) with a pool of 20 mana.

Isle Goblin

Description

Isle goblins are a large goblin breed akin to aqua goblins. They feel a strong link to the element of water and rarely stray far from a large body of water such as an ocean or inland sea. Isle goblins have a greenish-blue skin tone that helps to camouflage them both in the water and in the treetops of island palm trees.

Combat

Like all other goblins, isle goblins are not terribly smart, but they have developed certain ambush strategies that work well for them. Isle goblins prefer to attack their targets from in the water, rising up from under the surface to surprise their opponents, or stage ambushes from high atop the rocky cliffs and treetops of their island homes, using their shortbows to shoot down at invaders. On the ground or underwater, they use a primitive longspear with a slightly curved blade; in close combat, which they tend to avoid if at all possible, they favor light picks.

Amphibious (Ex): An isle goblin can survive on land or underwater, breathing air or water with equal ease.

Skills: *Isle goblins receive a +4 racial bonus to Hide checks while in water or heavily overgrown terrain.

Isle Goblin Shamans

Combat

Exceptional isle goblins who have pursued shamanistic ways use the following statistics in place of those given above for typical

isle goblins. Where there is no alternate entry given here, use the standard isle goblin stats.

Special Attacks: Spell-like abilities

Special Qualities: Amphibious, ultravision, spirit mastery

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 14, Dex 14, Con 12, Int 9, Wis 16, Cha 10

Skills: Channeling +8, Climb +4, Hide +5*, Jump +4, Knowledge (nature) +2, Listen +5, Meditation +10, Sneak +6, Swim +12

Feats: Far Shot, Great Fortitude, Point Blank Shot

Challenge Rating: 5

Spell-Like Abilities: A typical isle goblin shaman's spell-like abilities (and the mana cost for each) are as follows: *levitate* (6), *light healing* (5), *tainted breath* (7), *turtle skin* (8), *waking sleep* (10). These spells are as the spells cast by a 7th-level shaman (save DC 13 + spell level) with a pool of 42 mana.

Spirit Mastery: A typical isle goblin shaman has the *spirit lore* (Far Shot) spirit mastery, as the shaman class ability (see page 74 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Flame Goblin

Description

These goblins congregate wherever the earth gurgles forth its heat in the form of either lava or hot springs. They hate the cold and avoid it at all costs. Their affinity for fire allows them to live in scalding conditions that most other creatures could not endure. Flame goblins have red to bronze skin tomes and stomachs that resemble potbelly stoves.

Fire goblins in the Lavastorm Mountains of Antonica pay fealty to the great dragon Nagafen and comprise the majority of the dragon's army.



Combat

These creatures understand the power of fire and the advantage they have over most trespassers into their territory. They give off a heat great enough to damage attackers who do not wear some protection from flame, and due to this ability they will often swarm their targets immediately, some attacking with weapons and some unarmed.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Heat Aura (Ex): Fire goblins are continually surrounded by a fierce heat that serves as a [fire] damage shield (1).

Flame Goblin Wizards

Combat

Exceptional flame goblins who have pursued wizardry use the following statistics in place of those given above for typical flame goblins. Where there is no alternate entry given here, use the standard flame goblin stats.

AC: 14 (+2 Dex, +1 cloth, +1 natural)

Attacks: Heavy mace +8/+3 melee

Damage: Heavy mace 1d8+1

Special Attacks: Spell-like abilities

Special Qualities: Fire subtype, heat aura, ultravision, quicken mastery

Abilities: Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 8

Skills: Channeling +16, Climb +3, Hide +6, Jump +2, Knowledge (mysticism) +13, Knowledge (any two others) +7, Language (any one) +6, Listen +4, Meditation +16, Sneak +7, Spellcraft +16

Feats: Great Fortitude, Lightning Reflexes, Mental Clarity, School Specialization (evocation)

Challenge Rating: 8

Spell-Like Abilities: A typical flame goblin wizard's spell-like abilities (and the mana cost for each) are as follows: *cancel magic* (5), *flame shock* (12), *invisibility* (5), *pillar of fire* (14), *shieldskin* (7), *shock of ice* (5). These spells are as the spells cast by a 10th-level wizard (save DC 13 + spell level) with a pool of 60 mana.

Quicken Mastery: A flame goblin wizard has the *quicken mastery* ability (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Inferno Goblin

Description

In the very core of Norrath's hottest places, the inferno goblins make their homes. They live in tribal communities along with their smaller cousins, flame goblins.

Combat

Inferno goblins practice slightly more subtle attack strategies than the flame goblins. They will stage ambushes and rain flaming arrows down upon their targets.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Heat Aura (Ex): Inferno goblins are continually surrounded by a fierce heat that serves as a [fire] damage shield (3).

Pickclaw Goblin

Description

The pickclaw goblins are one clan of goblins that stem from a subtype of goblins that took to the tunnels and caves beneath the surface long ago. Where natural tunnels did not suit their purposes, they dug new ones just large enough for them to crawl through. Pickclaw goblins have come to rely so much on their hearing and vibration sensitivity that they no longer use their eyes and have gone physically blind. The minor earthquakes that occur in their cavern homes can confuse them, as they then need to relearn their landscape, but any creature moving through their caverns is even more "visible" to the pickclaw goblins than if they could see with their eyes.

Pickclaw goblins have long, lanky bodies and limbs that are extremely flexible, allowing them to crawl quickly through narrow tunnels. Their skin gives them some camouflage against the gray-black of shadowy cavern walls. Most disturbingly, their eyes glow a uniform pearly white when direct light hits them — they have no irises or pupils.

Lord Pickclaw rules the clan. He has expanded his domain from a network of caverns that worm their way from underneath High Hold Keep itself all the way to the clan's home in Runnyeye Citadel north of Rivervale and the Misty Thicket.

Combat

An eerie kind of clacking masks the pickclaw goblins' direction of approach. It is often impossible to tell from which direction they are coming because the tapping sound echoes through all the nearby tunnels. Only pickclaws themselves (and perhaps bats and similar creatures that share their caves) have the ability to "read" the echoes of their own tunnels.

Blindness (Ex): Pickclaw goblins lack eyes and are thus immune to all visually based attacks and effects.

Scuttle (Ex): Pickclaw goblins are superlative climbers; they may climb using only one hand (and their two feet) and may use the other hand to fight or take other actions at no penalty. A pickclaw goblin gains a +10 bonus to its speed when it uses all four limbs for movement (this applies to climbing speed as well, but not burrowing); the goblin may not have anything in its hands to gain this latter benefit.

Trap Use (Ex): Pickclaw goblins may search for and disable traps as rogues and may sense traps as 2nd-level rogues if a trap involves moving parts or the production of sound. They may craft stonework traps by making a Profession (miner) check, with DCs applied by the GM as appropriate.

Skills: Pickclaw goblins receive a +4 racial bonus to Climb checks and a +8 racial bonus to Escape Artist, Listen, and Profession (miner) checks. *They receive a +4 racial bonus to Hide checks in dark, shadowy, or subterranean surroundings, and they receive a +8 racial bonus to Search checks to detect traps when the area or object sought produces vibration or sound (turning gears, dripping water, sliding stonework, and so forth).

Feats: Pickclaw goblins receive Weapon Focus (pick) and Weapon Specialization (pick) as bonus feats.

Pickclaw Goblin Bonemenders

Combat

Exceptional pickclaw goblins who have pursued clerical studies use the following statistics in place of those given above for typical pickclaw goblins. Where there is no alternate entry given here, use the standard pickclaw goblin stats.

Special Attacks: Spell-like abilities

Special Qualities: Blindness, tremorsense 60 ft., scuttle, trap use, divine powers

Saves: Fort +10, Ref +16, Will +9

Abilities: Str 19, Dex 18, Con 17, Int 11, Wis 18, Cha 9

Skills: Channeling +19, Climb +16, Disable Device +3, Escape Artist +12, Heal +9, Hide +4*, Jump +6, Listen +12, Meditation +19, Search +3*, Sneak +6, Profession (miner) +12

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, School Specialization (conjuration), Weapon Focus (pick), Weapon Specialization (pick)

Challenge Rating: 11

Spell-Like Abilities: A typical pickclaw goblin bonemender's spell-like abilities (and the mana cost for each) are as follows: *blinding luminance* (8), *bravery* (12), *guard* (13), *healing* (10), *inspire fear* (13), *wrath* (24). These spells are as the spells cast by a 15th-level cleric (save DC 14 + spell level) with a pool of 120 mana.

Divine Powers: A typical pickclaw goblin bonemender has the *receive divine aura* and *bestow divine aura* divine powers, as the cleric class abilities (see page 59 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Goo, Smoldering

	Medium-Size Ooze
Hit Dice:	15d10+70 (152 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	12 (+2 Dex)
Attacks:	2 tentacle slams +12 melee
Damage:	Tentacle 2d4+1 plus 1d6 acid and 2d6 heat and poison
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Smoldering touch, poison, improved grab, constrict 2d4+1
Special Qualities:	Smoldering heat, blindsight 60 ft., ooze, immunities
Saves:	Fort +9, Ref +12, Will +0
Abilities:	Str 12, Dex 14, Con 19, Int –, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement Range:	16–23 HD (Medium-size); 24–30 HD (Large)
Faction:	None

Description

The smoldering goo is an amorphous blob of clear gel-like material that has no mind or emotion, only an insatiable hunger. It generally appears to be little more than a 5-foot diameter smoking pool of sticky mucus with dark red streaks that moves by flowing across floors, up walls, and even along ceilings. A smoldering goo is always extremely hot and sizzles when it moves. To make matters worse, the touch of a smoldering goo is poisonous. The goo can move with great speed when it detects prey and can extrude two long, ropelike appendages that give it a 10-foot reach.

Thankfully, these creatures are found only underground and are fairly rare. They are almost always encountered alone, as each goo needs a fairly large area to hunt. Smoldering goos procreate simply by splitting in two after reaching their maximum size. Some groups use smoldering goos as guardians, placing several in a confined space. The goos do not attack one another, but often run short on food, causing them to fall into a torpid state in which they no longer move and become so cool they loose their burning touch ability. As soon as a goo in torpor senses prey, it immediately moves to attack and is hot enough to use its burning touch again in mere seconds.



Combat

A smoldering goo is always driven by hunger. It attacks anything organic it can sense and attempts to grapple and poison a target as soon as possible. It continues to fight other creatures that attack it, but once it has two

targets grappled, it generally moves off to burn and digest them if possible.

Smoldering Touch (Ex): A smoldering goo maintains an extremely high body temperature in addition to producing natural acids. The touch of a smoldering goo burns away organic materials and metals at a rate of 20 points of acid damage and 40 points of heat damage per round. Organic or metallic weapons that strike the goo must make a Reflex save (DC 21) or burn or melt so extensively as to be useless. Any melee hit made by the smoldering goo deals 1d6 points of acid damage and 2d6 point of heat damage.

Poison (Ex): Tentacle slam; Fortitude save (DC 21), initial damage 1d4 temporary Constitution, secondary damage 2d4 temporary Constitution.

Improved Grab (Ex): To use this ability, a smoldering goo must hit a target with a slam attack. A held opponent can be constricted.

Constrict (Ex): A smoldering goo deals automatic tentacle damage each round to a held opponent, in addition to acid, heat, and poison damage.

Smoldering Heat (Ex): A smoldering goo gains the benefit of an [acid] damage shield (2) and a [heat] damage shield (4) at all times.

Blindsight (Ex): A smoldering goo's entire body is a simple sensory organ, allowing it to sense prey and other objects within 60 feet through scent, vibration, and heat.

Ooze: Immune to poison, sleep, paralysis, polymorphing, stunning, and attacks or spells of mind-affecting nature. Not subject to critical hits and flanking.

Immunities (Ex): The smoldering goo is immune to acid and fire damage.

Gorge Hound

	Large Beast
Hit Dice:	8d10+64 (108 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)
Attacks:	Bite +13/+8 melee
Damage:	Bite 1d8+12
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Ferocity, drag down
Special Qualities:	Scent
Saves:	Fort +14, Ref +7, Will +3
Abilities:	Str 27, Dex 12, Con 26, Int 5, Wis 13, Cha 9
Skills:	Climb +16, Hide +1*, Listen +8, Sneak +5, Spot +8, Wilderness Lore +3
Climate/Terrain:	Any hill, mountains, and plains
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement Range:	9–16 HD (Large); 17–24 HD (Huge)
Faction:	None

Description

Gorge hounds are powerfully built canines found primarily in the Eastern Karanas and nearby mountain areas. They average 9 feet in length and 600 pounds in weight, but rare specimens can grow to be as large as 20 feet long and 3,000 pounds. They are generally grey or dark brown in color, with a fur pattern very similar to rock. Gorge hounds have powerful claws that allow them to climb rocky areas well, but do not use them to attack (instead depending on their powerful jaws and sharp teeth).



Gorge hounds spend most of their lives alone, prowling a marked territory and feeding only once or twice a week. They build lairs in caves or under rocky outcroppings and are extremely protective of them. A gorge hound that discovers the scent of a creature within its lair often tracks down the creature and attacks it, even if it takes several days to find. Most gorge hounds travel in pairs only during mating season, and the mother then leaves to bear and raise the young. Rarely, two siblings from the same litter may bond and travel together throughout their lives.

Combat

Gorge hounds are cunning fighters and will not usually attack foes that seem obviously powerful or numerous. A gorge hound prefers to attack on steep, rocky terrain, where its natural climbing ability gives it an advantage. Gorge hounds' ability to bring targets to the ground with their powerful jaws often gives them an advantage in combat, and they have been known to trip particularly bothersome foes near the edge of a cliff, knocking them over if possible.

A gorge hound that is losing a fight often retreats up a mountain or down a cliff and follows its opponents at a distance. If possible, it tracks its targets for days while it heals and waits for its targets to let down their guard or go to sleep. It then attacks from surprise, trying to take down one target before fleeing again. A gorge hound continues this tactic for as long as possible, attempting to whittle down its foes over the course of several encounters. Most gorge hounds, however, do not travel more than a few days from their lair even when following escaped prey.

Ferocity (Ex): A gorge hound can operate without penalty even when exhausted, fatigued, disabled, or dying (it still dies normally when it reaches –10 hit points).

Drag Down (Ex): A gorge hound that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see page 378 in Chapter 12: Combat of the *EverQuest: Player's Handbook*) but does not require a touch attack nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the gorge hound.

Skills: Gorge hounds receive a +4 racial bonus to Listen and Spot checks. *In rocky areas with little vegetation, gorge hounds receive a +4 bonus to Hide checks.

Minotaur, Gorge

	Large Monstrous Humanoid
Hit Dice:	12d8+48 (102 hp)
Initiative:	+0
Speed:	30 ft. (hide armor), base 40 ft.
AC:	23 (–1 size, +11 natural, +3 hide)
Attacks:	Huge greataxe +17/+11/+5 melee (or 2 fists +17 melee), gore +12 melee; or Huge greataxe +15/+9/+3 melee (or 2 fists +15 melee), gore +10 melee, slam +15 melee
Damage:	Huge greataxe 2d8+9; fist 1d8+6; gore 2d6+3; slam 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Charge
Special Qualities:	Scent
Saves:	Fort +10, Ref +8, Will +7
Abilities:	Str 23, Dex 11, Con 19, Int 8, Wis 8, Cha 7
Skills:	Climb +9, Intimidate +12, Jump +9, Listen +10, Sense Heading +11, Spot +10, Trade Skill (blacksmithing) +5
Feats:	Brutish, Cleave, Great Fortitude, Power Attack, Slam
Climate/Terrain:	Warm or temperate mountains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually discordant evil
Advancement Range:	By character class
Faction:	Clan Runnyeye

Description

Gorge minotaurs are large humanoids standing on average 9 to 10 feet tall. They have the head of a bull and usually black fur with large white horns. Their arms and torsos are humanoid, but their retrograde legs are bestial, covered in black fur and ending in hooves.

Gorge minotaurs are distant cousins to the tizmaks but are more feral. They also have brethren on the continent of Faydwer and in the depths of eastern Antonica.

Gorge minotaurs are smelly, vicious, belligerent brutes that serve masters only when the masters are tougher than they are. They love to fight, and they will fight each other when nothing else is around; these internal squabbles are rarely to the death, however. Gorge minotaurs eat meat of whatever kind they can find, not bothering to cook it, and fight with their bare fists or with huge axes they make themselves.

Gorge minotaurs speak to each other with grunts in their own tongue; a rare few can manage a smattering of words in Common.

Few beings are strong enough to hunt gorge minotaurs for sport, much less instill fear in them. Yymp the Infernal, however, a powerful imp, is one being whose name gives the ferocious minotaurs pause. Yymp hunts the minotaurs down in their maze-like canyon homes, and when he kills them, he skins them alive and then tears out pieces of their bones to make armor or weapons.

Combat

Gorge minotaurs love to fight, period. If something comes by, they will generally attack even if they have no chance of defeating it. They will charge the creature and attack madly. If a gorge minotaur sees a fellow minotaur fighting someone else, it will invariably join the fray. If a gorge minotaur is reduced to only a few hit points, it might remember to run away for help, but it usually just fights to the death.

Charge (Ex): A gorge minotaur generally begins a battle by charging at its opponent, head down and horns extended. The gorge minotaur gains a +4 bonus to hit on this initial charge (rather than the usual +2 for a charge action) and suffers a –2 penalty to its AC for 1 round, as usual; if it hits, its gore attack deals 4d8+9 points of damage.

Feats: Gorge minotaurs receive Brutish, Great Fortitude, and Slam as bonus feats.

Skills: Gorge minotaurs receive a +4 racial bonus on Spot and Listen checks and a +8 racial bonus on Sense Heading.

Gorge Minotaur Characters

Gorge minotaurs favor the warrior class. Minotaur spellcasters (even hybrid casters) are rare to nonexistent.





Gorgon

	Medium-Size Outsider (Evil)
Hit Dice:	24d8+168 (276 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., fly 60 ft. (good)
AC:	33 (+3 Dex, +20 natural)
Attacks:	2 claws +34 melee, 4 snake bites +29 melee
Damage:	Claw 4d6+15; snake bite 1d4 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear aura, stunning gaze, poison, spell-like abilities
Special Qualities:	Damage reduction 30/+5 and 10/—, disease immunity, resistances, see in darkness, SR 35, telepathy
Saves:	Fort +21, Ref +17, Will +17
Abilities:	Str 31, Dex 17, Con 25, Int 19, Wis 17, Cha 21
Skills:	Balance +15, Bluff +17, Channeling +31, Hide +27, Intimidate +35, Knowledge (planar travel) +16, Knowledge (any one) +16, Listen +27, Meditation +22, Search +16, Sense Motive +21, Sneak +15, Spellcraft +16, Spot +27, Taunt +29, Tumble +15, Undead Empathy +21
Feats:	Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (claws), Mobility, Power Attack, Riposte
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	24
Treasure:	Double
Alignment:	Always neutral evil
Advancement Range:	25–35 HD (Medium-size); 36–60 HD (Large)
Faction:	Usually Cazic-Thule

Description

Gorgons are hideous creatures that mix elements of a woman, a snake, and a vulture. They have a horrid human female's head and torso, but the body and wings of a very large, diseased vulture. Their heads are adorned with a writhing mass of venomous snakes rather than hair. A distinct odor of decay surrounds gorgons, who are decidedly corpse-like in appearance. A gorgon stands 6 to 7 feet high, with a wingspan of roughly 15 feet.

Gorgons are not native to Norrath, instead living on other planes of existence. They are most commonly found on the Plane of Fear in service to Cazic-Thule, though reports indicate their presence elsewhere as well. They are certainly consumed with a desire to cause fear; they loathe all other creatures equally and generally attack on sight. Gorgons are incapable of working with other creatures directly, but are occasionally forced by far more powerful beings (such as the dark gods) to serve as gatekeepers or guardians.

Combat

A gorgon is both a formidable melee combatant and a powerful spellcaster. Gorgons generally prefer to feel their talons ripping apart foes, so they engage in close combat whenever possible, using their spell-like abilities only if necessary. The fear aura and stunning gaze of a gorgon make it very difficult for fighters to deal with one in melee, forcing many groups to spread out and attempt to damage the gorgon at range. If possible, the gorgon moves to attack the nearest foe; only if she cannot reach a target will she resort to her spells, and do so grudgingly. A gorgon rarely leaves a fight, her hate driving her to attack until she tears all opponents to shreds.

Fear Aura (Su): This emanation continuously surrounds the gorgon in a 10-foot radius as a *fear* spell cast by a 24th-level enchanter. A Will save (DC 27) negates the effect. If the save is successful, that opponent cannot be affected again by the gorgon's fear aura for 24 hours.

Stunning Gaze (Su): Once per round as an attack action, the gorgon may turn her baleful glare upon any opponent within 30 feet; that target must make a Fortitude save (DC 27) or be *stunned* for 2d4 rounds.

Poison (Ex): Snake bite; Fortitude save (DC 29), initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Spell-Like Abilities: The gorgon's spell-like abilities (and the mana cost for each) are as follows: *allure* (40), *clarity* (13), *color skew* (10), *discordant mind* (40), *gasping embrace* (33), *mana sieve* (25), *nullify magic* (33), *shiftless deeds* (33). These spells are as the spells cast by a 24th-level enchanter (save DC 14 + spell level, or DC 15 + spell level for mind-affecting spells) with a pool of 192 mana.

Resistances (Ex): Gorgons receive bonuses of magic and sonic resistance (20), and acid, cold, fire, and poison resistance (40).

See In Darkness (Su): Gorgons can see perfectly in darkness of any kind, including magical darkness.

Telepathy (Su): Gorgons have the supernatural ability to communicate telepathically with any creature within 100 ft. so long as the creature speaks a language.

Feats: Gorgons receive Improved Critical (claws) as a bonus feat.

Skills: Gorgons receive a +4 racial bonus to Intimidate and Undead Empathy checks.

Graniteback

	Large Beast
Hit Dice:	12d10+60 (126 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	21 (–1 size, +1 Dex, +11 natural)
Attacks:	2 claws +17 melee, bite +12 melee
Damage:	2 claws 1d8+9, bite 1d6+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Surprising charge, rend 2d8+18
Special Qualities:	Scent
Saves:	Fort +13, Ref +9, Will +6
Abilities:	Str 29, Dex 13, Con 21, Int 6, Wis 14, Cha 8
Skills:	Climb +17, Hide +1*, Listen +11, Sneak +6, Spot +5, Tumble +7
Climate/Terrain:	Any forest or plains
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement Range:	13–24 HD (Large)
Faction:	None

Description

These large apelike creatures are found primarily in large mountain ranges, often far from any civilization. They stand about 10 feet tall, though tend to remain hunched down a foot or two, and can weight as much as 1,200 pounds. They have long claws and sharp teeth dark grey in color. Coarse gray and black hair covers their bodies, as well as extremely tough hides. As a result, they have an appearance similar to granite statues of apes, and their hides often turn aside an arrow point or sword thrust. This feature has led many scholars to believe the creatures are actually made of stone, although this is not the case.

Granitebacks live in loose communities that may cover four or five mountains, with the most powerful male defining the limit of his pack's range. Within that range, most graniteback males prefer to graze and hunt alone, while females and young travel in small groups. A mated pair travels together until its young are old enough to move around on their own. Most encounters with granitebacks, however, are with young males kicked out of a company for challenging the leader. Such solo granitebacks tend to be particularly aggressive and foolhardy, attacking anything that seems to challenge them.

Granitebacks are extremely intelligent for animals and occasionally even learn to use tools and (rarely) weapons. They have their own crude language and can learn to understand other languages, though their throats are not able to make the noises needed to speak such languages. Granitebacks do not build huts or tools of their own, though they will learn crude crafts if taught carefully. Only a graniteback taken from its kind very young, however, would ever sit still long enough to learn such a skill.

Combat

Granitebacks fight differently depending on their situation. Young, solo granitebacks tend to charge directly into combat with anything they see as a threat. They generally attack the largest target first, regardless of what harms them, and claw and bite at it until it is down or they are dead. Granitebacks defending their home from a perceived threat are much more cautious, often ambushing foes from above and grappling opponents that are too well protected for the granitebacks' teeth and claws to do damage. In defense of their young, adult granitebacks are fierce and coordinate their efforts well, tumbling past foes into more defensible positions or to flank powerful opponents.

Surprising Charge (Ex): A graniteback can take a charge action even when otherwise restricted to making only a move action. A graniteback need not charge in a straight line.

Rend (Ex): If a graniteback hits a single opponent with both claw attacks in the same round, it rends the target for additional 2d8+18 points of damage. A graniteback that pins a target by grappling can also rend automatically as an attack action each round.

Skills: Granitebacks receive a +6 racial bonus to Listen checks. *Granitebacks receive a +4 racial bonus to Hide checks in rocky, sparsely vegetated terrain.



Griffon

	Griffawn	Griffenne
	Medium-Size Magical Beast	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)	12d10+48 (114 hp)
Initiative:	+3 (Dex)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 80 ft. (average)	30 ft., fly 100 ft. (average)
AC:	17 (+3 Dex, +4 natural)	19 (–1 size, +2 Dex, +8 natural)
Attacks:	Bite +10 melee, 2 claws +5 melee	Bite +17 melee, 2 claws +12 melee
Damage:	Bite 1d8+3, claw 1d4+1	Bite 2d6+6, claw 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+1	Pounce, rake 1d10+3
Special Qualities:	Infravision, scent	Infravision, scent, damage reduction 5/+1
Saves:	Fort +8, Ref +8, Will +3	Fort +12, Ref +10, Will +5
Abilities:	Str 17, Dex 16, Con 16, Int 4, Wis 12, Cha 8	Str 23, Dex 15, Con 18, Int 7, Wis 13, Cha 10
Skills:	Jump +8, Listen +7, Spot +12*	Jump +14, Listen +11, Spot +15*
Feats:	Alertness	Alertness, Improved Initiative
Climate/Terrain:	Temperate hill and plains	Temperate hill and plains
Organization:	Solitary or clutch (2–4 and 1 griffenne)	Solitary, pair (1 griffenne and 1 griffon), or clutch (1 and 2–4 griffawns)
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	8–11 HD (Medium-size); 12–15 HD (Large)	13–18 HD (Large); 19–24 HD (Huge)
Faction:	None	None



Griffon

	Griffon	Grimfeather
	Huge Magical Beast	Huge Magical Beast
Hit Dice:	16d10+128 (216 hp)	33d10+297 (478 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 100 ft. (average)	30 ft., fly 150 ft. (average)
AC:	21 (–2 size, +1 Dex, +12 natural)	24 (–2 size, +1 Dex, +15 natural)
Attacks:	Bite +23 melee, 2 claws +18 melee	Bite +42 melee, 2 claws +40 melee
Damage:	Bite 4d6+9, claw 2d6+4	Bite 4d8+11, claw 2d10+5
Face/Reach:	10 ft. by 20 ft./10 ft.	10 ft. by 20 ft./15 ft.
Special Attacks:	Pounce, rake 2d8+4	Pounce, rake 4d6+5
Special Qualities:	Infravision, scent, damage reduction 10/+1	Infravision, scent, damage reduction 25/+3
Saves:	Fort +18, Ref +11, Will +6	Fort +27, Ref +19, Will +14
Abilities:	Str 29, Dex 13, Con 26, Int 7, Wis 13, Cha 10	Str 33, Dex 13, Con 28, Int 10, Wis 17, Cha 15
Skills:	Jump +17, Listen +12, Spot +16*	Intimidate +12, Jump +24, Listen +15, Spot +25*
Feats:	Alertness, Flyby Attack, Improved Initiative	Alertness, Cleave, Dodge, Flyby Attack, Improved Initiative, Mobility, Multiattack, Power Attack
Climate/Terrain:	Temperate hill and plains	Temperate hill and plains
Organization:	Solitary or pair (1 griffon and 1 griffenne)	Solitary
Challenge Rating:	9	16
Treasure:	None	None
Alignment:	Always neutral	Neutral
Advancement Range:	17–32 HD (Huge)	34+ HD (Huge)
Faction:	None	None

Description

Griffons are undisputed lords of the air in Norrath's vast plains. Sharing leonine and aquiline features, they are both majestic and fierce.

A griffon has the body of a lion and the forequarters and wings of an eagle. A typical adult male is nearly 18 feet long from nose to tail, with a majestic wingspan of nearly 40 feet. Its large, keen eyes can spot prey at a great distance — and virtually everything is prey to one of these creatures. Griffons are not too smart and compensate by being very aggressive.

An adult male griffon dominates a large area and allows no others to enter except members of his own family. It does not hesitate to attack creatures smaller than itself, whether or not they outclass it in combat.

Combat

Griffons use their aerial dominance when attacking. They prefer to dive or leap onto a foe, then rip at it with beak and front and back claws.

Pounce (Ex): A griffon that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Rake (Ex): A griffon that pounces on an opponent can make an additional two rake attacks (both using its claw attack bonus) that each deal the listed damage. If the griffon pounces on the target, it can also rake as part of the full attack.

Skills: All griffons receive a +4 racial bonus on Jump checks. *They also receive a +8 circumstance bonus on Spot checks made in daylight hours.

Feats: All griffons receive Alertness as a bonus feat.

Griffawn

Description

Griffawns are young griffons. While they have not yet come into the strength of their adult forms, they are still voracious and fear little. A griffawn is about the size of a young mountain lion, with a wingspan approaching 15 feet.

Griffenne

Description

Griffennes are adult female griffons. While not as large or powerful as adult males, they are no less ferocious. A typical griffenne is 12 feet in length, with a wingspan of 20 feet or more, and weighs nearly 3,000 pounds.

Griffons mate for life, and it is the females who are most protective of their home territory and who will attack intruders without warning — especially when young ones are in the nest.

Grimfeather

Description

Patriarch of the Karana griffons, Grimfeather roams the plains overseeing all his tribe and protecting the area. When any of his children (as he views all the griffons under his protection) are attacked and Grimfeather discovers it, he will track down the threat and destroy it. Fleeing Grimfeather's wrath is almost impossible. He is implacable, and his tremendous speed outpaces virtually every other being on Norrath.

Combat

Grimfeather is much more intelligent than the average griffon, as well as being a massive specimen of his kind (with a wingspan of nearly 50 feet). His preferred method of attack is to power-dive past an opponent, lashing out with his immense claws and leaving huge gashes in his wake. Once the foe has been whittled down thusly for a while, the griffon lord stops playing, springing upon his prey and rending it limb from limb.

Gust of Wind

	Large Elemental (Air)
Hit Dice:	26d8+130 (247 hp)
Initiative:	+16 (+12 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	33 (–1 size, +12 Dex, +12 natural)
Attacks:	Slam +30/+27/+24/+21/+18 melee
Damage:	Slam 2d8+9 and *daze* plus Blow Away proc
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Blow Away, air elemental strike
Special Qualities:	Elemental, fast recovery, damage reduction 25/+5, invisibility, cold immunity, electricity resistance (60), quick, improved evasion
Saves:	Fort +13, Ref +27, Will +9
Abilities:	Str 23, Dex 35, Con 20, Int 8, Wis 12, Cha 12
Skills:	Hide +16, Listen +21, Spot +21, Taunt +16, Tumble +17
Feats:	Dodge, Double Attack, Flyby Attack, Improved Dodge, Improved Initiative, Improved Slam, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	27–36 HD (Large); 37–52 HD (Huge)
Faction:	None

Description

Native to the Plane of Air, a gust of wind is an extremely powerful elemental. When it comes close to the barrier between the Plane of Air and the world of Norrath, a gust of wind actually causes winds to swirl about on Norrath, which has led scholars to label them with an unremarkable name. A gust of wind's appearance is similarly plain, as it looks like little more than a torso and rough arms made of constantly swirling wind and mist or perhaps of a thick fog. When encountered on its native plane, however, a gust of wind's power and danger are quite evident.

Gusts of wind tend to assume anything not native to the Plane of Air is hostile and often move to block or drive away such creatures. This reaction generally leads to a fight, and gusts of wind do not back down from confrontation. They are not driven by mortal desires such as greed or hunger, and thus they generally cannot be reasoned or negotiated with. Gusts of wind somehow brought to Norrath are very upset and often attack everything nearby in a rage.

Though a gust of wind is not driven by a desire to gather items or coin, the fact that they do occasionally fight mortal creatures and that they are made of solid, constantly swirling wind does mean a gust of wind often has items of value (and durability) present within its body.

Combat

A gust of wind prefers to fight high in the air or in a locale that puts land-bound creatures at a disadvantage. Otherwise, a gust of wind simply buffets whatever targets seem most dangerous. A gust of wind is well aware of how its blows tend to knock creatures about and so uses this situation to its advantage whenever possible. If seriously injured, a gust of wind flees.

Blow Away (Su): The slam attacks of a gust of wind can process a blasting effect (Proc DC 23). The effect is identical to the "blown away" effect of the gust of wind's air elemental strike. The target must make a Reflex save (DC 28) or suffer the blown away effect as described in the air elemental strike power.

Air Elemental Strike (Su): Once per round as an attack action, a gust of wind can unleash a blast of air that buffets, stuns, and knocks back an opponent. The effect has a range of 60 feet, and the gust of wind must have a clear line of effect to the target. The strike deals 4d10 points of damage and *stuns* the victim for 1 round; a successful Fortitude save (DC 28) reduces the damage by half and negates the stun effect. Further, the target must also make a Reflex save (DC 28) to avoid being blown away; the target gains a +2 bonus to this save for every size the creature is larger than the gust of wind, or a –2 penalty for every size it is smaller. On a failed Reflex save, a Large target is knocked prone and sent tumbling 1d4 x 10 feet, while a Medium-size or smaller target is blown back 2d6 x 10 feet. In either case, targets that are blown back in this way take 1d4 points of subdual damage per 10 feet traveled. Flying targets are sent 1d6+1 x 10 feet and take 2d6 points of subdual damage from being battered and buffeted about.

The air elemental strike will also extinguish torches or other unprotected flames up to the size of a Large bonfire in its line of effect and may have other effects depending on the situation, such as blowing over small boats, causing a blinding spray of sand from a desert dune, and so forth.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Invisibility (Su): As a standard action, gusts of wind can become invisible at will. This ability is otherwise identical to the *invisibility* spell, and the gust of wind becomes visible if it attacks or uses a supernatural ability.

Quick (Ex): A gust of wind's natural slam attack is treated as a quick weapon (delay 4).

Improved Evasion (Ex): If a gust of wind makes a saving throw against an attack that does only half damage on a successful Reflex save, the elemental takes no damage. If the gust of wind fails the save, it only takes half damage.

Feats: Gusts of wind receive Dodge, Double Attack, Improved Initiative, Riposte, and Weapon Finesse (slam) as bonus feats.

Skills: Gusts of wind receive a +4 racial bonus to Hide checks.



Harbinger

	Dronik	Josk
	Medium-Size Undead (Incorporeal)	**Medium-Size Undead (Incorporeal)**
Hit Dice:	26d12 (169 hp)	23d12 (149 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	40 ft.	40 ft.
AC:	15 (+3 Dex, +2 deflection)	17 (+3 Dex, +4 deflection)
Attacks:	Incorporeal touch +13 melee	Incorporeal touch +11 melee
Damage:	Incorporeal touch 1d8 and energy drain	Incorporeal touch 1d8 and energy drain
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities	Energy drain, spell-like abilities
Special Qualities:	Undead, incorporeal, +2 turn resistance, aura of undeath, cold and heat resistance (15), fast healing 10, mana recovery 3, rejuvenation, , greater specialization (evocation), wizard abilities	Undead, incorporeal, +4 turn resistance, aura of undeath, heat resistance (5), fast healing 10, mana recovery 3, rejuvenation, greater specialization (conjuration), necromancer abilities
Saves:	Fort +8, Ref +13, Will +21	Fort +7, Ref +10, Will +17
Abilities:	Str –, Dex 17, Con –, Int 28, Wis 18, Cha 15	Str –, Dex 16, Con –, Int 25, Wis 19, Cha 19
Skills:	Channeling +34, Knowledge (construction and engineering) +19, Knowledge (history) +24, Knowledge (iksar lore) +24, Knowledge (Kunark) +29, Knowledge (mysticism) +35, Knowledge (nature) +19, Knowledge (warcraft) +19, Language (Dragon) +13, Language (Elder Dragon) +13, Language (Kobold) +12, Language (Lizardman) +13, Listen +19, Meditation +38, Profession (harbinger) +22, Search +19, Spellcraft +35, Spot +19	Channeling +30, Knowledge (iksar lore) +15, Knowledge (Kunark) +15, Knowledge (mysticism) +30, Knowledge (religion) +17, Knowledge (undead lore) +21, Listen +17, Meditation +33, Profession (harbinger) +17, Spellcraft +30, Spot +17, Trade Skill (make poison) +20, Undead Empathy +30, Wilderness Lore +9
Feats:	Alertness, Combat Casting, Enlarge Spell-Like Ability, Heighten Spell-Like Ability, Iron Will, Leadership, Lightning Reflexes, Mental Clarity, School Specialization (evocation), Skill Talent (Channeling), Spell Focus (evocation)	Alertness, Combat Casting, Enlarge Spell-Like Ability, Extend Spell-Like Ability, Heighten Spell-Like Ability, Leadership, Mental Clarity, School Specialization (conjuration), Spell Focus (conjuration)
Climate/Terrain:	Warm aquatic, hills, and marsh	Warm aquatic, hills, and marsh
Organization:	Solitary	Solitary
Challenge Rating:	26	23
Treasure:	Standard	Standard
Alignment:	Discordant evil	Discordant evil
Advancement Range:	None	None
Faction:	None	None



Description

"Harbinger" is an honorific given to a rare few iksar who attain high levels of service to Cabilis, especially those who pursue the field of necromancy or serve as shadow knights. In an age now past, at the height of the iksar empire on Kunark, the same was true: harbingers were leaders among the iksar society. The calamitous end of the Kunark Empire, however, left some harbingers with their ambitions as yet unfulfilled. So it is with harbinger Dronik and harbinger Josk, powerful iksar spellcasters from another age, who have defied death and roam Norrath as spectral undead, still intent upon constructing an iksar empire to rule over Norrath's lesser races.

Expelled from Sebelis when Trakanon took the ruined city as his own, Dronik and Josk are yet drawn to the city they helped rule in life and therefore wander the southern jungles and swamps of Kunark plotting vengeance. Yet the madness of death has left these two bereft of the logic they possessed in life, such that they now see all races as enemies — even the iksar, who have become feeble in the eyes of these former harbingers. So all living races are potential targets when Dronik and Josk lead the spirits of other undead iksar into battle.

Combat

Energy Drain (Su): A living creature struck by a harbinger's touch attack receives a negative level. To remove this negative level after 24 hours, the target must make a Fortitude save (DC 10

+ 1/2 the harbinger's HD + the harbinger's Charisma modifier); both Dronik's and Josk's energy drain attacks have a save DC of 25.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

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

Aura of Undeath (Ex): Animals can sense the unnatural presence of harbingers at a distance of 30 feet and will never willingly approach to within that distance. An animal forced to be within 30 feet of a harbinger is *panicked* for as long as it remains therein.

Rejuvenation (Ex): Even if "destroyed," a harbinger will reconstitute itself in 2d4 days. The only way to destroy one permanently is through some unique means, as adjudicated by the GM.

Dronik

Combat

Dronik is a wizard of no small ability. When opposed, he leads with an *ice comet* spell and continues casting enormously destructive spells until all his opponents are dead.

Spell-Like Abilities: Dronik's spell-like abilities (and the mana cost for each, modified for his *greater specialization [evocation]* ability) are as follows: *annul magic* (13), *Atol's spectral shackles* (21), *force strike* (38), *gravity flux* (51), *ice comet* (61), *levitation* (10), *manaskin* (55), *see invisible* (4), *shield of the magi* (50), *thunderbolt* (45). These spells are as the spells cast by a 26th-level wizard (save DC 19 + spell level, DC 21 + spell level for evocation) with a pool of 468 mana.

Wizard Abilities: Dronik has the *quicken mastery* ability, as well as the *rapid casting* and *mana burn* greater wizardries, as the wizard class abilities (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Josk

Combat

Josk possesses the more customary powers of a harbinger: necromancy. He is always accompanied by a type 12 skeletal companion.

Spell-Like Abilities: Josk's spell-like abilities (and the mana cost for each, modified for his *greater specialization [conjuration]* ability) are as follows: *arch shielding* (33), *augment death* (33), *bond of death* (60), *cascading darkness* (45), *diamondskin* (39), *drain soul* (38), *invoke death* (74), *nullify magic* (8), *root* (5), *surge of enfeeblement* (17), *word of souls* (28). These spells are as the spells cast by a 23rd-level necromancer (save DC 17 + spell level, DC 19 + spell level for conjuration) with a pool of 322 mana.

Necromancer Abilities: Josk has the *fear storm*, *rebuke undead*, and *restore undead* death masteries, as the necromancer class abilities (see pages 70–71 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Haze Panther

	Large Magical Beast
Hit Dice:	20d10+80 (190 hp)
Initiative:	+8 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	24 (–1 size, +8 Dex, +7 natural)
Attacks:	2 claws +24 melee, bite +22 melee
Damage:	Claw 2d6+5, bite 2d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 2d8+2
Special Qualities:	Invisibility, scent
Saves:	Fort +16, Ref +20, Will +10
Abilities:	Str 21, Dex 27, Con 19, Int 7, Wis 18, Cha 10
Skills:	Balance +13, Climb +13, Listen +20, Sneak +23, Spot +10
Feats:	Alertness, Dodge, Mobility, Multiattack, Spring Attack
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	21–40 HD (Large)
Faction:	None

Description

Haze panthers are magical felines found primarily in the forests of Velious. In addition to being skilled and dangerous predators, haze panthers have the natural ability to warp light around them, making themselves invisible. When spotted by those able to see invisible creatures, haze panthers appear to be muscular cats made of solid fog. They are typically 7 to 9 feet long and can weight as much as 600 pounds, though they walk with a remarkably light step.

Haze panthers are predators that do not make a permanent lair except when raising young. When tired, a haze panther simply finds an isolated nook, often atop a rock or under tree roots, and goes to sleep. Its keen sense of smell and acute hearing generally warn it of approaching danger. Haze panthers tend to depend on scent and hearing far more than sight.

Haze panthers hunt when hungry, often ranging hundreds of miles over the course of a few weeks. They never travel in groups, and even a mated pair remains together for only a few days. A pregnant mother generally gorges for a few weeks, then goes into a hibernation-like state of sleep in a secure location for the remainder of the gestation. Young haze panthers are born invisible and remain in their birth lair for a full season. The mother haze panther hunts for them for a few months, but the young are eventually forced out to hunt on their own and quickly move away from one another.



Combat

Haze panthers always attempt to ambush foes. Their natural invisibility and great skill at moving silently often allow them to surprise foes successfully. Haze panthers almost always use spring attacks when facing multiple foes, but when engaging just one opponent, they often attempt to pounce upon and grapple a target as an opening attack. This tactic allows them to kill their prey at leisure once it has been pinned.

If badly injured, a haze panther flees from combat. It will run in jagged paths and through as many open areas as possible, making it difficult to follow.

Pounce (Ex): A haze panther that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action. If the haze panther pounces on the target, it can also rake as part of the full attack.

Improved Grab (Ex): A haze panther must hit with a claw attack to use this ability. If a haze panther can pin a target with its claws, it automatically bites for 2d8+7 points of damage each round and may make rake attacks until the target dies or escapes.

Rake (Ex): A haze panther that pounces on or pins an opponent can make two additional rake attacks (+24 melee) that each deal 2d8+2 points of damage.

Invisibility (Ex): Light shifts and reroutes around a haze panther, such that the creature is effectively invisible to the naked eye. While magical effects that grant see invisible will allow opponents to see the haze panther normally, the invisibility of the haze panther cannot be dispelled. All other physical manifestations of a haze panther's presence remain. For example, a haze panther still makes noise and physically disturbs the environment as normal.

Feats: Haze panthers receive Alertness and Multiattack as bonus feats.

Skills: Haze panthers receive a +4 racial bonus to Balance, Climb, Listen, and Sneak checks.

Holgresh

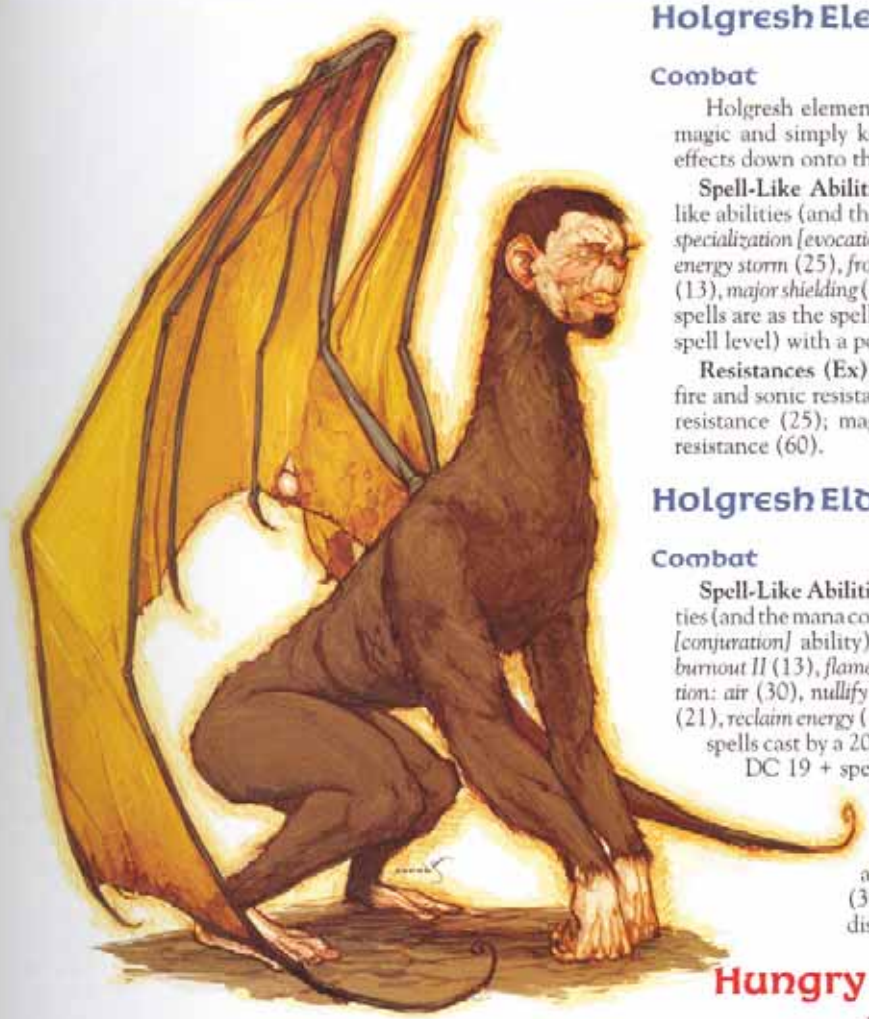
	Holgresh Conjurer Small Monstrous Humanoid	Holgresh Elementalist Small Monstrous Humanoid	Holgresh Elder Small Monstrous Humanoid
Hit Dice:	15d8+45 (112 hp)	15d8+45 (112 hp)	20d8+60 (150 hp)
Initiative:	+4 (Dex)	+4 (Dex)	+3 (Dex)
Speed:	20 ft., fly 50 ft. (average)	20 ft., fly 50 ft. (average)	20 ft., fly 50 ft. (average)
AC:	21 (+1 size, +4 Dex, +6 natural)	21 (+1 size, +4 Dex, +6 natural)	23 (+1 size, +3 Dex, +9 natural)
Attacks:	2 claws +17 melee, bite +12 melee	2 claws +17 melee, bite +12 melee	2 claws +21 melee, bite +16 melee
Damage:	Claw 1d6+1; bite 1d3	Claw 1d6+1; bite 1d3	Claw 1d6; bite 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities	Spell-like abilities
Special Qualities:	Damage reduction 10/+2, SR 25, resistances, greater specialization (conjuration)	Damage reduction 10/+2, SR 25, resistances, greater specialization (evocation)	Damage reduction 10/+4, SR 30, resistances, greater specialization (conjuration)
Saves:	Fort +8, Ref +13, Will +10	Fort +8, Ref +13, Will +10	Fort +9, Ref +15, Will +14
Abilities:	Str 13, Dex 19, Con 17, Int 20, Wis 13, Cha 10	Str 13, Dex 19, Con 17, Int 20, Wis 13, Cha 10	Str 10, Dex 16, Con 16, Int 24, Wis 15, Cha 12
Skills:	Channeling +22, Hide +15, Listen +9, Meditation +27, Sneak +11, Spot +9, Trade Skill (any one) +10	Channeling +22, Hide +15, Listen +9, Meditation +27, Sneak +11, Spot +9, Trade Skill (any one) +10	Channeling +27, Hide +15, Listen +12, Meditation +34, Sneak +11, Spot +12, Trade Skill (any one) +12
Feats:	Dodge, Extend Spell-Like Ability, Flyby Attack, Improved Dodge, Improved Parry, Mobility, Parry, Power Attack, Quicken Spell-Like Ability, School Specialization (conjuration)	Dodge, Extend Spell-Like Ability, Flyby Attack, Improved Dodge, Improved Parry, Mobility, Parry, Power Attack, Quicken Spell-Like Ability, School Specialization (evocation)	Dodge, Extend Spell-Like Ability, Flyby Attack, Improved Dodge, Improved Parry, Mobility, Parry, Power Attack, Quicken Spell-Like Ability, School Specialization (conjuration), Spell Focus (conjuration)
Climate/Terrain:	Warm forest	Warm forest	Warm forest
Organization:	Solitary, pair, or band (4–10 conjurers and elementalists plus 1–2 elders)	See conjurer	See conjurer
Challenge Rating:	13	13	17
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	By character class	By character class	By character class
Faction:	Holgresh	Holgresh	Holgresh

Description

Holgreshes are small, nimble simians with large, bat-like wings and prodigious magical talents. Most holgreshes stand no more than 3 feet tall, though they can be as big as 4 feet and weigh as much as 100 pounds. Holgreshes have short brown fur and a wide variety of wing colorations. They are physically stronger and more resilient than they appear, and their magic makes them far more powerful still.

Holgreshes live in a simple hunter/gatherer tribal society, where elder holgreshes command the respect and obedience of the tribe's younger members. They are fair craftsmen and able to make their own tools and some magic items, including mojo sticks, charged magical wands capable of emulating many arcane spells. Holgreshes are extremely territorial and aggressive, and often patrol the borders of their lands (and somewhat beyond) looking for intruders.

The holgreshes are native to the Wakening Land, a lush tropical valley — a lost world of sorts — found in the center of Velious' frozen tundra. Holgreshes have also been spotted on Faydwer and in remote parts of southern Odus.



Holgresh Elementalist

Combat

Holgresh elementalists have a natural affinity for evocation magic and simply keep their distance while raining damaging effects down onto their opponents.

Spell-Like Abilities: A typical holgresh elementalist's spell-like abilities (and the mana cost for each, modified for its *greater specialization [evocation]* ability) are as follows: *bonds of force* (12), *energy storm* (25), *frost shock* (17), *inferno shock* (20), *lightning bolt* (13), *major shielding* (13), *see invisible* (4), *thunder strike* (23). These spells are as the spells cast by a 15th-level wizard (save DC 15 + spell level) with a pool of 150 mana.

Resistances (Ex): Holgresh elementalists receive bonuses of fire and sonic resistance (10); acid, cold, electricity, and poison resistance (25); magic and sonic resistance (40); and disease resistance (60).

Holgresh Elder

Combat

Spell-Like Abilities: A typical holgresh elder's spell-like abilities (and the mana cost for each, modified for its *greater specialization [conjuration]* ability) are as follows: *barrier of combustion* (17), *burnout II* (13), *flame arc* (33), *greater shielding* (20), *lesser conjuration: air* (30), *nullify magic* (8), *phantom chain* (17), *rain of spikes* (21), *reclaim energy* (1), and *see invisible* (4). These spells are as the spells cast by a 20th-level magician (save DC 17 + spell level, DC 19 + spell level for conjuration) with a pool of 280 mana.

Resistances (Ex): Holgresh elders receive bonuses of fire and sonic resistance (10); acid, cold, electricity, and poison resistance (30); magic and sonic resistance (50); and disease resistance (100).

Combat

Holgreshes usually keep their distance from their opponents and rain destructive magic down until the opponent is incinerated.

Skills: Holgreshes receive a +4 racial bonus to Channeling and Meditation checks. *They receive a +4 racial bonus to Hide checks in darkened or shadowy conditions.

Holgresh Conjurer

Combat

Holgresh conjurers generally summon air elementals to fight for them and use their few direct-damage spells to harm opposing spellcasters and healers. They also sometimes have mojo sticks for use when their own mana runs low.

Spell-Like Abilities: A typical holgresh conjurer's spell-like abilities (and the mana cost for each, modified for its *greater specialization [conjuration]* ability) are as follows: *burnout II* (13), *greater summoning: air* (30), *inferno shield* (20), *phantom chain* (17), *rain of spikes* (21), *reclaim energy* (1), *renew summoning* (17), *see invisible* (4). These spells are as the spells cast by a 15th-level magician (save DC 15 + spell level) with a pool of 150 mana.

Resistances (Ex): Holgresh conjurers receive bonuses of fire and sonic resistance (10); acid, cold, electricity, and poison resistance (25); magic and sonic resistance (40); and disease resistance (60).

Hungry Cube

	Huge Ooze
Hit Dice:	20d10+160 (270 hp)
Initiative:	–4 (Dex)
Speed:	20 ft.
AC:	4 (–2 size, –4 Dex)
Attacks:	Slam +18/+12/+6 melee
Damage:	Slam 2d6+7 and 4d6 acid
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Acid, engulf
Special Qualities:	Blindsight, ooze, ponderous
Saves:	Fort +13, Ref +2, Will +1
Abilities:	Str 20, Dex 3, Con 24, Int –, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard (non-organic and nonmetal only)
Alignment:	Always neutral
Advancement Range:	21–35 HD (Huge); 36–60 HD (Gargantuan)
Faction:	None

Description

The hungry cube is a massive block of clear, acidic, carnivorous protoplasm. An average hungry cube is 10 feet to a side and weighs over 10,000 pounds. Though the cube is clear, it is extremely shiny and generally contains numerous bits of undigested stone and bone within it, making it fairly easy to spot. Hungry cubes dwell in large underground complexes, generally consuming large amounts of carrion and fungal matter. A hungry cube is also a

hunter, however, and attacks live prey whenever it can. Usually, an area inhabited by a hungry cube is soon devoid of animal life, and only the creature's size and inability to climb prevent it from moving on to other cave complexes.

Some groups use hungry cubes as guardians, and anyone who kills a guardian hungry cube is likely to lose faction with its owners.

Combat

Hungry cubes are not complex combatants, generally trying to engulf the nearest target to them each round. If a hungry cube fails to engulf any target for several rounds, it resorts to making slam attacks. If reduced to one-quarter or less of its total hit points, a hungry cube is likely to flee.

Acid (Ex): A hungry cube exudes an acidic enzyme that rapidly dissolves organic and metallic materials. Metallic and non-living organic materials take 80 points of acid damage for each full round of contact. Susceptible weapons that strike the cube must make a Reflex save (DC 27) or dissolve completely. Any melee hit on a living creature made by a hungry cube deals an additional 4d6 points of acid damage. Further, the hungry cube effectively has an [acid] damage shield (8).

The cube's acid does no damage to stone or glass.

Engulf (Ex): The hungry cube can simply engulf creatures smaller than itself. It cannot make a slam attack on a round it attempts to engulf. To engulf a target, a hungry cube need only move into its space. A target of an engulfing attack may make an attack of opportunity against the hungry cube, but doing so prevents the target from making a Reflex save (DC 27) to avoid being engulfed. Engulfed creatures are considered grappled and automatically take slam and acid damage every round. Creatures that make their Reflex save are pushed back or aside (player's choice) when the cube moves into their space.

A hungry cube can move engulfed targets around within its body, making room for more engulfed creatures. A hungry cube has room for one creature of its size or eight creatures of one size smaller. For every additional size smaller, a hungry cube can engulf eight times as many creatures.

Blindsight (Ex): Though a hungry cube is blind, it is extremely sensitive to sound and vibration, allowing it to be aware of prey and other objects within 60 feet.

Ooze: Immune to poison, sleep, paralysis, polymorphing, stunning, and attacks or spells of a mind-affecting nature. Not subject to critical hits and flanking.

Sluggish (Ex): A hungry cube's slam attack is treated as a slow weapon (delay 6).



Iron Guardian

	Large Construct
Hit Dice:	11d10 (60 hp)
Initiative:	+0 (Dex)
Speed:	30 ft. (can't run)
AC:	25 (–1 size, +16 natural)
Attacks:	2 slams +18 melee
Damage:	Slam 2d10+16 and *daze*
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved slam
Special Qualities:	Construct, damage reduction 10/–, magic immunity
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 33, Dex 11, Con –, Int –, Wis 10, Cha 2
Climate/Terrain:	Any land
Organization:	Solitary or cadre (2–5)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	12–24 HD (Large); 25–33 HD (Huge)
Faction:	None

Description

Iron guardians are large magical constructs made of articulated plates of thick iron. They vary somewhat in appearance, but are always roughly humanoid in shape; a typical iron guardian appears as a gaunt metallic humanoid, standing nearly 8 feet tall and weighing about 3,500 pounds. They are usually ornamented with spikes, ridges, horns, and runes, as well as images of open mouths, teeth, and weaponry. Their squat construction causes them to look like ogres in suits of decorative plate armor.

Iron guardians are built by the most advanced dark elf craftsmen and spellcasters to serve as the first line of defense for important strongholds and cities such as Neriak. These large constructs are cumbersome and not very fast, but they do an admirable job of dispensing with undesirable creatures in an area.

Iron guardians are not truly intelligent and must be given very explicit instructions regarding which creatures to ignore and which to kill. When used to guard an entrance, iron guardians are generally given a short list of creatures allowed past them and told to kill anyone else. When used to patrol an area, the iron guardians are told to allow all non-humanoids and all dark elves, ogres, and trolls to pass, but no one else. If specific members of those races are known to have betrayed the local government, their descriptions are given to the iron guardian to kill on sight. Similarly, if an individual outside of those races has convinced local dark elves he can be useful to them, his description may be given to the iron guardians to ignore. Although there is no limit to how many names and descriptions an iron guardian can keep track of, it uses no judgment in following those orders.

Combat

Iron guardians do not have the intelligence to use complex tactics or to maneuver for superior position in battle. If an iron guardian sees a creature it must kill, it marches forward and begins slamming, not stopping until the target (or itself) is destroyed. Iron guardians have no concern for their own well-being and always fight to their own destruction.

Improved Slam (Ex): Due to its great mass, an iron guardian may *daze* opponents with its slam attacks as if it had the Improved Slam feat.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning, and death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to by attacks or spells of a mind-affecting nature.



Magic Immunity (Ex): An iron guardian is immune to all spells, spell-like abilities, and magical and supernatural effects, except as follows. An electricity effect deals no damage to the iron guardian, but imposes 1 level of slow effect upon it for every 15 points of electrical damage from a single source or attack (round down); this slow effect lasts for 1 minute, and multiple *slow* effects stack, up to a maximum effect of slow (6). Thus, an iron guardian that takes 68 points of damage from an electrical attack suffers a slow (4) effect for 1 minute thereafter. If, 3 rounds later, it takes another 28 points of electrical damage, it effectively suffers a slow (5) effect for 7 more rounds, after which the effect reduces to slow (1) for another 3 rounds. Spells or effects designed specifically to rust or damage metal affect the iron guardian normally; furthermore, the construct gets no saving throw versus such effects.

Jack-O-Lantern

Medium-Size Undead

Hit Dice:	9d12 (58 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	19 (+4 Dex, +5 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d8+3 and life-sapping
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Cackle of fear, life-sapping
Special Qualities:	Undead
Saves:	Fort +5, Ref +7, Will +9
Abilities:	Str 17, Dex 19, Con —, Int 8, Wis 16, Cha 16
Skills:	Hide +15, Listen +12, Sneak +15, Spot +12
Feats:	Special Ability Focus (cackle of fear), Great Fortitude
Climate/Terrain:	Any land
Organization:	Solitary, pair, or group (3–8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always discordant evil
Advancement Range:	10–18 HD (Medium-size)
Faction:	None

Description

Jack-o-lanterns are human-sized figures made of twigs, straw, old clothes, and a pumpkin head that have been animated by an undead spirit. Some are actual scarecrows that have been possessed; others form out of pumpkin patches on moonless nights. All jack-o-lanterns can be distinguished from normal scarecrows by the bright yellow light that shoots forth from their carved faces, shining far more brightly than would a candle.

Jack-o-lanterns hate all living things, but wish to do more than kill. They desire to frighten living beings as much as possible. Scarecrows often surround targets before making their presence known, cackle to strike fear into their opponents, and then chase the panicked victims down.



Jack-o-lanterns are created when a farmer calls out to Cazic-Thule before his death, asking for vengeance. Sometimes the farmer is killed by brigands he wishes to slay, other times he starves to death because of blight or drought and wants to ensure no one else ever farms his lands. In either case, the jack-o-lantern often haunts the place of his death, not ranging more than a mile from it. Sometimes entire families become jack-o-lanterns, and the victims of jack-o-lanterns occasionally join the haunting as well.

Simply killing the corporeal body of a jack-o-lantern is not enough to end its haunting, as it reappears on the next moonless night. To ensure a place is no longer preyed upon by jack-o-lanterns, every scrap of every jack-o-lantern's body must be burned, as well as any pumpkins or pumpkin vines that grow there. The land must then be tilled and planted with a new crop. Only then are the jack-o-lantern spirits forced to give up their vengeance and give up the mortal coil.

Combat

Jack-o-lanterns prefer to play with their prey, sneaking up on them, damaging them just enough to hurt them, and then following them through the night. If facing a group of foes who are not panicked by its cackle, the jack-o-lantern tries to attack those targets who seem least experienced in melee, unarmed foes, and those with few weapons. Jack-o-lanterns fight without regard to their own safety, as they know they are likely to return on another night if destroyed.

Cackle of Fear (Su): Jack-o-lanterns can cackle at will, radiating a fear aura in a 10-foot radius. This is a free action. A Will save (DC 19) negates the effect. Once a creature successfully saves against the cackle, it cannot be affected by the same jack-o-lantern's cackle for 24 hours. The power otherwise works like a *fear* spell cast by an 8th-level necromancer.

Life-Sapping (Su): The jack-o-lantern may make a Proc check (DC 18) with each successful claw attack; if this check is successful, the target of the claw attack takes an additional 1d4 points of temporary Wisdom damage.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that does not specifically affect undead per the spell's description), and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Immune to attacks or spells of a mind-affecting nature.

Koalindl

	Tiny Magical Beast
Hit Dice:	1/4d8 (1 hp)
Initiative:	+0
Speed:	Swim 15 ft.
AC:	12 (+2 size)
Attacks:	Bite +0 melee
Damage:	Bite 1d2–4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Qualities:	Nife's justice
Saves:	Fort +2, Ref +2, Will +1
Abilities:	Str 2, Dex 11, Con 10, Int 2, Wis 20, Cha 2
Skills:	Listen +10, Sense Motive +10, Spot +10
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate aquatic
Organization:	Solitary, pair, or school (3–10)
Challenge Rating:	1/8 or 20
Treasure:	None
Alignment:	Always neutral good
Advancement Range:	None
Faction:	Priests of Life

Description

In the temple of Rodcet Nife in Qeynos resides the high priestess Jahnda, one of Rodcet Nife's greatest living servants. The pool beneath the temple is named after her: the Pool of Jahnda. In this pool swims a simple breed of fish, the koalindl.

"Some rare drinks call for ground fish as an ingredient. I intend to use the koalindl fish of Qeynos. It is said to be magical in nature. The problem with obtaining the Koalindl is that you must get them from Jahnda's Pool within the Temple of Life, and I hear that the members protect these fish ferociously."

— Gregor Nasin of Freeport

"The fish called Koalindl were a gift to High Priestess Jahnda from the Prime Healer. They come from the Plane of Health. To kill one Koalindl is to bring the wrath of Rodcet Nife and the Priests of Life upon you. The Pool of Jahnda is not meant for public use. It is a sacred pool created for the Koalindl. They say every so often the Prime Healer visits our plane in the guise of a Koalindl. He swims within our pool."

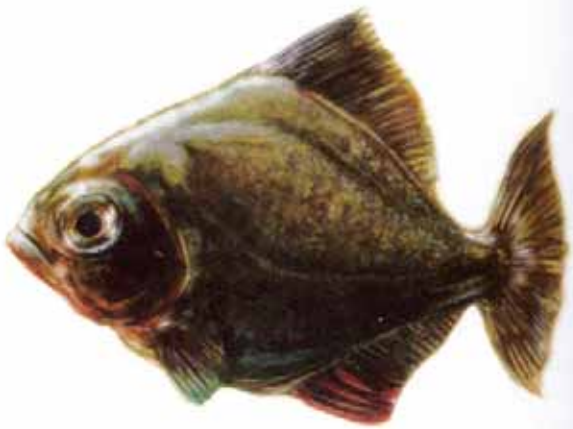
— Enic Ruklin of Qeynos, Guardian of the Pool of Jahnda

The koalindl's magical properties and its usefulness in crafting all manner of powerful items, however, leads many to tempt Rodcet Nife's vengeance by questing after the sacred fish.

Combat

Koalindl fish live happily in their pool, bothering no one. If someone should attack one, it will bite once in return; if the attack continues, it will attempt to swim away.

Nife's Justice (Su): Anyone who seeks to kill a koalindl fish must first make a Bluff check (opposed by the fish's Sense Motive check). If the Bluff check fails, the power of Rodcet Nife infuses the tiny fish: for the next hour, the koalindl receives a divine bonus of 400 hit points, SR 35, and damage reduction 20/–; in addition, it gains a +30 bonus to its bite attack and deals an extra 2d10 x 10 points of magic damage with each successful bite.





Kobold

	Standard Adult Small Humanoid (Kobold)	Highland Medium-Size Humanoid (Kobold)	Icepaw Medium-Size Humanoid (Kobold)
Hit Dice:	3d8+6 (19 hp)	19d8+95 (180 hp)	30d8+210 (345 hp)
Initiative:	+1 (Dex)	+3 (Dex)	+2 (Dex)
Speed:	30 ft., climb 20 ft.	30 ft., climb 30 ft.	30 ft., climb 30 ft.
AC:	17 (+1 size, +1 Dex, +5 natural)	28 (+3 Dex, +4 bamboo armor, +11 natural)	37 (+2 Dex, +4 magic leather, +19 natural)
Attacks:	2 claws +5 melee, bite +0 melee	2 claws +18 melee, bite +13 melee	2 claws +28 melee, bite +23 melee
Damage:	Claw 1d4+2, bite 1d4+1	Claw 1d8+4, bite 1d6+2	Claw 1d10+6, bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent, ultravision	Scent, ultravision	Scent, ultravision, damage reduction 20/+4 and 10/–, cold immunity, resistances
Saves:	Fort +3, Ref +4, Will +3	Fort +11, Ref +14, Will +9	Fort +17, Ref +20, Will +15
Abilities:	Str 14, Dex 12, Con 15, Int 8, Wis 14, Cha 4	Str 19, Dex 16, Con 20, Int 10, Wis 16, Cha 6	Str 22, Dex 14, Con 25, Int 11, Wis 17, Cha 7
Skills:	Climb +10, Listen +10, Spot +10, Wilderness Lore +5*	Climb +12, Listen +18, Spot +18, Wilderness Lore +9*	Climb +15, Hide +3*, Listen +22, Spot +22, Wilderness Lore +10*
Feats:	Alertness	Alertness, Combat Reflexes, Improved Critical (claws), Power Attack, Riposte	Alertness, Combat Reflexes, Great Fortitude, Improved Critical (claws), Iron Will, Power Attack, Riposte, Sunder
Climate/Terrain:	Temperate and cold mountains and hills	Temperate and cold mountains and hills	Cold mountains
Organization:	Solitary, pair, band (3–9), or tribe (10–40 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–7th level)	As normal kobolds	As normal kobolds
Challenge Rating:	1	11	19
Treasure:	Standard	Standard	Standard
Alignment:	Usually discordant evil	Usually discordant evil	Usually discordant evil
Advancement Range:	By character class	By character class	By character class
Faction:	Varies	Clan Kolbok	Velketor

Description

The typical adult kobold is a fur-covered, dog-headed creature ranging in height from 3 to 4 feet when standing on its retrograde hind legs. It has long arms ending with sharp claws, with which it fights while standing on its legs, but kobolds do run on all fours. The various species of kobold have widely differing fur coloration.

Kobolds exist as numerous species and can be found across all of Norrath. Despite their diversity, they tend to have a number of features in common. Kobolds usually live in simple societies in which might makes right. The strong rule over the weak, and sometimes the stronger is not another kobold, but some other being that has taken charge of that group of kobolds. Kobolds tend to be omnivorous, though they prefer meat — the rawer it is, the more they like it.

Kobolds have a clan home, but range widely across the lands claimed by their clan, hunting and marking new territory. Exploration and getting hurt are important parts of life. Kobolds without scars are considered sick in spirit. Sometimes clan members will turn and attack an unhurt kobold just to keep him or her "healthy."

Combat

Kobolds are aggressive and will attack anything deemed a threat to them and that they feel strong enough to take down. If an opponent looks too strong, kobolds pace at a wary distance, waiting for an opening or a moment of weakness. If seriously hurt, a kobold flees, trying to find a safe place to lick its wounds before continuing the hunt.

Skills: Kobolds receive a +4 racial bonus to Spot and Listen checks due to their extraordinarily keen senses. *When tracking by scent, a kobold receives a +2 racial bonus to Wilderness Lore checks.

Highland Kobold

Description

The highland kobolds have sharp black claws on their forepaws and legs, and stand nearly 6 feet tall. They are covered with light grayish fur along their arms and across their shoulders and down their legs, with solid white fur across their chest.

The highland kobolds live in the secluded Stonebrunt Mountains of Odus. There they live with the strongest shaman controlling them, though the most powerful shamans often vie for control. The highland kobolds also have continual skirmishes with the kerrans of the area.

Typical highland kobolds use the bamboo of the area to create intricate armor equivalent to a chain shirt. This armor is specially woven and cured, which gives it a peculiar blue tint. Some highland kobold tribes have begun metalworking, fashioning basic pieces of iron armor. Their unique method of smithing leaves the metals with an unusual etched pattern and a curious property of being resistant to magic.

Combat

Highland kobolds are doughty opponents and will attack viciously with claws and teeth or with any available weapon. If they get too wounded in battle, they will attempt to escape, though they will inevitably track their opponent(s) later to get revenge.

Highland Kobold Shamans

Combat

Exceptional highland kobolds who have pursued shamanistic ways use the following statistics in place of those given above for

typical highland kobolds. Where no alternate entry appears here, use the standard highland kobold stats.

Special Attacks: Spell-like abilities

Special Qualities: Scent, ultravision, alchemy mastery, spirit masteries

Saves: Fort +11, Ref +14, Will +10

Abilities: Str 18, Dex 16, Con 20, Int 12, Wis 19, Cha 6

Skills: Channeling +27, Climb +12, Knowledge (folklore) +10, Knowledge (nature) +11, Listen +23, Meditation +26, Spot +23, Trade Skill (alchemy) +31, Wilderness Lore +10*

Feats: Alertness, Combat Reflexes, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration)

Challenge Rating: 13

Spell-Like Abilities: A typical highland kobold shaman's spell-like abilities (and the mana cost for each) are as follows: *gale of poison* (33), *healing* (10), *insidious malady* (10), *scourge* (28), *spirit of Bih'Li* (20), *Togor's insects* (29). These spells are as the spells cast by a 19th-level shaman (save DC 14 + spell level) with a pool of 152 mana.

Spirit Masteries: A typical highland kobold shaman has the *hungry spirits* (x2) spirit mastery, as the shaman class ability (see page 73 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Icepaw Kobold

Description

The icepaw kobolds are covered with white fur and have sharp black claws. The icepaw kobolds are one of the groups of kobolds that serve a master not of their own race. The sorcerer Velketor has taken control of the icepaw kobolds and, through his magic, elevated them to creatures of monstrous prowess. The clan now serves Velketor by guarding the icy passages of his home in the Great Divide of Velious.

The icepaw kobolds make leather armor out of the great white-furred spiders that live in Velketor's labyrinth. Whether their priests know some means of enchanting the armor, the spider fur itself is magical, or Velketor's magic permeating the whole place is responsible, the spider fur armor they fashion is usually of at least +2 enhancement, weighing almost nothing. The more powerful versions of these armors can also enhance the abilities of their wearers.

Combat

Icepaw kobolds defend their lands and their master's home aggressively. They fight to the death, never running from a fight while breath remains in their bodies.

Resistances (Ex): Icepaw kobolds receive bonuses of acid, electricity, fire, and sonic resistance (20); disease, poison, and sonic resistance (40); and magic resistance (60).

Skills: *Due to their natural coloration, icepaw kobolds receive a +8 racial bonus to Hide checks in snowy or icy surroundings.

Icepaw Kobold Clerics

Combat

Exceptional icepaw kobolds who have pursued clerical studies use the following statistics in place of those given above for typical icepaw kobolds. Where no alternate entry appears here, use the standard icepaw kobold stats.

Special Attacks: Spell-like abilities

Special Qualities: Scent, ultravision, damage reduction 25/+5 and 10/–, cold immunity, resistances, greater specialization (abjuration), divine powers

Saves: Fort +17, Ref +20, Will +18

Abilities: Str 22, Dex 14, Con 25, Int 14, Wis 23, Cha 7

Skills: Channeling +40, Climb +14, Heal +21, Hide +12*, Knowledge (Great Divide) +12, Knowledge (mysticism) +12, Knowledge (religion) +12, Listen +33, Meditation +39, Spot +33, Trade Skill (any one) +16, Wilderness Lore +16*

Feats: Alertness, Combat Reflexes, Great Fortitude, Improved Critical (claws), Iron Will, Power Attack, Riposte, Sunder, School Specialization (abjuration)

Challenge Rating: 27

Spell-Like Abilities: A typical icepaw kobold cleric's spell-like abilities (and the mana cost for each, modified for its *greater specialization [abjuration]* and *celestial healer* abilities) are as follows: *annul magic* (12), *blessed armor of the risen* (42), *bulwark of faith* (53), *complete healing* (61), *heroic bond* (63), *immobilize* (13), *judgement* (54), *word of restoration* (135). These spells are as the spells cast by a 30th-level cleric (save DC 16 + spell level) with a pool of 360 mana.

Divine Powers: A typical icepaw kobold cleric has the *celestial healer*, *purify soul*, *receive divine aura*, and *rebuke undead* divine powers, as the cleric class abilities (see page 59 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).





Lava Beetle

	Large Magical Beast (Fire)
Hit Dice:	20d10+200 (310 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	31 (–1 size, +3 Dex, +19 natural)
Attacks:	Bite +24/+19/+14/+9 melee
Damage:	Bite 2d6+6 plus fiery bite proc
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Fiery bite
Special Qualities:	Fire subtype, heat aura, damage reduction 5/–, fast healing 10, blindsight 60 ft., infravision
Saves:	Fort +22, Ref +15, Will +6
Abilities:	Str 19, Dex 17, Con 30, Int 3, Wis 11, Cha 3
Skills:	Climb +12, Listen +12, Spot +12
Feat:	Improved Critical (bite)
Climate/Terrain:	Warm underground
Organization:	Solitary or pair
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	21–33 HD (Large); 34–60 HD (Huge)
Faction:	None

Description

The dragon Nagafen is rumored to have taken the common fire beetle and magically altered it to create the powerful lava beetles that now protect the outer portions of his lair and have since roamed throughout the Lavastorm Mountains and beyond. Other accounts report finding these magical beetles in other volcanic areas of Norrath, however, thus perhaps discrediting the Nagafen theory.

Lava beetles are typically 9 to 10 feet long and appear much like their smaller kin, the common fire beetle, with a yellow and orange carapace and black legs.

Combat

The lava beetle is an aggressive beast and will attack those creatures that enter into its territory with its mandibles.

Fiery Bite (Ex): The lava beetle may make a Proc check (DC 14) with each successful bite attack; if a check is successful, the target of the bite takes an additional (6d6) x 2 points of fire damage from the beetle's fiery mucus. This additional damage is not multiplied with a successful critical hit.

Fire Subtype: Fire immunity; double damage from cold except on a successful save.

Heat Aura (Ex): Lava beetles radiate scorching heat in a 10-foot radius, dealing 1d4 points of fire damage each round to all in that area. Further, they effectively gain the benefit of a [heat] damage shield (5) at all times. Any weapon that strikes the lava beetle takes 5 points of fire damage with each successful hit, as well.

Lava Duct Crawler

	Large Magical Beast (Fire)
Hit Dice:	25d10+325 (462 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., climb 30 ft.
AC:	34 (-1 size, +2 Dex, +23 natural)
Attacks:	Bite +31/+26/+21/+16/+11 melee
Damage:	Bite 2d8+9 plus boiling blood
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Boiling blood
Special Qualities:	Fire subtype, heat aura, damage reduction 10/–, fast healing 15, tremorsense, infravision
Saves:	Fort +27, Ref +16, Will +9
Abilities:	Str 23, Dex 14, Con 36, Int 7, Wis 13, Cha 5
Skills:	Climb +15, Hide +6, Jump +17, Listen +29, Sneak +10, Spot +29
Feats:	Alertness, Improved Critical (bite), Improved Initiative, Skill Talent (Jump), Weapon Focus (bite)
Climate/Terrain:	Warm underground
Organization:	Solitary, pair, or nest (3–6)
Challenge Rating:	19
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	26–35 HD (Large); 36–60 HD (Huge); 61–75 HD (Gargantuan)
Faction:	None

Description

The lava duct crawler is a spider-like creature about 6 feet across and 9 feet long, with light red fur covering its body and black chitinous legs. The lava duct crawler makes its home in volcanic regions, spinning webs across tunnels and ducts formed from past eruptions of lava. As with the lava beetle, some scholars postulate that the dragon Nagafen altered a simple giant spider to create the lava duct crawlers. Certainly, lava duct crawlers appear in considerable numbers around the Lavastorm Mountains, where Nagafen is said to reside.

The lava duct crawler is a hunting carnivore that lives off the flesh of other beings in the volcanic



caves: bats, beetles, or other humanoids that come its way. The lava duct crawler stores its food wrapped in webs, but its webs are quite fragile and cannot be spun fast enough to be effective in combat.

Combat

If a lava duct crawler senses a potential food source, it will attack with its powerful mandibles. On some occasions, if several food sources approach, a number of the lava duct crawlers will create a trap with their webs and attack en masse.

Boiling Blood (Su): The lava duct crawler injects a magically altered venom with each successful bite attack. Any creature bitten must make a Fortitude save (DC 35) or take an additional 6d10 points of fire damage each round for the next 10 rounds. A successful save reduces this damage by half (3d10 points per round). Boiling blood is considered a damage over time magic effect and can be dispelled as such with the appropriate spell and a caster check that exceeds the DC 35 of the effect. Like other damage over time effects, damage from each injection of boiling blood is considered one attack for purposes of overcoming a victim's fire resistance. No victim may have more than one boiling blood effect running concurrently; injections from subsequent bites on a victim already suffering from the effect are ignored.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Heat Aura (Ex): Lava duct crawlers radiate scorching heat in a 15-foot radius, dealing 1d6 points of fire damage each round to all in that area. Further, they effectively gain the benefits of a [heat] damage shield (8) at all times. Any weapon that strikes the lava duct crawler also takes 8 points of fire damage with each successful hit.

Tremorsense (Ex): Lava duct crawlers can sense the location of anything within 60 feet if it is touching the ground.

Skills: Lava duct crawlers receive a racial bonus of +8 to Hide, Jump, Listen, Sneak, and Spot checks.

Mermaid

	Mermaid Medium-Size Monstrous Humanoid (Aquatic)	Estrella of Gloomwater Medium-Size Monstrous Humanoid (Aquatic)
Hit Dice:	30d8+180 (315 hp)	45d8+270 (472 hp)
Initiative:	+5 (Dex)	+10 (+6 Dex, +4 Improved Initiative)
Speed:	Swim 60 ft.	Swim 60 ft.
AC:	35 (+5 Dex, +14 natural, +6 deflection)	40 (+6 Dex, +16 natural, +8 deflection)
Attacks:	Dagger +30/+26/+22/+18/+14	*+3 dagger* +48/+44/+40/+36/+32
Damage:	Dagger 1d3	*+3 dagger* 1d3+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, charm	Spell-like abilities, charm
Special Qualities:	Breathe underwater, damage reduction 10/–, SR 25, fast healing 5, resistances	Breathe underwater, damage reduction 10/–, SR 29, fast healing 5, resistances
Saves:	Fort +16, Ref +22, Will +24	Fort +23, Ref +30, Will +35
Abilities:	Str 10, Dex 21, Con 22, Int 23, Wis 25, Cha 23	Str 11, Dex 22, Con 22, Int 24, Wis 29, Cha 26
Skills:	Animal Empathy +14, Bluff +14, Channeling +47, Diplomacy +29, Knowledge (folklore) +21, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (local lore) +21, Knowledge (mysticism) +36, Knowledge (nature) +21, Listen +29, Meditation +41, Perform (singing) +47, Sense Motive +28, Spellcraft +34, Spot +29, Swim +20	Animal Empathy +31, Bluff +31, Channeling +62, Diplomacy +36, Knowledge (folklore) +27, Knowledge (geography) +27, Knowledge (history) +27, Knowledge (local lore) +27, Knowledge (mysticism) +57, Knowledge (nature) +27, Listen +36, Meditation +58, Perform (singing) +64, Sense Motive +40, Spellcraft +50, Spot +36, Swim +25
Feats:	Alertness, Combat Casting, Dodge, Enlarge Spell-Like Ability, Extend Spell-Like Ability, Heighten Spell-Like Ability, Improved Dodge, Iron Will, Spell Focus (all schools)	Alertness, Combat Casting, Dodge, Enlarge Spell-Like Ability, Extend Spell-Like Ability, Great Fortitude, Heighten Spell-Like Ability, Improved Dodge, Improved Initiative, Iron Will, Leadership, Mobility, Parry, Quest Spell-Like Ability, Spell Focus (all schools)
Climate/Terrain:	Any aquatic	Any aquatic
Organization:	Solitary or pair	Unique
Challenge Rating:	20	25
Treasure:	Standard	Double standard
Alignment:	Usually neutral	Neutral
Advancement Range:	By character class (bard, druid, enchanter)	By character class
Faction:	Phinigel Autropos	Phinigel Autropos

Description

Mermaids appear as beautiful, golden-haired, ivory-skinned women from the waist up, with the lower bodies of red-scaled fish. Prexus, the Oceanlord, created mermaids ages ago, but the same calamities that befell the Oceanlord's prized kedge race also befell the mermaids. Now, only a few exceptionally powerful mermaids — the favored of Prexus — survive in the depths of Norrath's waters.

Many mermaids have allied themselves with the last kedge, Phinigel Autropos, and reside with their lord in the depths of Kedge Keep in Dagnor's Cauldron on Faydwer. Others dwell deep in the oceans or in the secluded Siren's Grotto on Velious.

Mermaids eat various plants that grow underwater and cannot abide the taste of meat, fish or otherwise. They spend time during the day taking care of their underwater garden grottos and crystal gardens. For heavier work, such as construction or defense, they simply charm whatever males happen to be around. While this may be considered an evil pattern of behavior by some, it is simply a way of life for the mermaid. Given time, the charm will break

and, if the charmed being leaves, so be it — the mermaid will just find another "willing" helper. This mindset is almost entirely alien compared to that of landwalkers.

All mermaids speak a variety of languages, including Mermaid, Common, Dragon, Elder Dragon, Elder Elvish, Elvish, and Kedge. Undisputed masters of the ocean's secrets, they know the locations of sunken ships and even sunken lands from prior ages.



Combat

Mermaids attempt to out swim aggressors and use their druidic magic from a safe distance and their charm ability to turn one foe against another. If defending themselves from invaders, they will call upon sharks and other sea creatures to serve as a front line defense while they augment themselves, call for reinforcements, and then proceed to plague their opponents with their potent magic.

Spell-Like Abilities: The mermaid's spell-like abilities (and the mana cost for each) are as follows: *beguile animal* (28), *cancel magic* (5), *drones of doom* (23), *enduring breath* (6), *enveloping roots* (13), *firestrike* (26), *greater healing* (25), *see invisible* (4), *shield of spikes* (17), *skin like diamond* (33). These spells are as the spells cast by a 20th-level druid (save DC 19 + spell level) with a pool of 280 mana.

Charm (Su): Once every 3 rounds as an attack action, a mermaid may attempt to charm any one creature within 100 feet. The target must make a Will save (DC 31) or fall under the mermaid's complete control for 1d6 rounds. The mermaid may only have one creature at a time charmed through this ability.

Breathe Underwater (Ex): Mermaids breathe underwater; they cannot breathe air, although they can function normally out of water for up to 10 minutes at a time.

Resistances (Ex): Mermaids receive bonuses of acid and electricity resistance (30); fire, magic, and poison resistance (50); and cold, disease, and sonic resistance (100).

Skills: Mermaids receive a +8 racial bonus to Animal Empathy, Bluff, Channeling, Diplomacy, Perform (singing), and Spellcraft checks, and a +12 racial bonus to Swim checks. They gain skill ranks per HD as druids, rather than as monstrous humanoids.

Estrella of Gloomwater

Description

Estrella of Gloomwater is the leader of those mermaids that went to serve the last kedge and watch over and guard him. An especially beautiful mermaid, her magic is just as strong. Her morose demeanor is punctuated with volatile anger at all land dwellers. It is said she took her title of Gloomwater to remember that she is a sole survivor of a magic plague that surface dwellers wrought, a plague of Bertoxxulous that ages ago spread like black ink through the pristine waters of her ancestral home, killing her people wherever the gloomy water reached. She bears little love for surface dwellers and harbors a special hatred of necromancers.

Combat

Estrella fights much like her mermaid sisters. Due to her Leadership feat, she usually has numerous aquatic followers around her, and she is usually accompanied by at least two great sharks. She has the same combat abilities as other mermaids, with the following modifications:

Spell-Like Abilities: Estrella's spell-like abilities (and the mana cost for each) are as follows: *animal magic* (13), *bind affinity* (20), *call of Karana* (37), *entrapping roots* (33), *everlasting breath* (11), *gate* (12), *natureskin* (67), *scoriae* (42), *see invisible* (4), *shield of blades* (25), *superior healing* (39), *Tunare's request* (12), *wake of Karana* (67), *winged death* (58). Furthermore, Estrella may summon any creature to any point within 20 feet of herself as if by the wizard spell *decession* (mana cost 20); she need not be able to see the target of the *decession* to use this ability. Otherwise, these abilities are as the spells cast by a 30th-level druid (save DC 21 + spell level), with a pool of 540 mana.

Resistances (Ex): Estrella has bonuses of acid and electricity resistance (40); fire, magic, and poison resistance (60); and cold, disease, and sonic resistance (120).

Muddite

Small Elemental (Earth, Water)

Hit Dice:	8d8+40 (76 hp)
Initiative:	–1 (Dex)
Speed:	20 ft., burrow 10 ft. (wet earth only)
AC:	16 (+1 size, –1 Dex, +6 natural)
Attacks:	Slam +9 melee
Damage:	Slam 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mud globule
Special Qualities:	Elemental, fast recovery, damage reduction 4/–, immunities, cold and fire resistance (10), tremorsense
Saves:	Fort +11, Ref +1, Will +2
Abilities:	Str 15, Dex 8, Con 20, Int 10, Wis 11, Cha 6
Skills:	Listen +8, Profession (miner) +14, Search +7, Spot +8
Feats:	Improved Healing, Power Attack, Skill Talent (Profession [miner])
Climate/Terrain:	Warm or temperate mountains
Organization:	Solitary, pair, or cluster (3–8)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	9–16 HD (Small); 17–24 HD (Medium-size)
Faction:	Clan Runnyeye

Description

Muddites are strange humanoid creatures about 3 to 4 feet tall, made completely of mud and with no distinguishable features. Muddites move across their territory mining out dirt, clay, and occasionally metal ores to consume.

Recently, the goblins of Runnyeye have allied with the muddites in nearby canyons in central Antonica. The muddites supply the goblins with smithing materials, but what the muddites get from the goblins remains a mystery.

Muddites do not speak, but they can apparently communicate with each other through a language based on vibration patterns stamped out with their feet.

Muddites often carry around the clay and ore they have been mining, which can be quite valuable for forging or for selling to others who can use such materials. The clay of the muddite's body itself can also be used in the making of certain poisons.

Combat

Muddites attack those whom they believe to be intruding upon their territory. If damaged too badly, a muddite will attempt to escape to find reinforcements.

Mud Globule (Ex): Once every 1d4 rounds, the muddite may hurl a glob of sticky mud at the eyes of a target within 30 feet. The target must make a Reflex save (DC 13) or be blinded for 2d6 rounds or until he takes a full-round action (provoking attacks of opportunity) to wipe the mud from his eyes. Targets without (or with indiscernible) visual organs are immune to this attack.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Immunities (Ex): Muddites are immune to acid and disease damage.

Tremorsense (Ex): Muddites are blind, but they can sense perfectly the location of anything within 30 feet that is in contact with the ground.

Feats: Muddites receive Improved Healing and Power Attack as bonus feats.



Orc

	Crushbone Centurion	Deathfist Pawn	Ry'gorr
	Medium-Size Humanoid (Orc)	Medium-Size Humanoid (Orc)	Medium-Size Humanoid (Orc)
Hit Dice:	5d8+10 (32 hp)	1d8+1 (5 hp)	15d8+75 (142 hp)
Initiative:	+1 (Dex)	+0 (Dex)	+4 (Dex)
Speed:	30 ft.	20 ft. (hide armor), base 30 ft.	30 ft.
AC:	18 (+1 Dex, +4 chain shirt, +2 steel shield, +1 natural)	15 (+3 hide armor, +1 wooden shield, +1 natural)	22 (+4 Dex, +4 chain shirt, +4 natural)
Attacks:	Broad sword +8 melee	Short sword +3 melee	Greatsword +17/+11 melee
Damage:	Broad sword 1d10+4	Short sword 1d6+2	Greatsword 2d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5ft.
Special Qualities:	Ultravision	Ultravision	Ultravision, SR 22
Saves:	Fort +6, Ref +2, Will +2	Fort +3, Ref +0 ,Will +0	Fort +14, Ref +9, Will +7
Abilities:	Str 19, Dex 12, Con 15, Int 11, Wis 12, Cha 11	Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 11	Str 21, Dex 18, Con 20, Int 14, Wis 15, Cha 13
Skills:	Intimidate +2, Knowledge (warcraft) +2, Listen +5, Spot +5, Wilderness Lore +3	Intimidate +2, Knowledge (warcraft) +2, Listen +3, Spot +3	Intimidate +6, Jump +8, Knowledge (warcraft) +5, Listen +7, Spot +7, Trade Skill (usually blacksmithing or mining) +7
Feats:	Power Attack, Weapon Focus (broad sword)	Weapon Focus (short sword)	Cleave, Combat Reflexes, Power Attack, Weapon Focus (greatsword)
Climate/Terrain:	Any land	Any land	Any cold land
Organization:	Solitary, band (3–9), or tribe (10–40 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th or 5th level)	Solitary, band (3–12), or tribe (16–35 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–6th level)	Solitary, pair, band (3–18), or tribe (20–50 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–7th level)
Challenge Rating:	3	1/2	8
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually discordant evil	Usually orderly evil
Advancement Range:	By character class (ranger, shaman, or warrior)	By character class (ranger, shaman, or warrior)	16–18 HD (Large); and/or by character class (ranger, shadow knight, shaman, or warrior)
Faction:	Crushbone Orcs	Deathfist Orcs	Ry'gorr Clan Snow Orcs

Description

Along with giants, goblins, and ogres, orcs are one of the races created by Rallos Zek to serve in his armies and to conquer all the other races of Norrath. The orcs of that era were mighty warriors and many developed innate magic talents, learning to expand their power in orc academies. They built great empires and citadels as they spread their rule through might across many lands. Yet when the armies of Rallos Zek turned on the other gods, the orcs were struck down by the wrath of those gods. The orcs were driven from their cities and stripped of their knowledge and civilization. In a single day, the orcs were forced into primitive barbarism to ensure they would never again be a threat to the favored races of the gods they had dared to oppose.

Orcs are now divided into many different clans, each of which traces its lineage back to one of the legions of Rallos Zek. Each clan has slightly different physical traits and social organization, but some generalities can be made about them. Orcs are cruel, giving very little thought to the needs or feelings of any creature other than themselves. They believe they are superior to all other races, even those that made up the rest of Rallos Zek's armies. All orcs are aggressive and place great emphasis on personal combat skill. They also respect strength, and most orc leaders hold their positions only as long as they are able to prove themselves tougher than any of their underlings. Orcs are born fighters, and their societies are based on expanding their holdings through force. All orcs learn to fight as a group from an early age, but they also strive to become skilled solo combatants. An orc's station is determined almost exclusively by his ability to kill the foes of his clan, and even orc shamans (known as oracles) must prove their ability to kill to earn any respect.

Physically, orcs are thick and heavyset, with powerful muscles. Most stand between 6 and 6 1/2 feet tall and weigh around 300 pounds, though some clans are notably larger. They are barrel-chested and generally hairless, with tough, dark skin and large, powerful hands. Most orcs are born with a natural aptitude for weapons and carry the best arms and armor they can find, but the quality of their gear varies widely (depending on the skill of the individual orc and the wealth of his clan).

Though they no longer rule vast empires, the orcs have fought and clawed their way back to prominence in many areas. They are naturally driven to military maneuvers, and some still show signs of the innate magical powers they once possessed. Their history teaches them most of the lands other races claim are rightfully orc lands, and that Rallos Zek himself wants the orcs to reclaim their old glory.

All orcs speak Orcish. Many also learn one or two languages of their most common enemies, such as Barbarian or the Common tongue.

Combat

When fighting as a group, orcs are similar to wolves, working to draw out an enemy by engaging with just a few troopers, then attacking their foes' flanks and rear. Orc spellcasters do not stay back and cast from safety, instead charging into combat as viciously as any orc warrior. An orc fighting by itself strives to take down the most powerful enemy it can find, trying to use brute strength and weapon skill to kill a target in a direct battle, rather than using guile or stealth.

Skills: Orcs receive a +2 racial bonus to Intimidate and Knowledge (warcraft) checks.

Feats: Orcs may take the scent ability as a feat.

Crushbone Orcs

Description

Crushbone orcs are one of the largest remaining orc tribes, and they claim a fair section of the Greater Faydark as their own. They are locked in constant conflict with the wood elves of Kelethin and the high elves of Felwithe for control of the continent of Faydwer. The crushbone clan has a single great stronghold, also called Crushbone, and numerous smaller outposts throughout the northern section of Faydwer.

Crushbone orcs are particularly ruthless, employing torture and slavery as ways to subjugate their enemies and expand their society. They have few craftsmen of their own, depending on captured booty and on skilled elven and dwarven slaves to provide the materials and weapons they need. Young crushbone orcs, called pawns, have no place in their clan until they have killed at least one foe. Once they prove themselves in this way, they continue to gain power and rank only through combat, eventually earning the rank of centurion or legionaire. There is no law other than that of personal power within the crushbone clan, and their leader, Emperor Crush, holds his position with an iron fist.

Crushbone orcs are typical in size and strength, though their mightiest warriors can be as tall as 7 feet. Their dark charcoal-colored skin and their ultravision make them excellent nocturnal raiders.



Crushbone Prophets

Description

Very few crushbone orcs still possess the natural magic powers that were once common to their kind. Those few that do are known as prophets, and their spiritual powers grant them great respect within the clan. There is always a single prophet that rules over all others, known simply as the Prophet. The Prophet ensures that none of his underlings ever grow in power sufficiently to threaten him, and he supports Emperor Crush as a means to bolster further his own authority.

Combat

Exceptional crushbone orcs who have pursued shamanistic ways use the following statistics in place of those given above for typical crushbone orcs. Where there is no alternate entry given here, use the standard crushbone orc stats. Crushbone prophets use spells to slow their foes and buff themselves and their allies before engaging in melee combat. They generally resort to direct damage spells only to stop fleeing enemies or to damage those who remain out of reach.

Special Attacks: Spell-like abilities

Saves: Fort +6, Ref +2, Will +4

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

Skills: Channeling +10, Intimidate +7, Knowledge (warcraft) +4, Listen +6, Meditation +10, Spot +6, Wilderness Lore +5

Feats: Combat Casting, Weapon Focus (broad sword)

Challenge Rating: 4

Spell-Like Abilities: A typical crushbone prophet's spell-like abilities (and the mana cost for each) are as follows: *drowsy* (3), *fleeting fury* (2), *sicken* (5), *tainted breath* (7), *talisman of the beast* (4). These spells are as the spells cast by a 5th-level shaman (save DC 14 + spell level) with a pool of 40 mana.

Emperor Crush

Description

The undisputed ruler of the crushbone orcs, Emperor Crush is a mighty warrior with many kills to his name. He is ruthless and vicious, willing to do whatever it takes to destroy the elves that are a constant thorn in his side. He uses his troops without a care for their lives, held back from a constant all-out assault only by the need to have enough troops to conquer the rest of the world once Greater Faydwer falls to his rule.

Combat

Emperor Crush is better equipped than any other crushbone orc (with the possible exception of the Prophet), but since he is very hard on his equipment, the gear he has on him at any given moment may vary. The stat block below assumes he has no magic items, but Emperor Crush is actually likely to have double the standard number of items as treasure and to use any items he can to the best of his ability.

Emperor Crush, Male Crushbone Orc Warrior 6: CR 9; SZ Medium-size humanoid (6 ft., 6 in.); HD 5d8+20 (orc) plus 6d12+24 (War); hp 111; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (30 ft. unarmored); AC 22 (+2 Dex, +2 natural, +6 splint mail, +2 shield); Atk +15/+11/+7 melee (1d8+5; crit 17–20/x2, longsword); SQ berserking, Taunt +2, ultravision; AL DE; SV Fort +13, Ref +5, Will +4; Str 21, Dex 14, Con 18, Int 12, Wis 12, Cha 18.

Skills: Alcohol Tolerance +5, Climb +9, Intimidate +13, Jump +11, Knowledge (warcraft) +4, Listen +5, Spot +5, Taunt +12, Wilderness Lore +3.

Feats: Cleave, Combat Reflexes, Double Attack, Improved Critical (longsword), Improved Initiative, Parry, Power Attack, Weapon Focus (longsword).

Possessions: Splint mail, longsword.

Deathfist Orcs

Description

Deathfist orcs are a fairly typical example of an orc clan in decline. They have no great strongholds, are not well organized, and have not seen an especially effective leader in the past few generations. They also seem to have lost any of the innate magic that still flows in the veins of other orc tribes, for while they have a very few oracles, they lack any orcs with inborn magic talent. Though they are still widespread throughout the plains of the Commonlands, they pose no threat to the massive city of Freeport itself, just to its outlying communities and settlers in the Commonlands.

Deathfist orcs are slightly smaller than most orcs (rarely reaching 6 feet in height) and have a greenish tint to their skin. Like most orc clans, they place great importance on personal battle prowess. Young deathfist orcs are called pawns until they manage to slay a clan enemy, but, increasingly, pawns are killed more often than those they stalk. Lacking a strong home base, most deathfist orcs have gathered in roving bands of brigands and hunters struggling to scrape out a meager existence. Should the deathfist orcs ever manage to gather in one place, however, they might once again lay claim to their home territory and even lay siege to Freeport itself.

Ry'gorr Orcs

Description

The Ry'gorr clan of orcs is the most successful and powerful orc clan known on Norrath. They rule large sections of the Eastern Wastes on the continent of Velious and maintain diplomatic relations with the giants of Kael Drakkal and keep up a constant state of aggression against the Coldain dwarves of Thurgadin. The Ry'gorr are headquartered in a massive fort in the middle of the Eastern Wastes. They took the fort from retreating Coldain some generations ago.

The Ry'gorr are highly organized, with a standing army and a cadre of mystics, scouts, and oracles able to supplement their power. They have also developed their own craftsmen and traders, with miners and blacksmiths that produce high quality arms and armors. The Ry'gorr's relatively advanced society (by orcish standards) and the prowess of many of its members leads some bards and historians to wonder if the Ry'gorr were largely spared the wrath of the gods just as were the giants of Kael Drakkal, and perhaps for similar reasons. Legends run in Ry'gorr society that should the orcs ever leave the continent of Velious to take war to distant shores, the gods will destroy them at sea. Whether this legend stems from an ancient naval disaster in a natural storm or from an edict of the gods that the Ry'gorr would receive the gods' wrath should the orcs ever leave Velious remains unclear.

Ry'gorr society has a stringent set of laws outlining the rights and duties of every orc within the clan, and a clear hierarchy of leaders rules the clan with unrelenting edicts. While any Ry'gorr orc can gain position and power through battle, he must restrict himself to those foes the Ry'gorr leaders have declared suitable for such hunts. This list normally includes anything found within the Eastern Wastes without the leave of Lord Ry'gorr. An orc trying to progress by attacking creatures found elsewhere or through killing his superiors is treated as a traitor by the clan.

Ry'gorr orcs are generally larger than most orcs, with a few reaching an impressive 8 feet in height (and thus qualifying as size Large creatures). They are black in coloration and tend to have glossier skin. They are also stronger, tougher, and quicker than typical orcs, with chests and arms corded with powerful muscles.

Ry'gorr Mystics

Description

Although any Ry'gorr can take levels of the shaman class, a few have innate magic powers they can develop as well. Known as Ry'gorr mystics, these orcs are often advisors to the more powerful Ry'gorr oracles and Ry'gorr war chiefs. Ry'gorr mystics rarely take levels of the shaman class themselves, preferring to advance as warriors or rangers.

Combat

Exceptional Ry'gorr who have pursued shamanistic ways use the following statistics in place of those given above for typical Ry'gorr. Where there is no alternate entry given here, use the standard Ry'gorr orc stats. Ry'gorr mystics are no less able fighters than typical Ry'gorr and enjoy engaging in melee combat. They tend to use spells to increase their combat ability if possible and use ranged spells against targets only if they cannot reach their foes by other means.

Special Attacks: Spell-like abilities

Special Qualities: Ultravision, SR 22, alchemy mastery, spirit mastery

Saves: Fort +14, Ref +9, Will +9

Abilities: Str 21, Dex 18, Con 20, Int 16, Wis 20, Cha 13

Skills: Channeling +23, Heal +23, Intimidate +21, Jump +8, Knowledge (folklore) +10, Knowledge (mysticism) +10, Knowledge (warcraft) +8, Listen +11, Meditation +23, Sense Motive +13, Spellcraft +21, Spot +11, Trade Skill (alchemy) +23

Feats: Cleave, Combat Casting, Power Attack, School Specialization (alteration), Weapon Focus (greatsword)

Challenge Rating: 10

Spell-Like Abilities: A typical Ry'gorr mystic's spell-like abilities (and the mana cost for each) are as follows: *burst of strength* (3), *cancel magic* (5), *healing* (10), *listless power* (15), *poison storm* (21), *quickness* (13). These spells are as the spells cast by a 15th-level shaman (save DC 15 + spell level) with a pool of 150 mana.

Spirit Mastery: A typical Ry'gorr mystic has the *hungry spirits* spirit mastery, as the shaman class ability (see page 73 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Othmir

	Medium-Size Monstrous Humanoid (Othmir)
Hit Dice:	20d8+100 (190 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	30 ft., swim 50 ft.
AC:	34 (+7 Dex, +4 crustacean scale armor, +13 natural)
Attacks:	Spear +24/+20/+16/+12/+8 melee
Damage:	Spear 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 5/–, resistances, fast healing 5, lasting breath, evasion
Saves:	Fort +11, Ref +19, Will +16
Abilities:	Str 17, Dex 25, Con 20, Int 16, Wis 19, Cha 15
Skills:	Animal Empathy +15, Diplomacy +8, Listen +27, Perform (any one) +8, Profession or Trade Skill (any one) +9, Sense Heading +10, Sense Motive +16, Spot +9, Tumble +17, Swim +22
Feats:	Combat Reflexes, Double Attack, Improved Critical (spear), Improved Initiative, Improved Parry, Parry, Power Attack, Riposte, Swim-By Attack, Weapon Focus (spear)
Climate/Terrain:	Any cold aquatic, or cold mountains and plains near water
Organization:	Solitary, pair, band (3–12), or community (20–50 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–7th level)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Usually neutral good
Advancement Range:	By character class
Faction:	Othmir

Description

Othmir are upright otter-like humanoids, with thick brown fur covering their bodies and protecting them from the arctic waters in which they spend much of their lives.

"Othmir is the name given to my people by Prexus, the Ocean Lord. After the death of the Ocean Lord's first people, the kedge, he searched the seas for a creature worthy of his blessings. It was in this very bay that Prexus came across an industrious pack of sea otters. Pleased with the wisdom and intelligence of the passive and conservative creatures, he blessed them with his powers, enhancing the sea otters' finest physical and mental traits. That pack of sea otters became the first Othmir, who are the ancestors of my people."

— Chief Kalan

The othmir live a basically peaceful existence on the shores of the Cobalt Scar sea in Velious and other arctic coastal areas of Norrath. Occasionally, an aggressive bulthar will break the othmirs' reverie or a shark will attack a young othmir pup, but otherwise the othmir are a happy folk.

The othmir are ruled by a chieftain and guided by shamans. They count many artisans among them, and many othmir spend much time crafting fine colorful clothes. They enjoy new fashions from other lands, though such clothes rarely fit the othmir quite right and the effect is often humorous. The othmir seem undaunted by this situation and maintain their dignified manner wherever they go. Othmir craftsmen also have the unique skill of crafting an odd type of armor from the various shells they gather. They are willing to trade this armor to others, but not for free, of course. Othmir also enjoy fine beverages, making many unique brews themselves.

Othmir eat a simple diet of the fish they find in the sea. They speak their own language, but they do enjoy speaking Common quite often to those who will to talk with them.

Othmir shamans are trained from birth. Each pup is inspected during its first days by a shaman to determine if it has the spiritual strength required to be a shaman. If so, the pup is taken away; while it still has contact with its family, it is taught exclusively by the shaman in the ways of the spirits. Shamans guide their othmir tribes to the best places to hunt fish; they scan the weather so they know when storms are coming; and they help the chieftain make decisions for the welfare of the tribe.

The bulthar of the Cobalt Scar are the major enemy of the othmir who live on that inland sea. The physical might of the bulthar is superior to that of the othmir, but the magic of the othmir shamans and the speed of othmir warriors can close that gap quite quickly. The ulthorks used to pose a major threat to the othmir as well, but the majority of ulthorks have been pushed out of the Cobalt Scar area. Many bloody battles took place between the othmir and ulthorks back in those days, and such memories die hard and the othmir still remember. Othmir still handsomely reward those who can show proof of an ulthork's death. This death is usually proven by a complete ulthork tusk, and if one brings enough of them to the othmir, they will reward the bounty hunter with gems the othmir have stored away. They then use the horns to carve idols to Prexus, their ocean lord, to praise him for the bounty.



Combat

Othmir are passive and playful by nature. Faced with aggression, they will fight so long as they must to defend themselves and their wards or loved ones, but will otherwise break away as soon as possible.

Othmir crustacean scale armor is only as encumbering as studded leather, yet grants an armor bonus of +4 to AC.

Resistances (Ex): Othmir receive bonuses of acid, electricity, magic, and sonic resistance (20); disease, fire, and poison resistance (30); and cold resistance (50).

Lasting Breath (Ex): Othmir can hold their breath safely for up to 20 minutes at a time.

Evasion (Ex): Othmir have the rogue's evasion ability.

Skills: Othmir receive a +4 racial bonus to Sense Heading and Sense Motive checks and a +8 racial bonus to Animal Empathy and Swim checks. They may use their Dexterity modifier for Swim checks (rather than Strength).

Feats: Othmir receive Improved Initiative and Swim-By Attack as bonus feats. (Swim-By Attack functions exactly as Flyby Attack, except it applies underwater as opposed to in the air.)

Othmir Characters

Othmir have no favored class, but rangers, shamans, and warriors are common among them; stories have told of othmir paladins, but if they exist, they are quite unusual.

Pledge Familiar

	Medium-Size Humanoid (Dark Elf)
Hit Dice:	10d8 (45 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	19 (+4 Dex, +3 studded leather, +2 natural)
Attacks:	Rapier +11/+7 melee
Damage:	Rapier 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	*Tishan's clash*, backstab +4d6
Special Qualities:	Ultravision, bond of blood, evasion
Saves:	Fort +3, Ref +11, Will +3
Abilities:	Str 10, Dex 18, Con 11, Int 15, Wis 10, Cha 11
Skills:	Listen +8, Profession or Trade Skill (any one) +7, Spot +8
Feats:	Alertness, Improved Initiative, Weapon Finesse (rapier)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or coterie (3–8)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	By character class
Faction:	Mayong Mistmoore

Description

The vampire Mayong Mistmoore's personal thralls and consorts, pledge familiars are both male and female dark elves he has taken and changed into something more.

Unlike the pomp and ceremony that surrounds the addition of the new necromancers and warriors every year, pledge familiars are kidnapped or seduced into the vampire's service by his agents. The rituals of change for these servants require them to be unwilling, and many enter servitude bruised and battered from fighting all the way to the altar.

Once the change is complete, however, pledge familiars appear perfectly willing to serve and are even eager to please their lord. Some are sycophantic, and some serve with dignity, but all want nothing so much as to please their vampiric lord. They wait on Mayong Mistmoore at all hours and compete to do his bidding.

When not serving as guards for Mistmoore's holdings around Norrath or traveling abroad on their master's business, pledge familiars serve minor functionary positions in Castle Mistmoore or other manors and secret lairs of Mistmoore's agents. No task is below a pledge familiar if it might please its master: cleaning, cooking, and tending to minor repairs.

Combat

When they spot intruders, pledge familiars attempt to strike from the shadows with their backstab ability. They are not excellent combatants, but fight to the death to protect their lord's castle. The favored among pledge familiars carry magic weapons and armor.

***Tishan's Clash* (Sp):** Three times per day, a pledge familiar may cast *Tishan's clash*, as the spell cast by a 10th-level wizard.

Backstab (Ex): Pledge familiars have the backstab ability of a 12th-level rogue (+4d6 points of damage).

Bond of Blood (Su): From the moment the ritual transforms them, pledge familiars share a bond of their master's blood. This bond allows pledge familiars within 100 feet to speak telepathically with one another and to exchange vitality. This latter power allows a pledge familiar to heal another familiar by sacrificing its own hit points on a one-for-one point basis. Using the vitality exchange is a move action.

Evasion (Ex): Pledge familiars have the rogue's evasion ability.



Priest of Discord

Medium-Size Outsider

Hit Dice:	25d8+100 (212 hp)
Initiative:	+4 (Dex)
Speed:	60 ft.
AC:	34 (+4 Dex, +20 natural)
Attacks:	*+2 quarterstaff* +35/+31/+27/+23/+19
Damage:	*+2 quarterstaff* 1d6+16
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, enraging gaze
Special Qualities:	Damage reduction 30/+5 and 16/—, immunities, resistances, fast healing 10, SR 35, change form, see in darkness, telepathy
Saves:	Fort +18, Ref +18, Will +23
Abilities:	Str 27, Dex 18, Con 19, Int 24, Wis 29, Cha 20
Skills:	Bluff +27, Channeling +32, Diplomacy +27, Gather Information +30, Heal +28, Hide +29, Knowledge (mysticism) +31, Knowledge (religion) +31, Listen +37, Meditation +37, Search +31, Sense Motive +34, Sneak +29, Spellcraft +31, Spot +37
Feats:	Cleave, Combat Reflexes, Double Attack, Power Attack, Riposte, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	27
Treasure:	Standard
Alignment:	Always discordant neutral
Advancement Range:	26–30 HD (Medium-size)
Faction:	None

Description

The mysterious creatures known as priests of discord can be found in almost every major city of Norrath. They generally take the appearance of dark, brooding humans, but can change their appearance to match any humanoid race (though their eyes are always yellow and unblinking). Although their true purpose is unknown, each priest of discord seems to choose a single city to make its home, wandering that city's streets endlessly.

Priests of discord do not cause trouble directly, but they do preach anarchy and violent resolution to conflicts to any who care to talk with them. These priests never initiate such discussions, but once a person begins to talk with the priest, it promotes a world view in which only violence can solve problems and allow people to find the true measure of their worth. Still, their advice is always uncannily insightful and useful, even if it always involves bloodshed. Nonetheless, desperate men and women, from cuckolded husbands to rulers of besieged nations, have consulted the priests and followed their wisdom, letting the end justify the bloody means.

For their part, priests of discord seem to serve no political or moral agenda apart from violence. A priest of discord helps a paladin make plans to slay evil giants to ensure the safety of a village just as happily as it tells a necromancer the best way to kill off a whole village in search of a good corpse for his next experiment.

Priests of discord do not answer any other form of question, simply refusing to speak to anyone who takes a conversation away from conflict. They ignore anyone who seeks to gain any other information from them.

Many clerics believe priests of discord are servants of an as yet unknown god or are perhaps even somehow connected to Rallos Zek, servants of that god who were banished from their home plane when he was imprisoned. Others claim the priests of discord are simply spirits of violence given physical form — that they are created by the constant strife between factions on Norrath and will remain until peace reigns in all lands. Once many city guards tried to kill or imprison priests of discord that appeared in their streets, but the priests' great power, coupled by the fact that a slain priest is generally replaced by another of his kind within a week, has led most government forces to ignore the beings and try to educate their populace to do the same.



Combat

Priests of discord never initiate a fight, no matter how they are threatened or taunted. Once they are physically attacked, however, they retaliate with overwhelmingly deadly force. They generally attack with their staves (which usually bear at least a +2 enhancement and may have other magical properties as well) in melee combat while casting a quickened spell each round.

Spell-Like Abilities: The priest of discord's spell-like abilities (and the mana cost for each) are as follows: *annul magic* (13), *bind affinity* (20), *divine barrier* (17), *divine light* (58), *gate* (12), *immobilize* (13), *reckoning* (42), *sound of force* (20), *word divine* (50), *yaulp IV* (1). These spells are as the spells cast by an 25th-level cleric (save DC 19 + spell level) with a pool of 450 mana. The priest of discord may freely cast any of its spells as if modified with the Extend Spell or Quicken Spell feats (but not both), and it need not spend any additional mana for these metamagic effects.

Enraging Gaze (Su): Once every 1d4 rounds as a free action, a priest of discord may use a gaze attack upon any one creature within 100 feet. If the target fails a Will save (DC 27), it mindlessly attacks the nearest being with its most effective form of attack available, whether spell, weapon, or special ability; this mindless rage lasts for 3 rounds. Enraging gaze is a supernatural, mind-affecting ability.

Immunities (Ex): Priests of discord are immune to disease and poison and to all mind-affecting magic.

Resistances (Ex): Priests of discord have bonuses of acid, electricity, and sonic resistance (25); fire and magic resistance (50); and cold resistance (90).

Change Form (Su): At will, a priest of discord may change its form to that of any Medium-size humanoid as a free action, once per round. The priest of discord retains all of its special abilities, and it does not gain any special abilities of the new form. In any form, however, the priest of discord retains its glowing yellow, unblinking eyes.

See In Darkness (Su): Priests of discord have the supernatural ability to see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Priests of discord may communicate telepathically with any creature within 100 feet as long as that creature speaks a language.

Quillmane

	Large Magical Beast
Hit Dice:	17d10+68 (161 hp)
Initiative:	+3 (Dex)
Speed:	60 ft., fly 120 ft. (perfect)
AC:	17 (–1 size, +3 Dex, +5 natural)
Attacks:	2 hooves +21 melee, bite +16 melee
Damage:	Hoof 1d8+5; bite 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Kick 2d8+7, spell-like abilities
Special Qualities:	Flight, scent, fast recovery, resistances, SR 21, ultravision
Saves:	Fort +16, Ref +15, Will +15
Abilities:	Str 20, Dex 16, Con 19, Int 15, Wis 26, Cha 15
Skills:	Animal Empathy +7*, Balance +10, Jump +17, Knowledge (nature) +7, Listen +20, Sense Motive +18, Spot +20, Wilderness Lore +10
Feats:	Alertness, Flyby Attack, Great Fortitude, Improved Healing, Iron Will, Lightning Reflexes
Climate/Terrain:	Any temperate forest, hills, or plains
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	18+ HD (Large)
Faction:	None

Description

Quillmane is the unique pegasus that is a favored creation of Xegony, goddess of the air. Some claim that the enchanted beast has created broods of lesser pegasii by mating with normal horses, but these rumors are unconfirmed. Quillmane has been spotted by travelers in virtually every temperate region of Norrath, but most commonly grazes on the Plains of Karana. He allows those that are worthy to take his fallen wing feathers and discover the benefits of the aerial magic contained therein. It is said these feathers allow the winged horse to float on air and that Quillmane only uses his wings to maneuver and propel himself, not for lift. Naturally, some of Norrath's less worthy citizens are happy to hunt the prized pegasus, seeking to take his feathers as a magical trophy.

Combat

Quillmane abstains from combat if possible, fleeing from confrontation by means of his great speed and aerial agility. When attacked, he fights back with his natural attacks and spell abilities. A creature holding one of Quillmane's pinion feathers may levitate at will, as the spell, for a total of 5d20 hours before the magic of the feather is depleted.

Kick (Ex): As part of a full attack action, Quillmane may make an additional kick attack at any opponent directly behind him. This melee attack (at a +16 attack bonus) deals 2d8+7 points of damage.

Spell-Like Abilities: Quillmane's spell-like abilities (and the mana cost for each) are as follows: *beguile animal* (28), *cancel magic* (5), *endure magic* (7), *fury of the air* (25), *levitation* (10), *lightning bolt* (14), *lightning strike* (25), *scale of wolf* (13). These spells are as the spells cast by a 17th-level caster (save DC 18 + spell level) with a pool of 272 mana.

Flight (Ex): Quillmane's flight is aided by his magical wing feathers; even when sorely wounded, as long as he has at least one feather remaining, he may fly perfectly well.

Resistances (Ex): Quillmane receives bonuses of disease and poison resistance (15) and cold and electricity resistance (30).

Skills: Quillmane receives a +4 racial bonus to Balance and Sense Motive checks, and a +12 racial bonus to Jump checks; furthermore, he has no maximum distance limit when jumping. *Quillmane receives a +20 racial bonus to Animal Empathy checks when dealing with equine creatures.



Racnar

	Huge Beast
Hit Dice:	30d10+150 (315 hp)
Initiative:	+3 (Dex)
Speed:	50 ft.
AC:	30 (–2 size, +3 Dex, +19 natural)
Attacks:	Bite +30 melee, 2 claws +28 melee
Damage:	Bite 4d6+10, claw 2d6+5
Face/Reach:	10 ft. by 15 ft./15 ft.
Special Attacks:	Trample 3d6+15, rend 4d6+20, improved grab, swallow whole
Special Qualities:	Damage reduction 7/–, scent
Saves:	Fort +22, Ref +20, Will +13
Abilities:	Str 31, Dex 16, Con 21, Int 5, Wis 16, Cha 4
Skills:	Climb +13, Listen +23, Spot +9, Wilderness Lore +10*
Feats:	Multiattack, Power Attack, Run
Climate/Terrain:	Warm forest and mountains
Organization:	Solitary, pair, or band (3–6)
Challenge Rating:	15
Treasure:	None
Alignment:	Always neutral
Advancement Range:	31–46 HD (Huge); 47–60 HD (Gargantuan)
Faction:	None

Description

Racnars are among the most dangerous and ravenous creatures in all Norrath. Powerful lizard-like creatures with great toothy maws, long, thick tails, and powerful clawed legs, they are largely bipedal and may achieve great speeds when running (using their tails for balance). Racnars have relatively short forearms, with viciously curved claws they can use to rend or hold their prey. Their hides are generally dark green or grey and very tough. Racnars also have a very keen sense of smell as a result of enlarged nasal cavities, evidenced by a large bump on the top of their muzzles.

Racnars hunt alone when young, but as they grow older they often form familial bonds with mates and other mated couples. These bands track and hunt together, allowing them to bring down almost any prey. So terrible was the threat of large racnar packs that they were hunted nearly to extinction by parties of giants and powerful spellcasters seeking to make the racnars' territories safer. Though a few racnars still exist in the wild, most are now kept as guards by extremely powerful groups, such as the dragons of the Ring of Scale in Kunark.

Combat

Racnars generally begin combat with a trample attack. Whatever target is most injured by the trample attack is identified as easy prey, and the racnar attacks it next. Racnars like to grab prey in their jaws and rend with their claws for a round before swallowing a target. If faced with multiple opponents, a racnar tries to bite and swallow one while clawing and rending all others. Racnars are fearless in combat and do not leave a fight for any reason.

Trample (Ex): A racnar can trample over targets at least two sizes smaller than itself simply by moving through their spaces. It must travel in a straight line, up to its normal maximum speed, to do so. Targets of a trample may take an attack of opportunity against the racnar, but doing so prevents them from making a Reflex save (DC 30) to avoid being trampled. A target that elects not to save or that fails its save takes 3d6+15 points of damage; a successful save indicates half damage.

Rend (Ex): If a racnar hits a single opponent with both claw attacks in the same round, it rends the target for additional 4d6+20 points of damage. A racnar that pins a target by grappling with its bite can also rend automatically as an attack action each round.

Improved Grab (Ex): A racnar may use this ability with both bite and claw attacks. If it gets a hold, it can try to swallow its victim.

Swallow Whole (Ex): A racnar may swallow any creature that is two or more size categories smaller than itself if it succeeds at a grapple check. Once swallowed, the victim takes 2d6+10 points of crushing damage and 1d8 points of acid damage each round. The acid damage is treated as a single damage-over-time attack for purposes of a victim's acid resistance, if any.

Swallowed victims can cut their way out by dealing 30 points of slashing damage to the racnar's gut (AC 20). Any such opening seals up due to muscular action immediately after it is cut, so each swallowed opponent must cut her own way out.

The racnar's stomach can hold two Medium-size, four Small, or sixteen Tiny or smaller creatures at one time.

Feats: Racnars receive Multiattack, Power Attack, and Run as bonus feats.

Skills: *Racnars receive a +8 bonus to Wilderness Lore checks when tracking by scent.



Reanimated Hand

	Large Undead
Hit Dice:	14d12 (91 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	16 (–1 size, +7 natural)
Attacks:	Slam +13/+8 melee
Damage:	Slam 2d6+10 and *daze*
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, trample 1d8+10
Special Qualities:	Undead, damage reduction 10/+2, language mastery, blindsight 60 ft.
Saves:	Fort +4, Ref +6, Will +10
Abilities:	Str 25, Dex 11, Con –, Int 20, Wis 12, Cha 13
Skills:	Channeling +18, Climb +2, Knowledge (mysticism) +19, Listen +12, Meditation +26, Spellcraft +19, Spot +12, Trade Skill (any one) +12
Feats:	Cleave, Enlarge Spell-Like Ability, Improved Initiative, Improved Slam, Lightning Reflexes, Mental Clarity, Parry, Power Attack, Quicken Spell-Like Ability
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually orderly neutral
Advancement Range:	15–34 HD (Large); 35–42 HD (Huge)
Faction:	None

Description

A reanimated hand is an enormously large hand and wrist, often adorned with appropriately sized jewelry. It walks on its fingertips and often uses its middle finger as a quadruped would use its head (although any one of its fingers can actually serve this function).

The origins of reanimated hands are murky at best. Many accept that when the gods cursed the giants and stripped them of their magical power following Rallos Zek's unsuccessful invasion of the Planes of Power, the gods found it difficult to remove all vestiges of magic from the greatest and most powerful giant spellcasters, so they stripped these titanic giants of their hands as well as the majority of their innate magic. As the stories go, enterprising necromancers since discovered some of these amputated hands and reanimated them into servants. If this version of the hands' origins is true, then some portion of the ancient giants' magical talent yet remains in these hands, providing them with considerable sorcerous abilities.

To lend credence to such tales, reanimated hands often dwell where mighty necromancers or their allies reside: in abandoned castles, dungeons, and other ruins.



Apparently lacking sensory organs, reanimated hands nonetheless can somehow see, hear, and smell as well as any creature with a normal anatomy. Not having a mouth, however, reanimated hands possess no spoken language.

Combat

Reanimated hands are not aggressive, but fight to protect their homes from intruders. They are intelligent combatants and target enemy spellcasters first, using the *invisibility* spell to move behind groups for attack, casting their offensive spells, and then trampling if they run out of mana. They generally reserve at least 2 mana in case they should need to use *fade* as an escape tactic.

Trample (Ex): A reanimated hand can trample Medium-size or smaller creatures for 1d8+10 points of damage. Opponents who opt not to make attacks of opportunity against the reanimated hand can attempt a Reflex save (DC 17) for half damage.

Spell-Like Abilities: The reanimated hand's spell-like abilities (and the mana cost for each) are as follows: *cancel magic* (5), *enstill* (10), *eye of Zomm* (5), *fade* (2), *invisibility* (5), *lightning bolt* (14), *major shielding* (13), *pillar of fire* (14). These spells are as the spells cast by a 14th-level wizard (save DC 15 + spell level) with a pool of 140 mana.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Language Mastery (Ex): Reanimated hands can understand all spoken languages (though they cannot speak) and can read and write in any language with complete mastery.

Blindsight (Ex): A reanimated hand's entire body functions as a sensory organ, allowing it to sense prey and other objects within 60 feet through scent, vibration, and body heat.

Skills: Reanimated hands receive a +4 racial bonus to Meditation checks; however, they receive a –6 racial penalty to Climb checks.

Risen Commander

	Medium-Size Undead
Hit Dice:	22d12 (121 hp)
Initiative:	+2 (Dex)
Speed:	20 ft. (chainmail), base 30 ft.
AC:	24 (+2 Dex, +7 chainmail, +5 natural)
Attacks:	Slam +16/+12/+8 melee; or masterwork greatsword +18/+13/+8 melee
Damage:	Slam 2d6+8; masterwork greatsword 2d6+8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Terrifying aura, harm touch, spell-like abilities
Special Qualities:	*Raise legion*, damage reduction 20/+3, immunities, resistances, SR 20, infravision, see invisible, undead
Saves:	Fort +7, Ref +9, Will +15
Abilities:	Str 21, Dex 14, Con –, Int 15, Wis 14, Cha 15
Skills:	Channeling +13, Jump +15, Knowledge (warcraft) +10, Listen +12, Meditation +13, Ride +13, Spot +12, Taunt +13, Undead Empathy +7
Feats:	Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Mounted Combat, Parry, Power Attack, Ride-By Attack, Weapon Focus (greatsword)
Climate/Terrain:	Temperate and warm land
Organization:	Solitary (plus animated "legion")
Challenge Rating:	14
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	23–44 HD (Medium-size); 45–66 HD (Large)
Faction:	None

Description

Lurking in places they were commanded to defend in life, risen commanders continue their grim vigil into undeath, leading undead soldiers to protect long-fallen sites.

Usually formed from the corpses of warrior heroes (or anti-heroes) slain in wars against the gods, risen commanders emerge from the grave imbued with dark power. Even if they were good creatures in life, the horror of transformation in a risen commander has changed it in its unlife. Though a risen commander retains its memories from life, its personality is permanently twisted by deep paranoia. The creature believes that anyone, dead or alive, who comes into its vicinity is an attacker and must be dispatched, either through fear or death.

Risen commanders often gather the bones and bodies of dead creatures into one area where they can quickly be animated into a "legion" to protect the site from an army of invaders. The risen commander treats his small squad of undead charges like an entire legion of troops, shouting orders and exhortations as if waging a large, fierce campaign. In most cases, these skeletons and zombies are no more sophisticated than skeletons and zombies without a commander, though they follow a risen commander's orders to the best of their abilities. These undead are not even all necessarily of humanoid stock: a risen commander will collect the carcass or skeleton of any dead creature as long as it does not need to leave its post to do so, and it often counts the bones of some creature it might use as an undead mount among its collection.

Combat

As a first line of defense against intruders, a risen commander uses its fear ability to force intruders to run away. It then raises a legion if it does not already have one standing ready and leads its undead troops into combat.

If they do not have more effective weapons at hand, risen commanders strike with their bony, mailed fists, doing an extraordinary amount of damage; many, though, still carry any magic weapons they bore in life. They invariably wear chainmail of at least +2 enhancement.

Terrifying Aura (Su): A risen commander can radiate a fear aura in a 10-foot radius as a free action. A Will save (DC 24) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same risen commander's aura for 24 hours. The power otherwise works as the *invoke fear* spell.

Harm Touch (Su): A risen commander may use the shadow knight's harm touch class ability once every 2d4 rounds, with a Fortitude save DC of 10 + 1/2 the commander's HD + the commander's Intelligence modifier. The risen commander deals 3 points of damage per HD with this attack.

Spell-Like Abilities (Su): A typical risen commander's spell-like abilities (and the mana cost for each) are as follows: *abduction of strength* (1), *banshee aura* (10), *scream of death* (0), *shroud of hate* (10), *shroud of pain* (17). These spells are as the spells cast by an 18th-level caster (save DC 12 + spell level) with a pool of 72 mana.

Raise Legion (Su): At will, as a standard action, a risen commander may animate 2d6 HD of skeletons or zombies using bones or corpses within 30 feet. These undead are controlled by the risen commander (unless turned or rebuked by some other) and carry out its orders to the best of their ability until destroyed or until the commander releases them, at which point they crumple back into their dead state. The commander may not have more than 12 HD of these undead legionnaires under his control at any given time.

Legionnaires are usually humanoid, but occasionally the risen commander uses the remains of an animal or some more unusual creature. Normally, the legion consists of Medium-size skeletons or zombies with only 1 or 2 HD. Yet if the remains of a more powerful creature are placed within the risen commander's reach, he can animate it instead, provided he can animate enough HD; if the 2d6 animation roll does not meet the required HD to animate a more powerful legionnaire, the *raise legion* attempt fails for that round.

Immunities (Ex): Risen commanders are immune to cold damage. They suffer only half damage from slashing or piercing attacks.

Resistances (Ex): Risen commanders receive bonuses of acid, electricity, fire, magic, and sonic resistance (20).

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.



Sarnak

	Large Monstrous Humanoid
Hit Dice:	10d8+30 (75 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	19 (–1 size, +1 Dex, +4 chain shirt, +5 natural)
Attacks:	Large longsword +11/+6 (or 2 claws +11 melee), gore +6 melee; or Large longsword +9/+4 (or 2 claws +9 melee), gore +4 melee, slam +9 melee
Damage:	Large longsword 2d6+2; claw 1d4+2; gore 1d8+1; slam 1d6+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Damage reduction 3/–, resistances, SR 15, ultravision
Saves:	Fort +6, Ref +8, Will +8
Abilities:	Str 15, Dex 13, Con 17, Int 13, Wis 13, Cha 8
Skills:	Listen +14, Search +11, Spot +14, Trade Skill (any one) +11
Feats:	Alertness, Parry, Power Attack, Slam
Climate/Terrain:	Any land
Organization:	Solitary, band (2–5), company (6–24), or collective (20–40 plus 60% noncombatants plus 1 3rd-level leader per 20 adults and 1 chieftain of 4th–7th level)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Sarnak Collective

Description

The sarnak are a race of lizard-like creatures with an expanding empire on the continent of Kunark, spanning from the Overthere to the Lake of Ill Omen to the sarnak fortress of Chardok in the Burning Woods. A typical sarnak stands between 7 and 8 feet tall and weights close to 500 pounds. They have hard scaled hides that range in color from dull yellow to orange, brown, red, and rarely even purple. Sarnak have lean, muscular builds with long necks and ridged tails that can reach as long as 6 feet. Their hands and feet have long claws that can be used as weapons but are still delicate enough to allow for fine manipulation. Sarnak also have a a large set of curling horns.

Sarnak are an artificial race, made by mixing the blood of dragons and iksar in an arcane ritual. They were created by the iksar emperor Atrebe to serve as warriors and servants during the height of the iksar empire. When the empire was destroyed, the sarnak fled from their masters' homes. Though the iksar presumed the sarnak to have died out, in truth the crossbreed race gathered in the Burning Woods and set about building their own nation. The sarnak have yet to expand much past the western half of Kunark; however, they have taken over Chardok, a former iksar stronghold that now serves as the capitol of the new sarnak kingdom, known as the Sarnak Collective. The sarnak intend to conquer their old masters the iksar, the dragons, the other races of Kunark, and in time the whole of Norrath itself.

Sarnak are well designed for conquest. They are a powerful and resilient race with enough magic in their veins to follow the path of nearly any arcane class. The Collective is run efficiently by those sarnak that have proven themselves as warlords, oracles, and spellcasters. They have their own schools of battle and magic, where legions of warriors, shadow knights, and arcane casters are trained to work together and overcome any foe. Although they do not progress through these classes any faster than other races, sarnak are driven by a society that rewards only achievement to reach as high a level as possible and as quickly as possible.Of course, not every sarnak supports the Collective so enthusiastically. There are sarnak rebels who seek to start their own empire apart from the Collective. In recent times, some of these sarnak bands have decided to leave Kunark for other continents where "weaker" races offer less competition for the new sarnak empires-in-the-making.

Sarnak speak both Dragon and Iksar.

Combat

Sarnak have developed many different combat techniques depending on their needs. Those with strong fighting skills tend to pick a single target and keep hammering at it until it falls. Sarnak spellcasters are more likely to enter melee than the casters of other races, depending on their natural weapon skill and toughness to protect them. When sarnak work together, they tend to split their attention between the most powerful melee fighter and the spellcasters supporting him, leaving other targets alone until those have been dealt with.

Resistances (Ex): Sarnak receive bonuses of acid, cold, electricity, fire, and sonic resistance (5); magic and poison resistance (10); and disease resistance (20).

Sarnak Characters

Sarnaks' favored classes are cleric and warrior; they may also be enchanters, magicians, necromancers, rangers, rogues, shadow knights, or wizards.

Sarnak Clerics

Combat

Exceptional sarnak who have pursued clerical studies use the following statistics in place of those given above for typical sarnak. Where no alternate entry appears here, use the standard sarnak stats.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 3/–, resistances, SR 15, ultravision, divine power

Saves: Fort +6, Ref +8, Will +10

Abilities: Str 15, Dex 13, Con 17, Int 14, Wis 17, Cha 8

Skills: Channeling +13, Heal +8, Knowledge (local lore) +7, Knowledge (religion) +7, Listen +10, Meditation +10, Spot +10

Feats: Alertness, Combat Casting, Power Attack, Slam

Challenge Rating: 7

Spell-Like Abilities: A typical sarnak cleric's spell-like abilities (and the mana cost for each) are as follows: *cancel magic* (5), *furor* (3), *light healing* (5), *stun* (6), *symbol of Transal* (9), *yaulp* (1). These spells are as the spells cast by a 7th-level cleric (save DC 13 + spell level) with a pool of 42 mana.

Divine Power: A typical sarnak cleric has the *receive divine aura* divine power, as the cleric class ability (see

page 59 in Chapter 3:Classes of the *EverQuest: Player's Handbook*).

Kly

Description

The largest faction of sarnak on Kunark apart from the Collective is the Thralls of Kly, which controls and does research in the Crypt of Dalnir. These enigmatic sarnak claim they are led by a sarnak who was a slave to the iksar outcast wizard Dag, who created the Forge of Dalnir during the time of the iksar emperor Atrebe. Although it seems unlikely a sarnak could have survived the years since Atrebe, the Thralls of Kly are convinced their master is close to discovering a great magic within the Crypt, granting them the power needed to conquer the world.

Perhaps their zealous beliefs are not unfounded. The Kly are feared for their ability to command the minds of others, enslaving them to their will. Most who venture too near the Kly stronghold in the Warsliks Woods of Kunark end up joining the small army of mind-slaves that serve the Kly, fodder for their experiments in creating crossbred life forms. Where the Kly gained this ability is unknown, but what troubles the iksar leaders in Cabilis is whether the Kly will unlock yet more devastating powers through their pursuits.



Combat

Most Kly make highly proficient spellcasters (their favored classes are enchanter, necromancer, and wizard). They will use both their existing mental slaves to provide a line of defense against attackers, as well as their coercion power to turn one of their opponents against the others, and then the Kly will rain down destructive magic upon the remaining foes.

Kly use the following statistics in place of those given above for typical sarnak. Where no alternate entry appears here, use the standard sarnak stats.

Special Attacks: Coercion

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

Faction: Thrall of Kly

Coercion (Su): Once per day, a Kly sarnak may attempt to control mentally any creature within 60 feet whose number of HD does not exceed the Kly's own. The target must make a Will save (DC 10 + 1/2 the Kly's HD + the Kly's Charisma modifier) or fall under the influence of a *charm* (as the spell) for 1d4 rounds. If a creature falls under the sway of the same Kly's coercion ability a second consecutive time, the duration of the charm effect is 1d4 minutes rather than 1d4 rounds; the third time, the duration is measured in hours rather than minutes; the fourth time, in days; the fifth, in weeks; then months, years, decades; finally, on the eighth consecutive failure, the charm becomes permanent (until willingly broken by the Kly or successfully dispelled by another caster). At any point, a successful save breaks the progression, and the coercion starts anew at 1d4 rounds' duration.

Normally, a Kly sarnak can have only one creature charmed in this way at a time, and a temporarily charmed creature counts as a pet; however, once a creature is permanently charmed, the sarnak is then free to charm another creature. There is no limit to the number of permanently coerced creatures a sarnak may have under his sway. Coercion is both a gaze attack and a mind-affecting compulsion.

Scaled Wolf

	Medium-Size Beast
Hit Dice:	3d10+12 (28 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Bite +7 melee, 2 claws +2 melee
Damage:	Bite 1d8+5, claw 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 21, Dex 14, Con 19, Int 4, Wis 12, Cha 5
Skills:	Listen +4, Sneak +6, Spot +4
Climate/Terrain:	Any desert and plains
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	4–7 HD (Medium-size), 8–9 HD (Large)
Faction:	None

Description

Scaled wolves are ferocious and solitary creatures found in Kunark's deserts. They resemble wolves in basic body shape, but are actually reptilian creatures with tough, scaly hides, long fangs and claws, and a ridge of spines running down their backs. Scaled wolves are generally greenish in color, with yellow or white spines and horns. A typical scaled wolf is 6 feet from nose to tail tip and weighs close to 350 pounds, but extraordinary specimens can grow as large as 12 feet.

Scaled wolves always travel alone and are primarily scavengers. Though ferocious in combat, scaled wolves prefer to steal kills from other creatures rather than hunt for themselves. They usually scare off creatures feeding at carrion, but will attack other scavengers to get at a good meal. Only when very hungry do scaled wolves hunt for themselves, and then they attack the smallest and weakest looking prey they can find.

Because they prefer easy meals, scaled wolves often attack prey already fighting for its life. Two or more scaled wolves joining an ongoing fight, attacking whichever side seems closest to death, is not unusual. Once they have killed the losing combatant, the scaled wolves attempt to drive off any creature trying to eat the kill, including other scaled wolves. This reaction sometimes leads to a feeding frenzy as scaled wolves kill one another off, then fight over the corpses, leading to further killing.

Scaled wolves mate only once a year and very briefly. The mother remains fully active until just a day or two before laying a clutch of 4 to 8 eggs, each about the size of a large man's fist. She buries the eggs in sand or dirt, away from shade, so the sun keeps them warm. The female then leaves and the eggs are vulnerable to other scavengers for 4 to 7 weeks, after which time they hatch. Scaled wolves only eat the eggs of their own kind when near starvation.

Young scaled wolves hatch fully formed but small, and grow to half their adult size within a month. The young scatter to feed and never act as a pack. Most scaled wolves do not survive their first few weeks of life, but those that make it to 3 or 4 feet in size generally survive for several years.

Some travelers to Kunark have returned to their home continents with scaled wolf eggs, intent on breeding the animals as guardians or exhibiting them as curiosities to paying crowds.



Combat

Despite avoiding combat when possible, scaled wolves are relentless fighters once forced to fight. If injured, a scaled wolf goes into a rage, biting and clawing any target within reach and refusing to back down. While it is sometimes possible to drive off a scaled wolf by yelling or waving firebrands about, once the creature is damaged at all it fights to the death.

Rage (Ex): A scaled wolf that takes damage in combat goes into a berserk rage the next round. While in the rage, the scaled wolf gains a +4 morale bonus to Strength and Constitution and suffers a –2 circumstance penalty to AC. The rage lasts until the scaled wolf is dead or has killed all targets that have injured it.

Seafury Cyclops

	Seafury Cyclops	Quag Maelstrom
	Huge Giant	**Huge Giant**
Hit Dice:	21d8+189 (283 hp)	29d8+319 (450 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	40 ft., swim 30 ft.	40 ft., swim 30 ft.
AC:	26 (–2 size, +3 Dex, +15 natural)	29 (–2 size, +3 Dex, +18 natural)
Attacks:	Slam +25/+20/+15; rock +8/+3/–2 ranged	Slam +35/+30/+25/+20/+15 melee; rock +14/+9/+4/–1/–6 ranged
Damage:	Slam 2d8+18 and *daze*; rock 2d8+12	Slam 3d8+24 and *daze*; rock 2d8+16
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15ft.
Special Attacks:	Improved grab, rock hurling	Improved grab, rock hurling, mana siphon
Special Qualities:	Damage reduction 8/–, fast healing 5, SR 25, weakened vision	Damage reduction 10/–, fast healing 10, SR 30, weakened vision
Saves:	Fort +21, Ref +10, Will +8	Fort +27, Ref +12, Will +12
Abilities:	Str 35, Dex 17, Con 29, Int 6, Wis 12, Cha 6	Str 43, Dex 16, Con 32, Int 8, Wis 16, Cha 8
Skills:	Listen +5, Spot +2, Swim +20	Listen +12, Spot +8, Swim +24
Feats:	Improved Slam, Power Attack	Cleave, Great Cleave, Improved Slam, Power Attack
Climate/Terrain:	Temperate or warm aquatic (coastal or island)	Temperate aquatic (island)
Organization:	Solitary, pair, family (3–5 plus 30% noncombatants), tribe (7–21 plus 30% noncombatants plus 1 warrior of 5th–7th level)	Leader-type
Challenge Rating:	12	17
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Neutral evil
Advancement Range:	By character class	By character class
Faction:	None	None

Description

When the giant races were decimated by the gods following Rallos Zek's doomed campaign into the Planes of Power, perhaps none were so affected by the ensuing divine wrath and punishment as the seafury giants, cursed by Prexus the Oceanlord for preying upon his beloved Kedge with their devastating long-range attacks during their military campaigns. To symbolize the giants' lack of foresight (in preying upon the Oceanlord's beloved), Prexus plucked out one eye from all of the giants, depriving them of the ability to judge distances accurately. He also enfeebled their minds, thereby removing their arcane abilities, and deposited them in the middle of the Ocean of Tears so that he might always keep watch over them.

Seafury cyclopes typically stand 20 feet tall and weigh more than 14,000 pounds. Their hides vary from yellow to green and are rubbery from a thick layer of fat that covers their entire body. They live on the islands that dot Norrath's oceans. Lacking a society of

their own and solitary by nature, most seafury cyclopes have become raiders and pirates, stealing loot from passing ships or demanding tribute from small islands.

Seafury cyclopes generally speak Ogre and Common. Some also know Orcish.

Combat

Seafury cyclopes attack from beneath the water's surface whenever possible (being so tall, this is about the only way they ever surprise a target); due to their great lung capacity and unusual physiology, they may hold their breath for periods of 30 minutes or more at a time. Seafury cyclopes will hurl rocks to disable ships (having no depth perception, a large frigate is about the only target they can reliably hit). They are not strategic fighters, simply hitting whatever target seems most dangerous until it stops moving. They are smart enough to grab air-breathing opponents to hold them underwater long enough to drown, especially if they are hard pressed by enemies in melee combat.

Improved Grab (Ex): Seafury cyclopes may use this ability with their slam attacks.

Rock Hurling (Ex): Seafury cyclopes often throw great rocks weighing as much as 75 pounds (these rocks are considered Medium-size objects) at their opponents. The range increment for these rocks is 10 feet per point of a cyclops' Strength modifier (thus, in most cases, 120 feet); due to poor depth perception, a seafury cyclops can effectively throw such a rock only up to 3 range increments (as opposed to the usual 5 increments for a thrown weapon).

Weakened Vision (Ex): Due to their single great eye and the Oceanlord's curse, seafury cyclopes suffer a –10 penalty to all ranged attacks and a –4 penalty to Spot checks.

Skills: Seafury cyclopes receive a +4 racial bonus to Swim checks.

Quag Maelstrom

Description

Quag Maelstrom is an unusual and powerful seafury cyclops who leads a tribe that plunders ships passing through the Ocean of Tears. He is slightly taller and stronger than others of his kind, but what truly sets him apart is his ability to absorb mana. This is a throwback to the kind of innate magic power seafury giants had before Prexus cursed them and is very rare among the seafury cyclopes of today. Quag uses this power and his natural strength to raid any ship that passes near him, allowing him and his tribe to live in relative luxury with little effort.

Combat

Quag knows he is particularly effective against spellcasters and will focus his mana siphon ability on such opponents while his troops take care of other targets. His tactics are otherwise similar to those of other seafury cyclopes.

Mana Siphon (Su): Every 1d4 rounds, as an attack action, Quag Maelstrom may absorb an enemy's mana into his own body, thereby healing himself with it. This power has a range of 60 feet. The target must make a Fortitude save (DC 35). On a failed save, the target's current mana pool is reduced to 0, and any mana lost in this way is applied to Quag as healing, curing 1 hit point of damage he has taken for every 4 mana he drains. Any points above Quag's normal hit point maximum are lost.

Seahorse

	Soothebrine Seahorse Large Magical Beast (Aquatic)	Swirlspine Seahorse Large Magical Beast (Aquatic)
Hit Dice:	18d10 (99 hp)	24d10+24 (156 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+10 (+6 Dex, +4 Improved Initiative)
Speed:	Swim 50 ft.	Swim 60 ft.
AC:	18 (–1 size, +5 Dex, +4 natural)	20 (–1 size, +6 Dex, +5 natural)
Attacks:	Tail whip +21 melee, bite +16 melee	Tail whip +28 melee, bite +23 melee
Damage:	Tail whip 1d8+4, bite 1d6+2	Tail whip 1d8+5, bite 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Fire vulnerability, resistances, healer's blessing	Fire vulnerability, resistances, SR 28, healer's blessing
Saves:	Fort +11, Ref +16, Will +13	Fort +15, Ref +22, Will +18
Abilities:	Str 19, Dex 21, Con 11, Int 15, Wis 20, Cha 12	Str 21, Dex 23, Con 13, Int 19, Wis 26, Cha 15
Skills:	Channeling +22, Listen +9, Meditation +27, Spellcraft +13, Spot +10, Swim +20	Channeling +27, Listen +14, Meditation +34, Spellcraft +17, Spot +15, Swim +21
Feats:	Alertness, Combat Casting, Enlarge Spell-Like Ability, Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity	Alertness, Combat Casting, Combat Reflexes, Enlarge Spell-Like Ability, Heighten Spell-Like Ability, Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity, Quicken Spell-Like Ability
Climate/Terrain:	Temperate aquatic	Temperate aquatic
Organization:	Solitary, pair, school (3–12)	Solitary, pair, school (3–6)
Challenge Rating:	9	14
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement Range:	19–27 HD (Large)	25–36 HD (Large)
Faction:	Phinigel Autropos	Phinigel Autropos

Description

Prexus bestowed a touch of the divine upon the common seahorse to create these powerful and graceful guardians. Blessed with size, speed, physical prowess, and divine spellcasting ability, these aquamarine-colored seahorses serve Phinigel Autropos, the last surviving kedge, as guardians and servants in his citadel of Kedge Keep. The seahorses may also be found wherever Prexus's will must be done or wherever something valuable to the god needs protection.



Combat

Seahorses prefer to fight in groups; at least one seahorse usually remains apart from the melee to monitor and heal its allies as needed.

Fire Vulnerability (Ex): Seahorses take double damage from fire unless a save is allowed for half damage, in which case they take half damage normally on a successful save, but double damage on a failed save.

Healer's Blessing (Ex): Seahorses pay only 75% of the usual mana cost when using spells and spell-like abilities with the [healing] descriptor.

Skills: Seahorses receive a +6 racial bonus to Channeling, Meditation, and Spellcraft checks, and a +8 racial bonus to Swim checks.

Soothebrine Seahorse

Combat

Spell-Like Abilities: A typical soothebrine's spell-like abilities (and the mana cost for each, modified for the healer's blessing ability) are as follows: *counteract disease* (8), *counteract poison* (8), *daring* (10), *extinguish fatigue* (5), *greater healing* (19), *holy might* (10), *power of life* (9), *spirit armor* (12). These spells are as the spells cast by a 12th-level cleric (save DC 15 + spell level) with a pool of 120 mana.

Resistances (Ex): Soothebrine seahorses receive bonuses of electricity and sonic resistance (10); acid, cold, disease, fire, and poison resistance (25); and magic resistance (50).

Swirlspine Seahorse

Combat

The swirlspine seahorse has natural magic resistance and the ability to counter magic. It primarily uses its spell-like abilities to fight its enemies, but its bite and tail whip deal damage as well. Like its cousin the soothebrine seahorse, the swirlspine has the ability to heal, a gift it uses efficiently to improve its chances of success in a fight.

Spell-Like Abilities: A typical swirlspine's spell-like abilities (and the mana cost for each, modified for the healer's blessing ability) are as follows: *armor of protection* (22), *counteract disease* (8), *counteract poison* (8), *extinguish fatigue* (5), *force* (15), *power of life* (9), *renewal* (67), *superior healing* (30), *symbol of Pinzarn* (33), *sword of health* (23). These spells are as the spells cast by a 18th-level cleric (save DC 17 + spell level) with a pool of 252 mana.

Resistances (Ex): Swirlspine seahorses receive bonuses of electricity and sonic resistance (20); acid, cold, disease, fire, and poison resistance (40); and magic resistance (80).

Shadowed Man

	Shadowed Man Ecclesiast Medium-Size Aberration	Shadowed Man Deathspeaker Medium-Size Aberration	Shadowed Man Soldier Medium-Size Aberration
Hit Dice:	13d8+39 (97 hp)	13d8+26 (84 hp)	13d8+52 (110 hp)
Initiative:	+2 (Dex)	+8 (+4 Dex, +4 Improved Initiative)	+4 (+4 Dex)
Speed:	90 ft.	90 ft.	90 ft.
AC:	26 (+2 Dex, +4 chain shirt, +10 natural)	24 (+4 Dex, +10 natural)	28 (+4 Dex, +4 chain shirt, +10 natural)
Attacks:	Heavy mace +12/+7 melee	Quarterstaff +8/+3 melee	Greatsword +17/+12/+7 melee
Damage:	Heavy mace 1d8+3	Quarterstaff 1d6+3	Greatsword 2d6+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5ft.
Special Attacks:	Spell-like abilities	Spell-like abilities	Backstab +2d6
Special Qualities:	Personal invisibility, tireless, ultravision, class abilities	Personal invisibility, tireless, ultravision, greater specialization (conjuration), necromancer abilities	Personal invisibility, tireless, ultravision, cleric abilities
Saves:	Fort +9, Ref +6, Will +13	Fort +8, Ref +8 ,Will +11	Fort +11, Ref +11, Will +6
Abilities:	Str 16, Dex 14, Con 17, Int 14, Wis 21, Cha 19	Str 14, Dex 19, Con 14, Int 21, Wis 16, Cha 17	Str 21, Dex 19, Con 19, Int 14, Wis 14, Cha 14
Skills:	Channeling +19, Knowledge (mysticism) +5, Knowledge (religion) +8, Listen +9, Meditation +21, Search +6, Sneak +6, Spellcraft +10, Spot +9	Channeling +18, Knowledge (mysticism) +21, Knowledge (religion) +13, Knowledge (undeadlore) +14, Language (any two) +9, Listen +10, Meditation +21, Search +12, Sneak +9, Spellcraft +21, Spot +10	Climb +18, Jump +18, Knowledge (warcraft) +6, Listen +15, Search +15, Sneak +15, Spot +15, Wilderness Lore +6
Feats:	Combat Casting, Dodge, Mental Clarity, Power Attack, School Specialization (alteration), Spell Focus (evocation)	Dodge, Improved Dodge, Improved Initiative, Mental Clarity, Mobility, Mystic Capacity (spell-like ability), Quest Spell-Like Ability, Quicken Spell-Like Ability, School Specialization (conjuration), Spell Focus (conjuration)	Cleave, Combat Reflexes, Double Attack, Improved Critical (greatsword), Parry, Power Attack , Weapon Focus (greatsword), Weapon Specialization (greatsword)
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary, pair, or band (3–6)	Solitary, pair, or band (3–6)	Solitary, pair, or band (3–6)
Challenge Rating:	12	12	12
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class	By character class
Faction:	Shadow Men	Shadow Men	Shadow Men

Description

Shadowed men are a race of invisible men who wander the world seeking some secret magic they claim is destined to make them all-powerful. They are naturally invisible and seem to have no need for sleep, food, or rest. Those who have used magic to see through their invisibility describe the shadowed men as being black-clad humanoids, charcoal grey in color and with emotionless, vaguely elven features.

Shadowed men are strong, swift, and ruthless. They have been known to work together or alone, but are always engaged in either striking down their enemies or searching for their lost magic, or both. They require little provocation to attack and are suspicious and guarded toward all non-shadowed men, even those creatures who actively work to promote the shadowed men's cause.

Shadowed men speak their own language, which they teach to no one, and the Common tongue.

Combat

Shadowed men often take their foes by surprise due to their innate invisibility and stealth. They are relentless and methodical fighters, always preferring to kill one target before moving on to a second. They do not fight to their own deaths, however, and their great speed and invisibility usually allow them to escape with ease.

Personal Invisibility (Ex): Shadowed men are naturally and permanently invisible, as are those items that stay within an inch of their bodies (such as clothing). Items held or carried by a shadowed man that are too large for the whole object to be within an inch of the shadowed man — such as books, weapons, and holy relics — are not invisible. Most shadowed men carry at least one such object, so their location is easily established in rough terms, but they retain all other advantages of invisibility.

Tireless (Ex): Shadowed men are immune to *fatigue* and *exhaustion*.

Skills: Listen, Search, Sneak, and Spot are always class skills for shadowed men.

Shadowed Man Ecclesiast

Description

The ecclesiasts are the driving force behind the shadowed men. They believe in the divinity of the shadowed men themselves and preach that they are creatures of pure magic made living and that all magic flows from them. This is the source of the hatred between the shadowed men and the worshipers of Solusek Ro, who believe that their lord is the divinity most responsible for wizardly powers.

Shadowed man ecclesiasts spend most of their time seeking the servants of Solusek Ro and attacking them. They also attempt to convince non-shadowed men to aid their efforts, promising them positions of power when the shadowed men successfully rule the world. Yet the ecclesiasts do not trust those they convert and sometimes turn on them as traitors.

Combat

Shadowed man ecclesiasts are very cautious about combat, preferring to fight with a shadowed man soldier nearby. If fighting on their own, shadowed man ecclesiasts tend to protect themselves as much as possible with spells before using *enstill* to root targets in place and *holy might* to harm them. They engage in melee only if all targets are rooted or if no other options present themselves.

Spell-Like Abilities: The typical shadowed man ecclesiast's spell-like abilities (and the mana cost for each) are as follows: *bravery* (12), *cancel magic* (5), *divine aura* (2), *endure magic* (7), *enstill* (10), *greater healing* (25), *holy might* (10), *spirit armor* (12). These spells are as the spells cast by a 13th-level cleric (save DC 15 + spell level, or DC 17 + spell level for evocation) with a pool of 130 mana.

Cleric Abilities: Shadowed men ecclesiasts have all the class abilities of 13th-level clerics, including base attack and save bonuses, skill ranks and class skills, divine power (*rebuke undead*), and the School Specialization bonus feat.

Shadowed Man Deathspeaker

Description

Shadowed man deathspeakers claim they are closer to the world of the dead than other mortal creatures, that indeed they are rulers over the dead. As a result, they take offense at others who use necromantic magic, seeing them as interlopers. Shadowed man deathspeakers rarely work with ecclesiasts, but do seem to follow the same religious beliefs.

Shadowed man deathspeakers are generally found in dark, vile places seeking their lost magic. They seem particularly to explore swamps and crypts, though they can be found anywhere. They are less driven to fight the worshipers of Solusek Ro than other shadowed men, but almost always attack necromancers on sight. If not accompanied by one or more shadowed man soldiers, there is a good chance a deathspeaker has laired near a powerful undead that he can control using *dominate undead*.

Combat

A shadowed man deathspeaker almost always has a skeletal servant with him and sends it freely to engage in melee. The deathspeaker generally casts defensive spells on himself, then augments his skeleton, and only then casts offensive spells on his foes. If mana runs short, the deathspeaker then uses *allure of death*; if his hit points are low already, he attempts a *siphon life* on an enemy first.

Spell-Like Abilities: The shadowed man deathspeaker's spell-like abilities (and the mana cost for each, modified for the deathspeaker's *greater specialization [conjuration]* ability) are as follows: *allure of death* (1), *cancel magic* (5), *dominate undead* (17), *harmshield* (14), *haunting corpse* (40), *intensify death* (8), *major shielding* (13), *screaming terror* (10), *siphon life* (12). These spells are as the spells cast by a 13th-level necromancer (save DC 15 + spell level, or DC 17 + spell level for conjuration) with a pool of 130 mana.

Necromancer Abilities: Shadowed men deathspeakers have all the class abilities of 13th-level necromancers, including base attack and save bonuses, skill ranks and class skills, death masteries, bonus mystic feats, the School Specialization bonus feat.



Shadowed Man Soldier

Description

Shadowed man soldiers are the strongest of all shadowed men, having spent years perfecting the art of combat rather than studying religious or necromantic magics. They are also the most driven of all shadowed men and constantly scour the world of Norrath for whatever it is their race seeks. They often accompany deathspeakers and ecclesiasts as guards and are willing to fight to the death to protect their charges in these cases.

These soldiers are the most suspicious of all shadowed men and often attack creatures while screaming cries of "murderers" and "thieves" even if the creatures have never dealt with any shadowed men.

Combat

Shadowed men soldiers are accomplished fighters. They are canny combatants, often attacking healers and spellcasters first, hoping to disable them before dealing with other fighters. Soldiers carefully gauge the ease with which they hit targets and use Parry and Power Attack wisely to increase their effectiveness against various combatants.

Shadowed men acting as guards change their tactics somewhat and engage the most dangerous looking target first, even if that target is another melee fighter. If their charge is attacked, soldiers change targets immediately, attempting to draw the attacker off and save the ecclesiast or deathspeaker they are guarding.

Class Abilities: Shadowed men soldiers have all the class abilities of a 7th-level warrior/6th-level rogue, including base attack and save bonuses, skill ranks and class skills, berserking, bonus warrior feats, Taunt +2, and the Parry feat; as well as the sense traps ability, backstab +2d6, evasion, and the improved evasion rogue ability.

Skeleton, Dark-Boned

	Medium-Size Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+4 (Improved Initiative)
Speed:	20 ft. (scale mail); base 30 ft.
AC:	18 (+4 scale mail, +4 natural)
Attacks:	2 claws +8 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, damage reduction 10/+1 and 3/–, resistances, infravision, see invisible
Saves:	Fort +2, Ref +2, Will +6
Abilities:	Str 16, Dex 10, Con –, Int 1, Wis 11, Cha 1
Skills:	Hide +5*, Listen +6, Spot +6
Feats:	Improved Initiative, Weapon Focus (claw)
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	9–12 HD (Medium-size); 13–16 HD (Large)
Faction:	None

Description

Haunted ruins are filled with shambling dead, and dark-boned skeletons are thankfully among the less common. A dark-boned skeleton, true to its name, has age-blackened bones that help it stay concealed in its subterranean environment. An eerie green light flickers in its empty eye sockets, but it is virtually mindless. It is not a particularly tough combatant for its size, but it attacks anything it detects and keeps fighting to the death.

Combat

A dark-boned skeleton lurks in the dark until a creature comes within charging distance. Then it springs from concealment, swinging and clawing wildly — even if its attacks have no effect. Dark-boned skeletons never flee combat voluntarily.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that does not specifically affect undead per the spell's description), and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Resistances (Ex): Dark-boned skeletons suffer only half damage from slashing and piercing attacks. They have bonuses of acid, fire, and magic resistance (10) and of cold resistance (30).

See Invisible (Su): A dark-boned skeleton can continuously *see invisible* as the spell.

Skills: *Dark-boned skeletons receive a +8 bonus on Hide checks when in darkened or underground areas.

Skeleton, Dry-Bone

	Medium-Size Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	18 (+1 Dex, +4 chain shirt, +3 natural)
Attacks:	2 claws +7 melee (or longsword +7 melee)
Damage:	Claw 1d6+3 (or longsword 1d8+3)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	*Shock of fire*
Special Qualities:	Undead, damage reduction 10/+1, resistances, infravision, see invisible
Saves:	Fort +2, Ref +3, Will +6
Abilities:	Str 17, Dex 12, Con –, Int 3, Wis 10, Cha 1
Skills:	Jump +8, Listen +11, Spot +11
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Warm desert and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	9–16 HD (Medium-size)
Faction:	None

Description

Dry-bone skeletons are the cursed remains of those who have died by fire or by the heat of Norrath's deserts. Some bards even suggest the dry-bones are the remains of those who angered Solusek Ro, which might explain why these undead are most commonly found in the Antonican desert that bears the god's name.

A dry-bone skeleton, despite the name, is not brittle — very much the opposite. Baked in the fierce desert heat, its bones are tough and resistant to damage. Dry-bones often wear bronze armor and carry bronze weapons, suggesting that they are the remnants of desert raiders (the more romantic versions have them as the cursed elven guards who remained in Tunaria even after Solusek Ro turned the verdant paradise into a desert). They possess a feral intelligence, seeking to slay spellcasters in particular. Whatever their motivation, they are implacable foes.



Combat

A dry-bone is faster and more alert than a typical skeleton, and it attacks more aggressively. In combat, it first launches an assault with its *shock of fire* ability, then engages the staggered foe with its impressive melee ability.

***Shock of Fire* (Su):** 8/day — as the spell cast by an 8th-level wizard (Reflex save [DC 14] halves).

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that does not specifically affect undead per the spell's description), and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Resistances (Ex): Dry bone skeletons suffer only half damage from slashing and piercing attacks. They have bonuses of magic and sonic resistance (10) and of fire resistance (30).

See Invisible (Su): A dry bone skeleton can continuously *see invisible* as the spell.

Skeleton, Ice-Bone

	Medium-Size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	14 (+4 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d4+2 plus freezing touch
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Freezing touch
Special Qualities:	Undead, damage reduction 10/+1, cold immunity, resistances, infravision, see invisible
Saves:	Fort +2, Ref +2, Will +5
Abilities:	Str 14, Dex 10, Con —, Int 3, Wis 10, Cha 1
Skills:	Hide +4*, Listen +5, Spot +5
Feat:	Improved Initiative
Climate/Terrain:	Cold hill and mountains, or underground
Organization:	Solitary, pair, or band (3–5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always discordant evil
Advancement Range:	7–12 HD (Medium-size)
Faction:	None

Description

On high mountain peaks, deep underground, or in the cold climates of Norrath, ice-bone skeletons might be found wherever a traveler once froze to death with her spirit never laid to rest. An ice-bone skeleton looks much like any other skeleton until it is viewed up close. Then the small crystals of ice are visible, clustering on ribs and thighbones. Its claws are like jagged icicles, and its touch brings a chilling weakness.



Combat

Ice-bone skeletons are just slightly more aware than most of the near-mindless skeletal undead one might encounter. They do not automatically attack an obviously stronger enemy, and they may attempt escape if the battle goes poorly.

Freezing Touch (Su): The frigid touch of an ice-bone skeleton, in addition to dealing 1d8 points of cold damage, causes chills and weakness. Any creature hit by the ice-bone's claw attack must make a successful Fortitude save (DC 13) or take 1 point of temporary Strength damage.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that does not specifically affect undead per the spell's description), and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to attacks or spells of a mind-affecting nature.

Resistances (Ex): Ice-bone skeletons suffer only half damage from slashing and piercing attacks. They have bonuses of acid and magic resistance (10).

See Invisible (Su): An ice-bone skeleton can continuously *see invisible* as the spell.

Skills: *Ice-bone skeletons receive a +8 bonus on Hide checks in icy or snowy areas.

Sonic Bat

	Huge Magical Beast
Hit Dice:	20d10+80 (190 hp)
Initiative:	+9 (Dex)
Speed:	5 ft., fly 50 ft. (average)
AC:	28 (–2 size, +9 Dex, +11 natural)
Attacks:	Bite +25/+20/+15/+10 melee, slam +23 melee
Damage:	Bite 2d10+9, slam 1d8+6
Face/Reach:	20 ft. by 10 ft./10 ft.
Special Attacks:	Knockdown, snatch, sonic scream
Special Qualities:	Damage reduction 10/+3, sonic immunity, resistances, blindsight, hover
Saves:	Fort +16, Ref +21, Will +9
Abilities:	Str 23, Dex 29, Con 18, Int 4, Wis 17, Cha 8
Skills:	Hide +7, Listen +20, Spot +20
Feats:	Slam, Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm desert, forest, hills, mountains, and plains, and underground
Organization:	Solitary, pair, or colony (3–6)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement Range:	21–32 HD (Huge); 33–40 HD (Gargantuan)
Faction:	None

Description

Sonic bats are indistinguishable from normal bats, except for their enormous size: a typical sonic bat has a wingspan approaching 18 feet. Also unlike normal bats, these powerful predators have developed their echolocation ability into something more than just a high-frequency means of "sight" — able to issue a thunderous sonic scream in the audible range that can stun or even kill potential food.

Found only in places with thriving ecosystems, these bats need tremendous amounts of food to stay alive. They mainly feed on other giant creatures — insects, rats, and spiders — but can also subsist on humans and humanoids. They are fearless hunters and do not shy from attacking large groups, as they expect their sonic attack to incapacitate the group while they snatch a single prey.



Their main habitat is subterranean caverns, but these bats can be found in nearly any place that supports normal bats. Above ground, they inhabit abandoned buildings, large trees, and lakeside grottoes, feeding on whatever protein they can stuff in their mouths. Colonies of sonic bats need extensive hunting ranges to feed every member of the colony. Sonic bats have been found nearly 100 miles from their lairs in search of food.

Combat

Sonic bats begin combat with their sonic scream attack from a distance. Then, they swoop in and attack any stunned creatures. If feeding, the typical strategy is to select a single stunned target that can be carried away. When or if the prey shakes off the stun and begins to resist, the sonic bat merely drops it, then swoops to the ground to reclaim its meal — or simply shrieks again.

Knockdown (Ex): A sonic bat that hits with a bite attack can attempt to knock down a Large or smaller opponent as a free action. This works like a trip attack (see page 378 in Chapter 12: Combat of the *EverQuest: Player's Handbook*), but does not require a touch attack nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bat.

Snatch (Ex): A sonic bat may start a grapple against any Small or smaller creature with any successful bite attack as if it had the improved grab special ability. If it gets a hold, it bites each round for automatic bite damage (this damage is actually crushing damage, however, and not slashing or piercing). The sonic bat can fly away with the snatched creature and still bite; if the sonic bat does not move (it can hover) and takes no other action in a round, it automatically deals double bite damage to the snatched creature. The sonic bat may scream while it has a creature snatched, and the snatched creature gets no saving throw against the scream. As a free action, the sonic bat can drop the snatched creature; the creature takes falling damage as appropriate.

Sonic Scream (Su): Once per round, as an attack action, a sonic bat can emit a shattering screech, producing a 90-foot cone of sonic energy. Any creature or object caught within this cone must make a Fortitude save (DC 24) or take 8d10 points of sonic damage; a successful save halves the damage. Creatures that fail the save are also *stunned* for 2d4 rounds. The sonic bat can use this attack a number of times per day equal to 3 + its Constitution modifier.

Resistances (Ex): Sonic bats receive bonuses of cold, fire, and magic resistance (25).

Blindsight (Ex): Sonic bats operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 120 feet. If forced to rely on their poor eyesight, sonic bats have a visual range of only 10 feet.

Hover (Ex): Although sonic bats are not the most maneuverable flyers, they can hover in place when they wish.

Skills: Sonic bats receive a +8 racial bonus to Listen and Spot checks. These bonuses are lost if blindsight is negated.

Spiritling

	Spiritling Fine Fey	Willowisp Fine Fey
Hit Dice:	8d6 (20 hp)	8d6+8 (28 hp)
Initiative:	+8 (Dex)	+9 (Dex)
Speed:	Fly 40 ft. (perfect)	Fly 40 ft. (perfect)
AC:	26 (+8 size, +8 Dex)	27 (+8 size, +9 Dex)
Attacks:	Touch +20 melee	Slam +21 melee
Damage:	Shocking touch	Slam 1d3+1 and shocking touch
Face/Reach:	1/2 ft. by 1/2 ft./0 ft.	1/2 ft. by 1/2 ft./0 ft.
Special Attacks:	Shocking touch	Shocking touch
Special Qualities:	Damage reduction 10/+1, immunities, resistances, SR 16, ultravision, evasion	Damage reduction 50/+1, immunities, resistances, SR 16, ultravision, improved evasion
Saves:	Fort +2, Ref +14, Will +10	Fort +3, Ref +15, Will +9
Abilities:	Str 1, Dex 27, Con 11, Int 10, Wis 18, Cha 10	Str 13, Dex 29, Con 13, Int 10, Wis 16, Cha 12
Skills:	Hide +8, Knowledge (nature) +8, Listen +12, Search +8, Spot +12, Tumble +14, Wilderness Lore +9	Bluff +10, Hide +8, Knowledge (nature) +5, Listen +11, Search +8, Spot +11, Tumble +14, Wilderness Lore +4
Feats:	Dodge, Flyby Attack, Mobility, Skill Talent (Knowledge [nature]), Weapon Finesse (slam)	Dodge, Flyby Attack, Mobility, Power Attack, Weapon Finesse (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary, pair, or colony (3–12)	Solitary
Challenge Rating:	7	7
Treasure:	(75% burned-out lightstone, 20% lightstone, 5% greater lightstone)	(75% burned-out lightstone, 20% lightstone, 5% greater lightstone)
Alignment:	Always neutral	Usually neutral evil
Advancement Range:	9–15 HD (Fine)	9–20 HD (Fine)
Faction:	None	None

Spiritling

Description

Spiritlings are tiny fey creatures no bigger than half an inch across that inhabit various wild places throughout Norrath. They glow brightly enough that, even when closely examined, determining their true appearance is difficult. They are actually small, furry balls similar to dandelions in shape (though much smaller), with two small antennae and wings. They do not have any apparent facial features or limbs and never land. Even when dead, a spiritling's body continues to hover just off the ground and twitch as if moved by a breeze.

Despite their delicate appearance, spiritlings are hard as rock and thus are difficult to damage without magical weapons. A spiritling corpse can be skinned with a magic blade, revealing a hard, rocklike center. These structures glow mildly for many months after the fey's death, although the amount of illumination provided is only one-quarter that of a candle.

Spiritlings are not malicious creatures, but they do feel very protective of the wilderness. Each spiritling chooses a particular kind of terrain (forest, jungle, mountain, and so forth) and patrols it continuously. The spiritling tries to drive out animals when the area becomes overpopulated and lure in new ones when it is deserted. Spiritlings also start fires to clear out old underbrush, cause rockslides to expose new soil, and break dams (natural and artificial) to flood areas with silt-heavy water.



Spiritlings also attack creatures they see as a threat to their local ecology. While not malicious, spiritlings consider the good of their home to be more important than the well being of any small set of creatures. They also mistrust any creatures showing signs of civilization, such as tooled goods, books, and weapons, and tend to attack them in an effort to drive them away. As a result, spiritlings are often seen as a threat, even by such nature-conscious groups as elves and druids.

Generally, only one spiritling claims a section of wilderness, but particularly large, old, or ravaged areas may come under the protection of several spiritlings. In such cases, one spiritling is always larger than the rest, acting as a coordinator. This larger spiritling is also often wiser and more tolerant than typical members of the group and can sometimes be convinced of a group's good intentions through acts such as removing inhabited buildings, ending hunting efforts, and healing local creatures. Few groups are willing to go to such efforts to live with spiritlings, but those who do enjoy the same protection as any other creatures of the wilderness area and are defended by spiritlings if attacked.

Spiritlings speak no known language and have no evident need of sleep or food; there are no reports of mating or the existence of young. For these reasons among others, spiritlings remain a mystery.

Combat

Spiritlings depend on their size and speed when attacking, often making fly-by attacks from some small piece of cover and retreating back to it. If unable to fly back to cover, spiritlings try to stay out of reach by flying up after each fly-by attack. Although they do not hit hard enough to do damage, they discharge a powerful electrical shock on contact, making them rather dangerous.

Shocking Touch (Ex): Spiritlings may deal 3d6 points of electrical damage with a touch. They may use this effect while grappled, dealing electrical damage automatically each round.

Immunities (Ex): Spiritlings are immune to disease, electricity, and poison.

Resistance (Ex): Spiritlings receive bonuses of acid, cold, fire, and sonic resistance (5) and magic resistance (20).

Evasion (Ex): Spiritlings have evasion, as the rogue ability.

Feats: Spiritlings receive Dodge, Mobility, and Flyby Attack as bonus feats.

Skills: Spiritlings suffer a –16 racial penalty to Hide checks due to their incessant glow.

Willowisp

Description

The origins of willowisps are not understood, but theories suggest that they are spiritlings who have decided to shirk their duties or who have for some other reason gained a degree of disinterest in the well-being of the natural environment (or perhaps just a measure of independence from whatever force or entity might control spiritlings). They inhabit the same natural settings as spiritlings, but they are not concerned with defense.

Willowisps seem to exist only to create trouble and are renowned for leading lost travelers into pitfalls, rousing sleeping animals and driving them into campsites, and swarming around anyone who is obviously trying to hide. They are also known to buzz near the head of people who are trying to sleep or to lure children away from their parents and sit in dungeons and caverns at the bottom of a pit, glinting like gold. While none of these acts are generally lethal, they are such an annoyance that some travelers attack wisps on sight. Wisps are much stronger than their size would suggest, though, and they are capable when provoked of striking creatures hard enough to cause bruises or even pummel grown men into unconsciousness.

Combat

Because of their speed and size, willowisps are very difficult to hit in combat. Additionally, their very high damage reduction makes them practically immune to mundane weapons; the simplest conventional wisdom warns that one needs a magic weapon to hit a wisp. Area affect spells are often not much more effective, making willowisps remarkably resilient considering their small size and lack of any natural armor.

Willowisps almost never attack first, but pummel any attacker ruthlessly. They seem unable to distinguish between spellcasters and fighters, simply attacking whatever foe has done the most direct damage to them. A willowisp's shocking touch is much weaker than that of normal spiritlings, but they are still quite dangerous in combat. Although they are remarkably strong for such tiny creatures, its great accuracy makes the willowisp so lethal. Wisps generally use Power Attack to boost the damage dealt by their attacks.

If badly injured, a willowisp may try to escape, but it is equally likely to fight to the death.

Shocking Touch (Ex): Willowisps deal 1d6 points of electrical damage with a touch (or with a successful slam attack). They may use this effect while grappled, dealing electrical damage automatically each round.

Immunities (Ex): Willowisps are immune to disease, electricity, and poison.

Resistances (Ex): Willowisps receive bonuses of acid, cold, fire, and sonic resistance (5) and of magic resistance (20).

Improved Evasion (Ex): Willowisps have improved evasion, as the rogue ability.

Feats: Willowisps receive Dodge, Mobility, and Flyby Attack as bonus feats.

Skills: Willowisps suffer a –16 racial penalty to Hide checks due to their incessant glow.

Sporali

	Crafter	Soldier
	Large Plant	**Large Plant**
Hit Dice:	9d8+36 (76 hp)	9d8+45 (85 hp)
Initiative:	+0	+1 (Dex)
Speed:	30 ft.	30 ft.
AC:	16 (–1 size, +7 natural)	19 (–1 size, +1 Dex, +9 natural)
Attacks:	2 slams +8 melee	2 slams +9 melee
Damage:	Slam 1d8+4	Slam 2d6+6 and *daze*
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Qualities:	Regeneration, plant	Regeneration, plant
Saves:	Fort +10, Ref +3, Will +7	Fort +11, Ref +4, Will +6
Abilities:	Str 17, Dex 11, Con 19, Int 13, Wis 19, Cha 4	Str 19, Dex 12, Con 21, Int 12, Wis 15, Cha 4
Skills:	Listen +16, Knowledge (local lore) +11, Profession or Trade Skill (any one) +17, Spot +16	Listen +21, Sense Motive +15, Spot +21
Feats:	Alertness, Skill Talent (any one Profession or Trade Skill)	Alertness, Improved Slam
Climate/Terrain:	Temperate and warm underground	Temperate and warm underground
Organization:	Solitary, pair, patch (3–6), plot (6–24 plus 1 Moldmaster), or colony (50–500 plus 1 Moldmaster for every 20 members)	As crafter
Challenge Rating:	5	7
Treasure:	Standard	Standard
Alignment:	Always orderly neutral	Always orderly neutral
Advancement Range:	10–16 HD (Large); 17–27 HD (Huge)	10–16 HD (Large); 17–27 HD (Huge)
Faction:	Sporali	Sporali

Description

Sporali are a race of fungus men common in several areas of Norrath. They resemble giant mushrooms with arms and legs. A typical sporali stands around 9 feet tall, with a wide cap at the top of its head that can reach 4 or 5 feet in diameter, although the eldest sporali can reach heights approaching 30 feet. A sporali has what appear to be two angled slashes in the upper third of its stalk that serve as eyes, and thick, greyish skin covering its whole body. A sporali often grooms itself to whatever task it performs most often: soldier sporali grow hard, knobby growths over their hands and slightly tougher hides, while crafters — those engaged in a particular trades useful to the sporali as a whole — adapt in different ways. Otherwise, soldiers and crafters are virtually identical.

Sporali generally gather in colonies, each of which can include anywhere from 50 to 500 sporali. Each colony is self-sufficient, able to feed and equip its members well enough to maintain its size and wealth, though colonies rarely try to expand their territories. Each sporali has a specific task within the colony, though these tasks can change as the sporali grows in size and experience.

Sporali continue to grow slowly over the course of their lives and apparently do not die of old age. Rather, as they grow, they gain rank and power within their society. Still, many sporali are killed by predators (and even large herbivores), disease, or other mishaps before reaching their full size. Others are encouraged to split themselves into smaller sporali (this is how they reproduce) to maintain a colony's population. Once a sporali has reached a respectable height, generally around 16 feet, it gains the honorific title of Moldmaster. Each plot is usually ruled by a single Moldmaster, and any new Moldmaster that develops within that plot must set out to form a new one, usually taking a few other sporali along to assist. Colonies are ruled by the largest and eldest Moldmaster present.

Sporali are not naturally warlike, and most colonies manage to mine ores, grow tools, and farm various fungi and molds without attracting the attention of other races. Unfortunately, their passivity makes them easy targets for warlike groups, who have been known to enslave entire colonies of sporali. It is not unusual for a goblin tribe to threaten to exterminate a colony unless it agrees to work for the goblins, for instance, as miners. Once the residing Moldmaster agrees to such a deal, the sporali colony essentially becomes slave labor for the goblins and will tend to defend the goblins and their mines out of fear of reprisal.



Combat

A sporali's height is roughly related to its HD on a point-for-point basis, and this in turn relates to the sporali's age; sporali generally gain 1 HD for every decade of existence, so Moldmasters (16+ HD) are at least 70 years old.

Soldier sporali are fearless and direct in combat, hammering at a foe until it falls regardless of the consequences. Other sporali are capable fighters as well, in theory, but tend to flee from combat, especially if badly damaged. A Moldmaster always fights to the death if its colony as a whole is threatened, but otherwise avoids combat whenever possible.

Regeneration (Ex): Sporali take real damage only from acid, disease, and fire. A lesser sporali regenerates a number of hit points each round equal to half its HD, while a Moldmaster sporali regenerates an amount equal to its HD. Sporali cannot reattach severed limbs, although severed limbs will regrow in two weeks (one week for Moldmasters).

Plant: Impervious to critical hits. Immune to mind-affecting spells or effects (unless they specifically target plants), paralysis, poison, sleep, polymorphing, and stunning.

Stone Spider

	Large Magical Beast
Hit Dice:	23d10+161 (287 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	25 (–1 size, +2 Dex, +14 natural)
Attacks:	Bite +26/+21/+16/+11/+6 melee
Damage:	Bite 2d6+6 and poison
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Damage reduction 15/–, SR 28, immunities, resistances, spider walk, vermin
Saves:	Fort +20, Ref +15, Will +8
Abilities:	Str 19, Dex 15, Con 25, Int 2, Wis 12, Cha 10
Skills:	Climb +12, Hide +7*, Jump +17, Listen +12, Sneak +7, Spot +16
Feats:	Alertness, Run
Climate/Terrain:	Temperate and warm mountains, and underground
Organization:	Solitary or colony (2–5)
Challenge Rating:	17
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	24–36 HD (Large); 37–46 HD (Huge)
Faction:	None

Description

These large, fearsome arachnids have a rough, rock-like chitin which gives them their names. They hunt around mountains and other rocky places in search of food.

Varying in shade from gray to brown, stone spiders are remarkably difficult to kill. In addition to being hardy creatures that resist cuts and sharp blows, they seem nearly immune to most magic. Most sages agree that stone spiders are the result of an intentional alteration long ago by some god or powerful spellcaster.

Stone spiders are not particularly aggressive, but they can be territorial. They also attack any living creature that is their size or smaller if they are hungry. Sometimes, especially when young, these spiders live in loose colonies. Together, a group of spiders will work in concert to bring down a larger food source and show surprising levels of coordination in the process. Once the larger food source is brought down, each spider tears away and stores its own food individually. Though they do not work together in feeding, the spiders do not fight among themselves much.

Despite their low intelligence, there are reports of stone spiders adapting to partnerships with other races. For instance, kobolds who live near stone spiders are known to keep the spiders as guards and to harvest the spiders' web silk for clothing and armor.

In truth, however, the kobolds do not keep stone spiders as pets. Instead, a kobold is occasionally assigned to follow a stone spider around at a careful distance and harvest any silk the spider leaves unattended. This is dangerous duty, since stone spiders are known to backtrack, catching the kobold unaware. Trickier kobold communities, however, will use stone spiders as unwitting protection. By leaving helpless prey in the same place every day, the kobolds eventually get a spider to spin webs at that spot. Eventually, the spider will spin a web wall thick enough to block off a passage that the kobolds do not want open. Generally, kobolds are careful in choosing a location for such a "guard," since they do not want the stone spiders preying on their community for food.

Combat

Stone spiders are incredibly spell resistant. They attack with webs to immobilize the opponent who does the most damage to them and use their bite attacks against others. Their great speed makes outrunning stone spiders a difficult option, at best.

Poison (Ex): Bite — Fortitude save (DC 28); initial damage 2d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Web (Ex): As an attack action, a stone spider can hurl a sticky web at a Medium-size or smaller target up to 50 feet away; treat this as a ranged attack (+24 ranged attack bonus) with a range increment of 10 feet. The target is held in place and is otherwise affected as if trapped by a net (see page 154 in Chapter 7: Equipment of the *EverQuest: Player's Handbook*). The trapped creature may attempt to slip out of the web with an Escape Artist check (DC 26) or break the web with a Strength check (DC 32). Characters may also try to cut through the web; web strands each have 12 hit points and damage reduction 5/fire.

Spider Walk (Ex): Stone spiders may walk at their climb speed on upside-down surfaces.

Immunities (Ex): Stone spiders are immune to mind-affecting spells or effects, disease, and poison.

Resistances (Ex): Stone spiders receive bonuses of acid, cold, electricity, fire, and magic resistance (50).

Skills: Stone spiders receive a +4 racial bonus to Hide and Listen checks and a +8 racial bonus to Jump and Spot checks. *In rocky terrain, the Hide bonus increases to +12.



Terror

	Tentacle Terror	Stalag Terror	Terror Carver
	Medium-Size Aberration	Medium-Size Aberration	Medium-Size Aberration
Hit Dice:	11d8+44 (94 hp)	15d8+90 (157 hp)	20d8+180 (270 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	20 ft., climb 15 ft.	20 ft., climb 15 ft.	20 ft., climb 15 ft.
AC:	18 (+8 natural)	24 (+14 natural)	30 (+20 natural)
Attacks:	5 tentacles +13 melee, bite +8 melee	5 tentacles +18 melee, bite +13 melee	5 tentacles +26 melee, bite +21 melee
Damage:	Tentacle 1d6+5, bite 2d6+2	Tentacle 1d6+7, bite 2d8+3	Tentacle 1d8+11, bite 2d8+5
Face/Reach:	5 ft. by 5 ft./5 ft. (15 ft. with tentacles)	5 ft. by 5 ft./5 ft. (15 ft. with tentacles)	5 ft. by 5 ft. /5 ft. (15 ft. with tentacles)
Special Attacks:	Improved grab, swallow whole, pulse	Improved grab, swallow whole, pulse, spin	Improved grab, swallow whole, pulse, hum, blood-frenzy
Special Qualities:	Faceless, tremorsense 60 ft.	Faceless, tremorsense 60 ft., regeneration 10	Faceless, tremorsense 60 ft., scent, regeneration 20
Saves:	Fort +7, Ref +3, Will +10	Fort +13, Ref +5, Will +13	Fort +17, Ref +6, Will +17
Abilities:	Str 21, Dex 10, Con 19, Int 11, Wis 12, Cha 10	Str 24, Dex 10, Con 23, Int 11, Wis 14, Cha 10	Str 32, Dex 10, Con 29, Int 11, Wis 16, Cha 10
Skills:	Climb +16, Hide +14*, Listen +15, Sneak +11	Climb +16, Hide +15*, Listen +20, Sneak +15	Climb +20, Hide +15*, Listen +25, Sneak +20
Feats:	Improved Initiative, Iron Will	Great Fortitude, Improved Initiative, Iron Will	Great Fortitude, Improved Initiative, Iron Will, Riposte
Climate/Terrain:	Any underground	Any temperate or cold underground	Any temperate or cold underground
Organization:	Solitary or cluster (2–8)	Solitary or cluster (2–8)	Solitary or cluster (2–5)
Challenge Rating:	7	9	12
Treasure:	Standard	Standard	Standard
Alignment:	Usually discordant evil	Usually discordant evil	Usually neutral evil
Advancement Range:	12–14 HD (Medium-size); 15–22 HD (Large)	16–19 HD (Medium-size); 20–32 HD (Large); 33–45 HD (Huge)	21–25 HD (Medium-size); 26–45 HD (Large); 46–60 HD (Huge)
Faction:	None	None	None

Description

These carnivorous creatures live in underground caves throughout Norrath, roaming cool, dark areas such as caverns, crypts, and buried ruins. Incautious explorers often mistake a terror for a column of rock or ice until they tread within reach of the aberration and discover its grasping tentacles about their bodies, lifting them toward a gaping maw.

While most terrors spend the bulk of their time waiting in ambush for prey, they can move quite quickly on thousands of tiny tentacles that cover their underside. These small tentacles also sense subtle vibrations in the ground that the terror uses to track movement in the area.

Terrors are faceless, which means they have no distinguishable front or back. A terror's huge mouth is capable of emerging from its body on any side.

Combat

A terror generally waits in ambush until prey comes within range of its tentacles. It then grasps as many victims as possible to drag to its maw to be swallowed; it prefers to target smaller creatures first, which it can swallow whole. Other opponents, especially those too large to be swallowed, are forced away by the terror's pulse ability.

Improved Grab (Ex): A terror that hits any opponent of Small size or smaller with a tentacle or bite attack may use this ability. If it gets a hold with a tentacle, it draws its opponent into its waiting maw in the following round for a bite attack (full melee bonus, and with its full Strength modifier to the damage roll). For each additional tentacle beyond the first that holds an opponent, the terror gains a +2 bonus to any grapple checks against that opponent. If an opponent deals at least 10 points of slashing damage to a single tentacle with one attack, she severs the tentacle.

If a terror gets a hold with its bite attack, it may swallow its opponent with a successful grapple check.

A grappling terror may still attack with other tentacles or with its bite while it maintains a hold in this way.

Swallow Whole (Ex): A terror can swallow any opponent of Small size or smaller if it has a hold on that opponent with its bite attack and then makes a successful grapple check. Once swallowed, the victim takes bite damage each round (although this is applied as crushing damage), as well as 2d4 points of acid damage each round. The acid damage is treated as a single damage-over-time attack for purposes of a victim's acid resistance, if any.

Swallowed victims can cut their way out by dealing 30 points of slashing damage to the terror's gut (AC 22). Any such opening regenerates immediately after it is cut, so each swallowed opponent must cut her own way out.

A terror's stomach can hold two Small, four Tiny, or sixteen Diminutive creatures at one time.

Pulse (Su): At will, as an attack action, a terror can emit a pulse of energy that deals 2d6 points of damage to a single target and pushes it back a number of feet, the distance being dependent upon the target's size. Targets of Small size or smaller are knocked back 2d4 x 10 feet, while Medium-size or Large targets are knocked back 1d3 x 10 feet. The pulse does not affect larger creatures. The target must also make a Reflex save (DC 10 + 1/2 the terror's HD) to avoid falling prone. If pulsed into a wall or similar solid surface, the target takes additional damage as if it had fallen a distance equal to half the distance it was knocked back.

Faceless (Ex): Terrors have no front and back, therefore they are not subject to critical hits and cannot be flanked. They have no eyes, and thus cannot "see," but they can sense their environment in all directions simultaneously by means of subtle vibrations. Because of this, a terror is considered blind to the presence of flying creatures until they touch down.

Skills: All terrors receive a +6 racial bonus to Listen checks.

Tentacle Terror

Description

When at rest, tentacle terrors resemble those inert stalagmites that one might find in any underground cavern. When active, five thin, whip-like tentacles emerge from the terror's main body to grasp food and bring it to the terror's waiting maw.

Combat

Skills: *In subterranean settings, tentacle terrors receive a +10 racial bonus to Hide checks.

Stalag Terror

Description

Stalag terrors acquired their name for their obvious resemblance to stalagmites and their preference for underground lairs. They usually destroy natural stalagmites so they can take their places and use the natural surroundings as camouflage. A stalag terror often assimilates minerals into its hide to match its surroundings, whether limestone, crystal, or other.

Combat

Spin (Ex): As a full-round action, the stalag terror can pull its tentacles in close to its body and spin rapidly in place. On the next round, it releases a rain of rock shards in all directions. These shards fly out in a 60-foot radius burst from the stalag terror. Anyone caught in this area takes 4d10 points of piercing damage; a successful Reflex save (DC 23) reduces the damage by half. The stalag's natural armor bonus decreases by 1 each time it uses this attack, and it may never reduce its armor to less than half of its original bonus in this way; lost natural armor regenerates after 24 hours.

Regeneration (Ex): Blunt weapons, fire attacks, and sonic attacks deal normal damage to a stalag terror. A stalag terror that loses part of its body mass, including severed tentacles, can regrow it in 1d6 minutes. If the stalag terror holds the severed portion against the wound, it reattaches immediately.

Skills: *In subterranean or icy environments, stalag terrors receive a +12 racial bonus to Hide checks.

Terror Carver

Description

Though they have since spread to other underground locations throughout Norrath, terror carvers come originally from the crystalline caverns that lie below the surface of Vellious. Terror carvers earned their name because they use the sharp tips of their tentacles to carve larger opponents to pieces before consuming them.

Combat

Terror carvers generally do not attack unless disturbed. Once they do attack, however, they continue until they or their opponents are dead. Their tentacles have crystalline tips that they whip through the air to slice at targets. Terror carvers enter a frenzy at the smell of blood, and groups of them, if they are encountered in numbers, will converge on a single bleeding victim to tear it to shreds. They are the only type of terror that seems to have any sense of smell.

Hum (Su): Once per day, a terror carver can cause its crystalline body to vibrate and emit a mind-numbing tone for 2d4 rounds. This tone affects all creatures within a 100-foot radius, except other terrors or creatures that are deaf; it is a sonic, mind-affecting compulsion. Any creatures in the area must make a successful Will save (DC 20) or fall asleep. Sleeping creatures awaken naturally in 1d4 hours, or before then if they are attacked or actively shaken by a creature other than the terror carver that put them to sleep. The terror carver that emitted the hum, however, does not awaken them while it is still vibrating, even if it attacks, although it awakens them if it attacks after its humming has stopped.

Blood-Frenzy (Ex): Once per day, as a free action, a terror carver can induce in itself a berserk frenzy. If it smells blood, it enters this frenzy automatically. While frenzied, a terror carver gains +2 to all attack and damage rolls, and gains temporary immunity to all mind-affecting and fear effects. The blood-frenzy lasts until either the terror or all opponents within 60 feet are slain. [Steve: If this is similar to a 3E barbarian's rage, should there not also be a penalty to AC?]

Regeneration (Ex): Blunt weapons, fire attacks, and sonic attacks deal normal damage to a terror carver. A terror carver that loses part of its body mass, including severed tentacles, can regrow it in 1d4 minutes. If the terror carver holds the severed portion against the wound, it reattaches immediately.

Skills: *In crystalline caverns or icy environments, terror carvers receive a +12 racial bonus to Hide checks.

Terrorantula

	Colossal Beast
Hit Dice:	18d10+180 (279 hp)
Initiative:	+4 (Dex)
Speed:	50 ft., climb 30 ft.
AC:	25 (–8 size, +4 Dex, +19 natural)
Attacks:	Bite +27/+22/+17 melee
Damage:	Bite 4d6+18 and poison
Face/Reach:	80 ft. by 80 ft./25 ft.
Special Attacks:	Poison, spit
Special Qualities:	Damage reduction 7/–, fast recovery, poison immunity, tremorsense, vermin
Saves:	Fort +21, Ref +15, Will +7
Abilities:	Str 35, Dex 19, Con 30, Int 3, Wis 12, Cha 3
Skills:	Climb +20, Listen +11, Spot +11
Climate/Terrain:	Warm desert or plains
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	19+ HD (Colossal)



Description

Including its leg-base, the dreaded terrorantula is a hairy arachnid monstrosity nearly 100 feet across and weighing innumerable tons, although reports of its size are not consistent. Despite its enormity, it is seldom encountered, and those few who have sighted it give widely varying reports regarding its size and behavior. Additionally, no one as yet has been able to track the beast to whatever lair it might keep. Gypsies and other natives of the desert have a dozen stories to tell to each of a dozen interested (and paying) explorers.

Some of these stories claim a more than animal intelligence for this great spider, and although this is largely discounted and discredited, no one has yet made a convincing argument regarding the spider's true nature or origins. The best documented theory references scrolls from ancient Takish-Hiz that suggest the elven druids who originally controlled these now desert lands created a number of the so-called terrorantulas to defend against the armies of Rallos Zek. Any crediting of this story leads to suggestions that there are in fact still a number of these creatures living in a hidden community, and the explanation for the variance in reports of the spider's size and behavior is that different individuals have been spotted.

Combat

There is nothing subtle about the terrorantula's attack. When you are this big, you do not need subtlety. When hungry, the great arachnid attacks without hesitation. It uses its bite to subdue its victim, injecting a powerful poison. It usually devours its victims immediately.

Poison (Ex): Bite — Fortitude save (DC 29); initial damage 1d6 temporary Strength, secondary damage paralysis for 1d12 days.

Spit (Ex): Once every 1d3 rounds, the terrorantula can spit a stream of poisonous spittle at a single target as an attack action. The spittle has a range of 120 feet. The target must make a successful Reflex save (DC 29) to avoid the spittle. If the spittle hits, the target must then make a save against the terrorantula's poison, as above.

Tremorsense (Ex): The terrorantula can sense the location of anything within 300 feet that is in contact with the ground.

Vermin: Although the terrorantula is a beast, it has the qualities of a vermin as well: it is immune to mind-affecting spells and effects.

Skills: The terrorantula receives a racial bonus of +8 to Listen and Spot checks.

Thought Bleeder

	Small Aberration
Hit Dice:	7d8+7 (38 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (good)
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Gaze +10 ranged touch
Damage:	Gaze 1d6 or mana drain
Face/Reach:	5 ft. by 5 ft./30 ft. (gaze)
Special Attacks:	Mana drain
Special Qualities:	*Sense mana*, mana hand, thought shield, ultravision, infravision, see invisible
Saves:	Fort +3, Ref +5, Will +7
Abilities:	Str 6, Dex 16, Con 12, Int 17, Wis 14, Cha 10
Skills:	Hide +16, Listen +13, Search +12, Spot +13, Use Magic Device +10
Feats:	Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (ranged touch)
Climate/Terrain:	Temperate and warm hills, marsh, mountains, and plains, and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; no goods; standard items (scrolls and spellcasting items only)
Alignment:	Always neutral
Advancement Range:	8–16 HD (Small); 17–21 HD (Medium-size)
Faction:	None

Description

This creature looks like a giant eyeball almost 3 feet in diameter. Thought bleeders appear in seemingly random locations and float around attempting to drain mana from any available source.

The most likely mana source for a thought bleeder is a spellcasting creature. Apparently in an effort to absorb the most mana from the well-stocked individuals, thought bleeders often appear in places among powerful and public opponents. Of course, the easiest time to drain a spellcaster is when he or she is asleep. When thought bleeders come upon a group of adventurers camping for the night, they remain hidden in the dark and draw off mana while the characters sleep. Even posting a guard does not always help, since thought bleeders can drain mana from a good distance. Instead of waking up refreshed, a spellcaster awakes groggy and drained of mana and must then meditate before being able to cast spells.

Thought bleeders also sometimes steal into spellcasters' laboratories and studies, filching small magic items. They have also been discovered reading books of spells and obscure lore in private libraries, and they may take lighter folios with them when they leave such locales. Where they go with these prizes is unknown even to the loremasters from whom thought bleeders most commonly steal.

Similar (but much more dangerous) floating eyeballs have been reported on the Plane of Fear, leading some to speculate that these aberrations are servants of Cazic-Thule or some other powerful extraplanar spellcaster spying on Norrath. Others speculate that thought bleeders send the mana they drain to a battery, perhaps on the Plane of Fear, for storage and eventual use in a great assault on Norrath. A less frightening — but no less confusing — theory is that thought bleeders are magical servitors left behind by the legendary wizard Zomm, and they roam the world seeking him still. Since the eyeballs never talk and do not attempt to communicate in any way, this is only speculation. Their true mission is yet to be revealed.

Combat

Thought bleeders are poor melee combatants, having only their relatively weak gaze attack as a defense; however, they can easily evade most foes simply by attacking from a height. The best defense against a thought bleeder is a good ranged weapon or else cover or concealment. Despite their high intelligence, however, thought bleeders rarely flee combat once a combatant has closed to melee distance, even when they are obviously outmatched.

Mana Drain (Su): Rather than dealing damage with a successful ranged touch attack, the thought bleeder may instead drain 2d6+3 points of mana from the target's mana pool (if the target is a spellcaster). Mana drained in this way may be regained normally. This ability has a range increment of 60 feet and a maximum range of 300 feet.

Sense Mana (Ex): At will, as a full round action, a thought bleeder can sense nearby mana. This functions as the *sense animal* spell cast by a 7th-level caster, except that it senses the presence of the nearest spellcaster or creature with spell-like abilities (any creature that has a mana pool).

Mana Hand (Su): A thought bleeder can telekinetically move and carry objects within 10 feet of itself. Objects to be picked up in this way cannot weigh more than 10 pounds, and a thought bleeder may carry a number of objects at one time equal to its Intelligence modifier. A thought bleeder cannot affect an object currently held or carried by another being. Objects carried in this way float in a slow orbit around the thought bleeder.

Thought Shield (Ex): Thought bleeders are immune to mind-affecting spells or effects.

See Invisible (Ex): A thought bleeder can always see invisible objects or creatures.



Tigerraptor

	Large Beast
Hit Dice:	18d10+90 (189 hp)
Initiative:	+3 (Dex)
Speed:	50 ft.
AC:	21 (–1 size, +3 Dex, +9 natural)
Attacks:	Bite +20 melee, 2 claws +15 melee
Damage:	Bite 2d8+8, claw 1d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Scent
Saves:	Fort +16, Ref +14, Will +9
Abilities:	Str 27, Dex 17, Con 20, Int 5, Wis 16, Cha 10
Skills:	Hide +8*, Jump +13, Listen +12, Sneak +11, Spot +12, Wilderness Lore +5*
Feats:	Alertness, Run
Climate/Terrain:	Warm forest, mountains, and plains
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement Range:	19–27 HD (Large); 28–36 HD (Huge)
Faction:	None

Description

Tigerraptors are cunning and powerful predators common in the secluded jungle valley of the Wakening Lands on the continent of Velious. They are lizard-like bipedal creatures with long necks and tails, 12 to 15 feet from nose to tail when fully extended. When running, they use their tails for balance, allowing them to achieve great speeds. They have powerful, fanged jaws and clawed arms that, while shorter than their legs, are long enough to do great damage to foes. The hide of a tigerraptor is the source of its somewhat misleading name, being a tan or orange color with dark vertical stripes. Tigerraptors have a very keen sense of smell as a result of enlarged nasal cavities, evidenced by a large bump on the top of their muzzles. Once a tigerraptor has found a prey's scent,

it rarely gives up the chase, unless more easily caught prey is encountered first.

Tigerraptors are excellent hunters and are driven by a nearly constant hunger. Their entire life cycle is based on food; young only grow when well fed, and females only lay eggs after gorging themselves for several days in a row. As a result, tigerraptors rarely overhunt their chosen territory despite their constant feeding, since their local population cannot grow if there is a shortage of food. Of course, hungry tigerraptors may move out of their normal territory and seek more fertile hunting grounds. In fact, rumors suggest sightings of snow tigerraptors in other areas of Velious. These tigerraptors are identical to their southern cousins, but their coats are white for better camouflage in the snowy landscape.

Tigerraptors travel in bands led by a single female, guarded and protected by numerous males. A mated pair sometimes travels by itself, but normally only because the female has not yet attracted more males. A lone tigerraptor is most likely to be an aging male kicked out of a group or a young female not yet old enough to mate.

Combat

Tigerraptors attack prey primarily with their powerful bite and try to grapple and swallow a small enough foe if at all possible. If a target is too large or too strong to be swallowed, the tigerraptor tries to rip it into manageable chunks with its claws. Male tigerraptors fight as long as a female is present, but female tigerraptors and lone males flee from fights if seriously injured.

Improved Grab (Ex): A tigerraptor may use this ability with its bite attacks. If it gets a hold, it can try to swallow its victim. A creature too large to be swallowed that has been pinned by the tigerraptor's bite is automatically clawed for 2d8+8 points of damage each round.

Swallow Whole (Ex): A tigerraptor may swallow any creature that is two or more size categories smaller than itself if it succeeds at a grapple check. Once swallowed, the victim takes 1d8+8 points of crushing damage and 1d6 points of acid damage each round. The acid damage is treated as a single damage-over-time attack for purposes of a victim's acid resistance, if any.

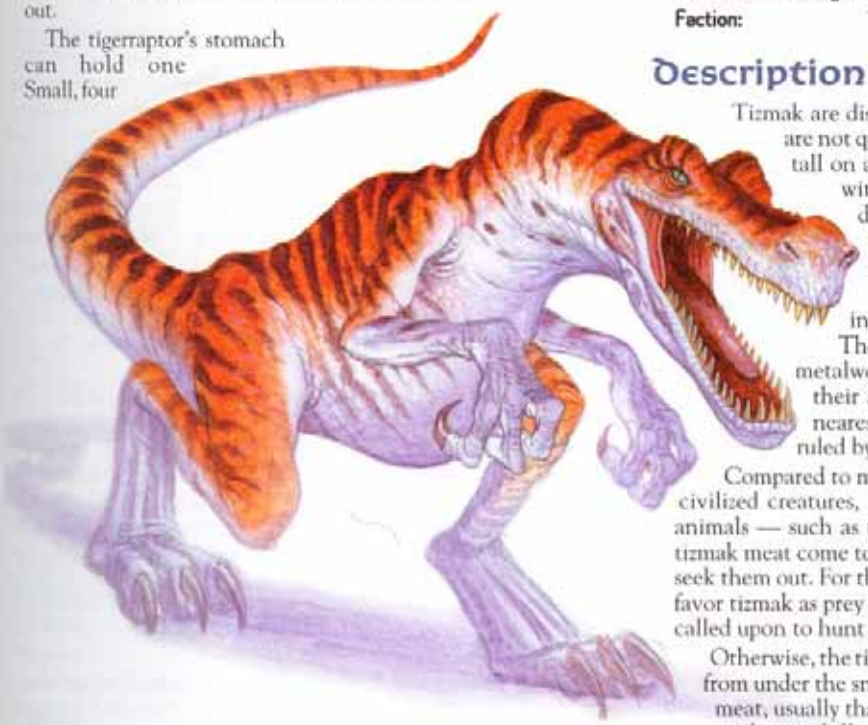
Swallowed victims can cut their way out by dealing 20 points of slashing damage to the tigerraptor's gut (AC 20). Any such opening seals up due to muscular action immediately after it is cut, so each swallowed opponent must cut her own way out.

The tigerraptor's stomach can hold one Small, four Tiny, or 16 Diminutive or smaller creatures at one time.

Feats: Tigerraptors receive Alertness and Run as bonus feats.

Skills: Tigerraptors receive a +4 racial bonus to Hide, Jump, Sneak, and Wilderness Lore checks. *In long grass or heavy undergrowth, the Hide bonus increases to +8. When a tigerraptor attempts to track by scent, its racial Wilderness Lore bonus increases to +8.

Due to their white coloration, snow tigerraptors receive a +8 racial bonus to Hide checks in snowy or icy surroundings.



Tizmak

	Medium-Size Monstrous Humanoid
Hit Dice:	13d8+52 (110 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	23 (+2 Dex, +2 masterwork leather, +9 natural)
Attacks:	Battleaxe +18/+14/+10 melee (or 2 fists +17 melee), gore +15 melee
Damage:	Battleaxe 1d8+6; fist 1d6+4; gore 1d10+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charge
Saves:	Fort +10, Ref +10, Will +8
Abilities:	Str 19, Dex 14, Con 18, Int 10, Wis 11, Cha 10
Skills:	Climb +7, Handle Animal +3, Jump +7, Language (usually Common or Coldain) +3, Listen +10, Search +6, Sense Heading +10, Spot +10, Trade Skill (tailoring) +4, Wilderness Lore +4*
Feats:	Cleave, Double Attack, Great Fortitude, Multiattack, Power Attack, Track, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
Climate/Terrain:	Cold mountains
Organization:	Solitary, pair, band (3–6), or tribe (10–40 plus 100% noncombatants plus 1 3rd-level sub-leader for every 20 adults and 1 leader of 5th–7th level)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	By character class
Faction:	Tizmak Clan

Description

Tizmak are distant relatives of the gorge minotaurs. They are not quite as big, however, standing just over 7 feet tall on average, and they are more heavily covered with a deep brown fur. Their upper chest, shoulders, lower arms, and lower body are covered with fur. The tizmak's bull-like head has two slightly curved horns.

Not as belligerent as their minotaur cousins, tizmak will carry on peacefully if left alone. They have a fairly advanced society, but with no metalworking, although they trade with others in their area, such as the Coldain for those tizmak nearest Thurgadin. They gather into tribes and are ruled by shamans they call augurs and spiritcallers.

Compared to minotaurs, tizmak have few enemies. Among civilized creatures, they count none as their enemy. Yet wild animals — such as the fierce kodiaks of the area — that taste tizmak meat come to prefer it above that of all other prey and so seek them out. For this reason, when a predator that is known to favor tizmak as prey is sighted in an area, all capable tizmaks are called upon to hunt the creature that hunts them.

Otherwise, the tizmak spend most of their time gathering food from under the snows of their inhospitable lands and hunting meat, usually that of the kodiaks. They have well-developed tailoring skills and often make quality leather armor from

the hides of bears they kill; they are generally loathe to trade these leathers, though. Often the only way to secure this armor is to kill a tizmak — and thus earn the enmity of all tizmak. While not especially light or magical, this leather is of high quality, and those who can obtain it sell it for a respectable profit, perhaps to others wishing to make a fashion statement. The tizmak do have a secret magical process for curing these leathers, so that certain exceptional suits of tizmak leather armor grant their wearer some protection from the elements.

Tizmak speak their own language and often learn one or two others, most commonly Coldain and Common.

Combat

Tizmak are not normally aggressive. If one leaves them alone, they will leave him or her alone in return. They are vengeful when roused, however, and will seek out those who have harmed their community. In combat, a tizmak will first charge to do some damage with its horns, much like a minotaur. It will then lay about with its axe or whatever other weapon it might have (including fists, if necessary).

Charge (Ex): A tizmak generally begins a battle by charging at an opponent. The tizmak gains a +4 bonus to hit on this initial charge (rather than the usual +2 for a charge action) and suffers a –2 penalty to its AC for 1 round, as usual; if it hits, its gore attack deals 3d8+6 points of damage.

Feats: Tizmak receive Great Fortitude, Multiattack, and Track as bonus feats.

Skills: Tizmak receive a +2 racial bonus on Listen, Spot, and Trade Skill (tailoring) checks, and a +6 racial bonus on Sense Heading checks. *Due to their strong sense of smell, tizmak receive a +4 racial bonus on Wilderness Lore checks when using the Track feat.

Tizmak Characters

Tizmak have no favored class and may advance only as shamans or warriors.



Ulthork

	Large Monstrous Humanoid
Hit Dice:	15d8+90 (157 hp)
Initiative:	+0
Speed:	30 ft., swim 20 ft.
AC:	23 (–1 size, +14 natural)
Attacks:	2 slams +20 melee
Damage:	Slam 2d8+7 and *daze*
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Resistances, fast healing 3
Saves:	Fort +14, Ref +13, Will +13
Abilities:	Str 20, Dex 10, Con 23, Int 8, Wis 9, Cha 8
Skills:	Alcohol Tolerance +7, Handle Animal +3*, Listen +10, Search +4, Spot +8, Swim +14, Taunt +8, Wilderness Lore +4
Feats:	Improved Critical (slam), Improved Slam, Track, Weapon Focus (slam)
Climate/Terrain:	Cold plains
Organization:	Solitary, pair, or gang (3–5)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	16–30 HD (Large)
Faction:	Ulthork

Description

Ulthorks are large humanoid creatures with large torsos and walrus-like heads. The have large, powerful arms with webbed hands, and webbed feet as well.

While intelligent, ulthorks are quite belligerent and will attack those who enter what they consider their territory. They have little society and usually lead solitary lives, except when they gather to mate or trade. Some ulthorks are slightly more social, though their "society" is largely a matter of convenience. For instance, some ulthork hunters will be accompanied by warriors who will protect the hunter while he is out in dangerous territory; the warrior then gets some of the food the hunter has taken in payment for this protection.

Ulthorks practice no religion. Not that they hold no belief in any god — the issue just never comes up. Not being very philosophical, ulthorks tend to think only about where their next meal is coming from and whether they are going to have to kill it or if they can somehow make a deal for it. Usually the weaker ulthork end up doing the hunting for food and the more powerful do the protecting, which means in effect taking the lion's share from those who cannot stop them from taking it. This forms a distinct pecking order among the ulthork; at the top of this order are those ulthork known as "man-o-wars."

Ulthorks also raise and train walruses as humans do dogs. A trained walrus is both protector and friend for an ulthork. Finding an ulthork with a walrus is more common than finding one with another ulthork.

Ulthorks speak their own language, but many can speak Common.

Ulthorks live primarily in the lands of Velious on the plains called the Eastern Wastes. They once used to live further west as well, in the lands called the Cobalt Scar, but the othmir there drove them off in ages past. On occasion, a few aspiring ulthork will gather together and make a raid on the othmir in the Cobalt Scar, for the ulthork still have a taste for othmir meat. Many of the ulthorks not driven off by the othmir were actually charmed by the sirens of Siren's Grotto and put to service there, where they still toil to this day.

The Coldain of Velious also hunt the ulthork. They have a recipe for an ulthork meat pie that many of them find quite tasty and filling. Ulthorks are also hunted for their hides. When



properly skinned and treated, ulthork-hide armor is light and easily enchanted to enhance the attributes of the wearer, although such enhancements often come with some drawbacks as well.

Combat

The ulthork are simple fighters. They bash their opponents into the ground with their fists until their opponents are dead. They get to use this strategy often, as they are highly aggressive and will attack any who come into what it considers its territory.

Resistances (Ex): Ulthorks receive bonuses of electricity, fire, magic, and sonic resistance (10); disease and poison resistance (25); and cold resistance (50).

Feats: Ulthork receive Track as a bonus feat.

Skills: Ulthorks receive a +2 racial bonus on Listen and Taunt checks. *They receive a +4 racial bonus on Handle Animal checks when dealing with walruses.

Unicorn

	Large Magical Beast
Hit Dice:	17d10+119 (212 hp)
Initiative:	+4 (Dex)
Speed:	60 ft.
AC:	21 (–1 size, +4 Dex, +8 natural)
Attacks:	Horn +27/+22/+17/+12 melee
Damage:	Horn 2d6+13
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Charge, spell-like abilities
Special Qualities:	Damage reduction 25/+3, immunities, resistances, SR 23, ultravision, magic horn, sense evil
Saves:	Fort +17, Ref +14, Will +11
Abilities:	Str 25, Dex 19, Con 24, Int 13, Wis 23, Cha 24
Skills:	Animal Empathy +18, Knowledge (nature) +10, Listen +20, Spot +20, Wilderness Lore +13
Feats:	Alertness, Dodge, Mobility, Spirited Charge (horn only), Spring Attack
Climate/Terrain:	Temperate forest
Organization:	Solitary or pair
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral good
Advancement Range:	18–34 HD (Large)
Faction:	Gelistial

Description

Unicorns are the favored creatures of Tunare, Mother of All. They fiercely defend the pristine forests of Norrath, such as some parts of the deepest Faydark on Faydwer or the the Wakening Land on Velious. A unicorn resembles an especially beautiful white horse with a long, spiraling golden horn in the center of its brow. Its eyes are lustrous and filled with intelligence. It is crowned with a long, flowing mane of gold or silver. A typical unicorn is the size of a large dray horse but considerably more graceful.

Unicorns are wild and shy, rarely approaching even good-aligned characters. Those beings that intend evil, though, are immediate targets for a unicorn's wrath. The unicorn's horn is a marvelous instrument of healing when touched to a deserving creature, but a terrible weapon against an enemy.

Because they symbolize purity, the dark gods and their minions enjoy corrupting and killing unicorns. Cazic-Thule himself removed the horn from and corrupted the famous unicorn Equestrielle, who now roams the forests of Faydark. Then there are those who hunt unicorns for the magical properties of their horns, which cannot only heal illnesses and remove toxins but also produce hauntingly beautiful music. Tunare's servants hate these evil hunters above all others.

Combat

A unicorn normally does not initiate combat but will attack evil beings immediately. It charges, using its horn as a magic lance to cause tremendous initial damage. With its great speed and combat maneuverability, a unicorn much prefers to dash in and out of melee when this tactic is possible, rather than using its hooves to attack.

Charge (Ex): A unicorn gains a +4 bonus to hit when charging (rather than the usual +2 for a charge action), but suffers only the usual –2 penalty to its AC for 1 round; if it hits, it deals 6d6+39 points of damage (due to its Spirited Charge feat).

Spell-Like Abilities: The unicorn's spell-like abilities (and the mana cost for each) are as follows: *cancel magic* (5), *counteract disease* (8), *counteract poison* (8), *extinguish fatigue* (6), *healing* (10), *power of life* (12), *renewal* (67), *superior healing* (39). These spells are as the spells cast by a 17th-level cleric (save DC 16 + spell level) with a pool of 204 mana.

The unicorn must touch a target with its horn to use any of these abilities on a creature other than itself. Unicorns will, however, generally grant its spells only to the purest and most virtuous of heroes, and even then probably only if they are females with high Charisma scores.

Immunities (Ex): Unicorns are immune to poison and disease damage, and to fear, lull, mesmerization, and charm or compulsion effects.

Resistances (Ex): Unicorns receive bonuses of acid, cold, electricity, and fire resistance (20), and magic and sonic resistance (30).

Magic Horn (Ex): Unicorns may use their horns as if they were magic weapons with a +3 enhancement; furthermore, they score a critical threat on 18–20 and deal x4 damage on a successful critical.

Sense Evil (Su): As a full-round action, a unicorn can sense whether any single creature it views is evil.

Skills: Unicorns receive a +2 racial bonus to Listen and Spot checks and a +8 racial bonus to Animal Empathy checks.

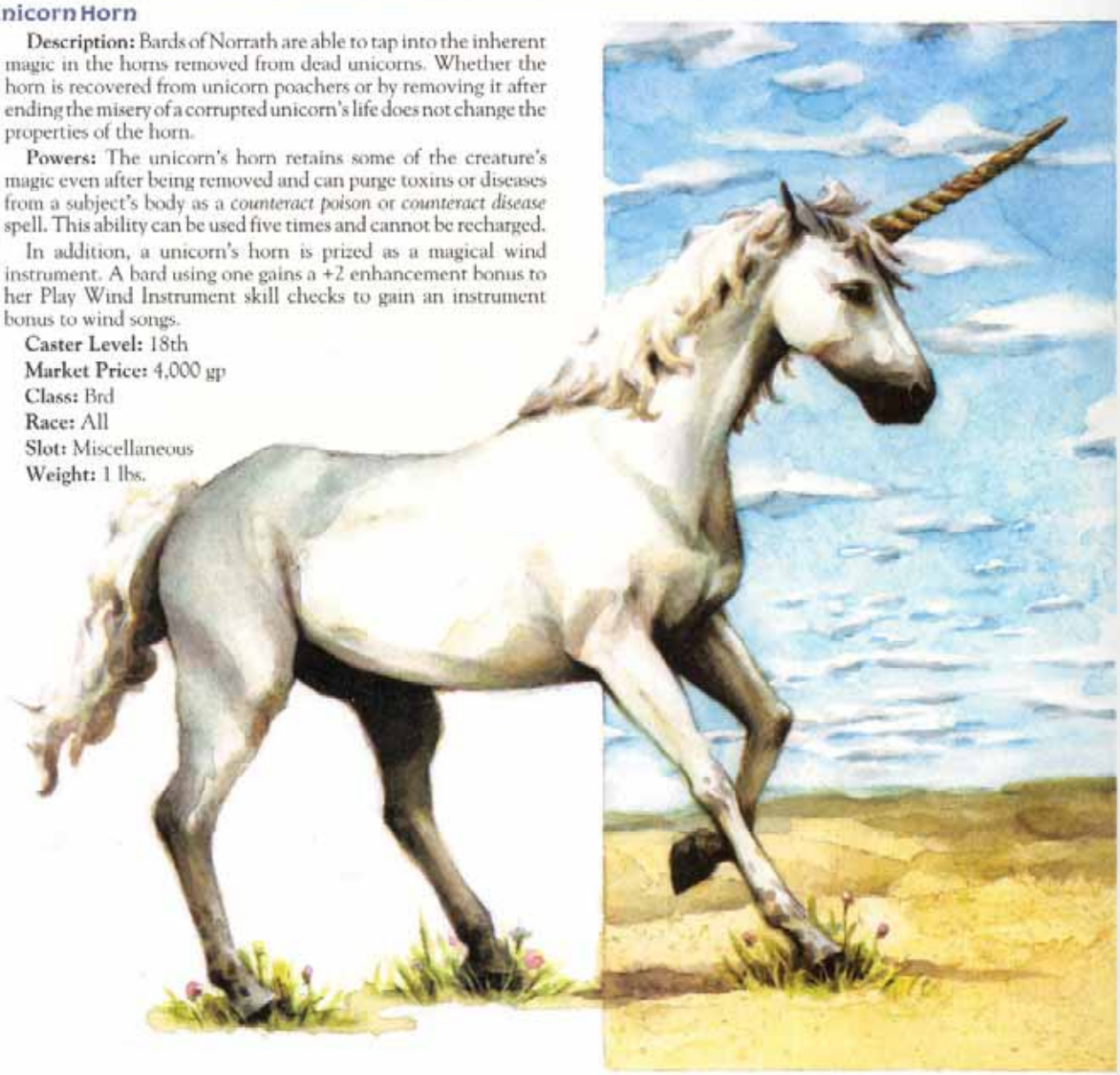
Unicorn Horn

Description: Bards of Norrath are able to tap into the inherent magic in the horns removed from dead unicorns. Whether the horn is recovered from unicorn poachers or by removing it after ending the misery of a corrupted unicorn's life does not change the properties of the horn.

Powers: The unicorn's horn retains some of the creature's magic even after being removed and can purge toxins or diseases from a subject's body as a *counteract poison* or *counteract disease* spell. This ability can be used five times and cannot be recharged.

In addition, a unicorn's horn is prized as a magical wind instrument. A bard using one gains a +2 enhancement bonus to her Play Wind Instrument skill checks to gain an instrument bonus to wind songs.

Caster Level: 18th
Market Price: 4,000 gp
Class: Brd
Race: All
Slot: Miscellaneous
Weight: 1 lbs.



Velketor's Experiment

	Large Construct
Hit Dice:	28d10+15 (235 hp)
Initiative:	+10 (Dex)
Speed:	40 ft.
AC:	19 (–1 size, +10 Dex)
Attacks:	Slam +33/+28/+23/+18/+13 melee
Damage:	Slam 2d8+19 plus 2d6 acid
Face/Reach:	5 ft. by 5 ft./15 ft.
Special Attacks:	Acid, rampage
Special Qualities:	Blindsight, damage reduction 16/–, immunities, resistances, SR 24, oozy construct
Saves:	Fort +9, Ref +19, Will +9
Abilities:	Str 37, Dex 31, Con –, Int –, Wis 10, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	18
Treasure:	None
Alignment:	Neutral
Advancement Range:	29–34 HD (Large); 35–54 (Huge); 55+ HD (Gargantuan)
Faction:	None

Description

The thing known only as Velketor's Experiment is a nightmare given form through the dark and powerful magics of Velketor the Sorcerer. It appears to be a mass of sticky, slimy ooze in the form of a large humanoid, standing 10 feet tall and weighing nearly 3,000 pounds. The Experiment is translucent and has no facial features and no apparent organs.

In truth, Velketor has created a unique monstrosity: a golem built from the gels and fluids of living oozes such as hungry cubes. The experiment was a failure in the sorcerer's mind, for he had hoped to fashion a creature capable of independent thought and procreation, and instead got an unusual golem.

The Experiment can follow orders and is completely loyal to Velketor, but it is not truly alive. This does not prevent the creature from being extremely dangerous. Because it is composed

of fluid matter, the Experiment is extremely nimble and quick for something of its size. It is resistant to almost every form of damage and makes a capable guard. Velketor uses it to patrol areas he is working in and occasionally to bring him valuable and rare materials.

Though the Experiment does not need food, sleep, or air, it still absorbs carrion and similar refuse periodically. The thing does seem to be growing slowly, and Velketor hopes it may actually be maturing and thus will someday show more intelligence and initiative.

Combat

Velketor's Experiment attacks anything it does not recognize when patrolling and anything that gets to close to it when moving about outside. It slams any opponent who hurts it but does not really keep track of what has hurt it the most, simply crushing whatever foe has damaged it most recently. Velketor's Experiment is made even more dangerous by its tremendous reach, a result of its oozy nature — its limbs stretch as it swings them, allowing the Experiment to threaten spaces up to 15 feet away.

Acid (Ex): Velketor's Experiment secretes acids harmful to organic matter. The touch of the Experiment burns away organic materials at a rate of 40 points of acid damage per round. Organic weapons that strike Velketor's Experiment must make a Reflex save (DC 24) or become useless. Any melee hit made by the Experiment deals 2d6 points of acid damage in addition to slam damage.



Rampage (Ex): Once every 1d6 rounds as a full attack action, Velketor's Experiment can make a single slam attack at its highest attack bonus against every opponent within reach (15 feet).

Blindsight (Ex): Although Velketor's Experiment has no actual eyes, its entire body is one crude sensory organ, allowing it to sense foes and other objects clearly within 60 feet.

Immunities (Ex): Velketor's Experiment is immune to acid and disease damage.

Resistances (Ex): Velketor's Experiment receives bonuses of cold, electricity, fire, and sonic resistance (30).

Oozy Construct: Velketor's Experiment shares all the traits of both constructs and oozes: impervious to critical hits, poison, sleep, paralysis, polymorphing, stunning, mind-affecting spells and effects, subdual damage, energy drain, stunning, and death from massive damage; immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects; cannot be flanked.

Since Velketor's Experiment is both a construct and an ooze, any spell or effect designed to work against one of those creature types is effective against the Experiment, as long as it is not specifically excluded by the other type. Thus, a weapon that allows one to score critical hits against constructs would not work against it (since its ooze type prevents critical hits as well), but an amulet that allows energy drains to work against constructs is effective (since oozes are not immune to energy drains).

Venomwing

	Medium-Size Beast
Hit Dice:	11d10+11 (71 hp)
Initiative:	+4 (Dex)
Speed:	10 ft., fly 60 ft. (average)
AC:	18 (+4 Dex, +4 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, latch, blood drain
Special Qualities:	Vermin, infravision
Saves:	Fort +8, Ref +11, Will +4
Abilities:	Str 17, Dex 19, Con 13, Int 3, Wis 13, Cha 2
Skills:	Listen +11, Spot +11
Climate/Terrain:	Warm forest and marsh
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement Range:	10–14 HD (Medium-size); 15–18 HD (Large)
Faction:	None

Description

The venomwing is a massive mosquito-like beast found in marshes and swamps throughout Norrath. It commonly grows to a size of 6 feet long, with insectoid wings that have a span of roughly 8 feet. The coloration of a venomwing runs from brown to reddish-grey, but most of the creature is actually translucent, colored only by the blood it has consumed.

A venomwing is a blood drinker, gaining sustenance only from consuming the fluids of living creatures. It has a long proboscis that it thrusts into victims, which are often immobilized by a mild poison injected into the wound. The venomwing can draw blood and other liquids up through the spike quite quickly, and in many cases drains its target entirely during a feeding.

Venomwings fight only to feed, but are voracious eaters. They prefer large, slow-moving targets, but try to feed off any creature that attacks them. Once attached to a target, a venomwing does not let go unless badly damaged, full, or its victim dies. A venomwing refuses to feed from a dead target, even one recently



dead, and moves on within seconds of a prey's demise. They are also cannibalistic, perfectly happy to feed on other venomwings if no other prey presents itself.

Although not particularly intelligent, venomwings are smart enough to recognize weakened, diseased, or poisoned creatures as easy prey. They also recognize armor and are aware of the difficulties involved in feeding through metal skins. Venomwings often attack a sleeping target, attempting to immobilize it with poison before it regains consciousness. When f aced with an organized camp, however, some venomwings know from experience to attack lone creatures (those on guard) resting away from the main camp, rather than moving into the center of the camp to find sleeping prey.

Venomwings mate several times during the year, but never stay together for longer than the act itself requires. A female venomwing can lay as many as 1,000 eggs at a time, each no bigger than a human's fingernail. The eggs are left in pools of stagnant water, where, thankfully, most are consumed by vermin and scavengers. Newborn venomwings resemble large mosquitoes (size Fine), but grow to full size within a year.

Combat

A venomwing's tactics are simple: latch onto a victim and sate itself. If latching on proves impossible after several attempts, the venomwing tries to flee, generally flying upwards for several rounds to escape safely.

Poison (Ex): Bite — Fortitude save (DC 16); initial damage 1d6 temporary Strength, secondary damage 1d6 temporary Strength and 1d4 temporary Dexterity.

Latch (Ex): A venomwing that hits with its bite attack has automatically fastened itself to its target and thereafter drains blood. A latched venomwing looses its Dexterity bonus to AC (it is AC 14 while attached), and it can be dislodged by a successful grapple check or a successful Strength check (DC 18). It will break away of its own volition if it takes at least 10 points of acid, cold, electricity, fire, or magic damage with a single attack, although it may attack the same target again in the following round.

Blood Drain (Ex): Venomwings drink blood from targets onto whom they have latched. Once a venomwing has latched on, it automatically deals bite damage each round, in addition to draining 2d4 points of temporary Constitution; the victim must also save against poison each round. Once a venomwing has drained a total of 20 points of Constitution, it has taken its fill and attempts to fly away.

Vermin: Although venomwings are technically beasts, they have the qualities of vermin as well: they are immune to mind-affecting spells and effects.

Skills: Venomwings receive a +2 racial bonus to Listen and Spot checks.

Vortex Weaver

	Large Magical Beast
Hit Dice:	16d10+80 (168 hp)
Initiative:	+9 (Dex)
Speed:	10 ft., fly 60 ft. (good)
AC:	26 (–1 size, +9 Dex, +8 natural)
Attacks:	Bite +24/+19/+14/+9 melee
Damage:	Bite 2d6+6
Face/Reach:	15 ft. by 5 ft./5 ft.
Special Attacks:	Knockdown, snatch, spell-like abilities
Special Qualities:	Damage reduction 20/+3, sonic immunity, resistances, SR 20, blindsight, easy flight, air mastery, greater specialization (evocation)
Saves:	Fort +15 Ref +19, Will +10
Abilities:	Str 19, Dex 29, Con 20, Int 22, Wis 20, Cha 9
Skills:	Channeling +24, Hide +11, Listen +20, Meditation +25, Spot +20
Feats:	Dodge, Flyby Attack, Heighten Spell-Like Ability, Improved Dodge, Mobility, Parry, Quicken Spell-Like Ability, School Specialization (evocation), Spell Focus (evocation), Weapon Finesse (bite)
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Usually discordant evil
Advancement Range:	17–22 HD (Large), 23–32 HD (Huge)
Faction:	None

Description

The vortex weaver is a vicious predator that closely resembles a giant bat, with a wingspan of nearly 16 feet. Its body is covered in coarse hair much thicker and tougher than any bat's, and its wings and ears are actually covered in fine scales. Unlike a bat, a vortex weaver has slender legs with long-toed feet that can be used to hold small, light objects. Otherwise, the legs remain tucked close to its body, hidden by its hair.

Vortex weavers have a wide range of magic powers they can use to augment their own abilities and deal tremendous damage to their enemies. Because they are fiendishly intelligent themselves, vortex weavers prefer to prey on sentient creatures. Animals or low-intelligence species will provide sustenance, but it is by matching wits with an able opponent that a vortex weaver entertains itself. Of course, vortex weavers do their best to skew the odds in their favor prior to any such encounter. As a result, vortex weavers are hunted by almost every civilized race and now are only found in a few large underground cave complexes.

When interesting food is not available, a vortex weaver



makes due with any living thing, but it refuses to eat carrion or to scavenge from the kills of other beasts. If prey is in short supply, a vortex weaver takes steps to lure new food into its lair. Such lures can be as basic as putting out some rotting food to attract simple scavengers or as complex as making false treasure maps and having them distributed near a major city. Some vortex weavers find areas that are constantly explored by curious adventurers, such as abandoned dungeons and underground cities, and take up residence there.

The lair of a vortex weaver likely lies in a hard-to-reach locale that requires flying or climbing to access and that also allows the creature to make use of its magic to send intruders tumbling down vertical shafts or over the edge of a cliff. Any valuables the vortex weaver has taken off its victims are kept there, to be used as further bait when hunting grows thin again.

Vortex weavers speak their own language, as well as the Common tongue, Dark Speech, Dwarven, Gnomish, and Troll.

Combat

A vortex weaver always protects itself first and attacks second. It prefers to hit as many targets as possible with each spell, using single-target spells only when a victim looks close to death or if no two targets are within a spell's range. If possible, it avoids melee combat, employing its spell-like abilities to keep opponents at bay and flying between points of cover, using Flyby Attack (made more effective in combination with *scale of wolf*) while casting spells on the wing.

Spell-Like Abilities: The vortex weaver's spell-like abilities (and the mana cost for each, modified for its *greater specialization [evocation]* and *air mastery* abilities) are as follows: *bonds of force* (6), *cast force* (9), *dizzying wind* (7), *energy storm* (13), *fury of the air* (13), *greater shielding* (20), *guard* (7), *inferno shield* (20), *lesser summoning: air* (33), *scale of wolf* (5). These spells are as the spells cast by a 16th-level caster (save DC 16 + spell level, DC 18 + spell level for evocation) with a pool of 192 mana.

Knockdown (Ex): A vortex weaver that hits with a bite attack can attempt to knock down a Large or smaller opponent as a free action. This action works like a trip attack (see page 378 in Chapter 12: Combat of the *EverQuest: Player's Handbook*), but does not require a touch attack nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bat.

Snatch (Ex): A vortex weaver may start a grapple against any Tiny or smaller creature with a successful bite attack, as if it had the improved grab special ability. If it gets a hold, it bites each round for automatic bite damage (this damage is actually crushing damage, however, and not slashing or piercing). The vortex weaver can fly away with the snatched creature and still bite; if the weaver does not move (it can hover) and takes no other action in a round, it automatically deals double bite damage to the snatched creature. The vortex weaver may use its spell-like abilities while it has a creature snatched if it chooses to do no bite damage. The vortex weaver can drop a snatched creature as a free action; the creature takes falling damage as appropriate.

Resistances (Ex): Vortex weavers receive bonuses of cold, electricity, and magic resistance (25).

Blindsight (Ex): Vortex weavers operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 150 feet. If forced to rely on their poor eyesight, they have a visual range of only 30 feet.

Easy Flight (Su): Although vortex weavers are not the most naturally maneuverable flyers (average maneuverability, although they can hover in place when they wish), their mastery over air currents effectively gives them good flight maneuverability. Further, vortex weavers are unaffected by air turbulence or high winds and are immune to air-based spells or effects (such as the air elemental blast of powerful air elementals or the knock-back effects of spells such as *fury of the air*).

Air Mastery (Ex): Vortex weavers pay only 50% of the usual mana cost for the following spell-like abilities: *bonds of force*, *cast force*, *dizzying wind*, *fury of the air*, *guard*, *rain of spikes*, and *scale of wolf*. Furthermore, in each case, the effects of these spell-like abilities are accomplished entirely through the vortex weaver's manipulation of air and wind currents; as a result, wherever these spells' descriptions normally have the [magic] descriptor, treat them as if they did not (thus magic resistance will not offset the damage).

Skills: Vortex weavers receive a +8 racial bonus to Listen and Spot checks. These bonuses are lost if blindsight is negated.

Whirling Dervish

	Medium-Size Elemental (Air, Cold, Water)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+10 (Dex)
Speed:	Fly 60 ft. (perfect)
AC:	24 (+10 Dex, +4 deflection)
Attacks:	Slam +14 melee
Damage:	Slam 1d6+2 plus freezing touch
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Freezing touch, improved grab, constrict
Special Qualities:	Elemental, cold subtype, immunities, resistances, swirling, evasion
Saves:	Fort +8, Ref +15, Will +6
Abilities:	Str 15, Dex 31, Con 16, Int 8, Wis 19, Cha 1
Skills:	Listen +12, Spot +12, Tumble +18
Feats:	Dodge, Weapon Finesse (slam)
Climate/Terrain:	Any arctic
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	7–14 HD (Medium-size); 15–21 HD (Large)
Faction:	None

Description

Whirling dervishes are gyrating creatures of unknown origin that appear to be made of materials such as bones and sticks from the surrounding environment, all caught up together in an invisible whirlwind. None of this material is truly part of a whirling dervish, however; it is merely material gathered up by the creature's constant vortex of wind. The whirling dervishes themselves are believed to be elemental creatures with no true form and instead merely this manifestation of energy. Many whirling dervishes keep a single skull near their center, actually turning the skull to face foes. Whirling dervishes do not need the skull to see, however, and are not harmed by its destruction. The reason for this behavior is not understood, especially as they seem either uninterested or unable to communicate. Whirling dervishes do respond to attacks, however, and engage any creature that assaults them.

Whirling dervishes appear to inhabit only the most inhospitable of places, such as the Lavastorm Mountains of Antonica or the icy glaciers of Velious. In these regions, whirling dervishes are sometimes called by other names such as "blizzard dervish" or "rock dervish," but scholars largely agree that these terms all refer to the same creature. Yet the reason why the most powerful dervishes tend to gather in Velious is not understood. Perhaps, since the core of a whirling dervish is quite cold, the freezing temperatures in the surrounding environment somehow allow the creatures to grow more powerful.

What treasure a whirling dervish has is almost always something small and light caught up in its whirlwind. Dervishes speak no known language.

Combat

Whirling dervishes attack randomly, spinning from one target to the next with no apparent tactics. They sometimes flee quite suddenly; on other occasions, they will fight to the death. A particularly troublesome target is likely to be grappled and constricted by the whirling dervish — drawn into its freezing vortex and battered until dead. Movement attracts whirling dervishes, however, so one that has stunned a target is likely to move on to a still animate foe.

Freezing Touch (Su): With a successful touch or slam attack, the whirling dervish deals an additional 1d6 points of cold damage for every 4 HD. Furthermore, a target that takes cold damage must also make a Fortitude save (DC 16) or be *stunned* by the numbing cold for 1d2 rounds. Creatures that somehow avoid taking cold damage may also ignore the numbing effect.

Improved Grab (Ex): A whirling dervish must hit a Medium-size or smaller creature with a slam attack to use this ability. If it gets a hold, it may constrict.

Constrict (Ex): A whirling dervish deals automatic slam and freezing touch damage with a successful grapple check against Medium-size or smaller creatures.

Elemental (Ex): Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Cold Subtype: Immune to cold damage; double damage from fire, except on a successful save.

Immunities (Ex): Whirling dervishes are immune to acid and disease damage.

Resistances (Ex): Whirling dervishes receive bonuses of magic resistance (10) and electricity and sonic resistance (25).

Swirling (Ex): Whirling dervishes gain a deflection bonus to AC equal to their Wisdom modifier. Moreover, their physical forms are in constant flux: as a result, any attack that targets the whirling dervish has a 50% chance of missing, as if the dervish had the incorporeal subtype. Area-effect attacks work against whirling dervishes normally (but note the whirling dervish's evasion ability).

Evasion (Ex): Whirling dervishes have evasion, as the rogue ability.

Feats: Whirling dervishes receive Dodge and Weapon Focus (slam) as bonus feats.

Will Sapper

	Medium-Size Undead
Hit Dice:	16d12 (104 hp)
Initiative:	+5 (Dex)
Speed:	50 ft. (Swift), base 40 ft.
AC:	18 (+5 Dex, +3 natural)
Attacks:	Rapier +13/+9 melee; or touch +10/+6 melee
Damage:	Rapier 1d4+2; touch will sap
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Will sap
Special Qualities:	Undead, daylight affliction, life sight, ultravision, infravision
Saves:	Fort +5, Ref +10, Will +11
Abilities:	Str 15, Dex 21, Con —, Int 10, Wis 12, Cha 17
Skills:	Climb +11, Hide +15, Listen +16, Search +6, Sneak +15, Spot +16, Tumble +9
Feats:	Dodge, Improved Critical (rapier), Improved Dodge, Mobility, Swift, Weapon Finesse (rapier)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	By character class (rogue or shadow knight)
Faction:	Mistmoore Castle

Description

When Mayong Mistmoore's living dark elf minions die, their service to the vampire is not finished. Instead, he turns them into semi-vampiric undead creatures known as will sappers. Mistmoore does not create competition for himself with these vampiric creations. Rather than blood, will sappers feed on their prey's survival instinct, their "will to live," drawing out living creatures' wills with a touch.

Mistmoore's undead minions travel across the land (focusing on Neriak) looking for inexperienced dark elves to collect and return to their master. When they find a likely target, they arrange to meet with him or her alone, or else simply ambush the victim. The will sappers lock their catatonic victims in specially prepared coffins and then arrange to have the coffins sent back to Mistmoore's castle through unscrupulous agents who might or might not know for whom they are working.

Will sappers do not look rotted or gaunt like most undead. They appear whole, but their eyes are milky white, with a placid stare. Their leathery skin is spread taut across their frames, but they can still pass as dark elves under casual inspection. The primary way by which an observer can tell that a will sapper is not a living dark elf is in their artificially quick and agile movements. They move with great speed, but with little grace, in unnatural, jerky motions.

Will sappers work and travel in pairs. They hate the daylight and move only at night. During dark hours, they move quickly, running for hours on end, stopping well before sunrise to dig holes or move rocks with which to hide from the sun. When not traveling, they roam Mistmoore Castle and its environs, hungrily searching for any new life to sap out of unsuspecting victims.



Combat

Will sappers favor rapiers, scimitars, daggers, and other such weapons that suit their natural speed. They usually fight in pairs, one draining targets of Wisdom with its will sap touch attack, the other wielding its rapier in a devastating set of strikes against those who have not yet given in to despair.

Will Sap (Su): Living creatures hit by a will sapper's touch or slam attack must succeed at a Fortitude save (DC 18) or lose 1d4 points of permanent Wisdom. Furthermore, the creature must also make a Will save (DC 18) after the Wisdom drain is applied or be *stunned* for 1d4 rounds. Such victims lose the interest or ability to act, being overwhelmed with apathy and hopelessness.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to mind-affecting spells or effects.

Life Sight (Su): Will sappers can always see any living creatures within 60 feet, even if such creatures are invisible or hidden behind nonliving objects. This ability cannot penetrate illusions that a living creature has upon it, but it does allow the will sapper to know whether such an illusion has a living creature concealed within it.

Daylight Affliction (Ex): Will sappers loathe daylight. If exposed to natural daylight, they suffer a –4 penalty to all attacks, skill checks, and saving throws.

Feats: Will sappers receive Dodge, Improved Dodge, and Swift as bonus feats.

Skills: Will sappers receive a +4 racial bonus to Climb, Hide, Listen, Sneak, Spot, and Tumble checks.





Appendix One: Template Creatures

Template Creatures

Unlike other monsters presented in this book, in which statistics are provided for average specimens of the creature, template creatures are created by overlaying a "template" onto an existing monster. For example, the "corrupted" template is not a monster in and of itself, but rather a template that is added to another monster to create, for example, a corrupted hill giant, a corrupted seahorse, or a corrupted brownie.

Corrupted

The dark gods such as Cazic-Thule and Bertoxxulous have rarely bothered to create their own races on Norrath, preferring instead to corrupt the work of their fellow gods. Whether they appear in person, as Cazic-Thule did to corrupt Tunare's prized unicorn Equestrielle, or whether they work through their avatars or agents, these dark gods infuse creatures with dread energy, corrupting their spirits and bodies and filling their minds with hatred and fear. Corrupted creatures lose much of their ability to think and feel (if they had those traits to begin with), as they are driven by the dark energies within them to create havoc, destruction, fear, pain, and death. The only solution when dealing with a corrupted creature is to destroy it utterly.

Creating a Corrupted Creature

"Corrupted" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The corrupted creature uses all the statistics and abilities of the base creature, modified as noted below.

Hit Dice: Increase by one die type (i.e., d8 becomes d10, and so forth), to a maximum of d12.

AC: Increase natural armor by +4.

Special Attacks: A corrupted creature retains all the special attacks of the base creature and also gains the following:

Rage (Ex): Corrupted creatures are almost always hostile and raving, but they go into a particularly spectacular rage the instant they are damaged in combat, thereafter granting them a +4 bonus to Strength and Constitution until either they or their foe is dead.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and also gains the following:

Immunities (Ex): Corrupted creatures are filled with dark energy and gain immunity to all diseases, poisons, and energy drains. Additionally, the madness that consumes them is too strong to be quelled even temporarily, so they are immune to mind-affecting spells or effects, subdual damage, and stunning effects.

Abilities: The dark gods' corruption warps the base creature's mind, but in return grants it a fell might. Increase its Strength by +2, but decrease Wisdom and Charisma by –2 and Intelligence by –4.

Challenge Rating: Increase by +1.

Alignment: Always discordant evil.

Advancement Range: Same as base creature.

Faction: Corrupted creatures generally have no faction.

Sample Corrupted Creature

This example uses a hill giant as the base creature.

Corrupted Hill Giant

	Huge Giant
Hit Dice:	16d10+160 (248 hp)
Initiative:	+0 (Dex)
Speed:	35 ft. (hide armor), base 45 ft.
AC:	29 (–2 size, +3 hide, +2 shield, +16 natural)
Attacks:	Huge warhammer +20/+16/+12 melee, bash +20 melee; or rock +11/+7/+3 ranged
Damage:	Huge warhammer 2d8+12, bash 1d10+12 and *daze*, rock 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing, rage
Special Qualities:	Damage reduction 5/–, SR 23, rock catching, immunities
Saves:	Fort +21, Ref +5, Will +4
Abilities:	Str 35, Dex 11, Con 33, Int 6, Wis 8, Cha 6
Skills:	Climb +12, Jump +12, Listen +7, Spot +7
Feats:	Bash, Cleave, Double Attack, Improved Bash, Power Attack, Slam
Climate/Terrain:	Any hills or mountain
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	By character class (warrior only)
Faction:	None

Description

Corrupted hill giants are generally the result of a hill giant attempting to reclaim the vast magic powers once common among giantkind, often by turning to a god other than Rallos Zek.

The end result, however, is that the giant becomes a mindless beast, merely a vessel of destruction and death.

Combat

Corrupted hill giants kill everything they encounter and never retreat from battle.

Rock Throwing (Ex): Corrupted hill giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. They can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rage (Ex): A corrupted hill giant goes into a spectacular rage the instant it is damaged in combat, thereafter granting it a +4 bonus to Strength and Constitution until either it or its foes are dead.

Rock Catching (Ex): A corrupted hill giant can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch the object as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. If the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack to attempt to catch it.

Immunities (Ex): Immune to disease, poison, energy drain, subdual damage, stunning effects, and mind-affecting spells or effects.

Feats: Corrupted hill giants receive Bash and Slam as bonus feats.



Dark Assassin

Dark assassins are mysterious figures who wander Norrath bringing death wherever they appear. Their reasons for selecting their victims remain unknown. Perhaps they are hired killers, or perhaps they serve some inscrutable cause and slay all those who oppose it. Those who subscribe to this latter theory point to a certain Qeynos bard's song about a human lady of inestimable beauty and virtue who was struck down by Miragul, the infamous Erudite necromancer. The lady's lover was a spy of some renown who swore to avenge her death by destroying Miragul himself. Upon infiltrating Miragul's sanctuary, however, the spy merely fell prey to the necromancer and become part of a foul experiment.

Whatever necromantic rites were practiced upon the captive, whatever dark elixirs were made to course through his veins, none can be sure. Yet it is told that the rite empowered him with such great prowess that he was able to escape his captivity, taking with him the knowledge of the rites and elixirs that transformed him.

Were one to believe this legend and hear its end, they would find that the spy now initiates other creatures into a fold of dark assassins, using the rites and elixirs stolen from Miragul's laboratory. The spy-turned-assassin created (or is still creating) a cult of killers, perhaps still intent on ending Miragul's undead existence, or perhaps now devoted to the necromancer and the power those rites have given the dark assassin.

Regardless of their intent or their origin, some force is selecting powerful humanoids and granting them amazing powers over death itself, as well as enchantments that make them physically superior and fleet of foot. As members of an elite assassins' society, dark assassins take their trade very seriously. They always work alone and never speak when engaging in combat or when hunting their victims. No assassin has ever been captured and interrogated, yet rumors abound that they maintain a central hold somewhere in the wilds of Antonica, where they meet and train.

Creating a Dark Assassin Creature

"Dark Assassin" is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"), although in most cases the template is added only to creatures with 21+ HD. The dark assassin uses all the statistics and abilities of the base creature, except as noted below.

Speed: Double that of base creature.

Special Attacks: A dark assassin retains all the special attacks of the base creature and also gains the following:

Backstab (Ex): A dark assassin gains the backstab ability of a 9th-level rogue (+3d6). If the dark assassin already has the backstab ability, it stacks with this backstab damage. For example, a 10th-level warrior/13th-level rogue dark assassin backstabs as if he were a 22nd-level rogue (+7d6).

Assassin's Strike (Ex): A dark assassin may study a particular target for at least 3 rounds and then backstab the target with a melee weapon; if the attack deals damage, the dark assassin may choose either to paralyze or kill the target. The dark assassin can take no other actions while he studies the target. If the target fails a Fortitude save (DC 10 + 1/2 the dark assassin's HD + the dark assassin's Intelligence modifier) against a death strike, it dies. If a similar save fails against a paralysis strike, it is rendered *helpless* for a number of rounds equal to half the dark assassin's HD. In either case, if the target's save succeeds, the assassin's strike is resolved as a normal backstab. Once the dark assassin has completed his 3 rounds of study, he must make the death or paralysis strike within the subsequent 3 rounds. If a death or paralysis attack is attempted and fails (e.g., the victim makes her save) or if the dark assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another assassin's strike.

Special Qualities: A dark assassin retains all the special qualities of the base creature and also gains the following:

Spell Resistance (Ex): Dark assassins have spell resistance of 10 + 1/2 the dark assassin's HD.

Improved Evasion (Ex): Dark assassins have improved evasion, as the rogue ability.

Assassin's Leap (Ex): Dark assassins gain a +10 bonus to Jump checks and have no maximum limit to jumping distance by height.

Ultravision (Ex): Dark assassins have ultravision.

Abilities: Increase Dexterity by +8 and Constitution by +2.

Skills: Dark assassins receive a +8 racial bonus to Balance, Disguise, Escape Artist, Hide, Listen, Safe Fall, Sneak, Spot, and Tumble.

Feats: As base creature, plus Finishing Blow.

Challenge Rating: As base creature +3.

Alignment: Always orderly evil.

Faction: Dark assassins have no faction.

Sample Dark Assassin Creature

This example uses a 21st-level human rogue as the base creature.

Dark Assassin

	Medium-Size Humanoid (Human)
Hit Dice:	21d6+63 (136 hp)
Initiative:	+15 (+11 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	26 (+11 Dex, +5 *+2 leather*)
Attacks:	*+4 dagger* +32/+29/+26/+23/+20 melee
Damage:	*+4 dagger* 1d3+8 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +10d6, assassin's strike, poison
Special Qualities:	SR 20, improved evasion, assassin's leap, ultravision, sense traps, rogue abilities
Saves:	Fort +10, Ref +23, Will +9
Abilities:	Str 14, Dex 32, Con 16, Int 17, Wis 14, Cha 11
Skills:	Appraise +9, Balance +24, Climb +13, Disable Device +22, Disguise +13, Escape Artist +23, Gather Information +10, Hide +43, Jump +17, Knowledge (street smarts) +10, Listen +34, Pick Lock +21, Read Lips +5, Safe Fall +35, Search +26, Sense Motive +23, Sneak +43, Spot +22, Trade Skill (make poison) +20, Tumble +29, Use Rope +14
Feats:	Alertness, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Improved Critical (dagger), Improved Initiative, Mobility, Parry, Riposte, Spring Attack, Weapon Finesse (dagger), Weapon Specialization (dagger)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	24
Treasure:	Standard
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	None

Combat

Upon finding a target, a dark assassin spends time in hiding, watching the target go about his or her business. When practicing his trade, the dark assassin always waits to strike until he can use his backstab and assassin's strike abilities. Of course, he is perfectly willing to return the favor if someone else attacks him first.

Backstab (Ex): This dark assassin has the backstab ability of a 30th-level rogue (+10d6).

Assassin's Strike (Ex): The dark assassin may study a target for at least 3 rounds and then backstab it with a melee weapon; if the attack deals damage, the dark assassin may choose either to paralyze or kill the target. He can take no other actions while he studies the target. If the target fails a Fortitude save (DC 23) against a death strike, it dies; if a similar save fails against a paralysis strike, it is rendered *helpless* for 10 rounds. In either case, if the target's save succeeds, the assassin's strike is figured as a normal backstab.

Poison (Ex): Dagger (injury) — Fortitude save (DC 17); initial and secondary damage 2d4 Strength.

Improved Evasion (Ex): As the rogue ability.

Assassin's Leap (Ex): Dark assassins gain a +10 bonus to Jump checks and have no maximum limit to jumping distance by height.

Rogue Abilities: This dark assassin has the *poison expert*, *poison master*, *uncanny dodge*, and *chaotic stab* rogue abilities (see pages 84-85 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Feats: Dark assassins receive Finishing Blow as a bonus feat.

Skills: Dark assassins receive a +8 racial bonus to Balance, Disguise, Escape Artist, Hide, Jump, Listen, Safe Fall, Sneak, Spot, and Tumble.



Diseased

When a creature contracts a disease, normally it eventually either recovers or dies. The followers of Bertoxxulous, however, constantly seek to create more lasting diseases. These magical strains of infection do not kill their host (although they do cause a slow rot that gradually turns the creature into a gangrenous mass of flesh easily mistaken for a zombie) and are highly contagious.

The discovery of a Bertoxxulous-diseased creature often spurs druids and rangers to scour the countryside in search of it and anything else already diseased by it. Only when all infected creatures are destroyed and their bodies burned is the threat of the contagion ended. Though many scholars have studied the bodies of diseased creatures in hopes of finding a natural cure for their condition, none has yet been discovered.

Creating a Diseased Creature

"Diseased" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The diseased creature uses all the statistics and abilities of the base creature, except as noted below.

Diseased creatures become more aggressive than usual for their kind and will often attack at the slightest provocation, including merely close proximity.

AC: Increase natural armor by +2.

Special Attacks: A diseased creature retains all the special attacks of the base creature and also gains the following:

Disease (Ex): Dark plague of Bertoxxulous — contact, inhalation, or injury; Fortitude saving throw (DC 15 + the diseased creature's Constitution modifier); incubation 1d6 hours; damage 1d4 temporary Dexterity (to a minimum of 1/2 the initial score) and 1d4 temporary Charisma (to a minimum of 1), and creature gains the "diseased" template.

All creatures infected by the dark plague of Bertoxxulous become carriers. They can infect others through any attack or by breath weapon. (Intelligent diseased creatures can infect their weapons as well.)

The disease can be removed from a creature only through the combined ministrations of both a high-level cleric and a high-level shaman: the cleric must first successfully cast *annul magic* on the diseased creature against a 30th-level effect, and then the shaman must, in the subsequent round, successfully cast *abolish disease* against the save DC of the disease.

GMs should feel free to develop new variant (or simply more potent) strains of the dark plagues of Bertoxxulous.

Special Qualities: A diseased creature retains all the special qualities of the base creature and also gains the following:

Damage Reduction (Ex): Diseased creatures gain damage reduction X/–, where X is equal to 1/4 the base creature's HD (round down, but minimum DR 1/–).

Immunities (Ex): Diseased creatures are immune to all other diseases and to subdual damage and stunning effects.

Abilities: The dark plague actually fills its host with dark strength and vitality, much as necromantic energies can animate and enhance a corpse. Increase Strength and Constitution by +4.

Organization: Always solitary.

Challenge Rating: Up to 3 HD, as base creature +1; 4+ HD, as base creature +2.

Alignment: Usually discordant evil.

Advancement Range: Same as base creature.

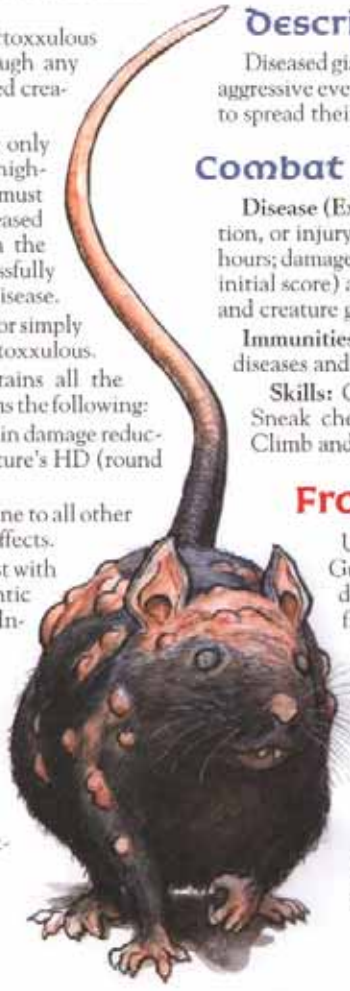
Faction: Diseased creatures never have a faction.

Sample Diseased Creature

This example uses a giant rat as the base creature.

Diseased Giant Rat

	Medium-Size Animal
Hit Dice:	3d8+15 (28 hp)
Initiative:	–2 (Dex)
Speed:	30 ft., climb 20 ft., swim 15 ft.
AC:	13 (–2 Dex, +5 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+3 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Damage reduction 1/–, immunities, scent
Saves:	Fort +8, Ref +1, Will +2
Abilities:	Str 15, Dex 7, Con 21, Int 2, Wis 12, Cha 1
Skills:	Climb +11, Hide +6, Listen +3, Sneak +5, Spot +2, Swim +11
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any desert, hills, forest, mountain, plains, and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always discordant evil
Advancement Range:	4–9 HD (Medium-size)
Faction:	None



Description

Diseased giant rats range from 4 to 5 feet in length and are more aggressive even than typical giant rats. They are driven by a desire to spread their infection and attack without provocation.

Combat

Disease (Ex): Dark plague of Bertoxxulous — contact, inhalation, or injury; Fortitude saving throw (DC 20); incubation 1d6 hours; damage 1d4 temporary Dexterity (to a minimum of 1/2 the initial score) and 1d4 temporary Charisma (to a minimum of 1), and creature gains the "diseased" template.

Immunities (Ex): Diseased giant rats are immune to all other diseases and to subdual damage and stunning effects.

Skills: Giant rats receive a +4 racial bonus to Hide and Sneak checks. They may use their Dexterity modifier for Climb and Swim checks.

Froglok Ghoul

Undead abominations roam the lightless depths of Guk, posing a formidable threat to the froglok kingdom and to surface-dwellers wherever the ghouls can find or make passageways up from the lightless depths to the moonlit lands.

For the frogloks of Guk, the ghouls pose an insidious threat. The growing ranks of ghouls make ever more adventurous raids into the lower caverns claimed by the living frogloks, and with each raid, more living frogloks are carried off to join the ghouls, while even more are left wounded and diseased with ghoul rot. The wounded that can be healed survive, and those that cannot be purged of the ghoul rot are put to death and burned lest they become ghouls themselves.

The war with their ghoulish brethren weighs heavily on the morale of the frogloks in Guk. Not only do they live in a constant state of alarm against ghoul raids, but they sometimes find themselves facing a "ghouled" sibling or else having to put a relative wounded by a ghoul attack to death lest the disease claim them as well. The frogloks are quick to befriend anyone who aids them in their battle to exterminate the ghouls.

Froglok ghouls resemble their living cousins, of course, but their gaping wounds and pieces of exposed bone instantly set them apart. Their skin (what remains of it) has a sickly grayish tone, and their corpse eyes are clouded and yellow. Though capable of a breathless silence and stealth, once in battle, their fiendish gibbering can unnerve the staunchest warriors.

Creating a Froglok Ghoul

"Ghoul" is a template that can be added to any living froglok (hereafter referred to as the "base creature"; note also that enterprising GMs might wish to use this template on creatures other than just frogloks). The base creature's type changes to "undead."

A froglok ghoul uses all the statistics and abilities of the base creature, except as noted below.

Hit Dice: Increase to d12. All bonus hit points due to Constitution are lost.

AC: Natural armor is reduced by –1.

Attacks: As base creature, plus froglok ghouls gain two claw attacks that deal 1d3 points of damage each, plus the risk of contracting ghoul rot. Froglok ghouls rarely bother with ranged weapon attacks, except under unusual circumstances.

Special Attacks: A froglok ghoul creature retains all the special attacks of the base creature and also gains the following:

Disease (Ex): A froglok ghoul's festering claws teem with disease. Left untreated, the disease slowly rots an infected creature's flesh from its bones. Frogloks who die from the disease become froglok ghouls themselves.

Ghoul Rot — claws; Fortitude save (DC 10 + 1/2 the froglok ghoul's HD); incubation 1 day; damage 1d6 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at another Fortitude save, or 1 point of temporary Constitution damage is permanent instead.

Special Qualities: The froglok ghoul retains the special qualities of the base creature and also gains the undead type and the following:

Sluggish (Ex): A froglok ghoul's body is decrepit; any physical attacks are figured as if the ghoul's weapon were one delay category slower.

Turn Resistance (Ex): A froglok ghoul is turned as if it had 2 more HD than it actually does.

Fast Healing (Ex): A froglok ghoul has fast healing 5; this does not stack with any existing fast healing ability. If the base creature has regeneration, this becomes fast healing at the same rate instead and *does* stack with the ghoul's fast healing ability.

Ultravision (Ex): A froglok ghoul has ultravision.

Saves: As base creature.

Abilities: A froglok ghoul has no Constitution score. Increase Strength by +2, but decrease Dexterity by –4.

Skills: As base creature, plus froglok ghouls receive a +4 racial bonus on Intimidate and Search checks. *Due to their grayish coloration, froglok ghouls gain a +4 racial bonus to Hide checks in rocky or subterranean terrain. They lose any other racial bonuses to Hide checks that are the result of natural coloration or camouflage.

Feats: As base creature, plus the Brutish feat if the base creature did not already have it.

Organization: Solitary, pair, or band (4–7).

Challenge Rating: As base creature +1.

Treasure: As base creature.

Alignment: Always discordant evil.

Advancement: As base creature.

Faction: Usually Undead Frogloks of Guk.

Sample Froglok Ghoul

This example uses a standard Shin froglok warrior as the base creature.

Shin Froglok Ghoul

	Small Undead
Hit Dice:	7d12 (45 hp)
Initiative:	+0
Speed:	30 ft., swim 30 ft.
AC:	15 (+1 size, –1 Dex, +4 chain shirt, +1 natural)
Attacks:	2 claws +11 melee; or 2 short swords +12/+6 and +7 melee
Damage:	Claw 1d3+3 and disease; short swords 1d6+3 and 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, berserking
Special Qualities:	Undead, sluggish, +2 turn resistance, fast healing 5, ultravision, infravision, resistances
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 16, Dex 9, Con –, Int 12, Wis 9, Cha 8
Skills:	Hide +8*, Intimidate +7, Jump +17, Listen +4, Search +9, Spot +6, Swim +13, Wilderness Lore +2
Feats:	Brutish, Dual Wield, Great Fortitude, Iron Will, Parry, Power Attack, Weapon Focus (short sword)
Climate/Terrain:	Warm marsh and underground
Organization:	Solitary, pair, or band (4–7)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	By character class
Faction:	Undead Frogloks of Guk

Description

Shin frogloks who die defending their nation from the depredations of the ghouls often come back in undeath to serve the ghoulish legions they died trying to exterminate.

Combat

Shin ghouls, while far from mindless, tend to stick to one activity — killing any living being they encounter. Their intelligence simply makes them better at it.

Disease (Ex): Ghoul rot — Fortitude save (DC 13); incubation 1 day; damage 1d6 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at another Fortitude save, or 1 point of temporary Constitution damage is permanent instead.

Berserking (Ex): The Shin ghoul has the berserking ability of the warrior class.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to mind-affecting spells or effects.

Sluggish (Ex): The ghoul's attacks are figured as if its weapon were one delay category slower.

Resistances (Ex): Shin ghouls have racial bonuses of disease and poison resistance (5); they also have bonuses of acid and fire resistance (3).

Skills: Froglok ghouls receive a +4 racial bonus on Intimidate, Jump, and Search checks, and have no maximum jumping distance limit. *They receive a +4 racial bonus on Hide checks in marshy, rocky, or subterranean terrain.

Froglok Ghoul Lord

	Small Undead
Hit Dice:	30d12 (267 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., swim 30 ft.
AC:	23 (+1 size, +1 Dex, +6 *+4 raw silk*, +5 natural)
Attacks:	2 claws +32 melee; or *+5 froglok greatstaff* +37/+31/+25/+19/+13 melee
Damage:	Claw 1d3+3 and disease; *+5 froglok greatstaff* 1d10+9
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, spell-like abilities
Special Qualities:	Undead, sluggish, +2 turn resistance, fast healing 11, ultravision, infravision, resistances, greater specialization (conjuration), death masteries
Saves:	Fort +13, Ref +15, Will +22
Abilities:	Str 16, Dex 13, Con —, Int 24, Wis 14, Cha 14
Skills:	Channeling +35, Hide +13*, Intimidate +16, Jump +7, Knowledge (Guk) +22, Knowledge (mysticism) +37, Knowledge (planar travel) +12, Knowledge (religion) +12, Knowledge (undead lore) +32, Listen +17, Meditation +40, Search +14, Sense Motive +15, Spellcraft +22, Spot +24, Swim +15, Undead Empathy +27, Wilderness Lore +5
Feats:	Alertness, Combat Casting, Enlarge Spell-Like Ability, Extend Spell-Like Ability, Great Fortitude, Improved Initiative, Iron Will, Mental Clarity, Mystic Capacity (spell-like abilities), Quest Spell-Like Ability, Quicken Spell-Like Ability, School Specialization (conjuration), Silent Spell, Spell-Like Ability Focus (alteration), Spell-Like Ability Focus (conjuration)
Climate/Terrain:	Warm marsh and underground
Organization:	Band (ghoul lord plus 3–6 Krup warrior and shadow knight ghouls)
Challenge Rating:	23
Treasure:	Standard coins; standard goods; double items
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	Undead Frogloks of Guk

Description

The ghoul lord is a unique creature, the rumored leader of the froglok ghouls. He squats at the bottom of Guk, plotting in the darkness to spread his corruption farther afield. The frogloks of Guk have sighted the ghoul lord rarely, when he personally leads larger (and dreadfully effective) assaults on the froglok kingdom.

Stories claim that many years ago, an Ilis student of necromancy delved into the unexplored depths of Guk's caverns and discovered something that resulted in his becoming the first froglok ghoul. Some claim he found a portal directly to the Plane of Decay and Bertoxxulous himself twisted the unfortunate froglok. Others believe there is another even more powerful undead master who controls the ghoul lord from the hidden depths of Guk, a creature accidentally called back into undeath by the Ilis's necromancy years ago.

Combat

The ghoul lord is as tough a combatant as the most powerful frogloks as well as being a necromancer of great skill and an undead creature. His diseased claws drip with pestilence, and even the doughtiest adventurer may fall to its infection. He is never found alone, being always surrounded by a cadre of Krup ghouls and his specter pet.

Disease (Ex): Ghoul rot — Fortitude save (DC 25); incubation 1 day; damage 1d6 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at another Fortitude save, or 1 point of temporary Constitution damage is permanent instead.

Spell-Like Abilities: The ghoul lord's spell-like abilities (and the mana cost for each, modified for his *greater specialization [conjuration]* ability) are as follows: *annul magic* (13), *crippling claudication* (50), *deadeye* (6), *devouring darkness* (61), *emissary of Thule* (98), *gate* (12), *manaskin* (55), *shield of the magi* (50), *touch of night* (68). These spells are as the spells cast by a 30th-level necromancer (save DC 17 + spell level, or DC 19 + spell level for alteration and conjuration) with a pool of 420 mana.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to mind-affecting spells or effects.

Sluggish (Ex): The ghoul lord's attacks are figured as if its weapons were one delay category slower.

Resistances (Ex): The ghoul lord has bonuses of magic resistance (10) and of acid and fire resistance (20).

Death Masteries: The ghoul lord has the *fear storm* (x2), *rebuke undead*, and *restore undead* death masteries, as the necromancer class abilities (see pages 70-71 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Skills: Froglok ghouls receive a +4 racial bonus on Intimidate, Jump, and Search checks, and have no maximum jumping distance limit. *They receive a +4 racial bonus on Hide checks in marshy, rocky, or subterranean terrain.



Skeleton

No place on Norrath, or even on Luclin, is safe from the walking dead. Skeletons are the most common of these wretches, their decayed bones cursed to wander the world until their remains are utterly destroyed.

A skeleton retains the shape and size of the living creature it once was, but its flesh has rotted away and even the bones are in poor condition. Its empty eyes gleam hollowly red, and mad cackles escape from its lungless chests . . . or perhaps that is only the wind and the clattering of teeth.

The rules presented here are for creating an "ordinary" skeleton. The more unusual varieties, such as risen commanders and dry-bones, are detailed in the main section of this book. A necromancer's skeletal companions are also quite different from the ordinary animated corpse.

Note that a GM should always feel free to adapt or evolve the skeleton template to devise other unique varieties of skeletons (see the skeletal monk example below).

Creating a Skeleton

"Skeleton" is a template that can be added to any living giant, humanoid, or monstrous humanoid (hereafter referred to as the "base creature"). The creature's type changes to "undead."

A skeleton uses the base creature's statistics and special abilities, except as noted below.

Hit Dice: Increase to d12. All bonus hit points due to Constitution are lost.

Speed: As the base creature. If the base creature had a climb or burrow speed, the skeleton retains those modes of locomotion. A skeleton can no longer fly (except by supernatural means) or swim (it merely walks along the bottom).

AC: Natural armor depends on the base creature's size. The base creature loses any previous natural armor bonus and replaces it as detailed in the table below.

Base Creature Size	Natural Armor Bonus
Tiny or smaller	+1
Small	+2
Medium-size	+4
Large	+6
Huge	+10
Gargantuan	+14
Colossal	+20

Attacks: The skeleton uses the base creature's natural attacks or weapon proficiencies. (It is often carrying a rusty or battered weapon and may even be wearing decaying armor.) It also gains two claw attacks if it did not have them before; these are secondary attacks if it already had another natural attack form, and primary attacks if it used claws as a primary natural attack when alive.

Damage: The skeleton deals normal damage with weapons. Its claw attacks deal damage according to the base creature's size, as detailed in the following table. If the base creature already had a claw attack, use whichever deals more damage.

Base Creature Size	Claw Damage
Tiny or smaller	1d2
Small	1d3
Medium-size	1d4
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A skeleton retains the base creature's special attacks only if they are extraordinary and are not rendered ineffective by the loss of flesh. For example, if the base creature used a trip or bash attack, the skeleton can use those as well. Yet it can no longer use breath weapons, poison, constriction, swallowing, and other forms of attack that require living tissue to function.

The skeleton can still cast spells and use spell-like abilities (if the base creature could do so) so long as its ability modifiers (-10 Intelligence and -6 Wisdom) do not reduce its primary casting attribute below 12 such that it no longer has a mana pool.

The skeleton retains all supernatural abilities.

Special Qualities: The skeleton gains the undead type. It retains those special qualities of the base creature that do not rely on flesh. For example, a skeleton can no longer use scent or fast healing. It can, however, still benefit from spell resistance, damage reduction, and the like. If the base creature had regeneration, this becomes fast healing at the same rate. It also gains the following traits.

Wound Resistance (Ex): A skeleton suffers only half damage from slashing and piercing attacks.

Cold Resistance (Ex): A skeleton receives a bonus of cold resistance (30).

Infravision (Ex): A skeleton gains infravision if the base creature did not already have it.

See Invisible (Su): A skeleton can continuously *see invisible* as the spell.

Saves: A skeleton's base saving throw bonuses change to poor for Fortitude and Reflex saves, and good for Will saves; that is, they change to match those of a wizard whose level is equal to the skeleton's total HD (see **"Table 3–13: Wizard Level Progression"** in the *EverQuest: Player's Handbook*).

Abilities: A skeleton has no Constitution score. Other ability scores are modified as follows: Dex –2, Int –10 (minimum 1), Wis –6. Charisma is reduced to 1.

Skills: A skeleton loses skills as appropriate for its reduced Intelligence score. It also loses any racial bonuses on skill checks, if any.

Feats: As the base creature.

Climate/Terrain: As the base creature.

Organization: Solitary.

Challenge Rating: As a general guideline:

Small or smaller — as the base creature, –1, or 1/2, whichever is greatest.

Medium-size or Large — as the base creature.

Huge or larger — as the base creature +1.

Generally, adjust the skeleton's CR downward if it loses powerful skills, special attacks, or special qualities that the base creature possessed (and that therefore made the base creature's CR higher).

Treasure: No coins; 50% objects; standard items.

Alignment: Always discordant neutral.

Advancement Range: As the base creature.

Faction: Varies; often opposed to the base creature's faction.

Sample Skeleton

This example uses a 4th-level iksar warrior as the base creature.

Iksar Skeleton

Medium-Size Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	21 (+2 Dex, +5 breastplate, +4 natural)
Attacks:	Bastard sword +10 melee; or 2 claws +8 melee
Damage:	Bastard sword 1d10+6; claw 1d4+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, resistances, infravision, see invisible, taunt +2
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 19, Dex 14, Con —, Int 1, Wis 4, Cha 1
Skills:	Listen +0, Spot +0, Taunt +4
Feats:	Alertness, Weapon Focus (bastard sword)
Climate/Terrain:	Warm aquatic, marsh, and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always discordant neutral
Advancement Range:	By character class
Faction:	None

Description

Iksar skeletons pollute the shores of the Lake of Ill Omen and stray farther afield over Kunark. Some of these creatures may be remnants from the long-ago rebellion, but many are the doomed victims of hostile necromancers that still threaten the iksar.

Combat

Iksar skeletons lash out at all intruders, much as living iksar do. This warrior has the great strength it possessed in life but has lost its more powerful fighting abilities.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to mind-affecting spells or effects.

Resistances (Ex): The skeleton suffers only half damage from slashing and piercing attacks. It has bonuses of fire resistance (5) and cold resistance (30).

See Invisible (Su): A skeleton can continuously *see invisible* as the spell.

Sample Unique Skeleton: Skeletal Monk

This example uses a 12th-level human monk as the base creature. In addition to the standard skeleton template, this more powerful variant gets damage reduction, spell resistance, and turn resistance; as a result, it has a CR adjustment of +2.

Skeletal Monk

Medium-Size Undead

Hit Dice:	12d12 (78 hp)
Initiative:	+3 (Dex)
Speed:	40 ft. (Swift)
AC:	21 (+3 Dex, +4 martial defense, +4 natural)
Attacks:	Unarmed strike +15/+12/+9/+6 melee and +10 melee, dragon punch +15 melee
Damage:	Unarmed strike 1d10+2; dragon punch 1d12+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mystic strike +2, stunning blow, dragon punch
Special Qualities:	Undead, damage reduction 10/+2, resistances, SR 19, infravision, see invisible, +4 turn resistance, martial defense +4, round kick, safe fall +4, improved evasion
Saves:	Fort +4, Ref +7, Will +9
Abilities:	Str 14, Dex 17, Con —, Int 1, Wis 12, Cha 1
Skills:	Climb +7, Jump +5, Listen +11, Safe Fall +9, Spot +11
Feats:	Double Attack, Dual Wield, Hand to Hand, Improved Hand to Hand, Parry, Run, Swift, Weapon Finesse (unarmed)
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always discordant neutral
Advancement Range:	By character class
Faction:	None

Description

The skeletal remains of certain monks patrol many of Norrath's dark dungeons and ruins.

A skeletal monk retains most of the abilities it had when alive, although the abilities to mend wounds to a living body or to withdraw its psyche by feigning death no longer function. Gone now is whatever discipline formed the monk's philosophy in life; in death, it exists only to destroy. Eerie light gleams in its hollow eyes, but the rest of its moldering body is dull with age and decay.

Combat

A skeletal monk leaps into combat with flailing fists and mighty kicks, battering opponents with the full force of a powerful monk's unarmed strikes. It is resistant to all forms of magic and to attempts to turn undead creatures. These traits, combined with its lack of intelligence, produce an opponent that simply will not stop until destroyed.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not subject to mind-affecting spells or effects.

Resistances (Ex): The skeleton suffers only half damage from slashing and piercing attacks. It has bonuses of fire resistance (6) and cold resistance (30).

See Invisible (Su): A skeleton can continuously *see invisible* as the spell.



Werebat

Werebats are humanoids who transform into bipedal batlike creatures or great bats. The change comes upon them at night, when the werebat form takes control. Regardless of a humanoid's goals and alignment in its original form, the werebat is evil and foul-tempered, attacking other creatures on sight. This behavior can only be controlled with great effort.

Creating a Werebat

"Werebat" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "character"). The character's type changes to "shapechanger." At night, the werebat takes on aspects of a bat while retaining a basically humanoid physiology, combining features of the character and a bat. It can also change shape into a giant bat.

A werebat uses the character's statistics and special abilities. In addition, the character's abilities might be modified as set out below.

Hit Dice: Increase to d8 while in hybrid humanoid-bat or bat form, unless the character's HD type is already higher.

Speed: In its hybrid humanoid-bat form, the werebat gains a fly speed of 40 feet with poor maneuverability; in its bat form, it gains a fly speed of 50 feet with average maneuverability.

Note that any armor with a skill check penalty of –4 or greater will prevent the werebat from flying in its hybrid form and that it cannot wear armor at all in its bat form. At the GM's discretion, heavier armor may be specially crafted to allow a hybrid werebat to fly, but the cost for such armor should be at least twice that of masterwork armor of the appropriate type.

AC: The character's natural armor bonus increases by +2 in werebat or giant bat form.

Attacks: In hybrid humanoid-bat form, as the character, plus the werebat gains a bite attack at the character's highest attack value –5. In giant bat form, the character has only a bite attack at the character's highest attack value.

Damage: As the character; the werebat's bite attack deals damage according to the base creature's size, as set out in the following table. If the base creature already had a bite attack, use whichever deals more damage.

Base Creature Size	Bite Damage
Small	1d3
Medium-size	1d6
Large	1d8



Special Attacks: In giant bat form, the character loses most special attacks it has in its base form (GM's discretion). In hybrid humanoid-bat form, it retains most special attacks (again, GM's discretion). In both forms, it also gains the following:

Mark of the Werebat (Su): Any humanoid hit by a werebat's bite attack must succeed at a Fortitude save (DC 15) or contract werebat lycanthropy, gaining the werebat template.

Special Qualities: In giant bat form, the character loses any special qualities it has in its base form. In werebat form, the character retains its special qualities. In both forms, the character also gains the following:

Damage Reduction (Ex): A werebat has damage reduction 15/silver.

Blindsight (Ex): Werebats operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 120 feet. If the werebat is prevented from making or hearing these sounds, it must rely on its base eyesight.

Hover (Ex): Although werebats are not the most maneuverable flyers, they can hover in place when they wish.

Saves: As the base creature, plus a +2 racial bonus to Reflex and Will saves.

Abilities: As the base creature in its natural form. In either werebat form, it gains +4 Dexterity and +2 Constitution.

Skills: As the base creature, plus in either of its werebat forms the werebat receives a +8 racial bonus to Listen, Search, and Spot checks. These bonuses are lost if its blindsight is negated.

Climate/Terrain: As the base creature.

Organization: Solitary, or as the base creature.

Challenge Rating: As the base creature in its natural form or in giant bat form; +1 in hybrid werebat form.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Sample Werebat

This example uses a 10th-level human warrior as the base creature. The statistics given are for the warrior at night, in hybrid humanoid-bat form.

Werebat

	Medium-Size Shapechanger
Hit Dice:	10d12+30 (95 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., fly 40 ft. (poor)
AC:	21 (+4 Dex, +5 masterwork breastplate, +2 natural)
Attacks:	Masterwork greatsword +15/+10 melee, bite +8 melee; or composite longbow +15/+10 ranged
Damage:	Masterwork greatsword 2d6+6, bite 1d6+1 and mark of the werebat; composite longbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mark of the werebat
Special Qualities:	Berserking, Taunt +3, damage reduction 15/silver, blindsight, hover
Saves:	Fort +10, Ref +9, Will +5
Abilities:	Str 16, Dex 18, Con 16, Int 8, Wis 10, Cha 12
Skills:	Intimidate +7, Knowledge (warcraft) +2, Listen +10, Search +9, Spot +10, Taunt +14, Trade Skill (blacksmithing) +5
Feats:	Cleave, Double Attack, Great Cleave, Improved Critical (greatsword), Parry, Power Attack, Weapon Focus (greatsword), Weapon Focus (composite longbow), Weapon Specialization (greatsword)
Climate/Terrain:	Any land and underground
Organization:	Solitary

Challenge Rating:	11
Treasure:	Standard
Alignment:	Neutral evil
Advancement Range:	By character class
Faction:	None

Combat

Many warriors infected with the mark of the bat let it consume their lives. They sleep all day so they can be awake and alert at night to fight in their werebat form.

Mark of the Werebat (Su): Any humanoid hit by a werebat's bite attack must succeed at a Fortitude save (DC 15) or contract werebat lycanthropy.

Blindsight (Ex): Werebats operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 120 feet. If the werebat is prevented from making or hearing these sounds, it must rely on its base eyesight.

Hover (Ex): Although werebats are not the most maneuverable flyers, they can hover in place when they wish.

Skills: In either werebat form, the werebat gains a +8 racial bonus to Listen, Search, and Spot checks. These bonuses are lost if its blindsight is negated.

Batling

Batlings are kobolds infected by a werebat's mark of lycanthropy. This example uses a simple adult kobold as the base creature. The statistics given are for the kobold at night, in hybrid humanoid-bat form.

Batling

	Small Shapechanger
Hit Dice:	3d8+9 (22 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 20 ft., fly 40 ft. (poor)
AC:	21 (+1 size, +3 Dex, +7 natural)
Attacks:	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d4+2, bite 1d4+1 and mark of the werebat
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mark of the werebat
Special Qualities:	Scent, ultravision, damage reduction 15/silver, blindsight, hover
Saves:	Fort +4, Ref +8, Will +5
Abilities:	Str 14, Dex 16, Con 17, Int 8, Wis 14, Cha 4
Skills:	Climb +10, Listen +14, Search +7, Spot +14, Wilderness Lore +5*
Feat:	Alertness
Climate/Terrain:	Temperate and cold mountains and hills
Organization:	Solitary, pair, or band (3–9)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually discordant evil
Advancement Range:	By character class
Faction:	Varies



Description

Batlings live mainly in the kobold warrens in the Stonebrunt Mountains, but thanks to their nocturnal flights, they are increasingly found on Antonica and other places, delivering their mark to other kobolds across the world.

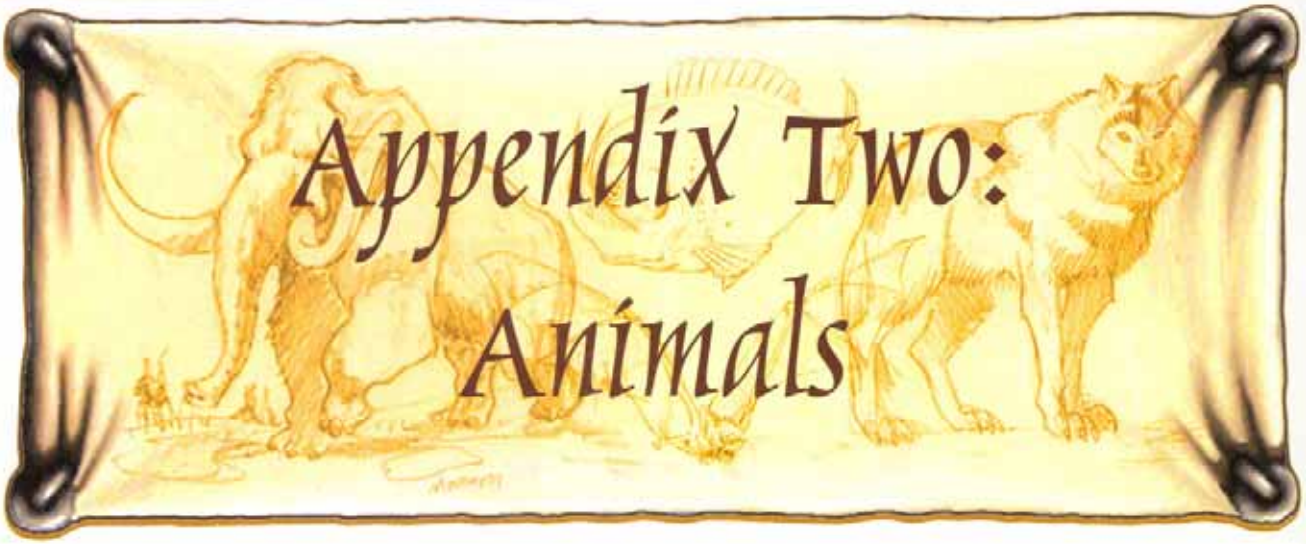
Combat

Mark of the Werebat (Su): Any humanoid hit by a batling's bite attack must succeed at a Fortitude save (DC 15) or contract werebat lycanthropy.

Blindsight (Ex): Batlings operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 120 feet. If the batling is prevented from making or hearing these sounds, it must rely on its base (kobold) eyesight.

Hover (Ex): Although batlings are not the most maneuverable flyers, they can hover in place when they wish.

Skills: In kobold form, the batling receives a +4 racial bonus to Listen and Spot checks; in either werebat form, it receives a +8 racial bonus to Search, and its Listen and Spot bonus increases to +8. *When tracking by scent, the batling receives a +2 racial bonus to Wilderness Lore checks.



Appendix Two: Animals

Animals

The animals of Norrath are often significantly larger and stronger than those found in other worlds. Such adaptations have been essential for animals to survive in environs as dangerous as those found throughout Norrath.

	Bat	Bat, Giant
	Tiny Animal	Large Animal
Hit Dice:	1d8+1 (5 hp)	8d8+24 (60 hp)
Initiative:	+3 (Dex)	+7 (Dex)
Speed:	5 ft., fly 40 ft. (average)	5 ft., fly 50 ft. (poor)
AC:	15 (+2 size, +3 Dex)	22 (–1 size, +7 Dex, +6 natural)
Attacks:	Bite +5 melee	Bite +12/+7 melee
Damage:	Bite 1d3–1	Bite 2d6+7
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	10 ft. by 5 ft./5 ft.
Special Attacks:	—	Knockdown
Special Qualities:	Blindsight, hover	Blindsight, hover
Saves:	Fort +3, Ref +5, Will +2	Fort +9, Ref +13, Will +4
Abilities:	Str 8, Dex 17, Con 12, Int 2, Wis 14, Cha 4	Str 21, Dex 25, Con 16, Int 2, Wis 14, Cha 6
Skills:	Hide +13, Listen +9, Spot +9	Hide +3, Listen +11, Spot +10
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm desert, forest, hills, plains, and underground	Temperate and warm desert, forest, hills, plains, and underground
Organization:	Solitary or colony (4–40)	Solitary or brood (2–6)
Challenge Rating:	1/3	4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	1–2 HD (Tiny); 3–4 HD (Small)	9–16 HD (Large); 17–24 HD (Huge)
Faction:	None	None

Bat

Bats are flying mammals found in many areas of Norrath, with compact bodies and wingspans averaging 3 to 4 feet. They live in colonies, but individuals often range off on their own in search of food. Though most species are nocturnal, a few do hunt by day.

Combat

Bats generally do not dive at foes, instead hovering near a larger target and biting it to death. A bat that finds itself outmatched in a fight will retreat to the safety of its lair.

Blindsight (Ex): Bats operate by echolocation, emitting high-frequency sounds inaudible to most other creatures, depicting their surroundings perfectly at distances of up to 120 feet. If forced to rely on eyesight, most bats have a visual range of only 30 feet.

Hover (Ex): Although bats are not the most maneuverable flyers, they can hover in place when they wish.



Skills: A bat receives a +4 racial bonus to Listen and Spot checks. This bonus is lost if its blindsight is negated.

Giant Bat

Giant bats are almost as common throughout Norrath as their smaller cousins. They are significantly larger, however, with wingspans as great as 12 feet.

Combat

Giant bats behave like normal bats and use similar attacks and tactics. Due to their great size, however, they have a good chance of knocking down smaller prey.

Knockdown (Ex): A giant bat that hits with a bite attack can attempt to knock down a Medium-size or smaller opponent as a free action. This works like a trip attack (see page 378 in Chapter 12: Combat of the *EverQuest: Player's Handbook*), but does not require a touch attack nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bat.

	Bear, Black	**Bear, Kodiak**
	Medium-Size Animal	**Large Animal**
Hit Dice:	5d8+20 (42 hp)	11d8+55 (104 hp)
Initiative:	+1 (Dex)	+1 (Dex)
Speed:	40 ft.	40 ft.
AC:	16 (+1 Dex, +5 natural)	18 (–1 size, +1 Dex, +8 natural)
Attacks:	2 claws +9 melee, bite +4 melee	2 claws +16 melee, bite +11 melee
Damage:	Claw 1d4+6, bite 1d8+3	Claw 1d8+9, bite 2d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	Improved grab, maul
Special Qualities:	Scent	Scent
Saves:	Fort +8, Ref +5, Will +2	Fort +12, Ref +8, Will +5
Abilities:	Str 23, Dex 12, Con 19, Int 2, Wis 12, Cha 6	Str 29, Dex 12, Con 21, Int 2, Wis 14, Cha 6
Skills:	Climb +9, Listen +7, Spot +7, Swim +8	Climb +12, Listen +7, Spot +7, Swim +11
Feats:	—	Power Attack
Climate/Terrain:	Any forest, hills, mountains, and plains	Any forest and hills
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	3	6
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	6–8 HD (Medium-size); 9–15 HD (Large)	12–19 HD (Large); 20–33 HD (Huge)
Faction:	None	None

	Bear, Tundra Kodiak	**Bear, Giant Polar**
	Large Animal	**Huge Animal**
Hit Dice:	18d8+144 (225 hp)	30d8+270 (405 hp)
Initiative:	+1 (Dex)	+1 (Dex)
Speed:	40 ft.	50 ft.
AC:	22 (–1 size, +1 Dex, +12 natural)	29 (–2 size, +1 Dex, +20 natural)
Attacks:	2 claws +22 melee, bite +17 melee	2 claws +36 melee, bite +31 melee
Damage:	Claw 2d4+10, bite 2d10+5	Claw 2d6+16, bite 4d6+8
Face/Reach:	5 ft. by 10 ft./10 ft.	10 ft. by 20 ft./15 ft.
Special Attacks:	Improved grab, maul	Improved grab, forceful blow
Special Qualities:	Cold resistance (8), scent	Cold resistance (12), scent
Saves:	Fort +19, Ref +12, Will +10	Fort +26, Ref +18, Will +14
Abilities:	Str 31, Dex 12, Con 27, Int 2, Wis 18, Cha 9	Str 43, Dex 12, Con 29, Int 2, Wis 18, Cha 13
Skills:	Listen +9, Spot +9, Swim +15	Hide –4*, Listen +9, Spot +9, Swim +18
Feats:	Cleave (claws only), Improved Critical (claws), Power Attack	Cleave (claws only), Great Cleave (claws only), Improved Critical (claws), Power Attack
Climate/Terrain:	Any cold land	Any cold land
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	10	15
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	19–36 (Large); 37–54 HD (Huge)	31–70 HD (Huge); 71–90 HD (Gargantuan)
Faction:	None	None

Black Bear

The black bear is representative of Medium-size bears throughout Norrath. Similar species may have white, brown, or blond pelts. Though found with a variety of coloration in many regions, they are all fairly sedate omnivores that rarely attack humanoid prey unless threatened, injured, or very hungry.

Kodiak Bear

Kodiak bears are large and aggressive carnivores normally found in wooded and hilly regions. Far more territorial than black bears, they are prone to attack anything they come across. A typical Kodiak stands 10 to 14 feet tall on its hind legs and can weigh as much as 2,000 pounds.

Combat

A Kodiak prefers to grapple and then maul its opponents, but will not ignore other foes if faced with more than one.

Improved Grab (Ex): A Kodiak bear may use its improved grab ability with either its claw or bite attacks. If it gets a hold, it may maul.

Maul (Ex): If the Kodiak gets a hold, it deals automatic claw (one only) and bite damage each round the hold is maintained.

Tundra Kodiak

Tundra Kodiaks are an even larger and more aggressive species of Kodiak found in arctic regions. They stand up to 15 feet tall on their hind legs and can weight in excess of 3,000 pounds. Tundra Kodiaks tend to ignore creatures they do not see as a threat, but they attack anything that looks edible if they are hungry.

Combat

Tundra Kodiaks fight much the same way as typical Kodiaks.

Improved Grab (Ex): A Tundra Kodiak may use its improved grab ability with either its claw or bite attacks. If it gets a hold, it may maul.

Maul (Ex): If the Tundra Kodiak gets a hold, it deals automatic claw (one only) and bite damage each round the hold is maintained.

Giant Polar Bear

The giant polar bear is the largest bear known on Norrath. Found only in the coldest arctic regions, a single giant polar bear can bring down a mammoth or even a young giant. This gigantic bear stands 22 to 25 feet on its hind legs and weighs in excess of 7,000 pounds.

Combat

Giant polar bears prefer to slash and bite foes rather than grapple with them, a tactic made highly effective by their great reach. They only grab targets they cannot harm any other way.

Improved Grab (Ex): A giant polar bear may use its improved grab ability with either its claw or bite attacks.

Forceful Blow (Ex): If a giant polar bear does not use its improved grab ability with a successful claw attack against a Large or smaller opponent, it may make a bull rush attack as a free action in the same round. In addition to dealing normal claw damage, this bull rush attack affects the target as if the bear had decided to move with the target, even if the bear does not actually move (see "Bull Rush" on page 378 in Chapter 12: Combat of the *EverQuest: Player's Handbook*). The forceful blow does not provoke attacks of opportunity.

Skills: *The giant polar bear's white coloration confers upon it a +12 racial bonus to Hide checks made in snowy or icy areas.



	Caiman	Crocodile
	Medium-Size Animal (Aquatic)	**Large Animal (Aquatic)**
Hit Dice:	8d8+32 (68 hp)	10d8+60 (105 hp)
Initiative:	+3 (Dex)	+0
Speed:	30 ft., swim 30 ft.	20 ft., swim 30 ft.
AC:	16 (+3 Dex, +3 natural)	17 (–1 size, +8 natural)
Attacks:	Bite +11/+6 melee	Bite +15 melee, tail slap +10 melee; or bite +15/+10 melee
Damage:	Bite 2d6+5	Bite 2d8+14; tail slap 2d6+14
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft. (10 ft. with tail)
Special Attacks:	Improved grab	Improved grab
Saves:	Fort +10, Ref +9, Will +4	Fort +13, Ref +7, Will +4
Abilities:	Str 21, Dex 17, Con 19, Int 1, Wis 14, Cha 2	Str 29, Dex 11, Con 23, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +8, Swim +16	Listen +8, Spot +3, Swim +20
Feats:	—	Improved Critical (bite)
Climate/Terrain:	Aquatic, desert and warm marsh	Aquatic, desert and warm marsh
Organization:	Solitary	Solitary or colony (3–12)
Challenge Rating:	5	7
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	9–14 HD (Medium-size)	11–15 HD (Large); 16–20 HD (Huge)
Faction:	None	None

	Caiman, Deepwater	Crocodile, Deepwater
	Large Animal (Aquatic)	**Huge Animal (Aquatic)**
Hit Dice:	15d8+105 (172 hp)	20d8+140 (230 hp)
Initiative:	+2 (Dex)	+0
Speed:	30 ft., swim 40 ft.	20 ft., swim 40 ft.
AC:	24 (–1 size, +2 Dex, +13 natural)	28 (–2 size, +20 natural)
Attacks:	Bite +19/+14/+9 melee	Bite +27 melee, tail slap +22 melee; or bite +27/+22/+17 melee
Damage:	Bite 2d8+13	Bite 4d6+21; tail slap 2d8+21 and *daze*
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft. (15 ft. tail)
Special Attacks:	Improved grab	Improved grab, swallow whole
Special Qualities:	Sonic resistance (8)	Sonic resistance (8)
Saves:	Fort +16, Ref +11, Will +7	Fort +16, Ref +9, Will +6
Abilities:	Str 29, Dex 15, Con 25, Int 1, Wis 15, Cha 2	Str 38, Dex 11, Con 25, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +8, Swim +19	Listen +6, Spot +3, Swim +24
Feats:	Improved Critical (bite)	Improved Critical (bite), Improved Slam (tail slap)
Climate/Terrain:	Aquatic, desert and warm marsh	Aquatic, desert and warm marsh
Organization:	Solitary	Solitary or colony (3–6)
Challenge Rating:	9	12
Treasure:	No coins or goods; half standard items	No coins or goods; half standard items
Alignment:	Always neutral	Always neutral
Advancement Range:	16–24 HD (Large); 25–45 HD (Huge)	21–30 HD (Huge); 31–60 HD (Gargantuan)
Faction:	None	None



Caiman

Caiman are large predatory lizards, generally 9 to 10 feet from nose to tail tip, found in warm saltwater areas and in deserts near saltwater bodies. Caiman are solitary and aggressive, attacking anything that moves close to them.

Combat

Improved Grab (Ex): A caiman may use its improved grab ability with a successful bite attack against any Medium-size or smaller creature. It deals automatic bite damage each round it maintains a pin.

Crocodile

Crocodiles are freshwater reptiles that typically live along rivers and in desert oases. They form into colonies and are quick to defend one another from outside attack. Crocodiles hunt almost constantly, making them quite dangerous — although they are not usually aggressive when well fed.

Combat

A crocodile's favored tactic is to grab its prey and drag it deep underwater; if the prey is a land-dwelling creature, its drowning will aid the crocodile in its hunt.

Improved Grab (Ex): A crocodile may use its improved grab ability with a successful bite attack against any Large or smaller creature. It deals automatic bite damage each round it maintains a pin.

Deepwater Caiman

Larger and more dangerous versions of typical caimans, deepwater caiman occasionally have valuable items undigested in their stomachs.

Combat

Improved Grab (Ex): A deepwater caiman may use its improved grab ability against any Large or smaller creature. It deals automatic bite damage each round it maintains a pin.

Deepwater Crocodile

Larger, more aggressive, and more dangerous than their smaller cousins, deepwater crocodiles may be found with objects of value undigested in their stomachs.

Combat

Improved Grab (Ex): A deepwater crocodile may use its improved grab ability against any Huge or smaller creature. It deals automatic bite damage each round it maintains a pin and may attempt to swallow whole.

Swallow Whole (Ex): A deepwater crocodile may swallow a Medium-size or smaller creature with a successful grapple check. The creature takes 2d8+14 points of crushing damage and 2d8 points of acid damage each round from the crocodile's innards. A swallowed victim may cut its way out using Small or Tiny slashing weapons if it deals 25 or more points of damage to the crocodile from within (AC 25). A hole cut through the crocodile's belly cannot be used by any other creature to escape; each victim must find its own way out.

A typical deepwater crocodile's innards can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or 32 Fine creatures.

	Dog Small Animal
Hit Dice:	2d8+4 (13 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 15, Int 2, Wis 14, Cha 8
Skills:	Listen +6, Spot +5, Swim +5, Wilderness Lore +3*
Climate/Terrain:	Any land
Organization:	Solitary or pack (2–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3–5 HD (Small); 6 HD (Medium-size)
Faction:	None

Dog

Domesticated dogs come in a variety of breeds and serve as companions to individuals from almost every level of society. Wild dogs usually scavenge on the outskirts of humanoid civilization; they tend to resemble smaller versions of their wolf ancestors and typically travel in packs.

Combat

Dogs hunting in packs prefer to worry a solitary opponent, taking turns to dart close and snap at the victim until it is too tired or weakened to fight back. Dogs are quick to defend their packmates — by canine thinking, a humanoid master is considered a part of the pack — though they will retreat if clearly outmatched.

Skills: *Dogs have exceptional olfactory senses, giving them a +8 racial bonus to Wilderness Lore checks when tracking by scent.



	Eagle	Eagle, Giant
	Small Animal	Medium-Size Animal
Hit Dice:	2d8 (9 hp)	10d8+20 (65 hp)
Initiative:	+3 (Dex)	+2 (Dex)
Speed:	5 ft., fly 90 ft. (average)	10 ft., fly 100 ft. (average)
AC:	15 (+1 size, +3 Dex, +1 natural)	19 (+2 Dex, +7 natural)
Attacks:	2 claws +5 melee, bite +0 melee	2 claws +10 melee, bite +5 melee
Damage:	Claw 1d3, bite 1d4	Claw 1d6+3, bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref +6, Will +2	Fort +9, Ref +9, Will +5
Abilities:	Str 11, Dex 17, Con 11, Int 2, Wis 14, Cha 11	Str 17, Dex 15, Con 15, Int 2, Wis 14, Cha 14
Skills:	Listen +7, Spot +9*	Listen +7, Spot +11*
Feats:	Flyby Attack (claws only), Weapon Finesse (bite, claw)	Flyby Attack (claws only), Power Attack
Climate/Terrain:	Forest, hills, mountains, and plains	Forest, hills, and mountains
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	1/2	4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	3–6 HD (Small)	11–16 HD (Medium-size), 17–25 HD (Large); 26–33 HD (Huge)
Faction:	None	None

Eagle

Though rare on Norrath, birds of prey are not totally unknown. The greatest of these is the eagle, with an average wingspan of roughly 8 feet. These avian predators typically have golden, brown, or reddish coloring. Eagles (and similar birds of prey) can see roughly four times as far as a human in daylight conditions.

Combat

Aggressive and territorial, eagles prefer to charge from the air. They swoop down in a fly-by attack to grapple Tiny or smaller prey with their claws and carry it away. Against larger targets, they instead use their diving charge to make a raking attack with their claws.

Skills: *Eagles have exceptional daytime vision, giving them a +8 racial bonus to Spot checks during daylight.

Giant Eagles

Even rarer than their smaller cousins, giant eagles are prized among many groups of elves and druids. The noble birds have been known to lend aid to such groups, though for reasons that are not always evident. Giant eagles generally have a wingspan of 12 to 15 feet and coloration similar to normal eagles. A giant eagle can carry away prey one size category smaller than itself.

Combat

Giant eagles use the same tactics and otherwise behave like their smaller cousins.



	Elephant	Mammoth, Wooly	Mammoth, Tundra
	Huge Animal	Huge Animal	Gargantuan Animal
Hit Dice:	14d8+70 (133 hp)	19d8+114 (199 hp)	32d8+224 (368 hp)
Initiative:	+0 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	40 ft.	40 ft.	40 ft.
AC:	16 (–2 size, +8 natural)	20 (–2 size, -1 Dex, +13 natural)	26 (–4 size, -1 Dex, +21 natural)
Attacks:	Slam +19 melee, stamp +14 melee; or gore +19 melee	Slam +25 melee, stamp +20 melee; or gore +25 melee	Slam +35 melee, stamp +30 melee; or gore +35 melee
Damage:	Slam 2d6+11, stamp 2d8+5; gore 2d8+16	Slam 2d8+13 and *daze*, stamp 2d8+6; gore 2d8+19	Slam 4d6+15 and *daze*, stamp 4d6+7; gore 2d10+22
Face/Reach:	10 ft. by 20 ft./10 ft.	10 ft. by 20 ft./10 ft.	20 ft. by 40 ft./10 ft. (15 ft. slam)
Special Attacks:	Trample 2d8+16	Trample 2d8+19	Trample 4d6+22
Special Qualities:	Scent	Damage reduction 3/–, cold resistance (8), scent	Damage reduction 5/–, cold resistance (4), scent
Saves:	Fort +14, Ref +9, Will +5	Fort +17, Ref +10, Will +8	Fort +20, Ref +13, Will +11
Abilities:	Str 33, Dex 10, Con 21, Int 2, Wis 13, Cha 6	Str 36, Dex 9, Con 23, Int 2, Wis 14, Cha 6	Str 41, Dex 8, Con 25, Int 2, Wis 15, Cha 6
Skills:	Listen +7, Spot +7	Listen +8, Spot +8	Listen +8, Spot +8
Feats:	Power Attack	Improved Slam, Power Attack	Improved Slam, Power Attack
Climate/Terrain:	Warm forest and plains	Any cold land	Any cold land
Organization:	Solitary or herd (2–24)	Solitary or herd (2–10)	Solitary or herd (2–7)
Challenge Rating:	9	11	16
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	16–30 HD (Huge)	20–36 HD (Huge); 37–56 HD (Gargantuan)	33–64 HD (Gargantuan); 65–96 HD (Colossal)
Faction:	None	None	None

Elephant

Elephants are large, passive herbivores. Some cultures have been known to train them for various tasks, including warfare. Elephants rarely attack anything without provocation, but are vicious opponents once threatened or injured. A seriously injured elephant (reduced below two-thirds of its total hit points) may retreat from the thick of battle, only to charge back in without warning.

Combat

Trample (Ex): As an attack action, an elephant can simply run over a target two or more sizes smaller than itself, dealing its base stamp damage + 1.5 its Strength modifier. The trampled opponent can either attempt an attack of opportunity at a –4 penalty or make a Reflex save (DC 28) for half damage.

Wooly Mammoth

Cousin to the temperate-dwelling elephant, the wooly mammoth is covered in a thick coat of fur and hide to protect it better from the cold of its arctic home. Though larger than an elephant, it otherwise behaves similarly.

Combat

Trample (Ex): A wooly mammoth's trample is more difficult to avoid (Reflex save DC 32) due to the animal's larger size, but otherwise functions as an elephant's trample.

Tundra Mammoth

Considerably larger and more powerful than the wooly mammoth, the tundra mammoth is found in slightly less cold climates. Otherwise, the two species are very similar.

Combat

Trample: A tundra mammoth's trample attack functions as does an elephant's, but requires a more difficult Reflex save (DC 41).



	Fish, Piranha
	Tiny Animal (Aquatic)
Hit Dice:	1/2d8+1 (3 hp)
Initiative:	+2 (Dex)
Speed:	Swim 30 ft.
AC:	15 (+2 size, +2 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4–3
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Frenzy
Special Qualities:	Scent
Saves:	Fort +3, Ref +4, Will +0
Abilities:	Str 4, Dex 15, Con 12, Int 1, Wis 11, Cha 3
Skills:	Listen +5, Spot +5
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any warm aquatic
Organization:	Solitary, pair, school (3–24), or shoal (20–80)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	1–3 HD (Tiny)
Faction:	None



	Fish, Cauldron Shark
	Huge Animal (Aquatic)
Hit Dice:	19d8+133 (218 hp)
Initiative:	+1 (Dex)
Speed:	Swim 60 ft.
AC:	19 (–2 size, +1 Dex, +10 natural)
Attacks:	Bite +21 melee
Damage:	Bite 4d6+13
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Acute scent
Saves:	Fort +18, Ref +12, Will +9
Abilities:	Str 29, Dex 12, Con 24, Int 1, Wis 14, Cha 4
Skills:	Listen +9, Spot +9
Feats:	Improved Critical (bite), Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary or school (2–4)
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement Range:	20–29 HD (Huge)
Faction:	None

Piranha

Piranhas are freshwater fish most often found in rivers and lakes, although a few saltwater species exist. While legendary for their ferocity, in reality piranhas are only dangerous when hungry or injured.

Combat

Piranhas restrict their attacks to small fish unless injured, sick, or starving. They attack prey with single-minded aggression, but may turn to an easier target if one presents itself.

Frenzy (Ex): A piranha that smells fresh blood or suffers damage in combat enters a feeding frenzy until either it or its prey is dead. It gains +1d4 temporary hit points, a +2 bonus on all attack and damage rolls, and a +2 bonus to its AC. The piranha cannot end its frenzy voluntarily.

	Fish, Razorgill
	Small Animal (Aquatic)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	Swim 50 ft.
AC:	16 (+1 size, +1 Dex, +4 natural)
Attacks:	Bite +6 melee; or rake +3 melee
Damage:	Bite 1d8–1; rake 2d6–1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Scent
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 8, Dex 13, Con 12, Int 1, Wis 12, Cha 4
Skills:	Listen +6, Spot +6
Feats:	Weapon Finesse (bite), Swim-By Attack (rake only)
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair, or school (3–9)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	7–10 HD (Small)
Faction:	None



	Fish, Deepwater Barracuda
	Huge Animal (Aquatic)
Hit Dice:	22d8+132 (231 hp)
Initiative:	+4 (Dex)
Speed:	Swim 60 ft.
AC:	26 (–2 size, +4 Dex, +14 natural)
Attacks:	Bite +21 melee
Damage:	Bite 4d8+10
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves:	Fort +19, Ref +17, Will +9
Abilities:	Str 25, Dex 19, Con 22, Int 1, Wis 14, Cha 4
Skills:	Listen +10, Spot +9
Feats:	Improved Critical (bite), Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement Range:	23–32 HD (Huge)
Faction:	None





Razorgill

The razorgill is a saber-toothed fish often found in underground rivers and pools. It is extremely aggressive and is likely to attack any creature that cannot outswim it.

Combat

The razorgill tends to swim past prey several times, slashing with its razor-sharp spines as it passes (a tactic from which it derives its name), before closing to devour the bleeding victim.

Cauldron Shark

The cauldron shark is a very large saltwater fish famed for its tendency to make unprovoked attacks.

Combat

Improved Grab (Ex): A cauldron shark may use its improved grab ability against any Medium-size or smaller creature. It deals automatic bite damage each round it maintains a pin and may attempt to swallow whole.

Swallow Whole (Ex): A cauldron shark may swallow a Medium-size or smaller creature with a successful grapple check. The creature takes 2d6+13 points of crushing damage and 1d10 points of acid damage each round from the shark's innards. A swallowed victim may cut its way out using Small or Tiny slashing weapons if it deals 20 or more points of damage to the shark from within (AC 20). A hole cut through the shark's belly cannot be used by any other creature to escape; each victim must find its own way out.

A typical cauldron shark's innards can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or 32 Fine creatures.

Acute Scent (Ex): Cauldron sharks have the scent ability, but can detect prey at six times the usual distance (i.e., at 180 feet). They can smell blood in the water at distances of up to 1 mile.

Deepwater Barracuda

The deepwater barracuda is a massive fish able to take on almost any other aquatic creature. It knows no fear and is aggressive and violent, rarely retreating from combat even when near death. When attacking smaller creatures against which its improved grab ability is effective, the deepwater barracuda will usually simply grab its prey and swim with it, biting until the prey is dead and then devouring it.

Combat

Improved Grab (Ex): A deepwater barracuda may use its improved grab ability against any Medium-size or smaller creature. It deals automatic bite damage each round it maintains a pin.

	Lion, Puma Medium-Size Animal	Lion Large Animal	Lion, Highlands Large Animal
Hit Dice:	5d8+15 (37 hp)	7d8+35 (66 hp)	11d8+55 (104 hp)
Initiative:	+5 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	40 ft., climb 20 ft.	40 ft.	50 ft.
AC:	18 (+5 Dex, +3 natural)	18 (–1 size, +4 Dex, +5 natural)	20 (–1 size, +4 Dex, +7 natural)
Attacks:	2 claws +7 melee, bite +2 melee	2 claws +10 melee, bite +5 melee	2 claw +16 melee, bite +11 melee
Damage:	Claw 1d4+4, bite 1d6+2	Claw 1d6+6, bite 2d6+3	Claw 1d8+9, bite 2d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft. (claws 10 ft.)
Special Attacks:	Pounce, improved grab, rake 1d4+2	Improved grab, rake 1d6+3	Improved grab, rake 1d8+4
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +7, Ref +9, Will +3	Fort +10, Ref +9, Will +4	Fort +12, Ref +11, Will +5
Abilities:	Str 19, Dex 21, Con 17, Int 2, Wis 14, Cha 12	Str 23, Dex 19, Con 21, Int 2, Wis 14, Cha 12	Str 29, Dex 19, Con 21, Int 2, Wis 14, Cha 12
Skills:	Balance +14, Climb +16, Hide +10*, Jump +15, Listen +10, Sneak +10, Spot +7	Balance +8, Climb +6, Hide +12*, Jump +10, Listen +10, Sneak +9, Spot +8	Balance +12, Climb +14, Hide +12*, Jump +17, Listen +10, Sneak +8, Spot +8
Feats:	—	—	Power Attack
Climate/Terrain:	Hills and plains	Hills and plains	Hills, mountains, and plains
Organization:	Solitary or pair	Solitary, pair, or pride (4–11)	Solitary or pair
Challenge Rating:	4	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	6–8 HD (Medium-size); 9–10 (Large)	8–14 HD (Large)	12–22 (Large)
Faction:	None	None	None

Puma

Pumas are powerful yet nimble cats ranging in size from 4 to 7 feet long and weighing as much as 400 pounds. They are extremely territorial, aggressive hunters.



Combat

Pounce (Ex): A puma that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Improved Grab (Ex): A puma can use its improved grab ability with either its claw or bite attacks. If it can pin a target with its claws, it bites each round until the target dies or escapes.

Rake (Ex): A puma that gets hold of an opponent can make two rake attacks (+7 melee) for 1d4+2 points of damage each. If the puma pounces on the target, it can also rake as part of the full attack.

Skills: Pumas receive a +4 racial bonus to Balance, Climb, Hide, Jump, Listen, and Sneak checks. *In grassy or undergrown terrain, the Hide bonus increases to +12.

Lion

Lions are large cats averaging 8 to 9 feet long. The male lion is easily recognized by its mane of thick fur. Solitary or paired lions are usually wanderers; in contrast, a pride roams a large set territory that it protects with vigor.

Combat

Improved Grab (Ex): A lion can use its improved grab ability with either its claw or bite attacks. If a lion can pin a target with its claws, it bites each round until the target dies or escapes.

Rake (Ex): A lion that gets hold of an opponent can make two rake attacks (+10 melee) for 1d6+3 points of damage each.

Skills: Lions receive a +4 racial bonus to Balance, Hide, Listen, and Sneak checks, as well as a +8 racial bonus to Jump checks. *In grassy or undergrown terrain, the Hide bonus increases to +12.

Highland Lion

Larger and more aggressive than their lowland cousins, highland lions can grow as large as 12 feet in length and weigh over 650 pounds. Their lair is typically a cave in a mountainside or a rocky hill, with a swath of the surrounding terrain as their hunting ground.

Combat

Highland lions use the same tactics as and otherwise behave like typical lions.

Rake (Ex): The highland lion's rake (+16 melee) deals 1d8+4 points of damage.

Skills: Highland lions receive a +4 racial bonus to Climb, Hide, Listen, and Sneak checks, as well as a +8 racial bonus to Balance and Jump checks. *In grassy or undergrown terrain, the Hide bonus increases to +8.

	Rat	Rat, Giant	Rat, Giant Plague
	Tiny Animal	Medium-Size Animal	Large Animal
Hit Dice:	1d8+2 (6 hp)	3d8+9 (22 hp)	8d8+40 (76 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	20 ft., climb 20 ft., swim 10 ft.	30 ft., climb 20 ft., swim 15 ft.	40 ft., climb 20 ft., swim 20 ft.
AC:	14 (+2 size, +2 Dex)	15 (+2 Dex, +3 natural)	16 (–1 size, +1 Dex, +6 natural)
Attacks:	Bite +4 melee	Bite +4 melee	Bite +8/+3 melee
Damage:	Bite 1d3–2	Bite 1d6	Bite 1d8+3 and disease
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	—	Disease
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +4, Ref +4, Will +1	Fort +6, Ref +5, Will +2	Fort +11, Ref +7, Will +4
Abilities:	Str 6, Dex 15, Con 14, Int 2, Wis 12, Cha 4	Str 11, Dex 14, Con 17, Int 2, Wis 12, Cha 4	Str 17, Dex 13, Con 20, Int 2, Wis 14, Cha 4
Skills:	Climb +10, Hide +14, Listen +3, Sneak +13, Spot +2, Swim +10	Climb +10, Hide +10, Listen +3, Sneak +9, Spot +2, Swim +10	Climb +11, Hide +7, Listen +3, Sneak +4, Spot +2, Swim +11
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	Improved Critical (bite)
Climate/Terrain:	Any desert, hills, forest, mountain, plains, and underground	Any desert, hills, forest, mountain, plains, and underground	Any desert, hills, forest, mountain, plains, and underground
Organization:	Solitary or swarm (5–30)	Solitary, pair, or swarm (3–12)	Solitary or pack (2–6)
Challenge Rating:	1/3	1	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	2–3 HD (Tiny); 4 HD (Small)	4–9 HD (Medium-size)	9–24 HD (Large)
Faction:	None	None	None

Rat

The average rat is just over 12 inches long, with many growing up to 2 feet in length. Found in almost every climate, these scavengers are seldom aggressive, though they will attack prey much larger than themselves if the target is weak or injured.

Combat

Skills: Rats receive a +4 racial bonus to Hide and Sneak checks. They may use their Dexterity modifier for Climb and Swim checks.

Giant Rat

Averaging 4 to 5 feet in length and quite aggressive by nature, giant rats are otherwise much like their smaller cousins. It is not uncommon, especially in heavily populated areas, for giant rats to be disease carriers (see the *EverQuest: Game Master's Guide* for more information on exposure to diseases).

Combat

Skills: Giant rats receive a +4 racial bonus to Hide and Sneak checks. They may use their Dexterity modifier for Climb and Swim checks.

Giant Plague Rat

Already fearsome due to their impressive size — roughly 8 feet long and weighing in excess of 500 pounds — giant plague rats are even more dangerous due to being natural disease carriers. Infamous for spreading the rat plague, which is debilitating to most other species while leaving the giant plague rats unharmed, giant plague rats are also known to carry other diseases. Refer to the *EverQuest: Game Master's Guide* for more information on diseases.



Combat

Disease (Ex): Rat plague, via injury (bite); Fortitude save (DC 16); incubation 1d6 hours; 1d4 temporary Strength and 1d4 temporary Constitution.

Skills: Giant plague rats receive a +4 racial bonus to Hide checks.



	Snake, Moss	Snake, Rattlesnake	Snake, Darkweed
	Tiny Animal	Small Animal	Medium-Size Animal
Hit Dice:	1/4d8 (1 hp)	3d8+3 (16 hp)	5d8+15 (37 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 15 ft.	20 ft.	30 ft., climb 20 ft., swim 30 ft.
AC:	17 (+2 size, +3 Dex, +2 natural)	19 (+1 size, +4 Dex, +4 natural)	20 (+4 Dex, +6 natural)
Attacks:	Bite +5 melee	Bite +7 melee	Bite +7 melee
Damage:	Bite 1d2–3	Bite 1d3–1 and poison	Bite 1d4+1 and poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft. (coiled)/0 ft.	5 ft. by 5 ft. (coiled)/5 ft.	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	—	Poison	Poison, improved grab
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +4, Ref +7, Will +3	Fort +7, Ref +8, Will +2
Abilities:	Str 5, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 9, Dex 18, Con 13, Int 1, Wis 14, Cha 2	Str 13, Dex 19, Con 17, Int 1, Wis 13, Cha 3
Skills:	Balance +11, Climb +3, Hide +18*, Listen +8, Sneak +14, Spot +8, Swim +11	Balance +12, Climb +6, Hide +16, Listen +8, Sneak +12, Spot +8	Balance +12, Climb +12, Hide +12, Listen +8, Sneak +12, Spot +8, Swim +12
Feats:	Improved Initiative, Weapon Finesse (bite)	Improved Initiative, Weapon Finesse (bite)	Improved Initiative, Weapon Finesse (bite)
Climate/Terrain:	Any desert, forest, hills, or mountain	Any desert, forest, hills or, mountain	Any desert, forest, hills, or mountain
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/10	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	1/2–2 HD (Tiny)	4–6 HD (Small)	6–8 HD (Medium-size); 9–15 HD (Large)
Faction:	None	None	None



	Snake, Cistern Asp	Snake, Dawnbane Serpent
	Medium-Size Animal	Large Animal
Hit Dice:	9d8+9 (49 hp)	14d8+56 (119 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+10 (+6 Dex, +4 Improved Initiative)
Speed:	30 ft., swim 30 ft.	40 ft., climb 30 ft., swim 30 ft.
AC:	22 (+4 Dex, +8 natural)	25 (–1 size, +6 Dex, +10 natural)
Attacks:	Bite +8/+3 melee	Bite +15/+10 melee
Damage:	Bite 1d4+2, poison	Bite 1d8+7 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Poison	Poison, improved grab, constrict 1d8+7
Special Attacks:	Scent	Scent
Saves:	Fort +7, Ref +10, Will +5	Fort +13, Ref +15, Will +7
Abilities:	Str 14, Dex 19, Con 13, Int 2, Wis 14, Cha 2	Str 21, Dex 23, Con 19, Int 2, Wis 16, Cha 5
Skills:	Balance +12, Climb +4, Hide +16, Listen +8, Sneak +10, Spot +12, Swim +12	Balance +14, Climb +14, Hide +10, Listen +10, Sneak +14, Spot +10, Swim +13
Feats:	Improved Initiative, Weapon Finesse (bite)	Blind-Fight, Improved Initiative, Weapon Finesse (bite)
Climate/Terrain:	Any desert	Forest, hills, mountains, and plains
Organization:	Solitary	Solitary
Challenge Rating:	5	8
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	10–12 HD (Medium-size); 13–18 HD (Large)	15–18 HD (Large); 19–32 HD (Huge); 33–42 HD (Gargantuan)
Faction:	None	None

Snakes

Combat

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks, as well as a +8 racial bonus to Balance and Sneak checks. They may use their Dexterity modifier for Climb checks.

Moss Snake

Moss snakes are a common form of non-poisonous snake found throughout most of Norrath, both on land and in lakes and streams. They are generally not aggressive and flee from confrontation.

Combat

Skills: Moss snakes may use their Dexterity modifier for Swim checks. *Moss snakes receive a +8 racial bonus to Hide checks in moss-covered or overgrown terrain.

Rattlesnake

The rattlesnake is extremely common to Norrath, found in almost any warm or hot climate. When angry, injured, or threatened, the rattlesnake shakes the hard growth at the tip of its tail to generate a distinctive rattling noise. This sound has an uncanny way of seeming to come from a different location than the rattlesnake's, so the rattlesnake's Sneak checks are not penalized; however, its Hide checks suffer a –5 circumstance penalty while it is rattling.

Combat

Poison (Ex): Bite, Fortitude save (DC 12); initial and secondary damage 2d4 hit points.

Darkweed Snake

The darkweed snake is an aggressive, highly poisonous snake that can in some instances grow as long as 17 or 18 feet. Such darkweed snakes are so large that their fangs can be removed and used as crude daggers (–1 circumstance penalty to attack and damage).

Combat

Darkweed snakes tend to wait in overhanging trees or among weeds near water for prey to pass by. Once it grabs its prey, a darkweed snake is unlikely to let go until either it or its prey is dead.

Poison (Ex): Bite, Fortitude save (DC 15); initial and secondary damage 2d6 hit points.

Improved Grab (Ex): The darkweed snake must make a successful bite attack to use this ability. If it pins an opponent successfully, it deals automatic bite (and poison) damage each following round.

Cistern Asp

The cistern asp is an aggressive desert-dwelling reptile with a highly poisonous bite. It often lies in wait for prey near an oasis, striking from ambush as its target approaches the water to drink.

Combat

Poison (Ex): Bite, Fortitude save (DC 15); initial and secondary damage 3d8 hit points.

Skills: Cistern asps receive only a +4 racial bonus to Sneak checks, but receive a +8 racial bonus to Hide and Spot checks. They may use their Dexterity modifier for Swim checks.

Dawnbane Serpent

The dawnbane serpent is a very powerful nocturnal predator combining the traits of both constrictor and viper, frighteningly strong but also blindingly fast and deadly poisonous. This rare creature is highly territorial, launching vicious attacks at any who approach it or its lair.

Combat

Poison (Ex): Bite, Fortitude save (DC 21); initial and secondary damage 2d6 hit points and 1d6 temporary Strength.

Improved Grab (Ex): The dawnbane serpent must make a successful bite attack to use this ability. If it pins an opponent successfully, it deals automatic bite (and poison) damage each following round.

Constrict (Ex): Once the dawnbane serpent has a hold on any Large or smaller opponent, it may constrict each round as an attack action with a successful grapple check, dealing 1d8+7 points of crushing damage. It may still bite as part of a full attack while constricting.

	Tiger	Tiger, Sabertooth	Tiger, Kejek
	Large Animal	Large Animal	Huge Animal
Hit Dice:	7d8+28 (59 hp)	12d8+60 (104 hp)	21d8+147 (241 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+4 (Dex)
Speed:	40 ft.	40 ft.	50 ft.
AC:	15 (–1 size, +2 Dex, +4 natural)	19 (–1 size, +3 Dex, +7 natural)	23 (–2 size, +5 Dex, +10 natural)
Attacks:	2 claws +11 melee, bite +9 melee	Gore +17 melee, 2 claws +11 melee	2 claws +25 melee, bite +23 melee
Damage:	Claw 1d8+7, bite 2d6+3	Gore 2d8+14, claw 1d8+4	Claw 2d6+11, bite 2d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	Pounce, improved grab, rake 1d8+3	Pounce, improved grab, rake 1d8+4	Pounce, improved grab, rake 2d6+5
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +9, Ref +7, Will +3	Fort +13, Ref +11, Will +6	Fort +19, Ref +16, Will +10
Abilities:	Str 24, Dex 15, Con 19, Int 2, Wis 12, Cha 9	Str 27, Dex 16, Con 21, Int 2, Wis 14, Cha 10	Str 33, Dex 18, Con 25, Int 2, Wis 16, Cha 12
Skills:	Balance +6, Climb +11, Hide +6*, Jump +12, Listen +6, Sneak +10, Spot +6, Swim +11	Balance +7, Climb +12, Hide +7*, Jump +13, Listen +7, Sneak +11, Spot +7, Swim +12	Balance +8, Climb +15, Hide +4*, Jump +16, Listen +8, Sneak +12, Spot +8, Swim +15
Feats:	Multiattack	Improved Critical (gore), Weapon Focus (gore), Weapon Specialization (gore)	Cleave (claws only), Multiattack, Power Attack, Weapon Focus (claws)
Climate/Terrain:	Any hills and plains	Any hills, mountains, and plains	Any mountain
Organization:	Solitary or pair	Solitary, pair, or pride (3–7)	Solitary
Challenge Rating:	5	7	11
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	8–14 HD (Large)	13–20 HD (Large); 21–36 HD (Huge)	22–63 HD (Huge)
Faction:	None	None	None



Tiger

These mighty striped predatory cats are fearsome hunters and move with great stealth. Once quite common, the tiger has been hunted extensively in recent years. Most people of Norrath encounter them only in zoos now. A full-grown male tiger stands nearly 4 feet at the shoulder, with a body length approaching 10 feet, and weighs in the neighborhood of 500 to 650 pounds.

Combat

Pounce (Ex): A tiger that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Improved Grab (Ex): A tiger can use its improved grab ability with either its claw or bite attacks. If it can pin a target with its claws, it bites each round until the target dies or escapes.

Rake (Ex): A tiger that gets hold of an opponent can make two rake attacks (+11 melee) for 1d8+3 points of damage each. If the tiger pounces on the target, it can also rake as part of the full attack.

Skills: Tigers receive a +4 racial bonus to Balance, Climb, Hide, Jump, Listen, and Sneak checks. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

Sabertooth Tiger

Larger and more massive than tigers, sabertooth tigers have two long, downward-curving fangs famous for their sharpness. They are more aggressive than typical tigers and have been known to attack targets many times their size.

Combat

Sabertooth tigers do not actually bite with their long fangs, instead using them to gore opponents. The sabertooth tiger otherwise acts in the same way as the tiger, except that its rakes are at +16 melee and deal 1d8+4 points of damage.

Kejek Tiger

Kejek tigers are the largest and most powerful breed of tiger, roughly 18 to 21 feet long and often weighing in excess of 4,500 pounds. Kejek tigers lair in caves and rocky outcroppings and generally hunt only in mountainous areas. Their large, heavy claws can do a tremendous amount of damage.

Combat

The Kejek tiger uses the same tactics in combat as the regular tiger, except that its rakes are at +25 melee and deal 2d6+5 points of damage.



	Wolf, Black	Wolf, Snow	Wolf, War
	Medium-Size Animal	Medium-Size Animal	Medium-Size Animal
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	8d8+40 (76 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+5 (Dex)
Speed:	40 ft.	40 ft.	50 ft.
AC:	14 (+2 Dex, +2 natural)	17 (+3 Dex, +4 natural)	21 (+5 Dex, +6 natural)
Attacks:	Bite +4 melee	Bite +6 melee	Bite +11/+6 melee
Damage:	Bite 1d6+3	Bite 1d8+3	Bite 1d10+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5ft.
Special Attacks:	Drag down	Drag down	Drag down
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +5, Ref +5, Will +1	Fort +8, Ref +7, Will +2	Fort +11, Ref +11, Will +3
Abilities:	Str 14, Dex 15, Con 16, Int 2, Wis 12, Cha 6	Str 15, Dex 17, Con 19, Int 2, Wis 12, Cha 7	Str 18, Dex 20, Con 21, Int 2, Wis 13, Cha 10
Skills:	Hide +4, Listen +4, Sneak +3, Spot +4, Wilderness Lore +2*	Hide +4*, Listen +5, Sneak +4, Spot +4, Wilderness Lore +2*	Hide +6, Listen +7, Sneak +6, Spot +6, Wilderness Lore +2*
Feats:	Weapon Focus (bite)	Weapon Focus (bite)	Alertness, Weapon Focus (bite)
Climate/Terrain:	Any forest, hills, mountains, and plains	Cold hills, mountains, and plains	Any forest, hills, and plains
Organization:	Solitary, pair, or pack (5–16)	Solitary, pair, or pack (5–16)	Solitary, pair, or pack (2–9)
Challenge Rating:	1	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	3–5 HD (Medium-size)	5–7 HD (Medium-size); 8 HD (Large)	9 HD (Medium-size); 10–12 HD (Large)
Faction:	None	None	None

	Wolf, Dire	Wolf, Dread	Wolf, Drakkel Dire
	Large Animal	Large Animal	Huge Animal
Hit Dice:	11d8+66 (115 hp)	16d8+112 (184 hp)	21d8+168 (262 hp)
Initiative:	+5 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	60 ft.	60 ft.	70 ft.
AC:	23 (–1 size, +5 Dex, +9 natural)	26 (–1 size, +4 Dex, +13 natural)	29 (–2 size, +4 Dex, +17 natural)
Attacks:	Bite +15/+10 melee	Bite +20/+15/+10 melee	Bite +24/+19/+14 melee
Damage:	Bite 1d10+7	Bite 2d6+12	Bite 2d8+15
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10ft.
Special Attacks:	Drag down	Drag down	Drag down, rend 4d8+20
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +13, Ref +12, Will +5	Fort +17, Ref +14, Will +7	Fort +20, Ref +16, Will +10
Abilities:	Str 24, Dex 20, Con 23, Int 2, Wis 14, Cha 12	Str 27, Dex 19, Con 25, Int 2, Wis 15, Cha 12	Str 30, Dex 19, Con 27, Int 2, Wis 16, Cha 12
Skills:	Hide +3, Listen +8, Sneak +7, Spot +7, Wilderness Lore +3*	Hide +3, Listen +8, Sneak +7, Spot +7, Wilderness Lore +3*	Hide –1, Listen +10, Sneak +7, Spot +9, Wilderness Lore +4*
Feats:	Alertness, Power Attack, Weapon Focus (bite)	Alertness, Cleave, Power Attack, Weapon Focus (bite)	Alertness, Cleave, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Cold forest, hills, and plains	Any forest	Any forest, hills, and plains
Organization:	Solitary, pair, or pack (3–6)	Solitary, pair, or pack (3–6)	Solitary, pair, or pack (3–5)
Challenge Rating:	6	9	13
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	12–15 HD (Large)	17–20 HD (Huge)	22–26 HD (Huge)
Faction:	None	None	None

	Wolf, Gale Huge Animal
Hit Dice:	27d8+270 (391 hp)
Initiative:	+5 (Dex)
Speed:	70 ft.
AC:	33 (–2 size, +5 Dex, +20 natural)
Attacks:	Bite +31/+26/+21/+16 melee
Damage:	Bite 2d10+18
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Drag down, rend 4d10+24
Special Qualities:	Scent
Saves:	Fort +25, Ref +20, Will +14
Abilities:	Str 34, Dex 21, Con 31, Int 2, Wis 20, Cha 16
Skills:	Hide +0, Listen +12, Sneak +8, Spot +11, Wilderness Lore +7*
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral
Advancement Range:	28–40 (Huge)
Faction:	Tunare

Combat

The term "wolf-pack tactics" was derived from the cunning demonstrated by wolves in working together against a foe. One or two members of a pack attack a target's front to gain its attention, while the rest of the pack circles to attack from the flanks and rear. Wolves also frequently rotate through the pack when attacking a target, with each wolf striking once or twice, usually with flanking bonuses, before retreating. This prevents any one member of the pack from suffering too many injuries. Using such tactics, wolves can often bring down targets far larger than themselves.

Drag Down (Ex): Any wolf may attempt a trip attack as a free action against a target that it bites successfully. The wolf does not provoke an attack of opportunity with this attempt, and its opponent may not try to trip the wolf in response if its trip fails.

Skills: *Because of their keen sense of smell, all wolves receive a +4 racial bonus to Wilderness Lore checks when tracking.

Black Wolf

Black wolves — named for their thick, black pelts, even though they often sport gray muzzles — are the smallest and most common breed of wolf in Norrath. They are most often found in temperate, lightly wooded hilly regions, but have been known to hunt in other regions, from plains to mountains.

Snow Wolf

Snow wolves are common in many arctic regions, especially in the Everfrost region near Halas. They have thick white coats, and their large paws help them walk across the top of fresh fallen snow. They can sometimes be trained to act as guards or companions and have a natural enmity for goblins.

Combat

Skills: *Due to its white hide, a snow wolf receives a +12 circumstance bonus to Hide checks made in snowy or icy areas.

War Wolf

War wolves are more powerfully built than black wolves and tend to have more brown and gray coloration. They almost always travel in packs and are more aggressive than other wolves. These animals can be trained to fight as part of an infantry unit, a practice that led to their common name.

Dire Wolf

Dire wolves are a larger, more aggressive breed of snow wolf. They are rare near Halas, but fairly common in other arctic areas. Giants often use them as pets and guards.

Dread Wolf

Towering examples of the species, dread wolves can easily take down most bears. They are also much more aggressive than most wolves, and a single pack can make a huge region its home territory.

Drakkel Dire Wolf

These massive wolves are generally bred as pets and guards by various giant factions. They are most common in cold regions, but can be found in small numbers anywhere.

Combat

Rend (Ex): If a Drakkel dire wolf hits a single opponent with two bite attacks in the same round, it has bitten deeply and tears flesh away, dealing 4d8+20 additional points of damage.

Gale Wolf

Gale wolves are the penultimate development of the species. Massive and powerful, they are even rumored to exist on planes other than Norrath. They are so beloved by the goddess Tunare that killing one may bring her wrath.

Combat

Rend (Ex): Any time a gale wolf hits a single opponent with two bite attacks in the same round, it has bitten deeply and tears flesh away, dealing 4d10+24 additional points of damage. Thus, if a gale wolf hits a single foe four times in the same round, it rends twice.



Appendix Three: Vermin

Vermin

The vermin of Norrath can be simple nuisances or deadly threats. Some form of vermin can be found in every climate and dealing with them is a never ending task.

Combat

Vermin do not truly think; they are driven purely by instinct, attacking when hungry, threatened, or crowded.

Vermin (Ex): Not affected by attacks or spells of a mind-affecting nature.

Beetle, Fire

	Small Vermin
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 ft.
AC:	15 (+1 size, +4 natural)
Attacks:	Bite +1 melee
Damage:	Bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Vermin, glow
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 10, Int –, Wis 10, Cha 8
Skills:	Listen +3, Spot +8
Climate/Terrain:	Temperate and warm land
Organization:	Solitary, pair, or swarm (3–10)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2–4 HD (Small); 5–6 HD (Medium-size)
Faction:	None

Description

These 2-foot long beetles have enormous mandibles, nearly a third of their body length. Their eyes are a fiery red and seem to glow at night with their own light.

Found all over Antonica and Odus, fire beetles seem drawn to the areas surrounding cities and civilized outposts. Sages theorize that this is because the beetles get confused by settlements at night, attracted by the glowing spots of lantern light but warded away by the activity surrounding such places.

This theory fits in with the uncomfortable behavior of fire beetles toward light in the wild. Instead of fearing fire as most wild creatures do, fire beetles are drawn to it. When inexperienced adventurers camp and leave a lantern or fire burning overnight, they occasionally wake in the night to find a swarm of fire beetles crawling over the camp, chewing on rope, tents, and any rations left out.

Fire beetles travel in dispersed swarms, usually at night, covering up to a square mile in search of food. Though generally unaggressive omnivores, fire beetles fight ferociously to defend themselves, food sources, or other members of their swarm. They are often encountered singly or in pairs hunting for food; however, the rest of a swarm is usually not far away. Other fire beetles within sight frequently come to the aid of a swarm mate.

Dead fire beetles are endlessly useful. Their eyes are safe, expendable light sources for both adventurers and urban dwellers, providing light equal to a torch for a week after a fire beetle's death. Rangers and druids also find them handy components for certain spells, and alchemists use them to fuel numerous projects. Fire beetle eyes sometimes fetch as much as 2 sp per eye on the open market, and the demand is constant. Their legs are also sought by various spellcasters and alchemists, though the demand for legs is much lower, and the price is less than half of what an eye can bring. Fire beetle chitin is a popular household trinket across Antonica. House owners put the chitin on the mantle as a superstition to ward off house fires, and children sometimes use them as balls or markers in games.

In some evil cities, fire beetles are taken alive and goaded into fighting each other for sport.

In the summer, once every 23 years, fire beetles converge on the Kithicor Forest in what has become known as the "beetle moot." The beetles disappear from all other parts of Antonica, and reportedly their numbers on Odus also drop at this time. During the beetle moot, the beetles chitter non-stop and light the forest throughout the night. The wood is so covered with beetles that adventurers find even walking difficult, but then so do the undead. The light from fire beetle eyes is so bright that many undead stay hidden through the night, all summer long.

Combat

Fire beetles rarely pick fights. If attacked, they fight with their mandibles.

Glow (Ex): Fire beetle eyes give off light in a 20-foot radius. The light lasts for one week past the fire beetle's death.



Beetle, Giant

	Giant Beetle	Death Beetle	Borer Beetle
	Large Vermin	**Small Vermin**	**Large Vermin**
Hit Dice:	4d8+12 (22 hp)	6d8+18 (45 hp)	8d8+32 (68 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft., climb 15 ft.	30 ft., burrow 5 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)	19 (+1 size, +1 Dex, +7 natural)	21 (-1 size, +1 Dex, +11 natural)
Attacks:	Bite +6 melee	Bite +8 melee	Bite +11 melee
Damage:	Bite 2d8+6	Bite 2d6+4 and disease	Bite 2d8+9
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./10ft.
Special Attacks:	—	Disease	—
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +7, Ref +2, Will +1	Fort +8, Ref +3, Will +2	Fort +10, Ref +3, Will +2
Abilities:	Str 19, Dex 13, Con 17, Int –, Wis 10, Cha 4	Str 17, Dex 13, Con 17, Int –, Wis 10, Cha 4	Str 23, Dex 13, Con 19, Int –, Wis 10, Cha 4
Skills:	Listen +6, Spot +6	Climb +11, Listen +6, Spot +9	Listen +7, Spot +7
Climate/Terrain:	Warm or temperate forest, hills, and plains	Warm or temperate forest, hills, and plains	Warm or temperate forest, hills, and plains, and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	4	6
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	5–7 HD (Large)	7–11 HD (Medium-Size)	9–14 (Large)
Faction:	None	None	None

	Scythe Beetle
	Large Vermin
Hit Dice:	10d8+50 (95 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	23 (–1 size, +1 Dex, +13 natural)
Attacks:	Bite +14 melee
Damage:	Bite 4d6+12 (crit x4)
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, scything pincers (crit x4)
Special Qualities:	Scent, vermin
Saves:	Fort +12, Ref +4, Will +5
Abilities:	Str 27, Dex 13, Con 21, Int –, Wis 14, Cha 4
Skills:	Listen +9, Spot +9
Climate/Terrain:	Warm or temperate forest, hills, and plains
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement Range:	11–15 HD (Large), 16–20 HD (Huge)
Faction:	None

Description

The beetles of Norrath are omnivorous scavengers, eating a mix of fresh prey, plant matter, and carrion. All beetles seem to work in concert, never attacking or feeding off each other and always coming to the aid of another beetle, even one of a different species.

Combat

Norrath beetles seldom attack anything larger than a dog unless extremely hungry, though even human-sized prey that is nearby and looks vulnerable (i.e., sick or elderly) will at least be inspected. If forced into combat, beetles use their powerful mandibles to defend themselves, fleeing when badly hurt.

Giant Beetle

The giant beetle is between 7 and 9 feet long, with powerful mandibles that stick out an additional 1 to 2 feet. Its shell is hard and glossy, with bright patterns across it. These patterns vary by region, but bright flame designs and mottles or spotted blue and green patterns are most common.

Death Beetle

Description

The death beetle is smaller than most Norrath beetles, growing no more than 4 feet long. Its coloration is similar to giant beetles, though the colors are often more muted. While it feeds primarily on carrion, the death beetle has a ravenous appetite that belies its size and will attack most anything it finds. Death beetles are a

common sight at battles and are deadly nuisances at graveyards, as the smell of dead bodies draws them in large numbers.

Combat

Due to their primary diet of decomposing bodies, most death beetles carry some form of disease, such as the shakes.

Disease (Ex): Shakes — bite, Fortitude save (DC 13), incubation period 1 day; damage 1d8 temporary Dexterity.

Borer Beetle

Borer beetles lives in caves and earthen hives, coming out only to feed. They prefer to eat fresher meat than most beetles and have been known to dig up through the floors of houses to get at the inhabitants.

Scythe Beetle

Description

Scythe beetles have larger, more powerful mandibles, but otherwise appear identical to giant beetles.

Combat

Scythe beetles prefer to grab and kill a single enemy, even if hammered on by other foes, before moving on to a second target.

Improved Grab (Ex): The scythe beetle may use this ability with its bite and can use it on creatures as much as one size larger than itself. A scythe beetle is not considered grappled even when it has a target grabbed, but it may never grab more than one creature at a time.

Scything Pincers (Ex): The scythe beetle's aptly named pincers deal quadruple damage on a critical hit, usually slicing its prey in half.

Beetle, Klicnik

	Drone/Worker Small Vermin	Prince/Princess Small Vermin	Queen Medium-Size Vermin
Hit Dice:	1d8+1 (5 hp)	2d8+8 (17 hp)	5d8+20 (42 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	30 ft, 30 ft. climb	30 ft., 30 ft. climb	40 ft., 30 ft. climb
AC:	17 (+1 size, +1 Dex, +5 natural)	18 (+1 size, +2 Dex, +5 natural)	19 (+1 Dex, +8 natural)
Attacks:	Bite +2 melee	Bite +5 melee	Bite +7 melee
Damage:	Bite 1d6+1	Bite 1d6+4	Bite 2d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	—	Trip	Improved grab
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +3, Ref +1, Will +0	Fort +7, Ref +2, Will +1	Fort +8, Ref +2, Will +2
Abilities:	Str 13, Dex 13, Con 13, Int –, Wis 10, Cha 2	Str 17, Dex 15, Con 19, Int –, Wis 12, Cha 2	Str 19, Dex 13, Con 19, Int –, Wis 12, Cha 2
Skills:	Climb +9, Listen +6, Spot +4	Climb +11, Listen +8, Spot +9	Climb +12,Listen +11, Spot +12
Climate/Terrain:	Warm or temperate forest and hills, and underground	Warm or temperate forest and hills, and underground	Warm or temperate forest and hills, and underground
Organization:	Solitary or band (2–7)	Solitary or band (2–4)	Solitary plus princes (2–5)
Challenge Rating:	1/2	1	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	2 HD (Small)	3–4 HD (Medium-size)	6–7 HD (Medium-size); 8–10 HD (Large)
Faction:	None	None	None

Description

Klicniks are beetle-like creatures common in Norrath's hills and forests. They have six long, segmented legs that attach to their main carapace-covered body. A klicnik's head is a squat, armored bump on the front of its body, with two bright red eyes and a set of long, sharp pinchers. Klicnik coloration varies by colony, but most are black with bright red, orange, or yellow flame-like patterns across their backs.

Klicniks are hive creatures, with the vast majority of their numbers made up of workers and drones. These klicniks toil to feed the prince and princess klicniks, who in turn feed the queen klicnik and care for her eggs.

Klicniks usually live in underground complexes, the size of the complex depending on the number of klicniks in a colony. A colony recently ravaged by disaster and having a new queen might contain as few as a hundred klicniks in it. An older, well established colony in an area with lots of resources can easily have up to ten thousand klicniks. A klicnik queen carefully monitors the population of her colony, however, ensuring it never grows too large to feed. Klicniks store food in underground larder chambers, and the queen generally stops laying new eggs when the larders run low.

Omnivorous klicniks can eat nearly anything, gathering seeds, fruits, and roots or scavenging dead creatures found in their area. Klicniks generally do not hunt for meat but will kill anything that comes too close to an entrance to their hive and then drag the remains to their larders to let it putrefy before consuming it.

Klicniks roaming further from their nests ignore other creatures unless attacked, going on about their lives with no concern for the



activities of others. They do not give up their own territory easily: a new town built near a klicnik hive will find a constant threat from the beetles as the klicniks continue to seek food within the town's walls and fields.

Drone/Worker

Description

Drones and workers are neuter klicniks, ranging from 3 to 4 feet in length. Drones are the scouts and warriors of a klicnik colony, spending most of their time patrolling the colony's underground hive and escorting workers. If a drone sees another klicnik under attack, it immediately goes to its aid. Workers see to a colony's daily activities, gathering food, digging new sections of a hive, and keeping everything clean and tidy. Workers generally ignore everything save their task at hand, unless directed otherwise by a prince, princess, or queen.

Combat

Though they serve different functions, drones and workers have very similar combat abilities. If threatened, they bite a foe repeatedly, with no concern for their own well being. If mortally wounded, they attempt to flee unless defending the nest, in which case they fight to the death.

Prince/Princess

Description

Prince and princess klicniks are similar in appearance to drone and workers, but are actually a very different breed. They have gender and more complex coloration patterns. They tend to the queen and raise the eggs of the klicnik colony until they mature enough to travel away in pairs to form a new colony.

Combat

Prince and princess klicniks fight to their deaths to defend the queen and the colony's eggs.

Trip (Ex): A prince or princess klicnik may attempt to make a trip attack as a free action against any target it successfully bites. The target of this trip does not get an attack of opportunity and may not try to trip the klicnik if the attack fails.

Queen

Description

Every klicnik colony has one and only one queen, which bears all the eggs that hatch new klicniks for the colony. She is the smartest and largest of all klicniks and is always accompanied by 2-5 prince klicniks that fight to the death to protect her. The queen klicnik ranges from 5 to 7 feet in length, though much larger specimens have been found. Her hide is tougher than any other klicnik and is generally covered in vibrant colors including golds and silvers.

The queen klicnik runs her colony from afar, sending orders out to princes and princesses who in turn give them to drones and workers. It is the queen that controls the population, deciding when to lay more drone, worker, or royal eggs. A queen can lay up to 20 eggs a day, each requiring 4–7 weeks before hatching a full grown klicnik. As a result, a queen can repopulate a devastated colony in a matter of months. In the rare cases when a colony grows too large, the queen sends the largest princess off with a prince, and several drones and workers. The princess must find a suitable place for a new colony within a few weeks, for once beyond the queen's influence, she undergoes a metamorphosis within a month (see below).

When a queen is killed, all remaining princess klicniks engage in a brutal conflict, the victors consuming the losers. When only one princess klicnik remains, she spins a cocoon for herself (the only time klicniks use silk) and undergoes a metamorphosis. In 2–5 weeks later, she emerges from her cocoon as a fertile queen klicnik and takes over the colony. She immediately lays eggs for a new generation of princesses, ensuring the colony can survive her own death.

Combat

The queen of a klicnik colony is willing to die to save her whole colony, but she generally flees from powerful opponents who do not pose such a threat. If possible, she grabs the most dangerous of her foes, biting it until it is dead before moving on to another target.

Improved Grab (Ex): A queen klicnik may use her improved grab ability with her bite attacks.

Leech

	Giant Swamp Leech	Bloodgorge
	Medium-Size Vermin	**Large (Long) Vermin**
Hit Dice:	8d8+24 (52 hp)	20d8+120 (210 hp)
Initiative:	+2 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.
AC:	16 (+2 Dex, +4 natural)	18 (–1 size, +3 Dex, +6 natural)
Attacks:	Bite +7 melee	Bite +18 melee
Damage:	Bite 1d6+1	Bite 2d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./10 ft.
Special Attacks:	Blood drain, improved grab	Blood drain, improved grab
Special Qualities:	Vermin	Uncanny cunning, regeneration 1, vermin
Saves:	Fort +9, Ref +4, Will +2	Fort +18, Ref +9, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int –, Wis 10, Cha 2	Str 18, Dex 16, Con 22, Int –, Wis 10, Cha 3
Skills:	Hide +11*, Sneak +11*	Hide +12*, Sneak +12*
Climate/Terrain:	Warm or temperate marsh and jungle	Warm or temperate marsh and jungle
Organization:	Solitary	Solitary
Challenge Rating:	4	11
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	9–12 HD (Medium-size)	21–24 HD (Large); 25–30 HD (Huge)
Faction:	None	None



Description

Norrath's swamps and marshes are infested with ordinary leeches that prove to be a disgusting, often disease-ridden nuisance for explorers, but they rarely become mortal threats. When the leeches start to grow as large as the explorers themselves, however, additional precautions become prudent. Giant leeches are long worm-like creatures, with a 3-fold sphincter like mouth that can attach to any enemy and suck it dry of blood.

The iksar have found a variety of uses for leeches in their lives. Blood ink from the globules of blood one can find in the remnants of leeches and mosquitoes represents one such useful product. All of the iksars' great histories are written in blood ink. Giant blood sacs and leech husks are also useful pieces of the leech's body employed by the iksar. Leech husks are made into a flexible armor. Giant blood sacs are known to be used in the process for making Legion Lager, a particularly potent alcoholic beverage that is no longer allowed to be served by the establishments of Cabilis (this ban does not stop brewers from making it, however).

Combat

If a leech is hungry for blood, which it often is, and it senses a warm creature nearby, it will head directly for the creature and attempt to bite and attach itself to the target and drink the creature's blood. The leech has no intelligence to speak of and will fight until killed, making no attempt to run away.

Blindsight (Ex): The leech can identify targets up to 60 feet away without using sight.

Blood drain (Ex): If a leech has successfully grappled a target, it will drain 2d6 hit points worth of blood. It also heals itself for an equivalent amount. Hit points gained over its maximum are considered temporary hit points.

Skills: Leeches gain a +4 circumstance bonus to Hide and Sneak checks in the waters of a swamp.

Bloodgorge

Description

While the iksar of Kunark are accustomed to the giant leeches that infest the Swamp of No Hope, there is still one leech of whom they are wary: Bloodgorge, a great leech about 15 feet in length if straightened out, though it is usually coiled upon itself somewhat as it undulates through the swamp. This leech has been in the swamp as long as anyone can remember, and iksar children are often told to be careful or Bloodgorge will swallow them right up.

Combat

Bloodgorge is slightly smarter than the standard leech and other vermin. It will plan its fight, often hiding in the waters of the swamp and surprising its foes. If hurt past half its hit points, Bloodgorge will try to escape into the swamp's murkiness, knowing it can return another day and that other food is out there.

Blindsight (Ex): Bloodgorge can identify targets up to 120 feet away without using sight.

Blood drain (Ex): If Bloodgorge has successfully grappled a target, it will drain 4d6 hit points worth of blood. Bloodgorge heals itself for an equivalent amount. Hit points over Bloodgorge's maximum are considered temporary hit points.

Regeneration (Ex): Fire, acid, and cold do normal damage to Bloodgorge.

Uncanny Cunning (Ex): While technically a vermin and thus having no intelligence of which to speak, Bloodgorge is unnaturally smart and can think like few other vermin can.

Skills: Bloodgorge gains a +4 circumstance bonus to Hide and Sneak checks in the waters of a swamp.

Spiders

	Spiderling Small Vermin	Jungle Spider Medium-Size Vermin	Desert Tarantula Medium-Size Vermin
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	5d8+10 (32 hp)
Initiative:	+4 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	30 ft., climb 30 ft.	30 ft., climb 30 ft.	30 ft., climb 30 ft.
AC:	17 (+1 size, +4 Dex, +2 natural)	18 (+4 Dex, +4 natural)	19 (+4 Dex, +5 natural)
Attacks:	Bite +1 melee	Bite +2 melee	Bite +5 melee
Damage:	Bite 1d6	Bite 1d8+1	Bite 1d8+2 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5ft.
Special Attacks:	—	Web	Poison
Special Qualities:	Scent, vermin	Scent, vermin	Scent, vermin
Saves:	Fort +2, Ref +4, Will +0	Fort +4, Ref +4, Will +0	Fort +6, Ref +5, Will +1
Abilities:	Str 11, Dex 19, Con 11, Int –, Wis 11, Cha 5	Str 13, Dex 19, Con 13, Int –, Wis 11, Cha 7	Str 15, Dex 19, Con 15, Int –, Wis 11, Cha 9
Skills:	Climb +9, Hide +14, Jump +6, Sneak +10, Spot +6, Wilderness Lore +0*	Climb +10, Hide +10*, Jump +7, Sneak +10*, Spot +6, Wilderness Lore +0*	Climb +11, Hide +10, Jump +8, Sneak +10, Spot +6, Wilderness Lore +0*
Climate/Terrain:	Any land	Warm forest, hills, and mountains	Any desert
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	2–4 HD (Medium-size)	3–7 HD (Medium-size)	6–10 HD (Large)
Faction:	None	None	None

	Carrion Spider	Crystal Spider	Velium Broodling
	Huge Vermin	**Large Vermin**	**Huge Vermin**
Hit Dice:	7d8+28 (59 hp)	15d8+60 (127 hp)	24d8+120 (228 hp)
Initiative:	+3 (Dex)	+5 (Dex)	+3 (Dex)
Speed:	50 ft., climb 50 ft.	60 ft., climb 60 ft.	60 ft., climb 60 ft.
AC:	21 (–2 size, +3 Dex, +10 natural)	24 (–1 size, +5 Dex, +10 natural)	27 (–2 size, +3 Dex, +16 natural)
Attacks:	Bite +10 melee	Bite +16 melee	Bite +24 melee
Damage:	Bite 2d8+10 and poison	Bite 2d6+9 and poison	Bite 2d8+12 and poison
Face/Reach:	15 ft. by 15 ft./10 ft.	10 ft. by 10 ft./5 ft.	15 ft. by 15 ft./10 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Scent, vermin	Scent, transparent, vermin	Scent, transparent, vermin
Saves:	Fort +9, Ref +5, Will +4	Fort +13, Ref +10, Will +9	Fort +18, Ref +10, Will +13
Abilities:	Str 25, Dex 17, Con 19, Int –, Wis 15, Cha 11	Str 23, Dex 21, Con 19, Int –, Wis 19, Cha 13	Str 27, Dex 17, Con 21, Int –, Wis 23, Cha 15
Skills:	Climb +16, Hide +1*, Jump +13, Sneak +9*, Spot +8, Wilderness Lore +2*	Climb +15, Hide +7*, Jump +12, Sneak +11, Spot +10, Wilderness Lore +4*	Climb +17, Hide +1*, Jump +14, Sneak +9*, Spot +12, Wilderness Lore +6*
Climate/Terrain:	Any land	Any land and underground	Any underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	12	15
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	8–14 HD (Huge)	16–30 HD (Huge)	25–48 HD (Gargantuan)
Faction:	None	None	None

Spiders

Spiders are eight-legged arachnids common throughout Norrath. The specific types presented here are typical examples, but similar spiders can be found in nearly any climate.

Combat

The spiders of Norrath are hunters, seeking out their prey through tasting the air (very similar to most creatures' sense of smell). They generally attack from ambush if possible, using webs and then trying to bite targets before grappling with them.

Web (Ex): Many types of spiders are capable of spinning webs and using them for a variety of purposes. Spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Spiders gain a +8 competence bonus to Hide and Sneak checks when using their webs.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net (see page 154 in Chapter 7: Equipment of the *EverQuest Player's Handbook*) but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst the web with a successful Strength check. Both actions are standard actions with DCs as listed in the accompanying table.

Spider Webs

Spider Size	Escape DC	Break DC	Hit Points
Small	18	24	4
Medium-size	20	26	6
Large	26	32	12
Huge	28	34	14
Gargantuan	30	36	16

Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise, they stumble (or fly) into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web from the vibrations the creature makes in the strands.

Skills: Spiders receive a +4 racial bonus to Hide, Sneak, and Spot checks. Due to their heightened senses, they also gain a +4 bonus to Wilderness Lore checks made to track.

Spiderling

Spiderlings are the weakest of the giant spiders found throughout Norrath. In many cases, a spiderling is actually an immature specimen of a larger or more powerful spider species, but dozens of spider types are also categorized as spiderlings. A spiderling is roughly 3 feet in diameter, including its leg span.

Jungle Spider

Jungle spiders are common in the warmer, overgrown areas of Norrath (though species with similar stats can be found nearly everywhere). They are approximately 5 to 6 feet in diameter (including their leg span), but are not poisonous.

Desert Tarantula

Description

Desert tarantulas are a common type of Medium-sized spider with a weak poison. They are 5 to 6 feet in diameter and weigh up to 150 pounds.

Combat

Poison (Ex): Bite — Fortitude save (DC 15); initial damage 1d6 hit points, secondary damage 1d6 hit points.

Carrion Spider

Description

Carrion spiders are typical of Norrath's largest giant spiders. They can grow as large as 20 feet in diameter and weigh as much as 5,000 pounds. They prefer to feed off rotting corpses, but do hunt down prey when hungry.

Combat

Poison (Ex): Bite — Fortitude save (DC 23); initial damage 1d6 temporary Constitution, secondary damage 1d6 temporary Constitution.

Crystal Spider

Description

Crystal spiders are among the most dangerous spiders found on Nornath, though not the largest. A typical crystal spider is between 10 and 15 feet in diameter and weighs up to 2,000 pounds. The body, hide, and fluids of a crystal spider are clear, making it very difficult to spot. They have an extremely potent poison, which often kills foes who engage them even after a crystal spider is dead.

Combat

Poison (Ex): Bite — Fortitude save (DC 25); initial damage 3d6 temporary Constitution, secondary damage 3d6 temporary Constitution plus 5d6 hit points.

Transparent (Ex): Crystal spiders are difficult to see under any circumstances. Even in broad daylight, seeing them requires a Spot check (DC 15), and any Spot checks made to overcome poor lighting or the spider's Hide check suffer a –10 circumstance penalty.

Velium Broodling

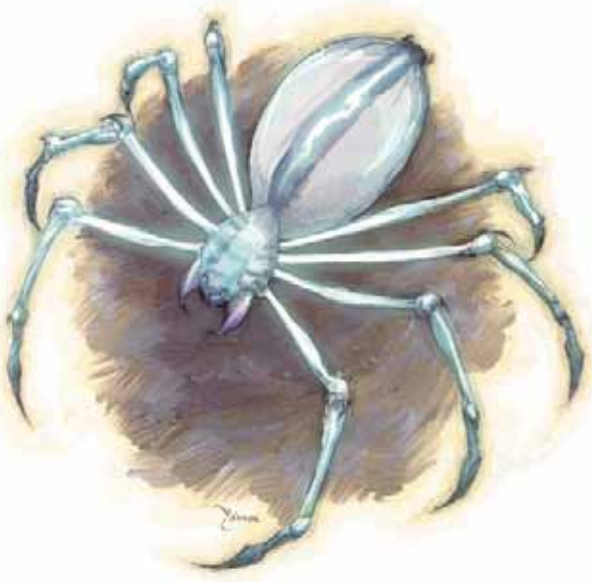
Description

The velium broodling is a larger and more deadly breed of crystal spider found exclusively in large cave complexes.

Combat

Poison (Ex): Bite — Fortitude save (DC 33); initial damage 3d6 temporary Constitution plus 5d6 hit points, secondary damage death.

Transparent (Ex): Velium broodlings are difficult to see under any circumstances. Even in broad daylight, seeing one requires a Spot check (DC 15), and any Spot checks made to overcome poor lighting or the spider's Hide check suffer a –10 circumstance penalty.



Wasps and Hornets

	Giant Wasp Drone	Giant Wasp	Ash Hornet
	Small Vermin	**Small Vermin**	**Medium-Size Vermin**
Hit Dice:	1d8 (4 hp)	4d8+4 (22 hp)	17d8+34 (110 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+5 (Dex)
Speed:	10 ft., fly 40 ft. (good)	10 ft., fly 50 ft. (good)	10 ft., fly 80 ft. (good)
AC:	16 (+1 size, +3 Dex, +2 natural)	17 (+1 size, +3 Dex, +3 natural)	20 (+5 Dex, +5 natural)
Attacks:	Sting +4 melee	Sting +7 melee	Sting +17 melee
Damage:	Sting 1d6–1 and poison	Sting 1d6 and poison	Sting 1d8+6 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +2, Ref +3, Will +1	Fort +5, Ref +4, Will +2	Fort +12, Ref +10, Will +7
Abilities:	Str 8, Dex 16, Con 10, Int –, Wis 13, Cha 5	Str 10, Dex 16, Con 12, Int –, Wis 13, Cha 5	Str 18, Dex 20, Con 14, Int –, Wis 15, Cha 5
Skills:	Listen +6, Spot +6	Listen +6, Spot +6	Listen +7, Spot +7
Feats:	Weapon Finesse (sting)	Weapon Finesse (sting)	Weapon Finesse (sting)
Climate/Terrain:	Temperate forest and hills, and underground	Temperate forest and hills, and underground	Temperate forest and hills, and underground
Organization:	Solitary or swarm (3–12)	Solitary or swarm (3–12)	Solitary or swarm (2–8)
Challenge Rating:	1/2	2	10
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	2–3 HD (Small)	5–7 HD (Small); 8–12 HD (Medium-size)	18–21 HD (Medium-size)
Faction:	None	None	None

	Cinder Hornet	Scoriae Hornet
	Medium-size Vermin	Medium-size Vermin
Hit Dice:	20d8+80 (170 hp)	23d8+115 (218 hp)
Initiative:	+7 (Dex)	+9 (Dex)
Speed:	20 ft., fly 80 ft. (good)	20 ft., fly 80 ft. (good)
AC:	24 (+7 Dex, +7 natural)	28 (+9 Dex, +9 natural)
Attacks:	Sting +22 melee	Bite +26 melee
Damage:	Sting 2d6+7 and poison	Bite 2d8+10 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Vermin	Vermin
Saves:	Fort +16, Ref +13, Will +9	Fort +18, Ref +16, Will +11
Abilities:	Str 20, Dex 24, Con 18, Int –, Wis 17, Cha 5	Str 24, Dex 28, Con 20, Int –, Wis 19, Cha 5
Skills:	Listen +8, Spot +8	Listen +9, Spot +9
Feats:	Weapon Finesse (sting)	Weapon Finesse (sting)
Climate/Terrain:	Temperate forest and hills, and underground	Temperate forest and hills, and underground
Organization:	Solitary	Solitary
Challenge Rating:	14	16
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	21–25 HD (Large)	24–28 HD (Large)
Faction:	None	None



Giant Wasp Drone

Description

The giant wasp drone is a non-warrior working for a giant wasp hive. It spends its time gathering foodstuffs for the hive.

Combat

Giant wasp drones only fight when attacked and flee as soon as they become seriously injured.

Poison (Ex): Sting — Fortitude save (DC 10); initial damage 1d6 hit points, secondary damage 1d6 hit points.

Giant Wasp

Description

The giant wasp is a scout and warrior, patrolling the territory staked out by its hive and defending members of the hive.

Combat

The giant wasp fights to the death if defending a member of the hive. If defending only itself, it flees when seriously injured.

Poison (Ex): Sting — Fortitude save (DC 13); initial damage 2d6 hit points, secondary damage 2d6 hit points.

Ash Hornet

Description

The ash hornet can be distinguished from more common wasps by its size and coloration. Its main body is brown, but its back section is marked with bright yellow slashes. Ash hornets are 4 to 5 feet long and weight 75 to 100 pounds. They are loners, belonging to no hive, but they defend other ash hornets — as well as cinder hornets and scoriae hornets — that they see under attack.

Combat

Ash hornets are much more aggressive than lesser wasps and actually hunt and attack prey. If facing multiple foes, ash hornets prefer to poison each target once, rather than concentrate on a single target. This poison creates a powerful burning sensation in its target and causes skin to turn red and bloat, making it obvious if the poison was successfully injected.

Poison (Ex): Sting — Fortitude save (DC 22); initial damage 2d4 temporary Constitution, secondary damage 2d4 temporary Constitution. A target that fails its save against ash hornet poison feels as if it is burning, causing it to gasp and cry out regularly. This pain causes a –2 morale penalty to all attacks, saves, and skill checks until the poison is cured or runs its course.

Cinder Hornet

Description

Cinder hornets are the same size and have the same behavior patterns as ash hornets, but they are bright red in color.

Combat

Cinder hornets use the same tactics as ash hornets.

Poison (Ex): Sting — Fortitude save (DC 26); initial damage 1d6 temporary Constitution and Strength, secondary damage 1d6 temporary Constitution and Strength. A target that fails its save against cinder hornet poison feels as if it is burning, causing it to gasp and cry out regularly. This pain causes a –3 morale penalty to all attacks, saves, and skill checks until the poison is either cured or runs its course and at least 1 point of ability damage is healed.

Scoriae Hornet

Description

Scoriae hornets are the same size and have the same behavior patterns as ash hornets, but they are bright red in color with yellow slashed patterns in their backs.

Combat

Scoriae hornets use the same tactics as ash hornets.

Poison (Ex): Sting — Fortitude save (DC 28); initial damage 1d6 temporary Constitution, Dexterity, and Strength; secondary damage 1d6 temporary Constitution, Dexterity, and Strength. A target that fails its save against scoriae hornet poison feels as if it is burning, causing it to gasp and cry out regularly. This pain causes a –4 morale penalty to all attacks, saves, and skill checks until the poison is either cured or runs its course and at least 1 point of ability damage is healed.

Appendix Four: Pets and Warders

Animation

Description

The enchanters of Norrath can call on animated weapons and shields to defend them. Although not as powerful as the companions of magicians or necromancers, these animations protect their summoners loyally.

Animations look like a weapon and shield floating as if carried by a human-sized creature. They move about slowly and are incapable of real thought. Unlike other summoned creatures, however, animations are not really capable of following even the simplest of commands. They merely serve as a shield for their summoner, attacking directly anything that assaults the summoner.

Lower-level animations are made of poor-quality iron, but as the caster becomes more powerful, he can summon weapons of better grade steel that attack with greater force and speed. Destroying an animation requires destroying its weapon and shield, so these items cannot be retrieved afterward.

Combat

Animations mindlessly assault whatever enemy first attacks their summoner and cannot be commanded to perform other tasks or even to stop their attacks. In combat, the animation is constantly considered to be readying its action and begins attacking on the initiative count immediately following the count on which an opponent attacks its summoner. That count then becomes the animation's initiative as it relentlessly pursues that opponent until the opponent is incapacitated. Once its target is incapacitated, the animation will begin to pursue any other creature that most recently attacked its summoner. If no such new opponent is available, the animation returns to its summoner's side.

An animation is capable of targeting only opponents that its summoner can see. Once the animation targets an attacker, however, it will pursue opponents as quickly as possible, even out of its summoner's line of sight. If the target turns invisible or leaves the animation's line of sight, then the animation will turn to another attacker or return to its master's side as described above.

Animations circle very closely to their summoner and typically provide a cover bonus against ranged attacks (see **"Cover"** and **Table 12–3** in Chapter 12 of the *EverQuest: Player's Handbook*).

Construct: Impervious to critical hits, subdual damage, energy drain, stunning, and death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

Hardness (Ex): The material of an animation's weaponry and shield can resist damage. Whenever the animation takes damage, subtract its hardness rating from the damage dealt by each attack. Only the remainder is deducted from the animation's hit points.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the animation is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the animation's attack or damage rolls. For example, an animation with magic attack +2 is treated as a +2 magic weapon for the purpose of overcoming an opponent's damage reduction, but the animation does not receive a +2 bonus to attack or damage.

Feats: Although mindless, the magically animated sword and shield fight as fluidly as trained fighters with combat feats.

An animation of type 7 or above receives Dual Wield as a bonus feat. It can wield a second weapon in lieu of its shield if its summoner gives it a second weapon (adjust Armor Class and attacks accordingly). The animation's hardness continues to be determined by the quality of its primary weapon, no matter which secondary weapon it is given. Its primary weapon can never be changed, as it is integral to the animation itself.

Animations of type 8 and higher receive Bash as a bonus feat.

Animations of type 10 and higher receive Improved Bash as a bonus feat. If the animation's shield bash attack does 8 or more points of damage, the target must make a Fortitude save (DC 10 + animation's Strength modifier) or be *dazed* for 1 round and incapable of taking any actions for that round.

Animations of type 12 and higher receive Double Attack as a bonus feat.



Animation

	Pendril's Animation (Type 1) Small Construct	Juli's Animation (Type 2) Small Construct	Mircyl's Animation (Type 3) Medium-Size Construct
Hit Dice:	1d10 (5 hp)	2d10 (11 hp)	4d10 (22 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	13 (+1 size, +1 Dex, +1 small shield)	13 (+1 size, +1 Dex, +1 small shield)	12 (+2 large shield)
Attacks:	Short sword +1 melee	Short sword +3 melee	Longsword +4 melee
Damage:	Short sword 1d6	Short sword 1d6+1	Longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	None	Magic attack +1	Magic attack +1
Special Qualities:	Construct, hardness 5	Construct, hardness 6	Construct, hardness 7
Saves:	Fort +0, Ref +1, Will –5	Fort +0, Ref +1, Will –5	Fort +1, Ref +1, Will –4
Abilities:	Str 10, Dex 13, Con –, Int –, Wis 1, Cha 1	Str 12, Dex 12, Con –, Int –, Wis 1, Cha 1	Str 13, Dex 10, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

	Kilan's Animation (Type 4) Medium-Size Construct	Shalee's Animation (Type 5) Medium-Size Construct	Sisna's Animation (Type 6) Medium-Size Construct
Hit Dice:	5d10 (27 hp)	7d10 (38 hp)	9d10 (49 hp)
Initiative:	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
Attacks:	Longsword +5 melee	Longsword +7 melee	Longsword +9/+4 melee
Damage:	Longsword 1d8+2	Longsword 1d8+2	Longsword 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +1	Magic attack +2	Magic attack +2
Special Qualities:	Construct, hardness 7	Construct, hardness 8	Construct, hardness 8
Saves:	Fort +1, Ref +1, Will –4	Fort +2, Ref +2, Will –3	Fort +3, Ref +3, Will –2
Abilities:	Str 14, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 15, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 16, Dex 10, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

	Sagar's Animation (Type 7) Medium-Size Construct	Uleen's Animation (Type 8) Medium-Size Construct	Boltran's Animation (Type 9) Medium-Size Construct
Hit Dice:	11d10 (60 hp)	12d10 (66 hp)	13d10 (71 hp)
Initiative:	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
Attacks:	Longsword +11/+6 melee	Longsword +13/+8 melee; or longsword +11/+6 and bash +11 melee	Longsword +14/+9 melee; or longsword +12/+7 and bash +12 melee
Damage:	Longsword 1d8+3	Longsword 1d8+4; bash 1d4+2	Longsword 1d8+5; bash 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +2	Magic attack +3	Magic attack +3
Special Qualities:	Construct, hardness 9	Construct, hardness 10	Construct, hardness 10
Saves:	Fort +3, Ref +3, Will –2	Fort +4, Ref +4, Will –1	Fort +4, Ref +4, Will –1
Abilities:	Str 17, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 18, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 20, Dex 10, Con –, Int –, Wis 1, Cha 1
Feats:	Dual Wield	Bash, Dual Wield	Bash, Dual Wield
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	6	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

Animation

	Aanya's Animation (Type 10) Medium-Size Construct	Yegoreff's Animation (Type 11) Medium-Size Construct	Kintaz's Animation (Type 12) Medium-Size Construct
Hit Dice:	14d10 (77 hp)	16d10 (88 hp)	18d10 (99 hp)
Initiative:	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
Attacks:	Longsword +16/+11 melee; or longsword +14/+9 melee and bash +14 melee	Longsword +19/+14/+9 melee; or longsword melee +17/+12/+7 and bash +17 melee	Longsword +21/+17/+13/+9 melee; or longsword +19/+15/+11/+7 melee and bash +19 melee
Damage:	Longsword 1d8+6; bash 1d6+3 and *daze*	Longsword 1d8+7; bash 1d6+3 and *daze*	Longsword 1d8+8; bash 1d6+4 and *daze*
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Magic attack +4	Magic attack +4	Magic attack +5
Special Qualities:	Construct, hardness 11	Construct, hardness 12	Construct, hardness 13
Saves:	Fort +4, Ref +4, Will –1	Fort +5, Ref +5, Will +0	Fort +6, Ref +6, Will +1
Abilities:	Str 22, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 24, Dex 10, Con –, Int –, Wis 1, Cha 1	Str 26, Dex 10, Con –, Int –, Wis 1, Cha 1
Feats:	Bash, Dual Wield, Improved Bash	Bash, Dual Wield, Improved Bash	Bash, Double Attack, Dual Wield, Improved Bash
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	8	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

	Zumaik's Animation (Type 13) Medium-Size Construct
Hit Dice:	20d10 (110 hp)
Initiative:	+0
Speed:	20 ft.
AC:	12 (+2 large shield)
Attacks:	Longsword +24/+20/+16/+12 melee; or longsword +22/+18/+14/+10 melee and bash +22 melee
Damage:	Longsword 1d8+9; bash 1d6+4 and *daze*
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +5
Special Qualities:	Construct, hardness 15
Saves:	Fort +6, Ref +6, Will +1
Abilities:	Str 28, Dex 10, Con –, Int –, Wis 1, Cha 1
Feats:	Bash, Double Attack, Dual Wield, Improved Bash
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Elementals

Description

Elementals embody the four elements that underlie creation: air, earth, fire and water. They are usually conjured into being by magicians and made to serve as manservants and bodyguards, but "wild" elementals do roam the world, often wreaking havoc whenever their paths crosses boats, towns, or travelers.

Combat

An elemental's combat style mimics the element of which it is composed. For example, earth elementals are slow and powerful and can withstand tremendous punishment before being destroyed, while fire elementals are fast and ephemeral.

In the *EverQuest: Role-Playing Game*, elementals do not wield weapons, as they rely solely on their elemental forms to slam opponents in melee. They do not cast spells, although several elementals have process effects that may discharge with their normal melee attacks.

All elementals have ultravision.

All elementals share the following traits:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the elemental is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the elemental's attack or damage rolls. For example, an elemental with magic attack +2 is treated as a +2 magic weapon for the purpose of overcoming an opponent's damage reduction, but the elemental does not receive a +2 bonus to attack or damage.

Feats: As shown in their statistics below, "pure" elementals (those of air, earth, fire, or water) gain a number of bonus feats as they become more powerful.

Fast Recovery (Ex): Elementals recover a number of hit points equal to their HD for each hour of rest or light activity. Engaging in combat or other strenuous activity during any hour prevents the elemental from recovering hit points for that hour. Fast recovery also restores points of subdual damage simultaneously at the same rate as real damage. Thus, an 8 HD elemental would heal 8 points of real damage and 8 points of subdual damage each hour.

Table A-1: Elemental Summoning Spells

Spell	Elemental Type
Elementalkin	1
Elementaling	2
Elemental	3
Minor Summoning	4
Lesser Summoning	5
Summoning	6
Greater Summoning	7
Minor Conjuration	8
Lesser Conjuration	9
Conjuration	10
Greater Conjuration	11
Vocarate	12
Greater Vocaration	13

Elemental, Air

Description

Air elementals are the essence of wind: unpredictable and powerful. They resemble elven humanoids from the waist up and trail away into a swirling cloud below the waist.

An air elemental does not have much staying power in combat, but it provides valuable aid to its summoner with its speed, stealth, and stunning blasts. The air elemental's ability to become invisible has led some would-be assassins to rue their choice to assault a mage who did not seem to have an elemental guardian around.

Although usually encountered at the behest of a magician, air elementals of various sizes do wander about the surface of Norrath (and even of its moon). A "wild" air elemental is a dangerously unpredictable thing and often hostile.

Combat

Air elementals are very fast; they often engage an enemy before the enemy can close with the elemental's summoner. Air elementals will normally become invisible unless their summoner commands them otherwise.

Stun (Su): The slam attacks of air elementals can process a *stunning* effect (Proc DC 23) that will stun a target for 1 round unless the target succeeds at a Fortitude saving throw (DC 10 + 1/2 air elemental's HD + air elemental's Constitution modifier). Stunned victims can take no actions and opponents receive a +2 attack bonus to hit stunned targets. Note that no matter how many *stun* or *daze* effects a victim is under, the victim is stunned for only 1 round: the durations of multiple stuns or Improved Slam dazes delivered in the same round are not cumulative.

Air Elemental Strike (Su): Once per round as an attack action, an air elemental type of 12 or above can unleash a blast of



air that buffets and possibly stuns an opponent. The effect has a range of 60 feet, and the elemental must have a clear line of effect to the target. The strike deals 4d10 points of damage and stuns the victim for 1 round; a successful Fortitude save (DC 10 + 1/2 air elemental's HD + air elemental's Constitution modifier) reduces the damage by half and negates the stun effect. The air strike will also extinguish torches or other small, unprotected flames in its line of effect and may have other effects depending on the situation, such as blowing over small sailboats, causing a blinding spray of sand from a desert dune, and so forth.

Invisibility (Su): The air elemental can become invisible at will, as a standard action. This ability is otherwise identical to the *invisibility* spell, and the air elemental becomes visible if it attacks or uses a supernatural ability.

Cold Immunity (Ex): Air elementals are immune to cold damage.

Quick (Ex): Air elementals' natural slam attacks are treated as quick weapons (delay 4).

Skills: All air elementals receive a +4 racial bonus to Hide checks.

Feats: All air elementals receive Dodge, Improved Initiative, and Weapon Finesse (slam) as bonus feats. In addition, air elementals of type 9 and higher receive Double Attack as a bonus feat, and those of type 10 and higher receive Riposte as an additional bonus feat.

Elemental, Air

	Elementalkin, Air (Type 1) Small Elemental (Air)	Elementaling, Air (Type 2) Small Elemental (Air)	Elemental, Air (Type 3) Medium-Size Elemental (Air)
Hit Dice:	2d8 (9 hp)	4d8+4 (22 hp)	6d8+12 (39 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	17 (+1 size, +3 Dex, +3 natural)	18 (+1 size, +4 Dex, +3 natural)	18 (+5 Dex, +3 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +9 melee
Damage:	Slam 1d4 plus stun proc	Slam 1d4 plus stun proc	Slam 1d6+1 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Stun, magic attack +1	Stun, magic attack +1	Stun, magic attack +1
Special Qualities:	Elemental, fast recovery, invisibility, cold immunity, quick	Elemental, fast recovery, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 5/+1, invisibility, cold immunity, quick
Saves:	Fort +0, Ref +6, Will +0	Fort +2, Ref +8, Will +1	Fort +4, Ref +10, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 11, Dex 19, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills:	Hide +11, Listen +4, Spot +4, Taunt +2	Hide +12, Listen +6, Spot +6, Taunt +2	Hide +9, Listen +6, Spot +6, Taunt +4
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

	Elemental, Air (Type 4) Medium-Size Elemental (Air)	Elemental, Air (Type 5) Large Elemental (Air)	Elemental, Air (Type 6) Large Elemental (Air)
Hit Dice:	8d8+16 (52 hp)	9d8+27 (67 hp)	11d8+33 (82 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)	+11 (+7 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	20 (+6 Dex, +4 natural)	21 (–1 size, +7 Dex, +5 natural)	22 (–1 size, +8 Dex, +5 natural)
Attacks:	Slam +12/+8 melee	Slam +12/+8 melee	Slam +15/+11 melee
Damage:	Slam 1d6+3 plus stun proc	Slam 1d8+4 plus stun proc	Slam 1d8+4 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Stun, magic attack+1	Stun, magic attack+2	Stun, magic attack+2
Special Qualities:	Elemental, fast recovery, damage reduction 5/+1, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 5/+2, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 5/+2, invisibility, cold immunity, quick
Saves:	Fort +4, Ref +12, Will +2	Fort +6, Ref +13, Will +3	Fort +6, Ref +15, Will +3
Abilities:	Str 14, Dex 23, Con 14, Int 4, Wis 11, Cha 11	Str 16, Dex 25, Con 16, Int 5, Wis 11, Cha 11	Str 16, Dex 27, Con 16, Int 5, Wis 11, Cha 11
Skills:	Hide +10, Listen +7, Spot +7, Taunt +4	Hide +7, Listen +8, Spot +8, Taunt +4	Hide +4, Listen +8, Spot +8, Taunt +6
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	6
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	None	10 HD (Large)	None
Faction:	None	None	None

Elemental, Air

	Elemental, Air (Type 7) Large Elemental (Air)	Elemental, Air (Type 8) Large Elemental (Air)	Elemental, Air (Type 9) Large Elemental (Air)
Hit Dice:	12d8+36 (90 hp)	14d8+42 (105 hp)	16d8+64 (136 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)	+13 (+9 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	22 (–1 size, +8 Dex, +5 natural)	23 (–1 size, +8 Dex, +6 natural)	24 (–1 size, +9 Dex, +6 natural)
Attacks:	Slam +16/+12/+8 melee	Slam +17/+13/+9 melee	Slam +20/+17/+14/+11 melee
Damage:	Slam 1d10+6 plus stun proc	Slam 1d10+6 and stun proc	Slam 2d6+6 and stun proc
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Stun, magic attack+3	Stun, magic attack+3	Stun, magic attack+4
Special Qualities:	Elemental, fast recovery, damage reduction 10/+2, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 10/+2, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 10/+3, invisibility, cold immunity, quick
Saves:	Fort +7, Ref +16, Will +4	Fort +7, Ref +17, Will +4	Fort +9, Ref +19, Will +5
Abilities:	Str 18, Dex 27, Con 16, Int 5, Wis 11, Cha 11	Str 18, Dex 27, Con 16, Int 6, Wis 11, Cha 11	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Hide +8, Listen +10, Spot +10, Taunt +6	Hide +8, Listen +12, Spot +12, Taunt +8	Hide +9, Listen +13, Spot +13, Taunt +10
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Double Attack, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	8	9
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17 HD (Large)
Faction:	None	None	None

	Elemental, Air (Type 10) Huge Elemental (Air)	Elemental, Air (Type 11) Huge Elemental (Air)	Elemental, Air (Type 12) Huge Elemental (Air)
Hit Dice:	18d8+72 (153 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)	+14 (+10 Dex, +4 Improved Initiative)	+15 (+11 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	24 (–2 size, +9 Dex, +7 natural)	26 (–2 size, +10 Dex, +8 natural)	28 (–2 size, +11 Dex, +9 natural)
Attacks:	Slam +20/+17/+14/+11/+8 melee	Slam +23/+20/+17/+14/+11 melee	Slam +27/+24/+21/+18/+15 melee
Damage:	Slam 2d8+7 and stun proc	Slam 2d8+7 and stun proc	Slam 2d8+9 and stun proc
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Stun, magic attack+4	Stun, magic attack+4	Stun, air elemental strike, magic attack+5
Special Qualities:	Elemental, fast recovery, damage reduction 10/+3, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 10/+4, invisibility, cold immunity, quick	Elemental, fast recovery, damage reduction 10/+4, invisibility, cold immunity, quick
Saves:	Fort +10, Ref +20, Will +7	Fort +11, Ref +22, Will +8	Fort +12, Ref +25, Will +9
Abilities:	Str 20, Dex 29, Con 18, Int 7, Wis 12, Cha 12	Str 20, Dex 31, Con 18, Int 7, Wis 12, Cha 12	Str 22, Dex 33, Con 18, Int 7, Wis 12, Cha 12
Skills:	Hide +5, Listen +13, Spot +13, Taunt +10	Hide +6, Listen +15, Spot +15, Taunt +12	Hide +7, Listen +17, Spot +17, Taunt +14
Feats:	Dodge, Double Attack, Improved Initiative, Riposte, Weapon Finesse (slam)	Dodge, Double Attack, Improved Initiative, Riposte, Weapon Finesse (slam)	Dodge, Double Attack, Improved Initiative, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	10	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	19–20 HD (Huge)	22–23 HD (Huge)	25–26 HD (Huge)
Faction:	None	None	None

	Elemental, Air (Type 13) Huge Elemental (Air)
Hit Dice:	27d8+135 (256 hp)
Initiative:	+16 (+12 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	30 (–2 size, +12 Dex, +10 natural)
Attacks:	Slam +30/+27/+24/+21/+18 melee
Damage:	Slam 2d10+10 and stun proc
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Stun, air elemental strike, magic attack+5
Special Qualities:	Elemental, fast recovery, damage reduction 15/+4, invisibility, cold immunity, quick
Saves:	Fort +14, Ref +27, Will +10
Abilities:	Str 24, Dex 35, Con 20, Int 7, Wis 12, Cha 12

Skills:	Hide +8, Listen +19, Spot +19, Taunt +16
Feats:	Dodge, Double Attack, Improved Initiative, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	28–29 HD (Huge)
Faction:	None

Elemental, Earth

Description

Earth elementals personify the patience and might of geological forces. They take the form of hulking, vaguely humanoid beings made of rock and studded with crystals and metallic spikes.

Earth elementals are the slowest of the elementals but are unsurpassed in sheer tenacity. They aid the summoner with powerful blows and durability in combat.

A "wild" earth elemental is not automatically hostile, but if annoyed it erupts into a rage worthy of an earthquake.

Combat

Earth elementals are exceedingly tough and strong, but they are also very slow. If an earth elemental manages to get its opponent rooted however, it can then hammer its foe into the dirt with its powerful fists of stone.

Earth elementals can pass their bodies through solid earth at their burrow movement rate. They do not actually burrow tunnels that other creatures might utilize, but this ability allows a summoner to command earth elementals to hide in the ground or cave walls. Wild earth elementals will pass through the ground or walk on the ground at the same rate, paying no heed to whether they must walk through mountains to get where they are going.

Root (Su): The slam attacks of earth elementals can process an immobilization effect (Proc DC 17). The victim must make a Reflex save (DC 10 + 1/2 the earth elemental's HD + earth elemental's Constitution modifier) to avoid the effect, or he is immobilized as per the *root* spell for 1d8 rounds

Earth Elemental Strike (Su): Once per round as an attack action, an earth elemental of type 12 or above can engulf an opponent in a wave of earth. This effect is similar to an *enstill* spell with a range of 100 feet and roots its target for 2d8 rounds and deals 10d6 points of blunt damage. A successful Reflex save (DC 10 + 1/2 earth elemental's HD + earth elemental's Constitution modifier) negates the root effect and reduces the damage by half.

Disease Immunity (Ex): Earth elementals are immune to disease damage.

Sluggish (Ex): All earth elementals are lumbering creatures. Their natural attacks are treated as slow weapons (delay 6).

Skills: Earth elementals receive a +4 racial bonus to Intimidate checks.

Feats: All earth elementals receive Power Attack as a bonus feat.

Earth elementals of type 3 and above also receive Cleave as a bonus feat.

Earth elementals of type 6 and above also receive Sunder as a bonus feat.

Earth elementals of type 8 and above also receive Dual Wield as a bonus feat. When attacking with their primary slam attack, however, earth elementals with the Dual Wield feat still get 1 1/2 times their Strength bonus to damage, although they get only half the Strength bonus with their off-hand attacks, as usual.

Earth elementals of type 10 and above also receive Alertness as a bonus feat.

Earth elementals of type 12 and above also receive Improved Two-Weapon Fighting as a bonus feat.

Treasure: *Summoned earth elementals have no treasure.

Elemental, Earth

	Elementalkin, Earth (Type 1) Small Elemental (Earth)	Elementaling, Earth (Type 2) Small Elemental (Earth)	Elemental, Earth (Type 3) Medium-Size Elemental (Earth)
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	6d8+24 (51 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	17 (+1 size, –1 Dex, +7 natural)	18 (+1 size, –1 Dex, +8 natural)	18 (–1 Dex, +9 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +10 melee
Damage:	Slam 1d6+4 plus root proc	Slam 1d8+6 plus root proc	Slam 1d10+9 plus root proc
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Root, magic attack +1	Root, magic attack +1	Root, magic attack +1
Special Qualities:	Elemental, fast recovery, sluggish, disease immunity	Elemental, fast recovery, sluggish, disease immunity	Elemental, fast recovery, damage reduction 5/+1, sluggish, disease immunity
Saves:	Fort +6, Ref –1, Will +0	Fort +8, Ref +0, Will +1	Fort +9, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 19, Dex 8, Con 19, Int 4, Wis 11, Cha 11	Str 23, Dex 8, Con 19, Int 4, Wis 11, Cha 11
Skills:	Intimidate +4, Listen +4, Spot +4, Taunt +2	Intimidate +4, Listen +5, Spot +5, Taunt +4	Intimidate +4, Listen +6, Spot +6, Taunt +4
Feats:	Power Attack	Power Attack	Cleave, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

Elemental, Earth

	Elemental, Earth (Type 4) Medium-Size Elemental (Earth)	Elemental, Earth (Type 5) Large Elemental (Earth)	Elemental, Earth (Type 6) Large Elemental (Earth)
Hit Dice:	8d8+48 (84 hp)	9d8+54 (94 hp)	11d8+66 (115 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	18 (–1 Dex, +9 natural)	19 (–1 size, –1 Dex, +11 natural)	19 (–1 size, –1 Dex, +11 natural)
Attacks:	Slam +13 melee	Slam +13 melee	Slam +16/+10 melee
Damage:	Slam 2d6+10 plus root proc	Slam 2d8+12 plus root proc	Slam 2d8+13 plus root proc
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Root, magic attack+1	Root, magic attack+2	Root, magic attack+2
Special Qualities:	Elemental, fast recovery, damage reduction 5/+1, sluggish, disease immunity	Elemental, fast recovery, damage reduction 5/+2, sluggish, disease immunity	Elemental, fast recovery, damage reduction 5/+2, sluggish, disease immunity
Saves:	Fort +12, Ref +1, Will +2	Fort +12, Ref +2, Will +3	Fort +13, Ref +2, Will +3
Abilities:	Str 25, Dex 8, Con 23, Int 4, Wis 11, Cha 11	Str 27, Dex 8, Con 23, Int 5, Wis 11, Cha 11	Str 29, Dex 8, Con 23, Int 5, Wis 11, Cha 11
Skills:	Intimidate +7, Listen +6, Spot +6, Taunt +5	Intimidate +7, Listen +6, Spot +6, Taunt +5	Intimidate +8, Listen +7, Spot +7, Taunt +6
Feats:	Cleave, Power Attack	Cleave, Power Attack	Cleave, Power Attack, Sunder
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	6
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	None	10 HD (Large)	None
Faction:	None	None	None

	Elemental, Earth (Type 7) Large Elemental (Earth)	Elemental, Earth (Type 8) Large Elemental (Earth)	Elemental, Earth (Type 9) Large Elemental (Earth)
Hit Dice:	12d8+72 (126 hp)	14d8+98 (161 hp)	16d8+112 (184 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	20 (–1 size, –1 Dex, +12 natural)	20 (–1 size, –1 Dex, +12 natural)	21 (–1 size, –1 Dex, +13 natural)
Attacks:	Slam +17/+11 melee	Slam +18/+12 melee, off-hand slam +13 melee	Slam +21/+15 melee, off-hand slam +16 melee
Damage:	Slam 2d10+13 plus root proc	Slam 2d10+13 plus root proc, off-hand slam 2d10+4 plus root proc	Slam 2d10+15 plus root proc, off-hand slam 2d10+5 plus root proc
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Root, magic attack+3	Root, magic attack+3	Root, magic attack+4
Special Qualities:	Elemental, fast recovery, damage reduction 10/+2, sluggish, disease immunity	Elemental, fast recovery, damage reduction 10/+2, sluggish, disease immunity	Elemental, fast recovery, damage reduction 10/+3, sluggish, disease immunity
Saves:	Fort +14, Ref +3, Will +4	Fort +16, Ref +3, Will +4	Fort +17, Ref +4, Will +5
Abilities:	Str 29, Dex 8, Con 23, Int 6, Wis 11, Cha 11	Str 29, Dex 8, Con 25, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 25, Int 6, Wis 11, Cha 11
Skills:	Intimidate +9, Listen +8, Spot +8, Taunt +7	Intimidate +10, Listen +9, Spot +9, Taunt +8	Intimidate +11, Listen +10, Spot +10, Taunt +9
Feats:	Cleave, Power Attack, Sunder	Cleave, Dual Wield, Power Attack, Sunder	Cleave, Dual Wield, Power Attack, Sunder
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	8
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17–18 HD (Large)
Faction:	None	None	None

Elemental, Earth

	Elemental, Earth (Type 10) Huge Elemental (Earth)	Elemental, Earth (Type 11) Huge Elemental (Earth)	Elemental, Earth (Type 12) Huge Elemental (Earth)
Hit Dice:	19d8+133 (218 hp)	21d8+168 (262 hp)	24d8+192 (300 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	21 (–2 size, –1 Dex, +14 natural)	23 (–2 size, –1 Dex, +16 natural)	26 (–2 size, –1 Dex, +19 natural)
Attacks:	Slam +23/+17/+11 melee, off-hand slam +18 melee	Slam +24/+18/+12 melee, off-hand slam +19 melee	Slam +28/+22/+16 melee, off-hand slam +23/+18 melee
Damage:	Slam 3d8+16 plus root proc, off-hand slam 3d8+5 plus root proc	Slam 3d8+16 plus root proc, off-hand slam 3d8+5 plus root proc	Slam 4d6+18 plus root proc, off-hand slam 4d6+6 plus root proc
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Root, magic attack+4	Root, magic attack+4	Root, earth elemental strike, magic attack+5
Special Qualities:	Elemental, fast recovery, damage reduction 10/+3, sluggish, disease immunity	Elemental, fast recovery, damage reduction 10/+4, sluggish, disease immunity	Elemental, fast recovery, damage reduction 10/+4, sluggish, disease immunity
Saves:	Fort +18, Ref +5, Will +7	Fort +20, Ref +6, Will +8	Fort +22, Ref +7, Will +9
Abilities:	Str 33, Dex 8, Con 25, Int 7, Wis 12, Cha 12	Str 33, Dex 8, Con 27, Int 7, Wis 12, Cha 12	Str 35, Dex 8, Con 27, Int 7, Wis 12, Cha 12
Skills:	Intimidate +11, Listen +10, Spot +10, Taunt +9	Intimidate +12, Listen +11, Spot +11, Taunt +10	Intimidate +15, Listen +12, Spot +12, Taunt +11
Feats:	Alertness, Cleave, Dual Wield, Power Attack, Sunder	Alertness, Cleave, Dual Wield, Power Attack, Sunder	Alertness, Cleave, Dual Wield, Improved Two-Weapon Fighting, Power Attack, Sunder
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	10	11
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	20 HD (Huge)	22–23 HD (Huge)	25–26 HD (Huge)
Faction:	None	None	None

	Elemental, Earth (Type 13) Huge Elemental (Earth)	Elemental, Earth (Tremblor) Large Elemental (Earth)
Hit Dice:	27d8+216 (337 hp)	14d8+84 (147 hp)
Initiative:	–1 (Dex)	+0
Speed:	20 ft., burrow 20 ft.	40 ft., burrow 20 ft.
AC:	30 (–2 size, –1 Dex, +23 natural)	28 (–1 size, +19 natural)
Attacks:	Slam +31/+25/+19/+13 melee, off-hand slam +26/+21 melee	Slam +24/+20/+16 melee, off-hand slam +19/+15 melee
Damage:	Slam 4d6+19 plus root proc, off-hand slam 4d6+6 plus root proc	Slam 3d8+23 plus root proc, off-hand slam 3d8+9 plus root proc
Face/Reach:	10 ft. by 10 ft./15 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Root, earth elemental strike, magic attack+5	Trample 4d10+21, root, magic attack+5
Special Qualities:	Elemental, fast recovery, damage reduction 15/+4, sluggish, disease immunity	Elemental, fast recovery, damage reduction 15/+3, quick, untauntable, disease immunity
Saves:	Fort +23, Ref +8, Will +10	Fort +15, Ref +4, Will +4
Abilities:	Str 37, Dex 8, Con 27, Int 7, Wis 12, Cha 12	Str 39, Dex 11, Con 23, Int 4, Wis 10, Cha 10
Skills:	Intimidate +18, Listen +13, Spot +13, Taunt +12	Listen +3, Spot +3, Taunt +10
Feats:	Alertness, Cleave, Dual Wield, Improved Two-Weapon Fighting, Power Attack, Sunder	Dual Wield, Improved Critical (slam), Improved Two-Weapon Fighting, Power Attack, Riposte, Sunder, Weapon Focus (slam), Weapon Specialization (slam)
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	12	10
Treasure:	No coins; 1/10 goods (gems only)*; no items	None
Alignment:	Usually neutral	Usually neutral
Advancement Range:	28–29 HD (Huge)	13–16 HD (Large); 17–32 HD (Huge)
Faction:	None	None

Tremblor

Description

A tremblor is a powerful and fast but short-lived earth elemental, usually summoned to the defense of a magician through the use of the *rage of Zomm* spell.

As blazes are fanatic devotees of Solusek Ro, so tremblors are enthusiastic children of Brell Serilis, the Duke of Below. To a tremblor, the groaning of the earthquake is a birth pang, and reducing things to rubble makes them fit to be sculpted once again by the hands of Brell. Tremblors care for nothing but grinding down the enemy of their summoner, glad to return to clay once more after performing their service.

Combat

A tremblor is faster than other earth elementals and takes advantage of this unexpected ability to crush unprepared enemies. It charges into melee and flails with its granite fists or unhesitatingly tramples a weak opponent.

Tremblors cannot be commanded like other elementals. When summoning a tremblor, the magician must target one enemy within his line of sight and that enemy becomes the tremblor's

sole target. The tremblor keeps attacking its enemy until it or its opponent is destroyed or until the summoner is killed or incapacitated, then crumbles away to dust.

Root (Su): The slam attacks of tremblors can process an immobilization effect (Proc DC 17). The victim must make a Reflex save (DC 22) to avoid the effect, or he is immobilized as per the root spell for 1d8 rounds.

Disease Immunity (Ex): Tremblors are immune to disease damage.

Trample (Ex): As a standard action, the tremblor can literally run over an opponent at least one size smaller than itself. The trample deals 4d10+21 points of blunt damage. Trampled opponents can either attempt attacks of opportunity at a –4 penalty or Reflex saves for half damage (DC 30).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Quick (Ex): A tremblor embodies the fury of earthquakes, and its battering attacks are like seismic shock waves. It attacks as though wielding a quick weapon (delay 4).

Untauntable (Ex): The tremblor pursues its target with frenzied dedication. It ignores uses of the Taunt skill that would divert it from its target.

Feats: A tremblor receives Dual Wield, Improved Critical (slam), Improved Two-Weapon Fighting, Power Attack, Riposte, Sunder, Weapon Focus (slam), and Weapon Specialization (slam) as bonus feats.

Elemental, Fire

Description

Fire elementals are flickering spirits that embody fire's destructiveness and transience. They look like dancing flames and have a vaguely childlike appearance.

A fire elemental aids its summoner with its flaming attacks and fiery shield. They are the least enduring of all elementals, but their fiery auras make them fearsome opponents.

A "wild" fire elemental is as uncontrollable and as threatening as a forest fire.

Combat

Fire elementals are quite quick, though not as fast as their air kin.

A fire elemental typically rushes heedlessly into melee, enjoying destruction of every kind. Its fire aura makes it a less than appealing target to opponents, while its slam attacks bludgeon and burn its opponents.

Fire Aura (Su): Fire elementals are continually surrounded by a fierce heat that serves as a [fire] damage shield, burning any creature that strikes the elemental in melee. The amount of damage is listed with each elemental type: for example, fire aura (3) is a damage shield (3).

Inferno (Su): As an attack action, fire elementals of type 12 and above may blaze into an inferno that deals 10d6 points of fire damage in a 15-foot burst centered on the elemental. A Reflex save (DC 10 + 1/2 the fire elemental's HD + the fire elementals Constitution modifier) halves this damage.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Skills: Fire elementals receive a +2 racial bonus to Taunt checks.

Feats: All fire elementals receive Improved Initiative and Weapon Finesse (slam) as bonus feats.

Fire elementals of type 3 and above also receive Dodge as a bonus feat.

Fire elementals of type 6 and above also receive Mobility as a bonus feat.

Fire elementals of type 8 and above also receive Improved Dodge and Double Attack as bonus feats.

Fire elementals of type 10 and above also receive Riposte as a bonus feat.

Elemental, Fire

	Elementalkin, Fire (Type 1) Small Elemental (Fire)	Elementaling, Fire (Type 2) Small Elemental (Fire)	Elemental, Fire (Type 3) Medium-Size Elemental (Fire)
Hit Dice:	2d8+2 (11 hp)	4d8+4 (22 hp)	6d8+6 (33 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)	17 (+1 size, +3 Dex, +3 natural)	17 (+4 Dex, +3 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +8 melee
Damage:	Slam 1d4 plus 1d4 fire	Slam 1d4+1 plus 1d6 fire	Slam 1d6+3 plus 1d8 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +1	Magic attack +1	Magic attack +1
Special Qualities:	Elemental, fast recovery, fire subtype, fire aura (1)	Elemental, fast recovery, fire subtype, fire aura (2)	Elemental, fast recovery, fire subtype, damage reduction 5/+1, fire aura (2)
Saves:	Fort +1, Ref +6, Will +0	Fort +2, Ref +7, Will +1	Fort +3, Ref +9, Will +2
Abilities:	Str 10, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 14, Dex 19, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +4, Taunt +4	Listen +5, Spot +5, Taunt +6	Listen +6, Spot +6, Taunt +6
Feats:	Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

Elemental, Fire

	Elemental, Fire (Type 4) Medium-Size Elemental (Fire)	Elemental, Fire (Type 5) Medium-Size Elemental (Fire)	Elemental, Fire (Type 6) Large Elemental (Fire)
Hit Dice:	8d8+16 (52 hp)	9d8+18 (58 hp)	11d8+22 (71 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+10 (+6 Dex, +4 Improved Initiative)	+11 (+7 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	18 (+5 Dex, +3 natural)	20 (+6 Dex, +4 natural)	20 (–1 size, +7 Dex, +4 natural)
Attacks:	Slam +11/+6 melee	Slam +12/+7 melee	Slam +14/+9 melee
Damage:	Slam 1d8+3 plus 2d6 fire	Slam 1d10+4 plus 2d6 fire	Slam 2d6+4 plus 2d8 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack +1	Magic attack+2	Magic attack+2
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 5/+1, fire aura (3)	Elemental, fast recovery, fire subtype, damage reduction 5/+2, fire aura (4)	Elemental, fast recovery, fire subtype, damage reduction 5/+2, fire aura (4)
Saves:	Fort +4, Ref +11, Will +2	Fort +4, Ref +13, Will +2	Fort +5, Ref +14, Will +3
Abilities:	Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 16, Dex 23, Con 14, Int 5, Wis 11, Cha 11	Str 16, Dex 25, Con 14, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Spot +7, Taunt +8	Listen +8, Spot +8, Taunt +10	Listen +8, Spot +8, Taunt +10
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	6
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	None	10 HD (Medium-size)	None
Faction:	None	None	None

	Elemental, Fire (Type 7) Large Elemental (Fire)	Elemental, Fire (Type 8) Large Elemental (Fire)	Elemental, Fire (Type 9) Large Elemental (Fire)
Hit Dice:	12d8+24 (78 hp)	14d8+42 (105 hp)	16d8+48 (120 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	20 (–1 size, +7 Dex, +4 natural)	21 (–1 size, +8 Dex, +4 natural)	22 (–1 size, +8 Dex, +5 natural)
Attacks:	Slam +15/+10 melee	Slam +17/+13/+9 melee	Slam +19/+15/+11 melee
Damage:	Slam 2d8+4 plus 2d8 fire	Slam 2d8+4 plus 2d10 fire	Slam 2d8+6 plus 2d10 fire
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack+3	Magic attack+3	Magic attack+4
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 10/+2, fire aura (5)	Elemental, fast recovery, fire subtype, damage reduction 10/+2, fire aura (5)	Elemental, fast recovery, fire subtype, damage reduction 10/+3, fire aura (6)
Saves:	Fort +6, Ref +15, Will +4	Fort +7, Ref +17, Will +4	Fort +8, Ref +18, Will +5
Abilities:	Str 16, Dex 25, Con 14, Int 6, Wis 11, Cha 11	Str 16, Dex 27, Con 16, Int 6, Wis 11, Cha 11	Str 18, Dex 27, Con 16, Int 6, Wis 11, Cha 12
Skills:	Listen +9, Spot +9, Taunt +10	Listen +10, Spot +10, Taunt +12	Listen +12, Spot +12, Taunt +13
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17 HD (Large)
Faction:	None	None	None

Elemental, Fire

	Elemental, Fire (Type 10) Huge Elemental (Fire)	Elemental, Fire (Type 11) Huge Elemental (Fire)	Elemental, Fire (Type 12) Huge Elemental (Fire)
Hit Dice:	18d8+54 (135 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)	+13 (+9 Dex, +4 Improved Initiative)	+14 (+10 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	22 (–2 size, +8 Dex, +6 natural)	24 (–2 size, +9 Dex, +7 natural)	27 (–2 size, +10 Dex, +9 natural)
Attacks:	Slam +19/+15/+11/+7 melee	Slam +22/+18/+14/+10 melee	Slam +26/+22/+18/+14/+10 melee
Damage:	Slam 2d8+6 plus 3d8 fire	Slam 2d8+7 plus 3d8 fire	Slam 2d8+7 plus 4d6 fire
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Magic attack+4	Magic attack+4	Inferno, magic attack+5
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 10/+3, fire aura (6)	Elemental, fast recovery, fire subtype, damage reduction 10/+4, fire aura (7)	Elemental, fast recovery, fire subtype, damage reduction 10/+4, fire aura (7)
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +21, Will +7	Fort +12, Ref +24, Will +8
Abilities:	Str 18, Dex 27, Con 16, Int 7, Wis 11, Cha 14	Str 20, Dex 29, Con 18, Int 7, Wis 11, Cha 14	Str 20, Dex 31, Con 18, Int 7, Wis 11, Cha 14
Skills:	Listen +12, Spot +12, Taunt +14	Listen +14, Spot +14, Taunt +16	Listen +16, Spot +16, Taunt +18
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	10	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	19–20 HD (Huge)	22–23 HD (Huge)	25–26 HD (Huge)
Faction:	None	None	None

	Elemental, Fire (Type 13) Huge Elemental (Fire)	Elemental, Fire (Blaze) Medium-Size Elemental (Fire)
Hit Dice:	27d8+135 (256 hp)	20d8+20 (110 hp)
Initiative:	+16 (+12 Dex, +4 Improved Initiative)	+15 (+11 Dex, +4 Improved Initiative)
Speed:	50 ft.	80 ft.
AC:	30 (–2 size, +12 Dex, +10 natural)	25 (+11 Dex, +4 natural)
Attacks:	Slam +30/+26/+22/+18/+14 melee	Slam +26/+24/+22/+20/+18 melee
Damage:	Slam 2d8+9 plus 5d6 fire	Slam 2d6+7 plus 2d10 fire
Face/Reach:	10 ft. by 10 ft./15 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Inferno, magic attack+5	Magic attack+5
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 15/+4, fire aura (8)	Elemental, fast recovery, fire subtype, damage reduction 15/+3, blazing speed, hypnotic taunt, fire aura (8)
Saves:	Fort +12, Ref +25, Will +8	Fort +7, Ref +23, Will +6
Abilities:	Str 22, Dex 34, Con 20, Int 7, Wis 11, Cha 14	Str 20, Dex 33, Con 12, Int 5, Wis 11, Cha 12
Skills:	Listen +18, Spot +18, Taunt +20	Listen +14, Spot +14, Taunt +29
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)	Dodge, Double Attack, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	12	10
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement Range:	28–29 HD (Huge)	21–24 HD (Medium-size); 25–32 HD (Large)
Faction:	None	None

Blaze

Description

A blaze is a very aggressive but short-lived fire elemental, often summoned to the defense of a magician using the *Dyzil's deafening decoy* spell. A blaze looks like an average fire elemental; as soon as it springs into action, though, one cannot mistake it. Its flames dance in a hypnotic pattern that lures opponents in to confront the blaze like moths drawn to a flame.

Blazes are fanatically devoted to Solusek Ro, the Burning Prince. They believe that all existence comes from destruction and spend their brief time burning everything in sight. They have absolutely no regard for their own survival, considering it the highest form of worship literally to burn themselves out. They know that flame is eternal and that they will be born again soon enough.

Combat

A blaze combines incredible speed with highly damaging fire attacks. Its hypnotic taunt ability draws opponents away from its summoner, providing a potentially life-saving distraction for the magician.

Fire Aura (Su): Blazes are surrounded by an aura of flame that acts as a [fire] damage shield (8).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Blazing Speed (Ex): A blaze lives fast and fights hard, attacking at incredible speed. Its slam attacks are treated as very quick weapons (delay 3), which become delay 2 due to its Double Attack feat.

Hypnotic Taunt (Ex): The fiery body of the blaze draws opponents to confront it. The blaze receives a +10 racial bonus to its Taunt skill and may use the skill to taunt one opponent as normal or to taunt all enemies within a 20-foot radius. If using the area taunt, make one Taunt check for the blaze, and the result is opposed individually by every enemy within 20 feet of the blaze. The blaze may be commanded to use the Taunt skill on only one opponent if its summoner desires or on all enemies in the area. It may not selectively taunt multiple opponents within the area.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Feats: A blaze receives Dodge, Double Attack, Improved Initiative, Mobility, Riposte, and Weapon Finesse (slam) as bonus feats.

Elemental, Water

Description

Water elementals rise from the deeps with the power of endless waves and shriek from the skies with the fury of a winter storm. They resemble merfolk but trail away into a swirl of spume below the waist.

A water elemental is a generalist. It aids its summoner with powerful blows, an icy touch, and rapid healing.

A "wild" water elemental is as fickle as the sea and possibly as dangerous.

Combat

Water elementals are quite tough and strong, next only to earth elementals in their durability and power. Water elementals are neither exceptionally slow nor exceptionally fast (on land, at least), but flow into combat while pounding opponents with attacks that hit like crashing waves.

Icy Touch (Su): The slam attacks of water elementals can process a numbing cold (Proc DC 18) that deals twice the elemental's type value in cold damage. For example, a type 7 water elemental's icy touch deals 7 x 2 = 14 points of cold damage. The victim receives a Fortitude save (DC 10 + 1/2 the water elemental's HD + the water elemental's Constitution modifier) for half damage. As this is a proc effect, icy touch damage is not doubled on a critical hit.

Water Elemental Strike (Ex): Water elementals of type 12 or above can use their fluid form to slip effortlessly through an unsuspecting opponent's armor to strike critical areas. Whenever the water elemental is flanking an opponent or is attacking a flat-footed opponent, the opponent does not receive any armor bonuses to its Armor Class against the water elemental's attacks. If the water elemental's attacks hit, then it automatically scores a critical hit for double damage (no critical confirmation rolls required), unless the opponent is immune to critical hits.

Immunities (Ex): Water elementals are immune to acid and cold damage.

Feats: All water elementals receive Power Attack and Improved Healing as bonus feats.

Water elementals of type 3 and above also receive Dodge as a bonus feat.

Water elementals of type 6 and above also receive Mobility as a bonus feat.

Water elementals of type 8 and above also receive Double Attack as a bonus feat.

Water elementals of type 10 and above also receive Alertness as a bonus feat.

Water elementals of type 12 and above also receive Riposte as a bonus feat.

Elemental, Water

	Elementalkin, Water (Type 1) Small Elemental (Water)	Elementaling, Water (Type 2) Small Elemental (Water)	Elemental, Water (Type 3) Medium-Size Elemental (Water)
Hit Dice:	2d8+2 (11 hp)	4d8+8 (26 hp)	6d8+18 (45 hp)
Initiative:	+0	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 90 ft.	20 ft., swim 90 ft.	30 ft., swim 90 ft.
AC:	17 (+1 size, +6 natural)	19 (+1 size, +1 Dex, +7 natural)	19 (+1 Dex, +8 natural)
Attacks:	Slam +4 melee	Slam +7 melee	Slam +8 melee
Damage:	Slam 1d6+3 and icy touch 2	Slam 1d6+4 and icy touch 4	Slam 1d8+6 and icy touch 6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Icy touch, magic attack +1	Icy touch, magic attack +1	Icy touch, magic attack +1
Special Qualities:	Elemental, fast recovery, fire resistance (5), immunities	Elemental, fast recovery, fire resistance (5), immunities	Elemental, fast recovery, fire resistance (5), immunities, damage reduction 5/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +2, Will +1	Fort +8, Ref +3, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 11	Str 16, Dex 12, Con 15, Int 6, Wis 11, Cha 11	Str 18, Dex 13, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5, Taunt +4	Listen +6, Spot +6, Taunt +6	Listen +7, Spot +7, Taunt +6
Feats:	Improved Healing, Power Attack	Improved Healing, Power Attack	Dodge, Improved Healing, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

Elemental, Water

	Elemental, Water (Type 4) Medium-Size Elemental (Water)	Elemental, Water (Type 5) Large Elemental (Water)	Elemental, Water (Type 6) Large Elemental (Water)
Hit Dice:	8d8+24 (60 hp)	9d8+36 (76 hp)	11d8+44 (93 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	30 ft., swim 90 ft.	30 ft., swim 90 ft.	30 ft., swim 90 ft.
AC:	20 (+2 Dex, +8 natural)	20 (–1 size, +2 Dex, +9 natural)	21 (–1 size, +3 Dex, +9 natural)
Attacks:	Slam +10/+5 melee	Slam +10/+5 melee	Slam +13/+8 melee
Damage:	Slam 2d6+6 and icy touch 8	Slam 2d8+7 and icy touch 10	Slam 2d8+9 and icy touch 12
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Icy touch, magic attack+1	Icy touch, magic attack+2	Icy touch, magic attack+2
Special Qualities:	Elemental, fast recovery, fire resistance 10, immunities, damage reduction 5/+1	Elemental, fast recovery, fire resistance 10, immunities, damage reduction 5/+2	Elemental, fast recovery, fire resistance 10, immunities, damage reduction 5/+2
Saves:	Fort +9, Ref +4, Will +2	Fort +10, Ref +5, Will +3	Fort +11, Ref +6, Will +3
Abilities:	Str 18, Dex 14, Con 17, Int 6, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11	Str 22, Dex 16, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +8, Spot +8, Taunt +8	Listen +9, Spot +9, Taunt +8	Listen +10, Spot +10, Taunt +10
Feats:	Dodge, Improved Healing, Power Attack	Dodge, Improved Healing, Power Attack	Dodge, Improved Healing, Mobility, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	6
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	None	10 HD (Large)	None
Faction:	None	None	None

	Elemental, Water (Type 7) Large Elemental (Water)	Elemental, Water (Type 8) Large Elemental (Water)	Elemental, Water (Type 9) Large Elemental (Water)
Hit Dice:	12d8+48 (102 hp)	14d8+70 (133 hp)	16d8+80 (152 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+4 (Dex)
Speed:	30 ft., swim 90 ft.	30 ft., swim 90 ft.	30 ft., swim 90 ft.
AC:	22 (–1 size, +3 Dex, +10 natural)	22 (–1 size, +3 Dex, +10 natural)	24 (–1 size, +4 Dex, +11 natural)
Attacks:	Slam +14/+9 melee	Slam +15/+11/+7 melee	Slam +18/+14/+10 melee
Damage:	Slam 2d10+9 and icy touch 14	Slam 3d8+9 and icy touch 16	Slam 3d8+10 and icy touch 18
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Icy touch, magic attack+3	Icy touch, magic attack+3	Icy touch, magic attack+4
Special Qualities:	Elemental, fast recovery, fire resistance (15), immunities, damage reduction 10/+2	Elemental, fast recovery, fire resistance (20), immunities, damage reduction 10/+2	Elemental, fast recovery, fire resistance (20), immunities, damage reduction 10/+3
Saves:	Fort +12, Ref +7, Will +4	Fort +14, Ref +7, Will +4	Fort +15, Ref +9, Will +5
Abilities:	Str 22, Dex 16, Con 19, Int 6, Wis 11, Cha 11	Str 22, Dex 16, Con 21, Int 6, Wis 11, Cha 11	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +11, Taunt +10	Listen +12, Spot +12, Taunt +12	Listen +13, Spot +13, Taunt +14
Feats:	Dodge, Improved Healing, Mobility, Power Attack	Dodge, Double Attack, Improved Healing, Mobility, Power Attack	Dodge, Double Attack, Improved Healing, Mobility, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17 HD (Large)
Faction:	None	None	None

Elemental, Water

	Elemental, Water (Type 10) Huge Elemental (Water)	Elemental, Water (Type 11) Huge Elemental (Water)	Elemental, Water (Type 12) Huge Elemental (Water)
Hit Dice:	18d8+90 (171 hp)	21d8+105 (199 hp)	24d8+144 (252 hp)
Initiative:	+5 (Dex)	+5 (Dex)	+5 (Dex)
Speed:	30 ft., swim 90 ft.	30 ft., swim 90 ft.	30 ft., swim 90 ft.
AC:	24 (–2 size, +5 Dex, +11 natural)	25 (–2 size, +5 Dex, +12 natural)	26 (–2 size, +5 Dex, +13 natural)
Attacks:	Slam +18/+14/+10/+6 melee	Slam +21/+17/+13/+9 melee	Slam +25/+21/+17/+13/+9 melee
Damage:	Slam 3d8+10 and icy touch 20	Slam 4d6+12 and icy touch 22	Slam 4d6+13 and icy touch 24
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Icy touch, magic attack+4	Icy touch, magic attack+4	Water elemental strike, icy touch, magic attack+5
Special Qualities:	Elemental, fast recovery, fire resistance (20), immunities, damage reduction 10/+3	Elemental, fast recovery, fire resistance (25), immunities, damage reduction 10/+4	Elemental, fast recovery, fire resistance (30), immunities, damage reduction 10/+4
Saves:	Fort +16, Ref +11, Will +6	Fort +17, Ref +12, Will +7	Fort +20, Ref +13, Will +8
Abilities:	Str 24, Dex 20, Con 21, Int 7, Wis 12, Cha 11	Str 26, Dex 20, Con 21, Int 7, Wis 12, Cha 11	Str 28, Dex 20, Con 23, Int 7, Wis 12, Cha 11
Skills:	Listen +13, Spot +13, Taunt +14	Listen +15, Spot +15, Taunt +16	Listen +18, Spot +18, Taunt +16
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack, Riposte
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	10	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	19–20 HD (Huge)	22–23 HD (Huge)	25–27 HD (Huge)
Faction:	None	None	None

	Elemental, Water (Type 13) Huge Elemental (Water)
Hit Dice:	27d8+162 (283 hp)
Initiative:	+6 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	28 (–2 size, +6 Dex, +14 natural)
Attacks:	Slam +28/+24/+20/+16/+12 melee
Damage:	Slam 4d6+15 and icy touch 26
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Water elemental strike, icy touch, magic attack+5
Special Qualities:	Elemental, fast recovery, fire resistance (40), immunities, damage reduction 15/+4
Saves:	Fort +21, Ref +15, Will +9
Abilities:	Str 30, Dex 22, Con 23, Int 7, Wis 12, Cha 11
Skills:	Listen +20, Spot +20, Taunt +18
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack, Riposte
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	28–29 HD (Huge)
Faction:	None

Familiar

Description

Norrath's more powerful wizards make pacts with creatures of alternate planes to assist them as familiars. A wizard's familiar is not wholly of this world: its true form resides on its plane of origin, while an incorporeal projection of its true self accompanies the summoner. It usually resembles an imp, with red skin, small horns on a bestial face, and leathery wings, but it is not necessarily an evil creature — its alignment matches that of the wizard — and it may come in other forms (GM's discretion).

A familiar is a valuable scout. Its greatest worth, though, lies in its ability to improve the summoner's chance of success when spellcasting. Many familiars also grant their masters heightened rates of mana recovery.

Combat

Being incorporeal, a familiar cannot be attacked by ordinary weapons. It has no attack of its own and cannot distract or taunt enemies. It can, however, be affected by spells that deal damage — though its incorporeal nature, good saves, and spell resistance make this difficult. A familiar tends to stick close by its master's side, but if damaging magic and other area effects threaten it, the familiar moves away from the dangerous area.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except

for force effects and attacks made with weapons that affect incorporeal beings); can pass through solid objects (but not force effects) at will; always moves silently (cannot be heard with Listen checks unless desired).

Convey Mastery (Su): A familiar grants its master a host of powers as detailed in the spell descriptions for summoning familiars in Chapter 10 of the *EverQuest: Player's Handbook*.



Resistances (Ex): All familiars have resistance bonuses to all energy types: acid, cold, disease, electricity, fire, magic, poison, and sonic. The value of each familiar's resistance bonus to such attacks appears in the individual statistics, below.

Feats: All familiars gain Alertness as a bonus feat.

Familiar

	Familiar, Minor (Type 1) Tiny Outsider (Incorporeal)	Familiar, Lesser (Type 2) Tiny Outsider (Incorporeal)
Hit Dice:	4d8 (18 hp)	8d8 (36 hp)
Initiative:	+3 (Dex)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 30 ft. (good)	20 ft., fly 30 ft. (good)
AC:	17 (+2 size, +3 Dex, +2 deflection)	18 (+2 size, +4 Dex, +2 deflection)
Attacks:	None	None
Damage:	None	None
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	None	None
Special Qualities:	Incorporeal, convey mastery, ultravision, resistances (10), SR 18	Incorporeal, convey mastery, ultravision, resistances (20), SR 23
Saves:	Fort +6, Ref +9, Will +6	Fort +8, Ref +12, Will +8
Abilities:	Str –, Dex 17, Con 10, Int 10, Wis 15, Cha 14	Str –, Dex 18, Con 11, Int 12, Wis 15, Cha 15
Skills:	Hide +18, Knowledge (mysticism) +4, Listen +11, Search +7, Spot +11	Hide +23, Knowledge (mysticism) +12, Knowledge (planar travel) +12, Listen +15, Search +12, Sense Heading +8, Spot +15
Feats:	Alertness, Great Fortitude, Lightning Reflexes	Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	1	2
Treasure:	None	None
Alignment:	Same as master	Same as master
Advancement Range:	5–7 HD (Tiny)	9–11 HD (Tiny)
Faction:	None	None

	Familiar (Type 3) Small Outsider (Incorporeal)	Familiar, Greater (Type 4) Small Outsider (Incorporeal)
Hit Dice:	12d8+12 (66 hp)	18d8+18 (99 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 60 ft. (good)	20 ft., fly 90 ft. (good)
AC:	18 (+1 size, +4 Dex, +3 deflection)	20 (+1 size, +5 Dex, +4 deflection)
Attacks:	None	None
Damage:	None	None
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	None	None
Special Qualities:	Incorporeal, convey mastery, ultravision, resistances (30), SR 28	Incorporeal, convey mastery, ultravision, resistances (40), SR 33
Saves:	Fort +11, Ref +14, Will +12	Fort +14, Ref +18, Will +15
Abilities:	Str –, Dex 19, Con 12, Int 13, Wis 15, Cha 16	Str –, Dex 20, Con 13, Int 14, Wis 15, Cha 18
Skills:	Gather Information +6, Hide +23, Knowledge (mysticism) +16, Knowledge (planar travel) +16, Listen +19, Search +16, Sense Heading +17, Spot +19	Gather Information +25, Hide +30, Knowledge (geography) +14, Knowledge (mysticism) +23, Knowledge (planar travel) +23, Listen +25, Search +26, Sense Heading +23, Spot +25
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes	Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Talent (Search)
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	3	4
Treasure:	None	None
Alignment:	Same as master	Same as master
Advancement Range:	13–16 HD (Small)	19–21 HD (Small)
Faction:	None	None

Necromantic Servants

Description

Necromancers and shadow knights wield the power to raise up the dead and force them into service. Even the most inexperienced necromancer learns to summon a skeletal companion to protect her. Unlike the common skeletons that roam the world, necromancers' companions have a spark of intelligence — not much, but enough to follow orders. They are formed with the stuff of magic and the essence of bone. A skeletal companion resembles any other skeleton, and only its unswerving devotion to its summoner distinguishes it.

Combat

Formed from various components, a skeletal companion is not strictly an animated corpse. It is vulnerable to magic that affects summoned creatures (a normal skeleton is not).

Skeletal companions take actions according to their master's commands. Thus, they do not attack indiscriminately, although they will move to defend their master if she is attacked. Once involved in combat, they fight in a straightforward fashion, slashing with claws if unarmed or swinging weapons if they have been armed with them. More powerful skeletal companions are capable of additional combat maneuvers, and the greatest of them even benefit from necromantic abilities of their own.

Skeletal companions are considered proficient with all simple and martial weapons and with shields. Although necromantic servants appear unarmed when conjured, statistics are provided for convenience of use as though they were armed with weapons suitable for their size, since powerful necromancers endeavor to acquire such equipment suitable for the progressively massive undead servants they can create (see **"Table 7–4: Weapon Size and Damage"** in the *EverQuest: Player's Handbook*).

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the skeletal companion is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the skeletal companion's attack or damage rolls. For example, a skeletal companion with magic attack +3 is treated as a +3 magic weapon for the purpose of overcoming an opponent's damage reduction, whether with claws or weapons, but it does not actually receive +3 to attacks or damage.

Lifedrain (Su): The attacks of type 11 and higher skeletal companions, whether they use claws or weapons, can process a vitality-draining power (Proc DC 18) that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 10 + 1/2 the skeletal companion's HD) for half damage.

Backstab (Ex): Type 13 skeletal companions are formed from the spirits of dead rogues and thus can make backstab attacks if armed with a piercing weapon.

Flying Kick (Ex): The spirits of dead monks are called forth to animate type 14 skeletal companions, allowing them to make a flying kick attack. This attack requires the skeletal companion to move at least 10 feet and make a Jump check (DC 15). If successful, it may make a single attack that deals 10d6+14 points of damage if it hits. If the flying kick hits, the skeletal companion may also, as a free action, make a bull rush attack against the target with a +8 circumstance bonus on the bull rush check. This action does not provoke an attack of opportunity. The skeletal companion may not make any other attacks in the round it performs a flying kick.

Undead: Immune to poison, sleep, paralysis, stunning, death magic and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

See Invisible (Su): A skeletal companion can continuously *see invisible* as the spell.

Immunities (Ex): Skeletal companions are immune to cold damage and take only half damage from slashing or piercing weapons.

Feats: Medium-size skeletal companions may have the Slam feat despite not meeting the Large size prerequisite.

Table A-2: Necromantic Servant Spells

Spell	Skeletal Companion Type
Cavorting Bones	1
Leering Corpse	2
Bone Walk	3
Convoke Shadow	4
Restless Bones	5
Animate Dead	6
Haunting Corpse	7
Summon Dead	8
Invoke Shadow	9
Malignant Dead	10
Cackling Bones	11
Invoke Death	12
Minion of Shadows	13
Servant of Bones	14
Emissary of Thule	Spectre



Skeletal Companion

	Skeletal Companion (Type 1)	Skeletal Companion (Type 2)	Skeletal Companion (Type 3)
	Small Undead	Small Undead	Medium-Size Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	4d12 (26 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	14 (+1 size, +1 Dex, +2 natural)	15 (+1 size, +1 Dex, +3 natural)	14 (+4 natural)
Attacks:	2 claws +0 melee (or short sword +0 melee)	2 claws +3 melee (or short sword +3 melee)	2 claws +3 melee (or longsword +3 melee)
Damage:	Claw 1d3–1 (or short sword 1d6–1)	Claw 1d3+1 (or short sword 1d6+1)	Claw 1d4+1 (or longsword 1d8+1)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	None	None	Magic attack +1
Special Qualities:	Undead, infravision, see invisible, immunities	Undead, infravision, see invisible, immunities	Undead, infravision, see invisible, immunities
Saves:	Fort +0, Ref +1, Will +1	Fort +0, Ref +1, Will +2	Fort +1, Ref +1, Will +3
Abilities:	Str 9, Dex 13, Con –, Int 2, Wis 9, Cha 1	Str 13, Dex 13, Con –, Int 2, Wis 9, Cha 1	Str 13, Dex 11, Con –, Int 2, Wis 9, Cha 1
Skills:	Listen +2, Spot +2	Listen +3, Spot +3	Listen +4, Spot +4
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/3	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	3 HD (Small)	5 HD (Medium-size)
Faction:	None	None	None

	Skeletal Companion (Type 4)	Skeletal Companion (Type 5)	Skeletal Companion (Type 6)
	Medium-Size Undead	Medium-Size Undead	Medium-Size Undead
Hit Dice:	6d12 (39 hp)	8d12 (52 hp)	10d12 (65 hp)
Initiative:	+0	+0	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	14 (+4 natural)	15 (+5 natural)	16 (+6 natural)
Attacks:	2 claws +5 melee (or longsword +5 melee)	2 claws +6 melee (or longsword +6 melee)	2 claws +8 melee (or longsword +8 melee; or longsword +6 melee, slam +6 melee)
Damage:	Claw 1d4+2 (or longsword 1d8+2)	Claw 1d6+2 (or longsword 1d8+2)	Claw 1d6+3 (or longsword 1d8+3; slam 1d4+3)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +1	Magic attack +1	Magic attack +2
Special Qualities:	Undead, infravision, see invisible, damage reduction 5/+1, immunities	Undead, infravision, see invisible, damage reduction 5/+1, immunities	Undead, infravision, see invisible, damage reduction 10/+1, SR 14, immunities
Saves:	Fort +2, Ref +2, Will +4	Fort +2, Ref +2, Will +5	Fort +3, Ref +3, Will +6
Abilities:	Str 15, Dex 11, Con –, Int 3, Wis 9, Cha 1	Str 15, Dex 11, Con –, Int 3, Wis 9, Cha 1	Str 17, Dex 11, Con –, Int 4, Wis 9, Cha 1
Skills:	Listen +5, Spot +5, Taunt +2	Listen +6, Spot +6, Taunt +4	Listen +7, Spot +7, Taunt +6
Feats:	—	—	Slam
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	7 HD (Medium-size)	9 HD (Medium-size)	11 HD (Medium-size)
Faction:	None	None	None

Skeletal Companion

	Skeletal Companion (Type 7) Large Undead	Skeletal Companion (Type 8) Large Undead	Skeletal Companion (Type 9) Large Undead
Hit Dice:	12d12 (78 hp)	14d12 (91 hp)	16d12 (104 hp)
Initiative:	–1 (Dex)	–1 (Dex)	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	14 (–1 size, –1 Dex, +6 natural)	15 (–1 size, –1 Dex, +7 natural)	17 (–1 size, +8 natural)
Attacks:	2 claws +9 melee (or Large longsword +9/+4 melee; or Large longsword +7/+2 melee, slam +7 melee)	2 claws +11 melee (or Large longsword +9/+4 melee, slam +9 melee)	2 claws +13 melee (or Large longsword +11/+6 melee, slam +11 melee)
Damage:	Claw 1d8+4 (or Large longsword 2d6+4; slam 1d6+4)	Claw 1d8+5 (or Large longsword 2d6+5; slam 1d6+5)	Claw 1d10+6 (or Large longsword 2d6+6; slam 1d8+6)
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack +2	Magic attack +3	Magic attack +3
Special Qualities:	Undead, infravision, see invisible, damage reduction 10/+1, SR 15, immunities	Undead, infravision, see invisible, damage reduction 10/+1, SR 16, immunities	Undead, infravision, see invisible, damage reduction 10/+1, SR 17, immunities
Saves:	Fort +4, Ref +3, Will +7	Fort +4, Ref +3, Will +10	Fort +5, Ref +4, Will +11
Abilities:	Str 19, Dex 9, Con –, Int 4, Wis 9, Cha 1	Str 20, Dex 9, Con –, Int 5, Wis 9, Cha 1	Str 22, Dex 10, Con –, Int 6, Wis 9, Cha 1
Skills:	Listen +9, Spot +9, Taunt +9	Listen +11, Spot +11, Taunt +12	Listen +12, Spot +12, Taunt +14
Feats:	Slam	Slam	Improved Slam, Slam
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17 HD (Large)
Faction:	None	None	None

	Skeletal Companion (Type 10) Large Undead	Skeletal Companion (Type 11) Large Undead	Skeletal Companion (Type 12) Large Undead
Hit Dice:	18d12 (117 hp)	20d12 (130 hp)	22d12 (143 hp)
Initiative:	+0	+0	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	18 (–1 size, –1 Dex, +10 natural)	21 (–1 size, +12 natural)	23 (–1 size, +14 natural)
Attacks:	2 claws +15 melee (or Large longsword +13/+8 melee, slam +13 melee)	2 claws +17 melee (or Large longsword +15/+10 melee, slam +15 melee)	2 claws +19 melee (or Large longsword +17/+12/+7 melee, slam +17 melee)
Damage:	Claw 1d10+7 (or Large longsword 2d6+7; slam 1d10+7)	Claw 1d10+8 (or Large longsword 2d6+8; slam 1d10+8)	Claw 1d10+9 (or Large longsword 2d6+9, slam 2d6+9)
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack +4	Magic attack +4, lifedrain	Magic attack +4, lifedrain
Special Qualities:	Undead, infravision, see invisible, damage reduction 10/+2, SR 18, immunities	Undead, infravision, see invisible, damage reduction 10/+2, SR 19, immunities	Undead, infravision, see invisible, damage reduction 15/+2, SR 20, immunities
Saves:	Fort +6, Ref +6, Will +10	Fort +6, Ref +6, Will +11	Fort +7, Ref +7, Will +12
Abilities:	Str 24, Dex 10, Con –, Int 6, Wis 9, Cha 1	Str 26, Dex 10, Con –, Int 6, Wis 9, Cha 1	Str 28, Dex 11, Con –, Int 6, Wis 9, Cha 1
Skills:	Listen +12, Spot +12, Taunt +15	Listen +14, Spot +14, Taunt +15	Jump +10, Listen +14, Spot +14, Taunt +15
Feats:	Improved Slam, Slam	Improved Slam, Slam	Improved Slam, Power Attack, Slam
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	8	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	19 HD (Large)	21 HD (Large)	23 HD (Large)
Faction:	None	None	None

Skeletal Companion

	Skeletal Companion (Type 13)	Skeletal Companion (Type 14)
	Huge Undead	Huge Undead
Hit Dice:	24d12 (156 hp)	27d12 (156 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.
AC:	25 (–2 size, +1 Dex, +16 natural)	27 (–2 size, +1 Dex, +18 natural)
Attacks:	2 claws +20 melee (or Huge spear +18/+13/+8 melee, slam +18 melee)	2 claws +22 melee (or Large nunchaku +20/+16/+12/+8 melee, off-hand Large nunchaku +15 melee, slam +20 melee)
Damage:	Claw 2d6+10 (or Huge spear 2d6+10; slam 2d8+10)	Claw 2d8+11 (or Large nunchaku 1d8+11; off-hand Large nunchaku 1d8+5; slam 2d8+11)
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Magic attack +5, lifedrain, backstab +4d6	Magic attack +5, lifedrain, flying kick
Special Qualities:	Undead, infravision, see invisible, damage reduction 15/+3, SR 21, immunities	Undead, infravision, see invisible damage reduction 20/+3, SR 22, immunities
Saves:	Fort +8, Ref +9, Will +13	Fort +9, Ref +10, Will +14
Abilities:	Str 30, Dex 12, Con –, Int 7, Wis 9, Cha 1	Str 32, Dex 13, Con –, Int 7, Wis 9, Cha 1
Skills:	Jump +24, Listen +16, Spot +16, Taunt +18	Jump +25, Listen +18, Spot +18, Taunt +20
Feats:	Improved Slam, Improved Initiative, Power Attack, Slam	Dual Wield, Improved Initiative, Improved Slam, Power Attack, Slam
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	9	13
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	25–26 HD (Huge)	28–30 HD (Huge)
Faction:	None	None

Emissary of Thule (Spectre)



	Large Undead
Hit Dice:	32d12 (208 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 30 ft. (good)
AC:	30 (–1 size, +3 Dex, +18 natural)
Attacks:	Huge scythe +25/+20/+15/+10 melee
Damage:	Huge scythe 2d6+15
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, magic attack+5
Special Qualities:	Undead, profane resistance +4, infravision, see invisible, damage reduction 20/+3, SR 24
Saves:	Fort +10, Ref +13, Will +20
Abilities:	Str 31, Dex 17, Con –, Int 14, Wis 15, Cha 14
Skills:	Channeling +37, Listen +17, Sneak +18, Spot +17, Taunt +24
Feats:	Cleave, Dodge, Double Attack, Great Cleave, Improved Initiative, Mobility, Parry, Power Attack, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	None
Faction:	None

Emissary of Thule

Description

Necromancers of the highest order can conjure more dreadful undead servants. The emissary of Thule is no mere skeletal companion, but a full-fledged spectre — a herald of the god of Fear, summoned from the dead by a powerful necromantic ritual.

A spectre resembles a large skeleton cloaked in tattered rags, its fleshless face shadowed by a hood. From within the hood's depths, red malevolent eyes gleam utter hatred for all that lives. A spectre wields a Huge bronze scythe with terrible swiftness, mowing down swathes of enemies in its wake.

Combat

An emissary of Thule is wickedly intelligent and uses its many abilities to gain an advantage in combat. It can afford to use its Parry or Power Attack feats to defend better against enemies with good combat ability or to drop a wounded opponent with extra damage, respectively. It loves to mow down numerous weak enemies, and with its good Dexterity and Improved Initiative, it often acts first in combat. It uses *stun* to keep spellcasters off guard

and *siphon life* to strike the killing blow against an injured or fleeing foe, thereby boosting itself against the remaining combatants.

The emissary of Thule, being summoned into service, is vulnerable to magic that affects summoned creatures.

Spell-Like Abilities: The emissary of Thule's spell-like abilities (and the mana cost for each) are as follows: *siphon life* (12) and *stun* (6). These are as the spells cast by a 16th-level necromancer (save DC 18 for *siphon life* and DC 14 for *stun*) with a pool of 128 mana.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-influencing nature.

Profane Resistance (Ex): An emissary of Thule gains a +4 bonus on Will saves against undead-affecting spells such as *spook the dead* and is turned as if it were a 36 HD creature.

See Invisible (Su): The emissary of Thule can always see invisible, as the spell.

Spirit Bear

	Large Magical Beast
Hit Dice:	12d10+60 (126 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	19 (–1 size, +1 Dex, +9 natural)
Attacks:	2 claws +21 melee, bite +16 melee
Damage:	Claw 2d4+10; bite 2d8+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, magic attack +3
Special Qualities:	Scent, strong-willed, damage reduction 5/–
Saves:	Fort +13, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 21, Int 7, Wis 12, Cha 16
Skills:	Listen +11, Spot +11, Taunt +11
Feats:	Alertness, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

Druids can also call upon the spirits of nature to serve them. Tunare's blessing of *nature walker's behest* will summon a spirit bear to aid a druid. Spirit bears embody the qualities of the earthly beasts they resemble, but are more intelligent and can follow simple commands.

A spirit bear resembles a grizzly bear. Its thick, shaggy pelt ranges from a dull brown to nearly black in color, and its beady eyes hold a feral intelligence.

Combat

A spirit bear is unsubtle in combat. It tears its prey asunder with its powerful claws and jaws and bear-hugs opponents into a grapple from which they may never escape.



As it has been conjured by the druid, the spirit bear is susceptible to spells that target summoned creatures.

Improved Grab (Ex): To use this ability, the spirit bear must hit with a claw attack.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a spirit bear is considered a magic weapon of +3 enchantment value. This ability, however, grants no actual bonus to the spirit bear's attack or damage rolls.

Strong-willed (Ex): Spirit bears have good Will saves.

Spirit Wolf

Description

When a shaman calls upon the spirits of nature to serve her, she is aided by spirit wolves. These magical creatures embody the qualities of the earthly beasts they resemble but are more intelligent and can follow commands.

A spirit wolf resembles an ordinary wolf but is larger, ranging from just slightly oversized to truly monstrous in proportions. Its spiritual body is slightly transparent, its fur is silvery, and its eyes glow yellow. It has an alert, sentient look that readily distinguishes it from feral wolves.

Combat

Like its ordinary cousins, a spirit wolf excels in group fighting. It assists its master with flanking attacks, snapping with its teeth and hurling its muscled body at an opponent. Whenever it can, a spirit wolf tries to drag down an enemy and make it easier for its "packmate" (the summoner) to finish off.

As it has been called by the shaman, the spirit wolf is susceptible to spells that target summoned creatures.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a spirit wolf is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the spirit wolf's attack or damage rolls. For example, a spirit wolf with magic attack +1 is treated as a +1 magic weapon for the purpose of overcoming an opponent's damage reduction, but it does not actually receive +1 to attacks or to damage.

Drag Down (Ex): A spirit wolf that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see Chapter 12 in the *EverQuest: Player's Handbook*) but does not require a touch attack nor provokes attacks of opportunity. If the attempt fails, the opponent cannot react to trip the spirit wolf.

Skills: *Spirit wolves gain a +4 racial bonus on Wilderness Lore checks when tracking by scent.

Feats: Spirit wolves receive Dodge, Improved Initiative, and Mobility as bonus feats. Type 4 and type 5 spirit wolves also receive Spring Attack as a bonus feat.

Spirit Wolf

	Companion Spirit (Type 1) Medium-Size Magical Beast	Vigilant Spirit (Type 2) Large Magical Beast	Guardian Spirit (Type 3) Large Magical Beast
Hit Dice:	11d10+33 (93 hp)	13d10+52 (123 hp)	15d10+75 (157 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	60 ft.	70 ft.	70 ft.
AC:	16 (+2 Dex, +4 natural)	17 (–1 size, +1 Dex, +7 natural)	19 (–1 size, +2 Dex, +8 natural)
Attacks:	Bite +15/+10/+5 melee	Bite +17/+12/+7 melee	Bite +20/+15/+10 melee
Damage:	Bite 1d10+6	Bite 2d6+7	Bite 2d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Magic attack +3, drag down	Magic attack +4, drag down	Magic attack +4, drag down
Special Qualities:	Infravision, scent, damage reduction 2/–, SR 14	Infravision, scent, damage reduction 3/–, SR 16	Infravision, scent, damage reduction 4/–, SR 18
Saves:	Fort +10, Ref +8, Will +5	Fort +12, Ref +9, Will +6	Fort +14, Ref +11, Will +7
Abilities:	Str 18, Dex 15, Con 17, Int 5, Wis 15, Cha 10	Str 20, Dex 13, Con 19, Int 5, Wis 15, Cha 10	Str 22, Dex 14, Con 21, Int 5, Wis 16, Cha 10
Skills:	Hide +5, Jump +9, Listen +5, Sneak +6, Spot +5, Wilderness Lore +4*	Hide +0, Jump +10, Listen +5, Sneak +6, Spot +5, Wilderness Lore +4*	Hide +1, Jump +11, Listen +7, Sneak +7, Spot +7, Wilderness Lore +5*
Feats:	Dodge, Improved Initiative, Mobility	Dodge, Improved Initiative, Mobility	Dodge, Improved Initiative, Mobility, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	12 HD (Medium-size)	14 HD (Large)	16 HD (Large)
Faction:	None	None	None

	Frenzied Spirit (Type 4) Large Magical Beast	Spirit of the Howler (Type 5) Huge Magical Beast
Hit Dice:	17d10+102 (195 hp)	20d10+140 (250 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	70 ft.	80 ft.
AC:	20 (–1 size, +2 Dex, +9 natural)	23 (–2 size, +1 Dex, +14 natural)
Attacks:	Bite +23/+18/+13/+8 melee	Bite +26/+21/+16/+11 melee
Damage:	Bite 2d10+10	Bite 4d6+12
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	Magic attack +5, drag down	Magic attack +5, drag down
Special Qualities:	Infravision, scent, damage reduction 5/–, SR 20	Infravision, scent, damage reduction 6/–, SR 22
Saves:	Fort +16, Ref +12, Will +8	Fort +19, Ref +13, Will +10
Abilities:	Str 24, Dex 15, Con 23, Int 5, Wis 17, Cha 10	Str 26, Dex 13, Con 24, Int 5, Wis 18, Cha 10
Skills:	Hide +1, Jump +12, Listen +8, Sneak +7, Spot +8, Wilderness Lore +5*	Hide –4, Jump +13, Listen +9, Sneak +7, Spot +9, Wilderness Lore +6*
Feats:	Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack	Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	9	11
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	18–19 HD (Large)	21–24 HD (Huge)
Faction:	None	None



Warders

Description

Once beastlords advance sufficiently in spiritual training, their empathy with animals and their tie to the spirit world allow them to form a unique companionship with an animal. After questing and meditating for some time (typically a week), the beastlord establishes a bond with a single animal, which is imbued with an animal spirit and becomes the beastlord's warder. Each race that produces beastlords has a certain type of animal it tends to adopt: Barbarians typically take white wolves, iksar take scaled wolves, ogres take bears, trolls take swamp alligators, and Vah Shir take tigers.

Warders share a number of features. They are not exactly normal members of their kind, but become more powerful and more intelligent through their association with the beastlord. Beastlords have numerous rituals that increase the combat effectiveness of their animal warders, so that the animal becomes as dangerous in a fight as the master herself. The statistics provided for the warder are for the base warder itself, without the benefit of any of the beastlords' other augmentation spells.

Combat

With their superior intelligence and additional skill, warders are capable of sophisticated tactics in melee. A warder generally taunts an enemy, drawing its attacks to give the beastlord better opportunities to strike. It also uses a variety of attack modes, sometimes unexpected for the warder's physical shape. Claws and legs grow stronger, allowing the warder to make claw attacks even if the animal normally could not. More powerful warders can supplement these attacks with slams and other special attacks.

As a natural animal or beast that has bonded with the beastlord rather than been summoned magically, a warder is not susceptible to spells or effects that target summoned creatures.

The bond with its master changes the warder's monster type to "magical beast," although its HD type, base attack scores, and save progression remain unchanged. It does benefit from combat feats as a magical beast, and it gains additional modes of attack and combat skills. Each specific type of warder also has a unique special attack form, as listed below.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the warder is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the warder's attack or damage rolls. For example, a warder with magic attack +4 is treated as a +4 magic weapon for the purpose of overcoming an opponent's damage reduction, but it does not actually receive +5 to attacks or damage.

Feats: All warders gain Dodge and Improved Initiative as bonus feats. Warders of type 7 (Spirit of Omakin) and higher gain Slam as a bonus feat.

Note that the feats selected for more powerful warders reflect a typical feat progression; players should feel free (with GM approval) to alter the feat selection in order to individualize their warders.

Bear

Description

Ogres are big and strong, and they like big, strong companions. At the side of an ogre, a bear is proportional to a wolf beside a human-sized being. When ogre beastlords and their companions bring down a foe, they both feast on the hot, fresh meat.

Combat

Bear warders are more ferocious than their mundane cousins and are eager to grab and tear at prey, even when they are relatively small. More powerful versions of these companions can literally rip apart an enemy in their mighty grip.

Improved Grab (Ex): All bear warders may use their improved grab ability with either claw or bite attacks.

Rend (Ex): A bear warder of type 6 (Spirit of Yekan) or higher that gets a hold with its improved grab ability immediately deals double claw damage to the held opponent, adding 1 1/2 times its Strength bonus. It can rend each round that it maintains the hold.



Scaled Wolf

Description

Iksar beastlords usually seek out scaled wolves to serve them as warders. They find the reptilian creatures more congenial to their nature, as the beasts prefer hot climates and easy prey. The savagery of a scaled wolf in combat also inspires fear in its opponents, a fact that complements the iksars' reverence for the principles of fear.

Combat

Scaled wolf warders grow confident through the partnership with their iksar master and will fearlessly initiate combat with any opponent. A scaled wolf warder uses the same methods in combat as its mundane cousins. It still prefers to flank opponents, biting and clawing viciously. Once in a fight, stopping a scaled wolf is hard until everything around it has been torn to shreds.

Rage (Ex): A scaled wolf warder that takes damage in combat goes into a berserk rage the next round. While in the rage, the scaled wolf gains +4 Str, +4 Con, and –2 AC. The rage lasts until the scaled wolf is dead or has killed all targets that have injured it.

Greater Rage (Ex): A scaled wolf warder of type 6 (Spirit of Yekan) or above can enter a truly terrifying frenzy when injured. While in this greater rage, the scaled wolf gains +6 Str, +6 Con, and –2 AC. The rage lasts until the scaled wolf is dead or has killed all visible enemies, whether they in fact injured it or not.

Swamp Alligator

Description

Trolls are happiest stomping about the swamps, and their preferred companions are the alligators that share their marshy home. Both enjoy the distinct taste of sweet, freshly killed elf.

Combat

Swamp alligator warders are changed by their magical association so that their short legs become longer and tipped with sharp claws, giving them a more lizardlike appearance. Their tails are elongated and capable of powerful sweeping attacks. A favored tactic while working with the beastlord is to hold the opponent in its powerful jaws while the troll "smash it good."

Improved Grab (Ex): Swamp alligator warders may use their improved grab ability with their bite attacks.

Tail Sweep (Ex): As a standard action, a swamp alligator warder of type 5 (Spirit of Yekan) or above can sweep with its tail. This affects a half circle with a diameter of 10 feet, centered on the alligator's rear. Medium-size or smaller creatures within the area are affected, automatically taking 2d4 points of damage plus the warder's Strength bonus. Affected creatures can attempt Reflex saves to take half damage (DC 10 + 1/2 the warder's HD + the warder's Constitution modifier).

Skills: The swamp alligator is at home in the water. It has a natural swim speed of 30 feet; makes no Swim checks to move through water at this speed; and when taking special actions or avoiding a hazard, it receives a +8 racial bonus on the Swim check. It can always take 10 when making a Swim check, even if threatened or rushed. It can use the run action while swimming, provided it moves in a straight line.

*A swamp alligator warder receives a +12 racial bonus on Hide checks while submerged.

Tiger

Description

The Vah Shir are the most accomplished of beastlords, and their familial relationship wild felines make the warder bond especially strong. Vah Shir bond exclusively with tigers, and this relationship is never one of coercion.

Combat

A tiger warder loves to sneak up on prey to land devastating attacks against those caught off guard. It springs onto the opponent, making a trip attack against its prey (which is flat-footed if the tiger's Hide or Sneak check is successful), then grappling to pin its target to the ground to bite and rake with its hind claws.

Pounce (Ex): If a tiger warder leaps upon a foe during the first round of combat, it can take a full attack (with rake) even if it has already taken a move action.

Improved Grab (Ex): If the tiger warder hits with a claw or a bite attack, it can rake its opponent. If the tiger pins its target, it will try to bite and rake until the target dies or escapes.

Rake (Ex): A tiger warder that gets a hold can make two rake attacks at its full attack bonus with its hind legs, each for claw damage plus 1/2 its Strength bonus. If the tiger warder pounces on an opponent, it can also rake.

A tiger warder of type 6 (Spirit of Yekan) or above instead adds its full Strength bonus to damage when it hits with a rake attack.

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



White Wolf

Description

When a barbarian beastlord seeks out an animal companion, he typically bonds with a white wolf. Mundane white wolves resemble snow wolves, but the warder version is more powerful (with the assistance of the beastlord's combat magic).

Combat

A white wolf is still a pack animal, but now it considers the beastlord its alpha leader and assists him in hunting and battle. It makes flanking attacks, snapping with its teeth and raking with its magically elongated claws. Whenever it can, a white wolf tries to drag down an enemy and make it easier for its "packmate" (the beastlord) to finish off.

Drag Down (Ex): A white wolf warder that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see Chapter 12 in the *EverQuest: Player's Handbook*), but does not require a touch attack nor provokes attacks of opportunity. It cannot make other attacks in the same round. If the attempt fails, the opponent cannot react to trip the white wolf.

Improved Drag Down (Ex): A white wolf warder of type 6 (Spirit of Yekan) or above can make an improved drag down attempt. This works like drag down (see above), but the white wolf can immediately make claw attacks against the tripped opponent.

Skills: *The white wolf's wintry hide grants it a +12 circumstance bonus to Hide checks made in snowy or icy areas.

Beastlord Warder

	Warder (Type 1) Medium-Size Magical Beast	Spirit of Sharik (Type 2) Medium-Size Magical Beast	Spirit of Kahliz (Type 3) Large Magical Beast
Hit Dice:	3d8+12 (25 hp)	6d8+30 (57 hp)	8d8+64 (100 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.	40 ft.	40 ft.
AC:	16 (+2 Dex, +4 natural)	18 (+3 Dex, +5 natural)	19 (–1 size, +2 Dex, +8 natural)
Attacks:	Bite +6 melee, 2 claws +1 melee	Bite +9 melee, 2 claws +4 melee	Bite +12 melee, 2 claws +7 melee
Damage:	Bite 1d6+4; claw 1d4+2	Bite 1d6+5; claw 1d4+2	Bite 1d8+7; claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	By warder type	By warder type, magic attack +1	By warder type, magic attack +2
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2	Fort +10, Ref +8, Will +3	Fort +12, Ref +8, Will +3
Abilities:	Str 19, Dex 15, Con 19, Int 4, Wis 12, Cha 9	Str 21, Dex 16, Con 21, Int 5, Wis 12, Cha 9	Str 25, Dex 14, Con 23, Int 6, Wis 13, Cha 10
Skills:	Listen +4, Spot +4, Taunt +3	Listen +6, Spot +6, Taunt +4	Listen +7, Spot +7, Taunt +6
Feats:	Dodge, Improved Initiative	Dodge, Improved Initiative	Dodge, Improved Initiative
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

	Spirit of Keshuval (Type 4) Large Magical Beast	Spirit of Herikol (Type 5) Large Magical Beast	Spirit of Yekan (Type 6) Large Magical Beast
Hit Dice:	10d8+70 (115 hp)	12d8+108 (162 hp)	14d8+126 (189 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.	50 ft.	50 ft.
AC:	20 (–1 size, +2 Dex, +9 natural)	21 (–1 size, +3 Dex, +9 natural)	22 (–1 size, +3 Dex, +10 natural)
Attacks:	Bite +14 melee, 2 claws +12 melee	Bite +17 melee, 2 claws +15 melee	Bite +19 melee, 2 claws +17 melee
Damage:	Bite 1d8+8; claw 1d6+4	Bite 1d10+9; claw 1d6+4	Bite 2d6+10; claw 1d8+5
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	By warder type, magic attack +3	By warder type, magic attack +3	By warder type, magic attack +3
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +14, Ref +9, Will +4	Fort +16, Ref +11, Will +5	Fort +18, Ref +12, Will +5
Abilities:	Str 27, Dex 15, Con 25, Int 6, Wis 13, Cha 11	Str 29, Dex 16, Con 27, Int 7, Wis 13, Cha 12	Str 31, Dex 17, Con 29, Int 7, Wis 13, Cha 13
Skills:	Listen +8, Spot +8, Taunt +6	Listen +9, Spot +9, Taunt +8	Listen +10, Spot +10, Taunt +8
Feats:	Dodge, Improved Initiative, Multiattack	Dodge, Improved Initiative, Multiattack	Dodge, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	6	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

Beastlord Warder

	Spirit of Kashek (Type 7)	Spirit of Omakin (Type 8)	Spirit of Zehkes (Type 9)
	Large Magical Beast	**Huge Magical Beast**	**Huge Magical Beast**
Hit Dice:	16d8+144 (216 hp)	20d8+220 (310 hp)	24d8+264 (372 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 ft.	60 ft.	60 ft.
AC:	25 (–1 size, +4 Dex, +12 natural)	26 (–2 size, +2 Dex, +16 natural)	28 (–2 size, +3 Dex, +17 natural)
Attacks:	Bite +21 melee, 2 claws +19 melee	Bite +25 melee, 2 claws +22 melee; or bite +23 melee, 2 claws +21 melee, slam +23 melee	Bite +29 melee, 2 claws +27 melee; or bite +27 melee, 2 claws +25 melee, slam +27 melee
Damage:	Bite 2d6+10; claw 1d8+5	Bite 2d8+12; claw 1d10+6; slam 1d8+12	Bite 2d8+13; claw 1d10+6; slam 1d8+13
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	By warder type, magic attack +4	By warder type, magic attack +4	By warder type, magic attack +5
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +19, Ref +14, Will +7	Fort +23, Ref +14, Will +8	Fort +25, Ref +17, Will +10
Abilities:	Str 31, Dex 18, Con 29, Int 8, Wis 14, Cha 14	Str 35, Dex 15, Con 33, Int 8, Wis 14, Cha 14	Str 37, Dex 17, Con 33, Int 9, Wis 15, Cha 15
Skills:	Listen +12, Spot +12, Taunt +11	Listen +13, Spot +13, Taunt +12	Listen +15, Spot +15, Taunt +14
Feats:	Dodge, Improved Initiative, Mobility, Multiattack, Power Attack	Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam	Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	10	11
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None
Faction:	None	None	None

	Spirit of Khurenz (Type 10)	Spirit of Kati Sha (Type 11)
	Huge Magical Beast	**Huge Magical Beast**
Hit Dice:	26d8+312 (429 hp)	30d8+390 (525 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	60 ft.	60 ft.
AC:	31 (–2 size, +4 Dex, +19 natural)	35 (–2 size, +5 Dex, +22 natural)
Attacks:	Bite +30 melee, 2 claws +28 melee; or bite +28 melee, 2 claws +26 melee, slam +28 melee	Bite +34 melee, 2 claws +32 melee; or bite +32 melee, 2 claws +30 melee, slam +32 melee
Damage:	Bite 2d10+13; claw 2d6+6; slam 1d8+13	Bite 4d6+14; claw 2d8+7; slam 1d8+14
Face/Reach:	10 ft. by 20 ft./10 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	By warder type, magic attack +5	By warder type, magic attack +5
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +27, Ref +19, Will +10	Fort +30, Ref +22, Will +13
Abilities:	Str 37, Dex 19, Con 35, Int 9, Wis 15, Cha 15	Str 39, Dex 21, Con 37, Int 10, Wis 16, Cha 17
Skills:	Listen +15, Spot +15, Taunt +16	Listen +18, Spot +18, Taunt +19
Feats:	Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack	Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack
Climate/Terrain:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	13	15
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement Range:	None	None
Faction:	None	None

Appendix Five: Open Game License

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Sword and Sorcery Studio or Sony logos and identifying marks and trade dress, including all Sword and Sorcery Studio or Sony Product and Product Line names, including but not limited to EverQuest, EverQuest: Role-Playing Game, "It's Your World Now"; all text under the "**Description**" header of any creature, spell, true ritual, magic item, artifact, or NPC's listing; any elements of the EverQuest or Norrath setting, including but not limited to capitalized names, names of artifacts, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, songs, spells, "shadow knight" and "iksar"; any and all stories, storylines, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols, or graphic designs, except such elements that already appear in the System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the remainder of this volume is designated as Open Game Content and may only be used in accordance with the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

EverQuest Role-Playing Game Player's Handbook Copyright 2002, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game Monsters of Norrath Copyright 2002, Sony Computer Entertainment America Inc.

The Cauldron of Shadow Essence

Soundlessly, the dwarven rogue took a deep breath and calmly climbed down from his ledge to the floor of the gorge. He'd already passed an outlying tower and rounded a small lake that was littered with watchful dark elves, and now he snaked his way among the towering cliff walls, forced time and again carefully, slowly to sneak past an alluring or fearsome (or both!) guardian who might stand a mere ten feet distant.

Rounding a final corner, he found the entrance to a graveyard to his right and a narrow, roofed tunnel to his left. Doubtless, many secrets awaited should he turn left, but even Dandaek's adventurous blood was turning cold in the proximity of so much death.

Of course, the graveyard did little to help matters. Little light reached the place, for it lay at the base of cliff walls that rose for hundreds of feet. The gloom seemed tangible, and considering the undead that ruled here, Dandaek feared it might truly be so. Dandaek trembled for a moment, but he steeled himself. Two more dark elven guards stood near the gated fence that enclosed the graveyard, so this was no place for weakness. The gate was closed, but fortunately these guards were not watchful. They stood resolute, but just as rigid as their bodies were their glazed eyes that bore relentlessly before them. For what intruder could possible penetrate so close to the castle without raising an alarm? Nimbly, Dandaek slipped to the end of the wrought iron fence where it was fixed into the rock wall of the gorge. He paused for an instant and then crept over the fence.

The area was dotted with countless gravestones packed into the relatively small space. The gloom of the landscape was darker from within its coils, but Dandaek could make out a handful of mausoleums at the area's rear. Behind one of these mausoleums, Dandaek had learned, would Ssynthi be found. Yet as Dandaek slid through the murk, he realized that dark elves were within the graveyard as well. He cursed silently, but pressed on. He could make out about a half dozen of them, but thankfully they all stood with their backs to the mausoleums, and like the guards at the fence, they barely moved.

He paused a moment to remind himself why he was here. He needed to gather his courage. He had crept through a gauntlet of dark elven necromancers on the periphery of the vampire lord Mayong Mistmoore's castle so that he might question Ssynthi, a renegade shadowed man, about the nature and mission of the of the so-called deathspeakers who were evidently now among the shadowed men wherever they might be found around the whole of Norrath. And he, Dandaek, wanted to be the first to know why.

Staying close to the wall, the dwarf continued. The hair of his white beard and that on his nape prickled when he realized with a chill that all the tombstones repeated over and over the same two dedications to the dead. No matter. All the dark elves of the place were behind him now.

Before him and stretching to the left stood a row of gleaming mausoleums. The brilliant white marble of the structures was disconcerting in the dreary shadows, making them seem all the more otherworldly. Dandaek slipped between the low outer wall of the one nearest the cliff. Padding his way to the back of the structure, Dandaek took little further note of the structure itself. Instead, he sought to find an invisible being.

The dwarf hugged the shadows and proceeded down the row. One, two, three, four, and ahead, five of them he counted. Behind the fifth he saw a book floating in midair. This must be Ssynthi!

He approached a few steps closer. Close enough to see that the book appeared to bear no title, and indeed no script was evident on the opened pages.

Dandaek looked around and listened. Nothing but the moaning of the graveyard and a vague rustle of movement from Ssynthi. The dwarf looked at the shadowed man, or at least at the floating book that he took for Ssynthi's position. The creature had evidently turned to face him, but the book was still open, and Dandaek was not under attack.

Dandaek whispered, "I have so very much to ask you, Ssynthi."

Ssynthi said nothing.

So Dandaek spoke again, still in a hushed tone, though he figured the rumblings of the restless dead would drown out his own words.

Dandaek figured he may as well take it from the top. He asked, "A new breed of shadowed man walks Norrath. What can you tell me of the deathspeakers?"

A moment of silence followed and Dandaek had the sensation that Ssynthi spoke to someone else before he replied. Yet reply he did, and in a soft and chilling tone. "Ah, so the deathspeakers have decided to reveal themselves again. They are beings who claim they are closer to the realms of the dead than any other known race, and they have been known to rally the shadowed men in times when they deem other races to be dabbling too much in the powers of death and rebirth — just as shadowed men as a whole despise those of us who follow Solusek Ro because they deem all magic to have sprung from themselves."

Dandaek considered where to go from here. He recalled the other matter that concerned Vagner and Halwain and asked, "Could it concern the Burning Dead's plan to resurrect Marnek?"

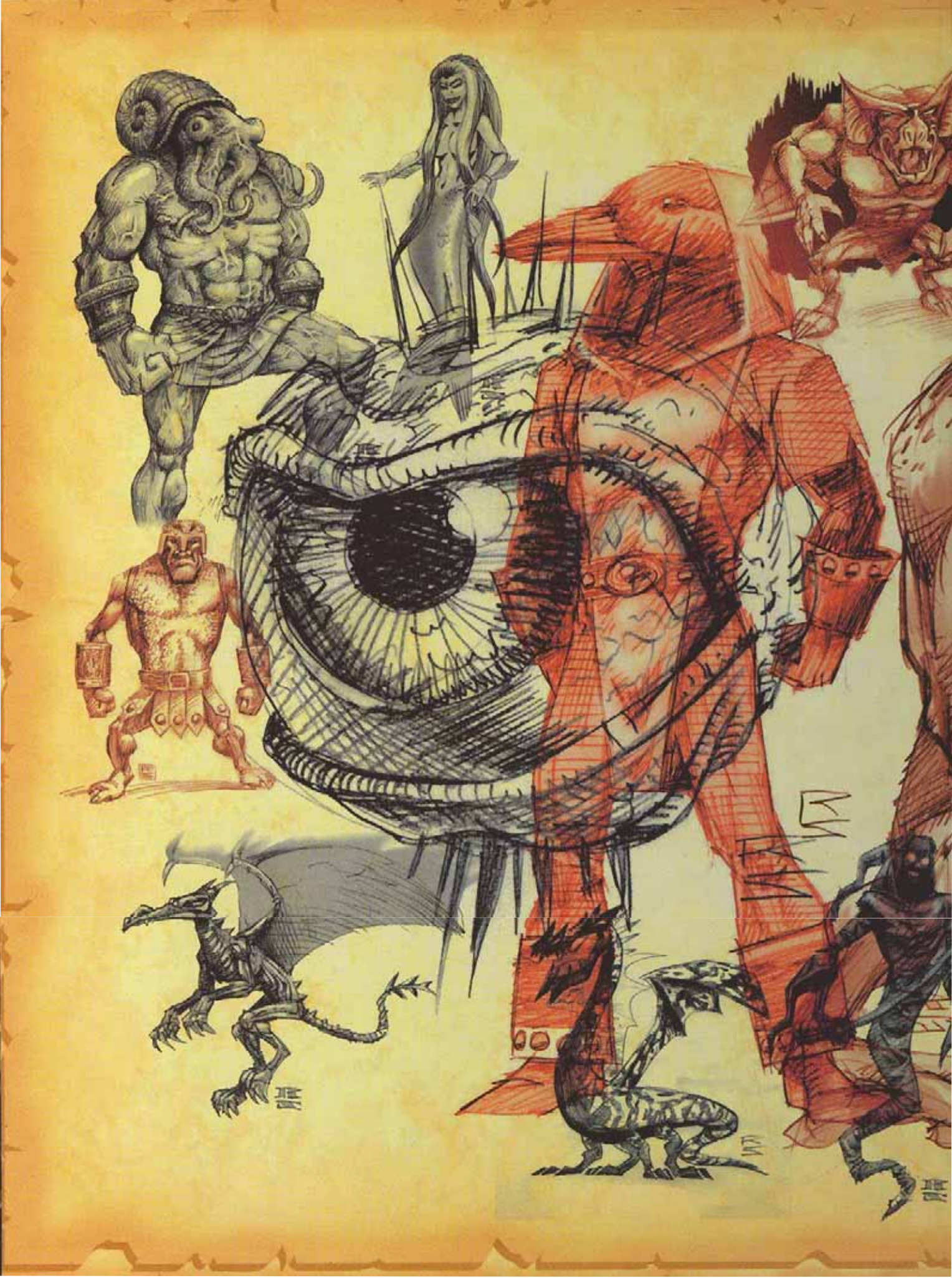
Ssynthi did not hesitate this time. The shadowed man replied quickly, "Marnek, you say? I admit that rumors have come to me concerning an alliance between the Temple of Ro and the Burning Dead, and perhaps this is the goal of that union. I must therefore act, for who knows the shadowed men better than I? But I cannot leave this place right now. Will you help me in this task?"

It seemed an odd choice to Dandaek. The shadowed men were dangerous and clearly ill-disposed toward the races of dwarves, elves, and man, but if acting against them aided the cause of a dead necromancer? Dandaek smiled. Still, at least he was getting somewhere, and rarely did it hurt to play along. Knowledge, after all, was a good thing.

The dwarf nodded and said, "I will help you."

At that, a long prattle of indecipherable babble bubbled from Ssynthi and a small black cauldron began to take shape from the darkness.

[For the complete text of this story, go online to www.EQrpg.com.]





It's Your World Now!

Discover the dangers that threaten Norrath, the world of EverQuest. This collection of EverQuest's monsters provides new information about the world of Norrath through the backgrounds of its monsters, shows the strengths and weaknesses of Norrath's most challenging enemies, and provides all of the statistics you need to place these foes into your own EverQuest story.

100% compatible with 3rd edition fantasy role-playing rules

To test heroes of all levels, this illustrated volume introduces a host of monsters from the lowly fire beetle to Cazic-Thule, the God of Fear.



SOE™

SONY ONLINE ENTERTAINMENT

1-58846-126-2 WW16501 $29.95 U.S

52995

9 781588 461261

WW16501

€ 35.90

SWORD & SORCERY STUDIOS™

www.EQrpg.com