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DUNGEONS & DRAGONS TALADAS

An Unofficial Rules Supplement for the **Dungeons & Dragons** game.

by James O'Rance.

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Introduction

This “online supplement” for the DRAGONLANCE® Saga and the D&D game contains a wealth of game information for games set in the mysterious lands of Taladas. Much of this information, which includes new races, monsters, and equipment, will be of value to any D&D campaign that is able to accommodate an exotic new land or an undiscovered race of people, as well as standard DRAGONLANCE® Saga campaigns.

For more information about the lands of Taladas, look for *Ariakan's Lorebook: Taladas* and *Time of the Dragon Lords: Taladas in the Fifth Age* from <http://travel.to/Taladas>.

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The Races of Taladas

Unlike the standard **Dungeons & Dragons** game, there are no gnomes, halflings, or half-orcs in the *DRAGONLANCE: Taladas* setting. Players who enjoy halfling characters might try playing a goblin or a kender; gnome fans might create a gnomoi or a minoi character; and those who prefer half-orcs will find bakali, minotaurs, and ogres to be interesting options.

Racial Characteristics

The race that you choose for your character will determine some of his or her natural capabilities. The races of Taladas are described in a similar fashion to the basic character races in the *Player's Handbook*; however, the unique races of the Taladas setting give some unusual choices and qualities for your character.

In addition to the entirely new races, some of the traditional **D&D** races (dwarves, elves, and half-elves) have been slightly modified in Taladas. The racial descriptions given here replace those found in the *Player's Handbook* for the *DRAGONLANCE: Taladas* setting.

TABLE 1: Racial Ability Adjustments

Race	Ability Adjustments	Favoured Class
Human	None	Any
Bakali	+2 Constitution, -2 Charisma	Barbarian
Centaur	+2 Wisdom, -2 Dexterity	Ranger
Dwarf	+2 Constitution, -2 Charisma	Fighter
Elf	+2 Dexterity, -2 Constitution	Varies by subrace‡
Gnomoi	+2 Intelligence, -2 Strength	Wizard
Goblin	+2 Dexterity, -2 Strength	Rogue
Half-elf	None	Any
Kender	+2 Dexterity, -2 Strength	Rogue
Minoi	+2 Dexterity, -2 Strength	Rogue
Minotaur	+2 Str, +2 Cha, -2 Int †, -2 Wis	Fighter
Mischta	+2 Charisma, -2 Constitution	Sorcerer
Ogre	+2 Str, +2 Con, -2 Dex, -2 Int †, -2 Cha	Fighter

† The character's starting Intelligence is at least 3. If this adjustment would lower the character's score to 1 or 2, his or her score is 3.

‡ *Barbarian* is the favoured class of the Clan elves; *Fighter* is the favoured class of the Dimernesti; *Sorcerer* is the favoured class of the Cha'asii and Dargonesti; and *Wizard* is the favoured class of the Hulderfolk and Silvanaes elves.

BAKALI

The bakali are a race of lizardfolk found in the vast expanses of Blackwater Glade. Though savage, brutal, and uneducated, they are not unintelligent. Indeed, they are cunning and quick to learn, although they do have their limitations.

Personality: The bakali are distrustful and suspicious by nature. More than most races they keep to themselves and seldom leave their own territories. To others they seem savage and bloody-minded, and they are usually portrayed as crueller than they really are. Although this attitude is too simple a stereotype, it is not entirely unwarranted; the bakali, as a race, have no qualms or particularly strong moral compunctions against violence, although individuals may hold more tolerant or peaceful views. The bakali are also courageous, having no fear of death. Theirs is a courage, however, that does not cause them to charge foolishly forward. They do not fear death but they do enjoy life. Although savage, they are not stupid. Indeed, they are particularly skilled at war. Using deception, ambushes and even retreats are not cowardly if the situation calls for it. Anything associated with war – in victory or defeat – is

considered courageous.

Physical Description: Bakali range in height from six to eight feet and are correspondingly strong and muscular. Their hides range in colour from yellow-green to mottled brown and are heavily plated, much like those of crocodiles. They have long, powerful tails that they can lash about. A dorsal ridge runs the length of the spine, starting at the back of the skull and finally disappearing about halfway down the tail. Their hands and feet have vestigial claws, menacing-looking but not effective in combat. The hands and feet are webbed and the talons of the feet are used like fingers.

Relations: The stereotype is reinforced by their dislike of strangers, humans in particular. The bakali have had bad relations with the Swampers of Blackwater Glade for several centuries. Consequently they have their own stereotypes about humans – greedy, lying, thieving, and murderous scoundrels. Few humans are befriended by the bakali. However, they place great store in friendships and alliances, among their own kind and with other races. Although they may be frequently hostile to humans, the bakali are not without honour. They have long memories, remembering both the good and ill done to them. They treat others as others treat them. If a human is fair and honourable, even if he is an enemy, the bakali treat him with the same respect. If an outsider manages to befriend a bakali, the bond will last until the trust is betrayed.

Alignment: Bakali are often chaotic, and usually neutral. A few bakali who have experienced cruelty at the hands of the “civilised” races tend towards evil.

Bakali Lands: The bakali dwell in the warm waters of Blackwater Glade.

Religion: The chief Bakali god is Siarrrlas the Scaled One, an incarnation of the nature deity Chislev. Although bakali worship appears to be savage and bloody to non-bakali, the most gruesome ceremonies are simply ritualized food preparation; the bakali religion is not a destructive one.

Language: Bakali speak their own racial tongue, which does not have a modern written form. Ancient ruins from within Blackwater Glade are inscribed with unknown glyphs, which may have been the written form of an ancient Bakali language.

Names: Bakali do not name males and females differently. For the lizardfolk, mating season only comes once per year, and they do not consider the sexes to be very much different the rest of the time. Bakali by tradition name their young in the Draconic tongue, which can be quite a surprise for the scholarly. Unfortunately, they lack a human sense of poetry in naming, and often choose words in Draconic based entirely upon their impressive sound – not caring that “Athra’lhor” translates as “quickly blue” or something equally meaningless.

Names: Amr’harza, G’harr, Ibliack, Marollahdra, Siatheen, Zhorrastryx.

Adventurers: Bakali are courageous yet cunning enough to make less-than-obvious schemes to reach their goals. A character who desires revenge or overcome an enemy within the Glade might decide to venture into distant lands. Bakali who have taken up an adventuring life are often forced exiles – soldiers forcibly recruited into the human army of Thenol, or gladiators in the minotaur arena. Having gained their freedom, such characters might desire to explore more of the strange world they have been thrust into, or possibly they might seek to become more powerful before attempting to return home.

BAKALI RACIAL TRAITS

- +2 Constitution, –2 Charisma. Bakali boast sturdy and muscular frames, but suffer a lack of social education and bestial appearance.
- Medium-size: As Medium-size creatures, bakali have no special bonuses or penalties for their size.
- Bakali base speed is 20 feet.
- +2 racial bonus to Swim skill checks. Quite naturally, all bakali are powerful swimmers, with a base speed of 30 feet in water.
- +1 racial bonus to all saving throws that involve blinding or dazzling of the eyes, due to a special nictating membrane that can quickly shield their eyes from harm.
- +3 natural bonus to Armour Class, due to tough hides that serve as natural armour.

- Cold vulnerability: Bakali suffer 1 extra point of damage per die caused by cold-based attacks.
- Automatic Languages: Bakali. Bonus Languages: Ancient Elvish, Draconic, Thenolian. Bakali are familiar with the languages of their neighbours.
- Favoured Class: Barbarian. A multiclass bakali's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

CENTAUR

The half-equine, half-humanoid centaurs are one of Krynn's proudest and noblest races. Centaurs in Taladas are very similar to those of Ansalon; they tend to be less common and somewhat wilder in temperament, but otherwise possess many of the same features as their Ansalonian cousins. Centaurs generally come from Hoor and the Rainward Isles, with a few scattered tribes in northern regions of the Tamire.

Personality: One would be hard pressed to find a more passionate race than the centaurs. As marked hedonists, centaurs look upon every new day as a chance to experience new pleasures, hear new tales, and undertake new amorous pursuits. Proud centaurs remain ever conscious of their appearance. Most find any disfigurement, from a battle scar to a tattoo, to be upsetting and unsightly.

Physical Description: Physically, centaurs are fascinating, having the bodies of a great horse with a human torso, head, and arms. Long hair runs down their backs like a mane.

These creatures boast marvelous diversity in appearance. Their equine portions range from blond to black and, rarely, dappled. Although generally dark haired, centaurs have a skin tone anywhere from ruddy tan to rich brown to pale white. Many have brown or blue eyes, but some have black, green, or even violet. Centaurs do not understand the physical modesty of other races, and only wear clothing if the weather demands it. However, they enjoy decorating their bodies, and enhance their looks with jewelry and other beautiful apparel.

Relations: Centaurs get along well with kender, although they find members of that race far too flighty to accept as equals. Centaurs often befriend elves and humans, feeling stronger kinship with these races and sharing certain traits with each. They see dwarves and minotaurs as ugly, stubborn, quarrelsome folk, and must work very hard at times to get along with them.

Alignment: Centaurs are usually chaotic, and tend towards good. There are many neutral centaurs, however.

Centaur Lands: Centaurs prefer to live in wilderness areas that have not been despoiled by the poisons of Hitehkel. Their tribes are native to the Rainward Isles, the Confederation of Armach, and isolated parts of the Tamire steppes.

Religion: Centaur religion is animistic; they see the sacred spirit of the world in all things. Thus, druids rather than clerics serve many centaur communities. Of those centaurs who worship the gods, most are clerics of the mystery cult of Mislaxa.

Language: Centaurs do not possess their own language; instead, they speak a very rustic dialect of Auric. Centaurs tend to be fluent in the languages of neighbouring peoples; thus, centaurs of the Tamire may know Uigan, Ilquar Goblin, and Elven, whereas centaurs of Armach would be more likely to speak Kender, Hoor, and Silvanesti.

Names: Centaurs are named by the elders of their tribe, according to the seasons and the skies at the time of their birth. In addition, most adult centaurs take the name of one of their parents as a surname (men use the name of their father or grandfather, and women use their mother or grandmother's name). A few individualistic centaurs use the name of their lover rather than their parent; such a centaur might call himself Stormglow, Husband to Whisperwind.

Male Names: Bluestar, Firebrand, Lightning, Stormglow, Summersun, Winterrain.

Female Names: Autumnlight, Dawnrise, Lightmoon, Softtrain, Whisperwind.

Adventurers: The passionate centaur character might have begun a life of adventure for a variety of reasons, not all of them logical: ambition, wanderlust, love, vengeance, the desire for a quest, or the bond of friendship. Even in lands where centaurs are uncommon, a centaur hero might easily appear. Long journeys are easy for centaurs; a young character with a desire to see the world might have travelled quite a distance before meeting his companions.

CENTAUR RACIAL TRAITS

- +2 Wisdom, –2 Dexterity.
- Large: As Large-size creatures, centaurs can carry twice as much weight as a human can and use larger weapons (see page 96 of the *Player's Handbook*). However, centaurs suffer a size penalty of –1 to attack rolls, –1 Armour Class, and –4 to Hide checks.
- Centaur base movement is 40 feet.
- +1 racial attack bonus with bows, except crossbows: Centaurs number among the most skillful archers in Krynn.
- +2 racial bonus to Animal Empathy: If unskilled, the centaur can attempt to soothe horses and horse-like creatures only. Note that only druids and rangers can gain skill ranks in Animal Empathy.
- +2 racial bonus to all saving throws: Centaurs possess an exceptionally strong build and alert mind.
- Hoof Attack: The centaur can attack with his front hooves, causing 1d6 points of damage per hoof. If attacked from behind, the centaur can also kick for 1d6 points of damage. A centaur is never considered unarmed when attacked by an unarmed strike.
- Robust: Centaurs gain 4 extra hit points at 1st level.
- Automatic Languages: Auric. Bonus Languages: See above.
- Favoured Class: Ranger. A multiclass centaur's ranger class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

DWARVES

There are three subraces of dwarves in Taladas – the Fianawar, the Nylgai Hadirnoe, and the Rainward Isles dwarves. Although each of these subraces is different in appearance, demeanor, and history, the game information for each subrace conforms to that of the standard dwarf in the *Player's Handbook*.

ELVES

Cha'asii

The Cha'asii have been secluded for thousands of years in the lush jungles of Neron, and are startlingly different from the other races of Taladas. Cha'asii elves possess an average height of 4'9"; almost none reach five feet in height. Skin tone ranges from wood-brown to yellow-green.

- Proficient with either shortsword or longsword; proficient with dart and blowgun. The wild elves of Neron are infamous for their use of these unusual weapons, and Cha'asii who apply poisons to darts do so without any chance of accidentally poisoning themselves. Cha'asii are not automatically familiar with the rapier, longsword, or any type of bow, however.
- Automatic Languages: Ancient Elven. Bonus Languages: Draconic, Payan, Sylvan, Yaggol.
- Favoured Class: Sorcerer.

Clan Elves

The *hosk'i imou merkitsa* ("people of the land before"), also known as the Elf Clans, are a wild and dangerous group of tribes, infamous for their savagery. The elves of the Tamire are short, lean-muscled

people; the average height is 5'4". Skin tones range from coffee-brown to honey-tan, with hair colours including fine honey-blond and brown.

- +2 racial bonus to Animal Handling and Ride checks with horses and horse-like creatures. The Elf Clans rely on the horse for raiding and their livelihood.
- Automatic Languages: Tamire Elven. Bonus Languages: Abaquan, Alan-Atu, Ancient Elvish, Draconic, Ilquar Goblin, Uigan.
- Favoured Class: Barbarian.

Dargonesti

The Dargonesti (or *Quoowahb* in their native tongue) are a race of elves living in a vast undersea valley located southwest of Southern Hosk. Dargonesti possess slender bodies with long, webbed fingers and toes. They have large, violet eyes, dark blue skin, and hair that varies from a golden colour to deep green, very much like the colour of seaweed.

- Proficient with either trident or longspear; proficient with hand crossbow and net. These weapons are in daily use in the sea elven kingdom, and so all Dargonesti are familiar with them. Dargonesti are not automatically familiar with any type of sword or bow, however.
- +4 racial bonus to Swim checks. Dargonesti can breathe air and water with equal ease; however, they cannot naturally heal unless resting fully immersed in water.
- Alter form: A Dargonesti can transform into a dolphin three times per day, as though casting *polymorph self* as a sorcerer of the same level.
- Automatic Languages: Dargoi. Bonus Languages: Ancient Elvish, Draconic, Hoor, Silvanesti.
- Favoured Class: Sorcerer.

Dimernesti

The Dimernesti are "shoal elves" who dwell in the shallow waters of the human territories between Watermere and Southern Hosk. Dimernesti have light bluish skin and large eyes that are dark green or deep blue in colour. They wear their silver hair long, braided with shells, and prefer skin-tight clothes in tones of green and blue.

- Proficient with either trident or longspear; proficient with hand crossbow and net. These weapons are in daily use in the shoal elf tribes, and so all Dimernesti are familiar with them. Dimernesti are not automatically familiar with any type of sword or bow, however.
- Alter form: A Dimernesti can transform into an otter three times per day, as though casting *polymorph self*.
- +4 racial bonus to Swim checks. Dimernesti can breathe air and water with equal ease; however, they cannot naturally heal unless resting fully immersed in water.
- Automatic Languages: Dargoi. Bonus Languages: Auric, Hoor, Silvanesti.
- Favoured Class: Fighter.

Hulderfolk

The hulderfolk elves are an ancient race of hidden elves that has kept to the old traditions born during the early Third Age. They dress in clothes of green leaves, bark, spider silk, and flowers. The hulderfolk avoid all contact with humans, hiding from them whenever possible, but they have no strong animosities toward the other races.

- +2 racial bonus on Hide and Move Silently checks. Hulderfolk are exceptionally skilled at remaining hidden; some are so skilled as to seem almost invisible.
- Automatic Languages: Ancient Elven, Auric. Bonus Languages: Draconic, Fianawar Dwarvish, Hobgoblin, Kender, Kothic, Thenolian.
- Favoured Class: Illusionist.

Silvanaes

The Silvanaes-Quarti (*Lost Silvanesti*) of Armach were transplanted from Silvanesti in Ansalon two and a half millennia ago, a few generations for the long-lived elves. A proud, arrogant, and stoic race, the Silvanaes are intolerant of other races, including other elves. Silvanaes idealise racial purity, and cling to the past, keeping old customs and traditions alive in an attempt to recreate their homeland in Taladas.

- Automatic Languages: Silvanesti Elven, Hoor. Bonus Languages: Auric, Dargoi, Kender, Kothic, Thenolian.
- Favoured Class: Wizard.

GNOMOI

The gnomoi are one of the two branches of gnomes living in Taladas, the other being the minoi. The gnomoi are the “true” gnomes. Gnomoi place great faith in their technology, which is greater than all of the other races of Krynn combined. Gnomoi have mastered steam engines and coiled springs. They use steam-powered ships, clockwork timepieces, and ore-refining plants for high-grade steel, as well as mundane objects such as screws, pulleys, drive shafts, toothed gears, music boxes, and mechanical toys.

Personality: Unlike the minoi, the gnomoi are organised and logical, traits that result in greater success for their inventions and devices. However, logic and organisation do not mean practicality. While the gnomoi can build devices that function correctly (as opposed to the disastrous results of the minoi), they do not necessarily build things that are useful or sensible. All gnomes, the gnomoi included, have an inordinate love of devices and constructions to the point where they will overbuild a device – simply to make it “better.”

Physical Description: In appearance, the gnomoi are no different from other gnomes. What differences that do exist are variations according to region and clan. Indeed, gnomoi and minoi are physically identical.

Gnomoi stand about three feet tall and weigh between 45-50 pounds. All gnomoi have richly brown skin, the tone of polished wood, with white or black hair, blue or violet eyes, and straight white teeth. Males sometimes grow soft, curly beards and moustaches. Gnomes are short and stocky, but their movements are quick and their hands are deft and sure. Gnomoi often develop wrinkles around the age of 50, and have rounded ears and large noses.

Relations: Gnomoi maintain their best relations with humans and dwarves, people who have some appreciation of gnomoi skill and ingenuity. In return, the gnomoi respect the particular abilities of these races, considering them quite talented (for non-gnomes). Gnomoi are cautious when it comes to minotaurs and Mischta. On the other hand, gnomoi just can't seem to understand the “savage” races – elves, bakali, goblins, and so on – and are treated with superstition and fearful contempt.

Alignment: Gnomoi are usually lawful, and tend towards neutrality. More than a few adventuring gnomoi are of good alignment; exposure to other races brings gnomoi a greater appreciation of the welfare of others.

Gnomoi Lands: Gnomoi settlements are well-defended, carved out of hexagonal columns of rock that were forced up by the Cataclysm. These mighty citadels are built in the Spire Mountains that separate the Great Burning Sea from the Indanalis, and among the Basalt Columns that lie between the Ring Mountain ranges. Gnomoi live where others could not, right on the edge of the Great Burning Sea; they smelt the molten lava flows of Hitehkel to obtain high-strength alloys for their advanced tinkering.

Religion: Above all others, the gnomoi worship Reorx, the forger and creator of their race. Though religious services and priests among them are rare, gnomoi venerate Reorx and have faith in his continued guidance of their race. They believe that the universe is a complex device of Reorx's creation, and that the physical alterations that occurred in the wake of the Cataclysm were Reorx's gift to

his chosen people. Gnomoi theology does not consider the loss of miracles after the Cataclysm (and later in the Fifth Age) to have been of any great significance. Some gnomoi also choose to venerate Udras the Alchemist (an aspect of Sirrion) or Shinare the goddess of industry, whom they petition to inspire smoothly-functioning machines.

Language: Gnomoi speak their own language, which has two main dialects: Hitehkel and Boli. Gnomish has its own unique alphabet, which is related to the glyphic script used to write Dwarvish.

Names: Each gnomoi has three names. A gnomoi's true name recounts the character's entire family tree, extending back to creation. This history occupies a single, enormous word that can easily fill a large book. Though each gnomoi knows her complete name (or at least the first few thousand syllables), most use a shortened form of address that merely takes half a minute to recite. This shorter name lists the highlights of the character's ancestors' lives. In casual conversation, gnomoi use even shorter names, only three or four syllables long. These names express the basic nature of the gnomoi, and may be altered or appended to from time to time.

Male Names: Burukoymar, Domonicus, Drishurocolus, Gesedstaen, Gimolus, Thelvaraen.

Female Names: Aracano, Cahmetinaru, Livialantho, Narivinu, Ostholalo.

Adventurers: Gnomoi adventurers are occasionally forced to begin a life of exploration after being stranded far from home by a flying machine gone wrong. More often, though, a gnomoi character chooses to travel among the other races of Taladas as tinkerers and craftsgnomes, selling minor inventions and masterwork objects to finance exploration into their personal interests.

GNOMOI RACIAL TRAITS

- +2 Intelligence, -2 Strength.
- Small: As Small creatures, gnomoi gain a +1 bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans and their lifting and carrying limits are three quarters of those of Medium-size characters.
- Gnomoi base speed is 20 feet.
- Low-Light Vision: Gnomoi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- +2 racial bonus on Knowledge and Profession skill checks involving mechanics or tinkering.
- +4 racial bonus on Craft skill checks involving the creation of technological devices.
- +1 racial bonus to attack rolls against fire minions and goblinoids (goblins and hobgoblins): Gnomoi battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against ogres: This bonus represents special training that gnomoi undergo, during which they learn tricks that previous generations developed during their battles with ogres. Note that any time a character loses his positive Dexterity bonus to Armour Class, such as when he's caught flat-footed, he loses his dodge bonus too.
- +2 racial bonus on Listen checks: Gnomoi have keen ears.
- +2 racial bonus on Alchemy checks: A gnomoi's sensitive nose allows him to monitor alchemical processes by smell.
- Automatic Languages: Gnomoi. Bonus Languages: Auric, Dwarvish, Hobgoblin, and Ogre. Gnomoi deal more with dwarves fairly frequently, and they learn the languages of their enemies (hobgoblins and ogres).
- Gnomoi, like other Krynn gnomes, do not gain any innate spell abilities.
- Favoured Class: Wizard. A multiclass gnomoi's wizard class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

GOBLINS

Goblins and hobgoblins are considered to be two of the “ill-favoured races” of Taladas, the others being the ogres and the yaggol. Despite not being included in Camoen of Kristophan’s “races of mankind” (minotaurs, humans, gnomes, dwarves, elves, and kender), the Ilquar goblins are a fairly advanced and civilised group. They have a recognisable culture and are capable of learning most skills.

Personality: The force that all goblins respect most is that of terror. Any goblin that wishes to gain power over others knows that he must terrorise or exterminate all of his opposition. Whilst this is sometimes achieved by a strong goblin, it is more often the most cunning and clever goblin who succeeds. Despite the prejudices of other races, goblins recognise that brains are more important than muscle; they seek to be crafty and sly.

Amongst their own kind, goblins are always very aware of social status, and are constantly scheming to remove, weaken, or just embarrass their opponents. What others consider insignificant actions may be grievous insults to the goblins; fights and death are the result of a social *faux pas*.

Physical Description: Goblins are a short, heavy-set race, with skin tones ranging from yellow-brown to olive. They are prone to pot bellies and bow-leggedness, and the majority of goblins are bald, losing their thin and wispy black hair during adolescence. Infants have their heads shaped from birth so that the back of the head is flat, the forehead has a pronounced slope, and the nose is broad and flat – this is considered quite attractive by goblins. The chin is weak, merging into the folds of the neck. Males possess sharpened canine teeth that jut out just below their upper lip.

Most clothing is simple but highly ornamented leather or fur, with the amount and quality of clothing being a clear indication of the wearer’s wealth compared to other goblins. The minimum is a simple loincloth, long tunic, and sandals; children are usually named but for sandals. Wealthier goblins wear leather breeches or leggings, with lightweight leather armour or padded shoulder plates. Metallic armours are rare and expensive. Goblin males do not differentiate between war and everyday dress. Females wear heavy leather dresses and cowls covering them from head to toe; if claimed by a male, they usually have a scrolling pattern around their eyes.

Relations: Amongst other races, goblins are typically disliked. The Tamire elf clans and Alan-Atu have been at war with the Ilquar goblins for time out of mind, and since the Grim Winter have destroyed many goblin villages. Goblins who have come to dwell amongst other races will try desperately to understand their social customs, and rely on innate cunning to survive (and hopefully gain status).

Alignment: Goblins tend towards evil in alignment, and although many are neutral, few are ever good. They have no strong tendencies towards law or chaos.

Goblin Lands: Goblins practice a form of communism – property belongs to the entire village, but is held and controlled by any male strong enough to do so. Trade goods are very valuable to goblin villages, which are often unable to provide certain products for themselves, and so it is taboo for a goblin to attack the trading caravans of the New League.

Religion: Tribal shamans of the goblins often have great power and influence over a tribe. The females of the tribe train the shamans of the goblin villages in the traditional rituals and secret knowledge, although they are never allowed to become shamans themselves. Females have few rights.

Language: Goblins speak their own language, Ilquar Goblin, which is related to the hobgoblin language used in other areas of Taladas. Those few goblin who bother to write anything in their native tongue tend to scrawl in a crude version of the Auric script.

Names: Nobody bothers to name goblin infants – some don’t survive long enough to talk, anyway. Names are decided upon in a personal ritual when an adult “adopts” a particular youngster. Goblins tend to receive whatever name best suits them in the goblin tongue, based on personality, physical appearance, and social position. It is not unknown for a goblin to declare a new name for himself; if he can convince the village to accept this vanity, he will have earned the right.

Male Names: Braek, Frakk, Gnosh, Grott, Hurbenka, Husk-owg, Jugrakh, Korsh, Krebb.

Female Names: Dehssa, Loulli, Remssa, Wihna.

Tribal Names: Blackblood, Bonescorcher, Mountainflames, Redspears, Skullsplitter, Warsmoke.

Adventurers: The harsh upbringing of a goblin hero hardens him, as well as engendering a sly attitude. Whilst they can be loyal friends to those who prove their trustworthiness, a goblin will always look out for dangers or opportunities to his own interests first. Many goblins have left their tribal villages to create a better life for themselves. Some characters have escaped enemies in their homeland, and either want to become powerful enough for revenge or to ensure that nobody ever takes advantage of them again. A few goblins have heard about other lands from human and minotaur traders, and have run away to explore the wonders spoken of in these tales.

GOBLIN RACIAL TRAITS

- +2 Dexterity, -2 Strength. Goblins are an agile race, but lack the physical power of humans or minotaurs.
- Small: As Small creatures, goblins gain a +1 bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans and their lifting and carrying limits are three quarters of those of Medium-size characters.
- Goblin base speed is 20 feet.
- Low-Light Vision: Goblins can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- -1 racial penalty to attack rolls in bright sunlight or the equivalent. The keen vision of a goblin hero works best in darkness, and is overly sensitive to bright light.
- Automatic Languages: Ilquar Goblin. Bonus Languages: Alan-Atu, Auric, Hobgoblin, Kothic, Tamire Elf. Goblins learn the tongues of their nearest enemies and of the League traders whose patronage is so envied by the villages.
- Favoured Class: Rogue. A multiclass goblin's rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

HALF-ELF

Half-elves are quite rare in Taladas, although some are found among the Clan elves of the Tamire, the Confederation of Armach, and the Hulderfolk. The game statistics of half-elves in Taladas conform to those of half-elves in the *Player's Handbook*.

KENDER

Kender are a race unique to Krynn. There are two different types of kender in Taladas: the "true" kender, who are similar to their cousins in Ansalon, and the Marak kender, who are differentiated by their attitudes rather than their appearance or capabilities.

Personality: "True" kender are best known for their insatiable curiosity, their often casual attitude toward personal possessions, and their ability to taunt other creatures. True kender share a childlike nature: curious, fearless, lazy, irrepressible, and independent.

While still a curious race, the Marak kender are suspicious, distrustful, and paranoid of others. Their curiosity drives them to check everything and everyone out – "just for safety's sake." They steal not because they are thieves, but to make sure that the odds are always in their favour. Furthermore, Marak kender are very conscious of insults, and react very strongly when they consider themselves insulted. Those who have only ever encountered the friendly true kender will be quite startled to see knives drawn when the Marak kender see some hidden meaning in an innocent remark.

Physical Description: Adult kender resemble young teenaged humans; aside from their pointed ears, they could pass as human youths. Most kender stand about four feet tall, although some reach five

feet in height. Despite thin limbs, kender are well muscled.

Although fair-skinned, kender tan quickly, becoming nut-brown by midsummer. Their eye colour varies: pale blue, sea green, olive, light brown, and hazel. Hair colouration for kender ranges from sandy blonde to dark brown, with a few boasting coppery red or red-orange hues. Kender cannot grow beards or moustaches. Kender ears are pointed, much as elven ears are. They wear durable, rustic clothing of bright natural colours, with vests, belts, or short cloaks that contain many pockets. In these pockets and belt pouches, kender carry a countless assortment of curios and junk.

Marak kender are similar in appearance, although they favour more sombre colours for their dress. This, however, is only a minor outward manifestation of their difference.

Relations: True kender like and are interested in almost everybody. Whilst they accept that some peoples are more interesting (not to mention friendly) than others, they usually look for the best in people. After all, why dwell on the dull or unpleasant? Unfortunately, kender quickly grate upon most races, who consider the irrational friendliness of a kender to be a cruel insult.

Marak kender are just the opposite, always suspecting the worst in any unknown being. Others find Marak kender less irritating, but just as unpleasant to know, and quickly learn to leave the creatures alone. Only the most thick-skinned ogre could live happily among paranoid and insult-conscious Marak kender.

Alignment: Kender tend to be chaotic in alignment. They are commonly good or neutral in alignment, but rarely evil.

Kender Lands: Kender are very rare on Taladas and the majority of those known are from the Marak region and are thus not a race well-loved by others. However, there are small groups of kender who retain attitudes similar to their Ansalonian cousins; these “true” kender are concentrated mainly in the Rainward Isles. In addition, their natural curiosity has prompted many of this race to travel from distant lands, Ansalon included.

Religion: The kender of the Rainward Isles are traditionally followers of Mislaxa the Healer. Although they remember Reorx as the creator of their kind, most kender consider worship of Reorx to be an outdated faith that no longer has relevance to their modern culture. Kender rarely if ever listen to their hollow words of Erestem and Hiteh, a fact that vexes the evil gods to no end.

Marak kender are extremely cynical regarding gods and matters of faith, and turned away from religious practice many generations ago, during Hiteh’s Night. Marak kender rarely if ever become druids or clerics.

Language: Kender of the Marak Valleys region speak their own language, which dates back before the Cataclysm; “true” kender, on the other hand, commonly speak the Auric tongue, using their ancestral language only for the purpose of retelling their traditional stories and sharing their culture.

Names: A kender has a given name, followed by a descriptive “chosen name” that reflects the kender’s appearance, exploits, or attitudes towards life. The individual does not always devise his own chosen name; especially popular or appropriate nicknames can easily become a chosen name. Young kender often use the chosen name of their favourite elder relative (not necessarily a parent) until they acquire one of their own.

Male Names: Buckeran, Jackin, Milo, Pickolus, Rethean, Tobin, Zacharo.

Female Names: Amari, Athola, Dera, Emla, Ethani, Judi, Mela, Teeli.

Chosen Names: Five-rhyme, Lighteyes, Pathfind, Riddler, Slightfoot, Songmend.

Adventurers: The natural curiosity of a “true” kender drives her away from home to explore the world, a period of life known as “wanderlust” that can last between five years to the entirety of the kender’s life (sometimes not much more than five years). These kender pick up a variety of skills and acquaintances in their wanderings, and can become extremely resourceful allies.

Marak kender, on the other hand, typically take up a life of adventuring because they irrationally feel that there is no other option available to them. Only by exploring and investigating will the kender escape from his enemies, or find what he needs to protect himself and his loved ones, or discover the fatal flaw that will undo his persecutors forever. Kender adventurers from the Marak Valleys tend to

focus on stealth and survival skills, and horde any object that gives them an edge over their foes, real or imagined.

KENDER RACIAL TRAITS

- +2 Dexterity, -2 Strength: Kender are swift, agile, and quick-fingered, but they are slight and therefore not as strong as other humanoid.
- Small: As small creatures, kender gain +1 AC, +1 on attack rolls, and +4 to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-sized creatures.
- Kender base movement rate is 20 feet.
- +4 morale bonus on saving throws against fear. Kender are naturally fearless creatures, and so rarely suffer from the feeling that they are unlikely to recognise it in the event that fear *does* overcome them (these unfortunate kender instead claim that they have a “funny feeling”).
- +2 on Escape Artist, Open Locks, Pick Pocket, and Move Silently checks: Kender are infamous for their larcenous abilities.
- +2 racial bonus on Listen checks: Kender have keen ears.
- +2 racial bonus on Bluff checks: Kender benefit from an innocent look and manner.
- Taunt: Kender can use Bluff to anger others, causing them to act irrationally. Kender can make a Bluff check to taunt anyone that can understand their language. They can get someone to attack, or remove their Dexterity bonus to AC (see the *Player's Handbook* for more details on the skill).
- Automatic Languages: Kender or Auric. Bonus Languages: Dwarvish, Hobgoblin.
- Favored Class: Rogue. A multiclass kender's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*). Kender use the terms “scout” or “handler” since they consider terms like “thief” and “rogue” offensive.

MINOI

During the Age of Dreams, Reorx attempted to teach the arts of the forge to a group of humans. However, unlike the gnomoi, these humans failed to live up to the god's expectations, yet were proud and boastful. Reorx cursed these humans to resemble his favoured race, the gnomoi, but made them unable to master their inventive urges.

The minoi are creators of large and complex machines – sometimes complex to the point of obsolescence (“This is the alarm gong that informs us that the warning bell has just sounded...”). Human visitors to gnome citadels report seeing explosions, holes blown in walls, and narrow escapes from rampaging machinery. Often when a minoi attempts to build, repair, or operate an invention, the results are failure or even success of an unexpectedly catastrophic nature. Usually the results of such mishaps are minor – the minoi builds an engine that does nothing but emit foul-smelling smoke, or breaks an existing device – but attempts with dangerous inventions may lead to more serious accidents. Beware rogue chicken-plucking devices...

Personality: The minoi are an inventive, creative people, but are lacking in the clear logic of the gnomoi. Whilst this eccentricity often results in devices that work in a roundabout way or not as originally intended, it does allow the minoi to act as the artists, poets, writers, and everyday workers of the gnome people.

Physical Description: The minoi are physically indistinguishable from the gnomoi, although their style of dress is usually more colourful and artistic, appearing almost festive. Adult gnomes of either gender stand between thirty and forty inches in height. They are noted for their brown, leather-textured skin, soft white hair, and blue or violet eyes. Males tend to bald rather quickly, and almost always grow curly white beards; craftsmen keep these cut tidily short to avoid accidents, whilst patriarchs have long

beards that sometimes even brush the ground.

Relations: Minoi admire the keen minds of the elves and humans, the craftsmanship of the dwarves, and the curiosity and creativity of kender. At the same time, they consider each of these races too easily distracted from the proper pursuits of science, technology, and progress. Bakali, centaurs, and ogres remain incomprehensible to gnomes, too rugged and brutal for comfort. Furthermore, these races are hardly known for their craftsmanship. Minotaurs, on the other hand, are considered warily; minoi dislike the patronising attitude of these creatures, but recognise their cunning and power.

Alignment: Minoi tend to be good in alignment. Minoi are whimsical, innovative, and unpredictable, all chaotic traits.

Minoi Lands: Minoi do not have their own homelands in Taladas; instead, they live among their cousin race, the gnomoi.

Religion: Unlike the gnomoi, who have been known to give worship to a few other deities, the only deity recognised by the minoi is Reorx. To them Reorx is a gnome who loves building, creating, inventing, and tinkering.

Language: Minoi speak the tongue of their gnomoi cousins, although in an idiosyncratic, rapid manner. Strangers who observe a gnomoi “patiently” explaining matters to an excited minoi might mistakenly assume that they were speaking different languages.

Names: Minoi name themselves in a similar fashion to the gnomoi. Each minoi has three names. A minoi’s true name recounts the character’s entire family tree, extending back to creation. This history occupies a single, enormous word that can easily fill a large book. Though each minoi knows his complete name (or at least the first few thousand syllables), most use a shortened form of address that merely takes half a minute to recite. This shorter name lists the highlights of the character’s ancestors’ lives. In casual conversation, minoi use even shorter names, only three or four syllables long. These names express the basic nature of the minoi, and may be altered or appended to from time to time.

Adventurers: Minoi sometimes feel that their genius is not fully appreciated in their native citadels, and choose to travel to lands where gnomoi safety guidelines that have proven too “restrictive.” These minoi often set up shop in the major cities of Southern Hosk, sometimes with disastrous consequences. There are also small colonies of minoi to be found in isolated regions of Taladas; a minoi character raised on one of these rustic communes might want to see a bit of the world, or perhaps get in touch with the more wealthy and cosmopolitan gnomes of the citadels.

MINOI RACIAL TRAITS

- +2 Dexterity, –2 Strength.
- Small: As Small creatures, gnomoi gain a +1 bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans and their lifting and carrying limits are three quarters of those of Medium-size characters.
- Minoi base speed is 20 feet.
- Low-Light Vision: Minoi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- +2 racial bonus on Knowledge and Profession skill checks involving mechanics or tinkering.
- +2 racial bonus on saving throws against illusions; the obsessive pursuit of understanding results in a minoi tendency towards over-analysis, which often gives them insights into what is factual and what is false.
- +1 racial bonus to attack rolls against fire minions and goblinoids (goblins and hobgoblins): Minoi battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against ogres: This bonus represents special training that minoi undergo, during which they learn tricks that previous generations developed during their battles with ogres. Note that any time a character loses his positive Dexterity bonus to Armour Class, such as when he’s caught flat-footed, he loses his dodge bonus too.

- +2 racial bonus on Listen checks: Minoi have keen ears.
- +2 racial bonus on Alchemy checks: A Minoi's sensitive nose allows him to monitor alchemical processes by smell (and notice fires before they get out of hand).
- Automatic Languages: Gnomish. Bonus Languages: Auric, Dwarvish, Hobgoblin, and Ogre. Minoi deal more with dwarves fairly frequently, and they learn the languages of their enemies (hobgoblins and ogres).
- Minoi, like other Krynn gnomes, do not gain any innate spell abilities.
- Favoured Class: Rogue. A multiclass minoi's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

MINOTAURS

No other race is respected or feared more than the minotaurs of Southern Hosk. Their minds and bodies are powerful, and they radiate auras of command and authority. The minotaurs of Kristophan and the New League of Morgad are somewhat more urbane but not as tough as their Ansalonian cousins. A few minotaurs have settled in the Tamire, or fled south to Thenol from Highvale, and as they are the most accomplished mariners of Taladas, far-flung colonies of the New League can be found on remote islands of the Western Ocean.

Personality: Minotaurs are supremely confident in their own abilities and destiny, so much that they often treat others with arrogance and contempt. Those minotaurs living in Kristophan, or those who fled from Highvale, usually treat “lesser” races with respect, but the minotaurs of the New League are more overbearing – after all, they are the mightiest and most politically powerful race in Taladas. Yet minotaurs have a highly developed sense of honour and nobility. They have a strong code of correct behaviour and duty towards family and nation. Minotaurs remember their debts and obligations and understand perfectly their status in society. Minotaurs of the New League feel little challenge to their position from other races and so can tolerate and even elevate others to high rank with only a touch of condescension. Those of the city-state of Kristophan have been forced to learn the concept of democracy; many secretly believe that the other races do not fully deserve the respect that the minotaurs have given them.

Despite their clear honour and trustworthiness to those who have their respect, minotaurs are anything but straightforward. Their minds are devious and labyrinthine; they are masters of feigning interest and loyalty to those they are forced to follow but hold in low regard. Minotaurs believe that might makes right – indeed, they base their code of honour upon this maxim – and they rarely ignore the might of a cunning mind.

Physical Description: The physical presence of a minotaur is awe-inspiring. Powerful, seven-foot tall humanoids with the horned head of a bull, minotaurs have fur all over their bodies, ranging in colour from red to brown and even black. Their ivory-coloured horns reach up to two feet in length (slightly less for females), and are commonly adorned with gold rings. These originally represented the number of combats won in the Arena, but have become so fashionable that true Champions find other ways to record their victories. When not armoured for battle, minotaurs prefer loose clothing such as robes, tunics, and in warmer regions, togas.

Relations: Minotaurs intend for their race to rule, and they will go to any lengths to ensure that it does. One might infer that the minotaurs feel that other races exist only to serve the minotaurs or to be used and discarded; this is in fact a correct assumption. In any society where minotaurs and other races live together (such as Southern Hosk), the minotaurs will usually be the leaders, unless they are clearly outnumbered in terms of both strength and intelligence. A minotaur will certainly never accept anything less than a position of equality. If on a less-than-equal footing, a minotaur will use any means at his disposal – he will attempt to destroy his oppressors from within or without, as long as he regains his

freedom.

Alignment: Minotaurs are usually evil in alignment, although individual minotaurs vary greatly in their attitudes and ethics. Most minotaurs are disciplined, meticulous, and scrupulous, and tend towards law.

Minotaur Lands: Minotaurs control much of Southern Hosk, dominating the Minotaur League that their ancestors forged by invasion and conquest. They are descended from the more bloodthirsty minotaurs of Kothas, in distant Ansalon.

Religion: For the most part, minotaurs have no organised belief system. Historically, the minotaurs have been consistently disappointed by the gods that they called upon, especially during their centuries of enslavement and debasement. Minotaurs hold death in no special regard, neither fearing it nor sanctifying it. Since they know that death is inevitable, minotaurs often wish to make their deaths affairs of high drama. They desire to meet it in a way that will honour them and their family. Worship is a matter of personal belief or rather, loyalty to a cult that promises power and success.

The chief minotaur god is Sargas (known as Sagonnas in Ansalon), a deity cloaked in mystery. His clerics involve themselves in political intrigues and influence important nobles, all while maintaining their own secrecy. Some minotaurs, particularly those belonging to the merchant classes, pay respects to Nuran the Trader. Nuran receives quite a bit of lip service from the League of Merchants, and her name is used to seal bargains and transactions.

Language: Minotaurs speak the language of the Minotaur League, known as Kothian. This language is closely related to the tongue of Ansalonian minotaurs, but borrows from the vocabulary and grammar of the Auric language originally spoken by the conquered humans of Southern Hosk.

Names: A minotaur has a given name, chosen by his parents, as well as a family name which traditionally comes from the most accomplished or glorious of his ancestors. Occasionally a minotaur is so successful that his glory eclipses that of his family ancestor; in this case, the minotaur is known by his first name only, and his descendants form a new family line named after him. Eragas the Brutish is the perfect example of this, a minotaur who founded a family *and* an empire.

Should two minotaurs marry, the minotaur whose family name holds the higher honour retains it, which the other partner also takes. Minotaurs who assume their wife's family name usually take the "Mic-" prefix; thus, if the minotaur Thentias were to take the family name of his new bride, Irlaina Aelus, Thentias and his children would use the surname Mic-Aelius.

Male Names: Aelus, Aurik, Audarius, Cerayos, Chyrub, Crinlas, Dinivan, Leonid, Thentias.

Female Names: Aesthra, Amela, Claera, Hylissa, Miranda, Orgenta, Pelippa, Varelia, Veliana.

Adventurers: Minotaur adventurers are commonly the youngest children of large families who take up a life of risk and danger in hope of making something of themselves. Others are hardened military veterans who have been discharged from service and are finding a new use for their skills. Most minotaur adventurers are driven by similar motivations: ambition, pride, and glory.

MINOTAURS RACIAL TRAITS

- +2 Strength, +2 Charisma, -2 Intelligence, -2 Wisdom. Minotaurs are a physical people, less interested in the pursuits of the mind than those of the sword, but are far less brutish than their Ansalonian cousins.
- Large: As Large-size creatures, minotaurs can carry twice as much weight as a human can and use larger weapons (see page 96 of the *Player's Handbook*). However, minotaurs suffer a size penalty of -1 to attack rolls, -1 Armour Class, and -4 to Hide checks.
- Minotaur base speed is 30 feet.
- The sharp fangs and long horns that all minotaurs possess ensure that they are never considered unarmed; thus, minotaurs who make unarmed strikes do not provoke an attack of opportunity. Furthermore, minotaurs can choose to deal subdual or lethal damage with unarmed attacks.
- +2 racial bonus on sailing Profession checks; Minotaurs are well known for their naval interests.
- +2 racial bonus to surprise rolls; minotaurs benefit from natural cunning and sharp senses.
- +2 racial bonus on Intuit Direction checks: these include locating north, not getting lost in a large

city, finding known landmarks in the wilderness, and escaping from mazes. In addition, minotaurs have a special immunity to the *maze* spell.

- +2 racial bonus on the Diplomacy skill.
- Automatic Languages: Kothian. Bonus Languages: Auric, Silvanesti, Thenolian, Uigan. Minotaurs learn the languages of the major powers of their region.
- Favoured Class: Fighter. A multiclass minotaur's fighter class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

MISCHTA

The Twilight Irda are descended from the ancient, beautiful ogres who dwelt in Krynn during the Age of Dreams. Led by the wise ogre Igraine, a group of these ancient ogres turned from the path of Evil and became Irda, which means “the gentle ones.” However, the Irda were persecuted by evil ogres for their beliefs, and were forced to hide themselves from the rest of the world. And so Igraine led his people to an island paradise named Anaiatha.

During the Age of Might, many of the Irda became proud and disrespectful of the gods. When the Cataclysm struck, the island of Anaiatha was sundered and those Irda who remained faithful to the gods were carried away to a new Anaiatha. The remaining prideful Irda learned humility during the Fourth Age, and named themselves Mischta (“the twilight ones”).

In the Fifth Age, the Mischta no longer hide themselves away on a tropical island. They have spread throughout the lands of Taladas in disguise, seeking any clue that might lead the Mischta to their lost Irda relations. Some Mischta have even travelled as far as Ansalon.

But the Irda's current fate remains a mystery.

Personality: In spite of their beauty, the Mischta can be described as a cheerless people. Religion, guilt, and penance are utmost in their minds at all times. Violence, anger, and pride are major taboos; a Mischta hero tries to be gentle and temperate.

Mischta are consummate actors, able to mimic the speech and mannerisms of other races. This is due to the efforts that the Mischta make to understand and empathise with those not like themselves. In general, the Mischta do not believe that other races need to reach their own high moral standards.

Mischta heroes try to live in perfect harmony with nature, and never intentionally harm a living creature except in self-defense. Violence is acceptable only in extreme circumstances. Mischta try never to initiate an act of violence, undergoing penance if necessity forces them to do so.

Mischta are strict vegetarians, as they consider the eating of meat a disgusting habit (although not actually evil).

Physical Description: Mischta heroes are almost identical to Irda. In their natural form, Mischta are tall, slender creatures, averaging six feet in height and weighing 150 pounds. Although slender they are quite strong, as evidenced by their firm muscles. Mischta skin tone is usually midnight blue, but occasionally ranges from lighter blues to a deep sea green. Their hair is often black, sometimes silver or white, and always well kept. A Mischta's silver-coloured eyes have drooping eyelids that give an uncaring, dispassionate impression.

In the Age of Dreams, the goddess Mislaxa granted the Irda shapechanging powers, so that they might more easily hide themselves from Evil. Mischta have extraordinary song-like voices that are only surpassed by sirens and the Irda as the most beautiful in Krynn. They move with a fluid grace that is distinctively beautiful, like slow dancing.

Mischta feel awkward in heavy clothing and armour, and thus only wear such things in extreme circumstances. They prefer the lightest garments, and never wear armour or clothing made from the hides of animals.

Relations: Mischta bear no animosity toward other races, but hide themselves from other races, who

would fear them for their relationship to the legendary Irda. Tales are told of the terrible, ancient ogres who will one day return bringing death and destruction. When a Mischta's true race is revealed, invariably she is hunted down and killed by superstitious humans and hateful minotaurs.

Alignment: Mischta are almost always good in alignment. Mischta tend to be disciplined, a lawful trait, although Mischta individualism and self-reliance is somewhat chaotic.

Mischta Lands: The Mischta is Selasia, a tropical island in the Spine of Taladas chain. Many Mischta have not been to their island paradise for many years, instead wandering disguised among the other races of Taladas.

Religion: The Mischta priesthood is open to all of 25 years of age, serving the benevolent gods of Krynn's pantheon. The chief gods of the Mischta are Paleas (Paladine), who is worshipped at dawn; Magea (Mishakal), who is worshipped at nightfall. The Mischta also worship Baradin (Branchala), Eshanre (Habbakuk), Solinu (Solinari), Amman-Duke (Kiri-Jolith), and Sammakax (Reorx).

Mischta believe that all evil is based on fear, and strive to be courageous and sustained by love. Evil acts include lying, coveting, excessive indulgence in food or drink, any act of violence, negligence of duties, and breaking promises. When a Mischta hero commits an act of evil, he is usually filled with guilt and shame. Such individuals undergo the Cleansing, removing the stain of evil by complete immersion in water.

Much of the Mischta's philosophy is passed down from Igraine in his book, the *Irdanaiath*. All Mischta have been raised with the philosophy contained in the *Irdanaiath*: that violence is a sin, committed by creatures whose fear has caused them to become Evil. Although Mischta heroes can learn to be skilled warriors for the defense of the innocent, they never escape this taboo towards violence. Most Mischta have sections of this book committed to memory, but none have read it since before the Cataclysm, for only one copy exists. It is thought to be in the hands of the Irda. Most Mischta would go to any lengths to read but a single page.

Language: Mischta speak the language of the Irda. This language is gentle and soft-spoken, but extremely lyrical and pronounced with a complex cadence. When spoken in the rich, melodic tones of the Mischta, it is one of the most beautiful music that can be heard on Krynn.

Names: Igraine taught that the act of naming set the ancient Irda apart from the other creatures of Krynn, and Mischta always use their own words and names when they have the opportunity. Mischta feel very strong family ties, and those who encounter a long-lost member of her family will welcome the stranger as a dear friend.

Male Names: Aka-(family name), Benesis, Duerkau, Forcasion, Hurion, Jurian, Kaselfar, Shadan, Shuri, Verxagha, Yesri.

Female Names: Heriko, Krealia, Luthlien, Maeni, Melei, Murmika, Salandra, Worriea.

Family Names: Adishau, Duidin, Erisei, Igrani, Modially, Nuuni, Omidai, Rathmaet, Temloth, Vordesac.

Adventurers: Traditionally, Mischta dwell in the island paradise and do not leave it. Those Mischta who choose a life of exploration often seek legends and artifacts tied to their Irda ancestry; some seek the lost island of Anaiatha itself. Other Mischta adventurers travel among the other races of Krynn as a form of penance, using their gifts in secret to help those who would never thank them if they knew.

MISCHTA RACIAL TRAITS

- +2 Charisma, -2 Constitution. Mischta are known for their grace and beauty; however their bodies are not as hardy as those of other races. When the Irda rejected Evil thousands of years ago, they rejected the physical power that the ogre race has always been known for.
- Medium-size: as Medium-size creatures, Mischta have no special bonuses or penalties for their size.
- Mischta base speed is 30 feet.
- +2 racial bonus to Bluff, Diplomacy, and Perform checks: The beautiful, mellifluous voice of a Mischta is eerily moving.
- Mischta spellcasters benefit from one additional spell per day, chosen from any level that they can cast.

- The Mischta may learn to *shapechange* into different forms. She can change her height by up to 2 feet in either direction and take the form of any humanoid race. Mischta are most convincing as elves, half elves, and humans. However, shapechanging requires quite a bit of practice and often drains the character for a while; after shifting, the Mischta must rest for 1d6+6 rounds, and then suffers a –2 penalty to all rolls for 4 additional rounds as she remembers the nuances of her new body.

When reverting to her natural form, the character must rest for 5 rounds afterwards. For 2 rounds after this adjustment period, the Mischta suffers a –2 penalty to all rolls.

A shapechanger usually practices assuming a specific form (the **Shapechanging Expertise** feat), which she can slip into and out of with a minimum of bother. Then she uses other forms only in rare instances.

- Automatic Languages: Irda. Bonus Languages: Ancient Elvish, Ancient Ogre, Auric, Draconic, Silvanesti. Mischta remember the older languages of Krynn.
- Favoured Class: Sorcerer. A multiclass Mischta's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

OGRES

Ogres are one of Camoen of Kristophan's "ill-favoured races." Calling themselves the Abaqua ("*First People*"), they are a hulking and withdrawn race, near-giants who go to great efforts to keep to themselves. Stronger than even the mighty minotaurs and more dull-witted than goblins, ogres are little more than muscle-bound, ill-tempered brutes.

Personality: Ogres are supportive of their own kind, with each member of a tribe responsible for the health, safety, and protection of all others, although those too sickly, aged, or wounded to travel with the tribe are killed. Ogre tribes do not have too many elderly members. On the other hand, ogres have no concern for the value of any other creature's life. They kill with great violence, seemingly without any remorse but with no particular cruelty.

Ogres have very limited understanding of things, particularly magic and faith. Indeed, hunting and fighting are the only things that ogres are noticeably skilled at. Good hunters show their skill by displaying their many hides in their homes or on their bodies. Ogres are not particular about the quality of their food, however, normally burying unneeded food or keeping their kills in tree branches. Spoilage and rot is of no concern. Water and blood are favoured drinks.

Warriors fashion a drinking skull from the bones of particularly notable enemies. For a young warrior this is normally his first kill; older warriors may have one or several drinking skulls, depending on how their foes rate. In battle, the ogre who requests to "drink from his opponent" is offering the highest compliment he knows, ranking his foe as worthy of being his drinking skull.

Physical Description: Standing over nine feet in height, ogres are ugly by everyone's standards but their own. Both males and females have broad shoulders and barrel-like chests. Ogres stand bent-kneed, giving the impression that they are bow-legged. Their skins are warty and blotted with ugly marks, considered to be a sign of beauty. Hair sparsely grows on their scalps in stringy, greasy locks, normally cropped short to reduce lice and fleas. The nails of their toes are long, almost like talons, and are particularly cracked and filthy.

Relations: Although ogres are powerful, brutish, and violent, they are not particularly aggressive. For the most part they stay to themselves, as they have done for hundreds of years. However, ogres eagerly go to war to avenge any wrongs done to them by outsiders. Their preferred targets are the Scorned dwarves, when these people make their rare forays aboveground. At times they venture onto the steppe to attack the Tamire elves, but those horsemen are too dangerous. They bear an ancient hatred for the Irda, who ogres believe stole all the gifts that the gods had given unto the First People, and their

thieving human allies.

Alignment: Ogres are often evil, although many are neutral. Ogres are equally disposed towards law and chaos.

Ogre Lands: Ogre tribes live in the inaccessible western Ring Mountains, on the woodland slopes below the snowline. They do not build permanent homes but maintain regular campsites where they spend parts of their year. Although the ogres view themselves as a single nation formed of related tribes, entering the land of another tribe is done only at great risk. Ogres take a dim view of others hunting, camping, or even crossing their territory.

Religion: Ogre religion is very simplistic. Ogres believe that everything in the world is alive, and that the life force in objects or places can be used – unless the object or place is too powerful, in which case it must be respected. Thus, ogres will rapaciously destroy or abuse some items or places, but act with fear and veneration towards others. Ogres also believe in consuming the life force in other beings, and prefer to consume the bodies of their vanquished foes.

The rare ogre clerics choose from the domains of Destruction, Earth, Luck, and War.

Language: Ogres speak their own language, Abaquan. There is no written version of this language, which is a primitive version of the ancient Ogre tongue.

Names: Ogres are named in a coming of age ceremony, where the adults chew bitterroot until one of the ancestors appears. The ogre takes the name of this ancestor. Each ogre tribe has its own name, usually chosen from a landmark that is central to the traditional lands of that tribe.

Male Names: Ehrgedun, Gorrihim, Ihrro, Kohver, Thirr, Urfen.

Female Names: Ahrolah, Hilmhah, Mohnha, Rhuhla, Uhmlhah.

Tribal Names: Black Peak People, Deep Canyon People, Deerwood People, Grass People, Falling River People.

Adventurers: Ogres sometimes become adventurers after being cast out of their tribes, or captured and taken as a slave by other races. While they do not understand the value of money, occasionally ogres venture beyond their own lands to become guards or soldiers for other races. In the Fifth Age, some ogres became adventurers after monsters of chaos destroyed their tribes; these individuals eagerly allied themselves with any characters who seem able to defend themselves against the unnatural minions of chaos.

OGRES RACIAL TRAITS

- +2 Strength, +2 Constitution, –2 Dexterity, –2 Intelligence, –2 Wisdom. Ogres are typically strong and hearty, but are equally renowned for their dull wits, brutality, and clumsiness.
- Large: As Large-size creatures, ogres can carry twice as much weight as a human can and use larger weapons (see page 96 of the *Player's Handbook*). However, ogres suffer a size penalty of –1 to Attack rolls, –1 Armour Class, and –4 to Hide checks.
- Ogre base speed is 30 feet.
- Low-Light Vision: Ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- Increased Damage: Due to their sheer mass, ogres gain the Power Attack feat for free, provided they meet the prerequisites.
- Automatic Languages: Abaquan. Bonus Languages: Alan-Atu, Ancient Ogre, Hobgoblin, Ilquar Goblin, Kothian. Ogres learn the languages of those humanoid races that occasionally venture into the Ring Mountains.
- Favoured Class: Fighter. A multiclass ogre's fighter class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

New Feats

These feats are added to those in Chapter 5 of the *Player's Handbook* for *DRAGONLANCE: Taladas* campaigns. Note that some of these feats are intended for Fifth Age **D&D** campaigns; see “Taladas in the Fifth Age” for more information.

Additional Spell [Special]

This feat allows characters in the Fifth Age to learn spells not present on the mystic or sorcerer domain spell lists. This feat does not exist in Fourth Age campaigns.

Prerequisites: Spellcaster level 1+.

Benefit: The character learns an additional spell, of any level that he can cast. The spell can be chosen from any in the *Player's Handbook*, provided that it is at least somewhat similar to the character's existing domains. The DM's discretion applies.

Special: This feat can be taken multiple times. Each time it is taken, choose a new additional spell. A character can only have one additional spell at each level of a domain.

Create Technological Device [Special]

You can create one of the traditional gnomish devices or invent your own.

Prerequisites: Gnomoi or minoi, Int 13+.

Benefit: The character can design and build various technological devices. The powers of such devices, as well as their cost and the DC of their construction, are arrived at by following the Gnomish Invention guidelines. Once the device has been designed and the parts purchased, the success or failure of the invention attempt is determined by a Craft skill check.

Normal: Characters with the Craft skill are able to create normal or masterwork items, but not those that require technology greater than the medieval norm.

Improved Mysticism [Special]

This feat allows characters in the Fifth Age to increase the number of spells available to them at each level. This feat does not exist in Fourth Age campaigns.

Prerequisites: Divine spellcaster, Wis 15+.

Benefit: The character gains access to an additional Mysticism domain.

Improved Sorcery [Special]

This feat allows characters in the Fifth Age to increase the number of spells available to them at each level. This feat does not exist in Fourth Age campaigns.

Prerequisites: Arcane spellcaster, Cha 15+.

Benefit: The character gains access to an additional Sorcery domain.

Long-Term Spell [Metamagic]

You can cast spells with indefinite duration. This feat does not exist in Fourth Age campaigns.

Prerequisites: Spellcaster level 3+.

Benefit: A long-term spell lasts indefinitely. Once a long-term spell has been cast, the DM secretly determines its duration (in days, weeks, months, or even years). While the spell lasts, the spell slot used to cast the spell remains “in use” and may not be used to cast other spells. A long-term spell can be ended prematurely with *dispel magic*.

Long-Term Spell has no effect on spells with a concentration, instantaneous, or permanent duration, or on other spells at the DM's discretion. A long-term spell uses up a spell slot four levels higher than

the spell's actual level.

Moon Magic [Special]

Your arcane spells benefit from the influence of the three moons of magic.

Prerequisites: Third level arcane spells.

Benefit: The character's saving throws, casting level, and number of spells per day is affected by the phases of his chosen moon (Solais for good-aligned characters, Lunais for neutral characters, and Angomais for evil characters).

Special: Characters who gain the Wizards of High Sorcery prestige class receive this feat for free. However, very few characters in Taladas have even heard of the Wizards of High Sorcery, let alone belong to one of the Orders.

Note: This feat has no effect in Fifth Age campaigns.

Mystic Familiar [Special]

This feat allows a character to acquire a familiar, in much the same way as a sorcerer or wizard might do in the Fourth Age. This feat does not exist in Fourth Age campaigns.

Prerequisites: Access to the Animism domain.

Benefit: You can summon a familiar. See page 51 of the Player's handbook.

Shapechanging Expertise [Special]

This feat allows a character with natural shapechanging abilities to become familiar with a specific form (such as a dolphin, sea otter, or elf). Sea elves can only choose one form; Mischta characters can choose any humanoid form.

Prerequisites: Elf (Dargonesti or Dimernesti) or Mischta race.

Benefit: The character can shift into a familiar form in 1 round, she must rest for 5 rounds afterwards. For 2 rounds after this adjustment period, the character suffers a –2 penalty to all rolls as she remembers the nuances of her new body.

Shapechanged bodies cannot be dispelled; they are solid and take damage just as other bodies do. The character's natural form is always considered familiar.

Normal: If shifting to an unfamiliar form, the character must rest for 1d6+6 rounds, and then suffers a –2 penalty to all rolls for 4 additional rounds.

Special: Mischta can take this feat multiple times. Each time you take the feat, it applies to a new humanoid form.

Equipment

Money

Following Hiteh's Night, the steel coin became the standard monetary unit throughout Krynn. Steel is scarce due to the excesses of the previous Age of Might, and is dearly needed to create tools and weapons. Gold, because it had no practical value in the struggling post-Cataclysm civilisations, became nearly worthless except for ornamentation.

TABLE 2: Coin Exchange Rate

	CP	GP	SP	STL
Copper (cp)	= 1	1/5	1/10	1/100
Gold (gp)	= 5	1	1/5	1/50
Silver (sp)	= 10	5	1	1/10
Steel (stl)	= 100	50	10	1

New Weapons

TABLE 3: Weapons

Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size						
Katar	4 stl	1d6	x3	—	5 lb.	Piercing
Shildor	3 stl	1d4+1	x2	—	8 lb.	Slashing

Simple Weapons—Missile

Medium-size						
Hoopai	15 stl	1d4+1	x2	80 ft.	6 lb.	Bludgeoning

Exotic Weapons—Melee

Medium						
Hopak * ‡	10 stl	1d6	19–20/x2	*	5 lb.	Bludgeoning and Piercing
Mandoll	5 stl	1d6	x2	—	2 lb.	Slashing
Sashik*	5 stl	1d6	x2	—	2 lb.	Bludgeoning and Slashing
Scourge*	20 stl	1d3	x2	—	2 lb.	Slashing
Soris*	*	1d6	18–20/x2	—	5 lb.	Bludgeoning and Piercing
Whippik*	6 stl	1d3	x2	—	2 lb.	Piercing and Slashing
Large						
Clabbard*	80 stl	2d6	19–20/x3	—	20 lb.	Slashing
Forpann*	25 stl	1d8	x3	10 ft.	15 lb.	Piercing
Kausin*	60 stl	1d8	x2	—	30 lb.	Bludgeoning
Lajang ‡	90 stl	2d6/2d6	x2	—	7 lb.	Slashing
Sanguine*	6 stl	1d8	x3	—	9 lb.	Bludgeoning, Piercing, and Slashing
Shatang	4 stl	1d6	x3	20 ft.	8 lb.	Piercing
Tessto*	6 stl	2d6*	x2	5 ft.	12 lb.	Bludgeoning

Exotic Weapons—Missile

Small

Bolas*	10 stl	1d6§	x2	10 ft.	3 lb.	Bludgeoning
Bolas, barbed*	20 stl	1d6	x2	10 ft.	4 lb.	Piercing

Large

Blowgun	20 stl	—	—	10 ft.	2 lb.	Piercing
- darts	1 stl	1d3	x2	—	½ lb.	—

* See the description of this weapon for special rules.

** When two or more types are given, the weapon is both types.

‡ Double weapon.

§ This weapon deals subdual damage rather than normal damage.

Bolas: A bolas is a set of three weighted balls connected by leather cords. To attack, you whirl the bolas in a circle over your head and fling them at a target. The bolas connect with the opponent with a successful ranged touch attack: Disregard any armour, shield, or natural armour bonus of the target. A character struck by bolas must make a Reflex save (with a DC equal to the attack roll of the bolas' wielder). If the saving throw fails, the target takes subdual damage and is considered pinned (see "Grapple" in Chapter 8 of the *Player's Handbook* for more information). The bolas can pin only a Tiny, Small, or Medium-sized target.

To escape the bolas, the pinned character must either break out (Strength check, DC 20), wriggle free (Escape Artist check, DC 20), or cut (or be cut) loose (5 hp and only slashing weapons do damage).

Regardless of the method, escaping is a full-round action. A target can take 10 or take 20 to escape if the situation allows.

If the saving throw succeeds, the target suffers normal damage but is not pinned.

Bolas, Barbed: The barbed bolas is similar to a normal bolas, except that its weighted balls are studded with hooked barbs.

The barbed bolas functions identically to the bolas except that its damage is not subdual damage. In addition, on any failed attempt to break or wriggle free, the grappled character takes an additional 1d4 points of damage.

Bollik: The bollik (bola belt) is a kender weapon. It is a webbed rope belt worn about the waist on a leather sash and buckle. The bollik hangs from a series of quick-release loops. On one end of the bollik, three weighted balls of leather hang on short strands of rope, forming a bola. When the bollik is thrown, these bola balls are tied to the large metal buckle. The bollik can be tugged free with a simple snapping motion and can be re-laced in one minute.

Typical uses for a bollik include flailing enemies, tripping as a bola, threshing grain, climbing as a rope ladder, storing items in the pockets of the leather strap, and playing as a wind thrummer.

Clabbard: This broad, six-foot-long sword is sized for minotaur warriors. Its cutting edge is backed by a serrated saw edge. A blood channel runs the length of the blade, making it easier to withdraw from an impaled foe. The saw edge can cut through leather and hide armours with ease and, in the hands of a master, can catch and break a foe's weapon (+1 enhancement bonus to hit in these situations).

Forpann: This eight-foot, two-handed trident has a rope attached to its base, trailing a 10-foot-wide, weighted throwing net. The forpann can be thrown as a spear, or used to entangle foes within one range increment. Minotaur gladiators use the net to tangle their foes' weapons or feet, or to pin them.

Hoopak: The hoopak (kender sling-staff) is a common kender tool in the Rainward Isles. A hoopak is a double weapon; this five-foot, ironwood staff has a short iron spike attached to its tip, allowing it to be wielded as a bo stick and a short spear. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: A one-handed weapon and a light weapon (See the "Attacking with Two Weapons" section in Chapter 8: Combat of the *Player's Handbook*). A creature using a double weapon in one hand, such as an ogre, can't use it as a double weapon.

The other end of the staff is forked and laced with gut. A stone may be flung by either planting the iron-shod end of the hoopak in the earth and bending the staff back to fling the stone, or whirling the hoopak overhead as a traditional sling-staff (treat the hoopak as a sling with a range increment of 80 feet). The hoopak acts like a bullroarer when whirled in the air, creating a low thrumming sound.

Hoopai: The stone-bow is a kender weapon similar to a crossbow, made from the springy, twisted wood of the Steamwall's forests. They fire pellets carefully chosen for their size and shape.

Katar: This minotaur weapon is a cross between a dagger and a sword. The blade is six inches long on an H-shaped hilt. The gladiator grasps the hilt at the crossbar, and two side-hilts guard the hand and wrist. The blade may be used to punch or slash a foe, or catch and turn a foe's weapon.

Kausin: This six-foot-long minotaur "whipping rod" is a chain of six iron bars linked together and attached to a guarded handle. It functions like a flail but has reach. The kausin inflicts x2 damage to wooden and stone walls.

Lajang: This seven-foot-long polearm holds a recurved crescent blade at each end of its shaft. A lajang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: A one-handed weapon and a light weapon (See the "Attacking with Two Weapons" section in Chapter 8: Combat of the *Player's Handbook*). A creature using a double weapon in one hand, such as an ogre, can't use it as a double weapon. The lajang's shaft is used to parry attacks or bludgeon foes, whilst the blades can slash on a forward or backward stroke, catch and turn weapons, pin or trip foes, and impale targets on double prongs. In the hands of a Large-sized character, a lajang can be hurled like a spear.

Mandoll: The mandoll is a minotaur cestus: An iron gauntlet with spikes on the knuckles and a dagger blade along the back of the thumb. This gladiator's weapon requires close fighting and can inflict bruising or draw blood at the wielder's discretion. It is traditionally used in conjunction with a katar.

Sanguine: This seven-foot-long gladiator weapon has a serrated spearhead at both ends of a staff, and a small buckler with a razor-edged crescent at its middle. In the hands of a master the sanguine can be used one- or two-handed to parry attacks, trip, slash, bludgeon, or impale foes. It cannot be thrown.

Sashik: The sashik (kender sashwhip) is a beaded, weighted sash of laced rope. Worn across one shoulder, the sashik bears weighted pouches on one end. The mesh of the sashik is coarse and netlike, and can be surprisingly effective as a scourge. Two dozen large wooden beads that line one end of the sashik may be pulled loose and thrown. The sashik can also be used as a small fishing net or a musical instrument.

Scourge: This three-tailed barbed whip allows the wielder to make three simultaneous attack rolls (at the same modifier) with each attack. Each attack roll is resolved separately. The scourge is often dipped in an insinuating poison to take advantage of its multiple attacks.

Shatang: Shatang are five-foot-long barbed throwing spears. A minotaur gladiator fights with one in each hand; gladiators often wear a rack of four shatangs strapped to their backs.

Shildor: The shildor is a long, heavy-bladed curved knife that is well balanced for throwing and can inflict serious wounds by one skilled in its use. It is the all-purpose tool of the Alan-Atu tribesmen, used in hunting, fighting, and butchering goats.

Soris: A two-part jointed staff used by *kiraths*, elven scouts in the Confederation of Armach. The soris' lower portion is five feet long and outfitted with a leather thong and a spiked metal tip. The upper portion is 1-½ feet long and is equipped with a strong rope loop and four collapsible metal hoops. This section is hinged with a lock-joint that can fix the upper rod at any angle.

The soris can probe, aid in climbing (+2 enhancement bonus to Climb skill checks) and snag branches, rocks, or animals with its hooks or loop. Folded in half, the soris serves as a club or spike dagger. With the upper section swinging loose it doubles as a flail. Fully extended it can be used like a small staff. Its

loop and hooks may be utilised to disarm, trip, or unhorse an opponent.

Tessto: The tessto is a six-foot-long studded club with a loop of rope at its hilt. Using this weapon requires great strength; in the hands of a character with Str 15+, the tessto has reach. A cunning warrior can use the tessto defensively by spinning it around like a baton, and using its loop to snag feet, hands, or heads.

Whippik: the whippik (kender whip-bow) is a thin wand of ironwood that holds a short length of looped catgut on its end. It looks much like a riding crop. The whippik is a popular tool among female kender, who use it to whip enemies, snare game and fish, or launch darts (range increment 30 feet).

Special Items

Gnome Weapons: Most gnomish weapons must be made, not bought, and have a cost very dependant upon their qualities. See pages 39 – 46. With the DM's approval, gnome characters may purchase weapons from table 6–2: Renaissance Weapons and Table 6–3: Renaissance Grenadelike Weapons, on page 162 of the Dungeon Master's Guide. If so, then all prices should be read in stl rather than gp, and such advanced weapons may only be purchased within the larger citadels of Hitehkel.

Mischta Powder Bomb: These are leather gourds filled with herbal powders; they cannot be bought, but Mischta characters with the Alchemy skill can create them (DC 15; 4+ ranks in Wilderness Lore provides a +2 synergy bonus). These bombs, when dropped, force Fortitude saving throws (DC 10) in a 10-ft. spread; creatures that fail this saving throw are stunned for 2d4 rounds.

The Magic of Krynn's Moons

Since the creation of the world of Krynn, the three moons of magic have followed their paths through the sky, bringing with them the waxing and the waning of their followers' magical powers. Each moon of magic grants arcane power to wizards and sorcerers of a particular alignment. Good-aligned spellcasters receive their powers from the white moon, evil spellcasters from the black moon, and neutral spellcasters from the red moon. It is by the position and aspect of his chosen moon that an arcane spellcaster gains (or loses) the enhanced powers of Krynn's moons.

Determining Lunar Position and Alignment

The relationship of the three moons of Krynn is important to the powers of all wizards in your game; therefore, it is necessary for you to track the periods of each on the Lunar Display Wheel. To determine the position for each moon, roll 1d8 and place a marker on that space of the appropriate track. This is the beginning position for that moon. The black moon (Angomais) uses the innermost track, the red moon (Lunais) uses the middle track, while the white moon (Solais) occupies the outer track. After locating the starting position for each moon, you can either keep the display set up where you can see it during play or you can record the lunar cycles in advance on the Lunar Cycle Record Sheet. To do the latter, note the appropriate information for alignments and phases in the spaces on the form. Set up the Lunar Display Wheel, record the information for that day, then advance the tracks one day and note the new information. Do this until you have sufficient information for the planned adventure.

On the form, each moon has a separate line and is divided into columns. The date can be written in the space at the top of the column. For each day and each moon, you must note its phase and any alignment. When the moon is waxing, put a + in the appropriate space. If the moon is waning, put a — (dash) in the space. If the moon is full, write a capital S, L, or A. If it is a new moon, leave the space blank. To note the alignments of the different moons, circle the symbols (or absence of them) for those moons in conjunction. The different moons are considered to be in conjunction if a line drawn from the centre of the wheel passes through the spaces they both occupy.

If it has been some time since you last played, or if the characters have rested a long, undetermined period of time between adventures, it is not necessary to calculate the exact position of each moon since the last adventure. Simply reset the Lunar Display Wheel by randomly determining the position of the moons again.

TABLE 4: Moon Phase Effects

Moon Phase Saving Throw			Additional Spells	Effective Level
New Moon	–1	0	–1	
Waxing	0	+1	0	
Full	+1	+2	+1*	
Waning	0	0	0	

* Only characters of 6th level or greater, who also have an Intelligence of 15 or more, gain this benefit.

TABLE 5: Moon Alignment Effects

Alignment	Saving Throw		Additional Spells	Effective Level
S with L	+1	+1	+1	
L with A	+1	+1	+1	
S with A	+1	0	0	
All Three	+2	+2	+1	

The saving throw category lists the modifier applied to all saving throws rolled by the affected character. It has no effect on the saving throws of spells cast by the character.

Additional spells gained by the character can be selected from any level of spell cast the character.

The effective level modifier increases the affected character's level only for those spells he already knows. This applies to the DC of the character's spells, range, and effect. It does not grant the character extra spells, nor does it allow the character to cast spells he does not know (because he has not attained the appropriate level through earned experience). Thus, a 6th-level character who gained a bonus level would not be able to cast a 4th-level spell (as a 7th-level wizard would) because he has not yet learned any 4th-level spells and written them into his spell book.

The benefits of various lunar alignments affect only those wizards who follow the given moons. Thus, when Solais and Lunais align, only good and neutral wizards feel the beneficial effects. The effects of the lunar phase and alignment are cumulative. If Solais and Lunais align and Lunais happens to be full, the neutral wizard would gain a +2 bonus to saving throws and level and a +3 to additional spells, while the good wizard would gain a +1 bonus to all three categories.

Lunar Cycle Record Sheet

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

Month:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

White

Red

Black

S, L, N

High Sanction
(Full Moon)

+ Waxing

— Waning

blank

Low Sanction
(New Moon)

Standard Month Names (Elvish Calendar)

Summer: Summer Home, Summer Flame, Summer End.
Autumn: Autumn Harvest, Autumn Twilight, Autumn Dark.
Winter: Winter Come, Winter Night, Winter Deep.
Spring: Spring Dawning, Spring Rain, Spring Blossom.

Deities of Taladas

TABLE 6: Deities

Deity	Alignment	Domains	Typical Worshipers
Mislaxa	Lawful good	Good, Healing, Protection, Trickery	Humans, kender, monks, paladins, rangers
Qu'uan	Lawful good	Law, Protection, Strength, War	Humans, fighters, paladins, rangers
Sea Lord	Neutral good	Air, Sun, Travel, Water	Elves, druids, rangers
Supreme Forces	Lawful good	Good, Knowledge, Law, Protection	Monks, paladins
Greylord	Neutral	Knowledge, Magic, Sun	Druids, monks, wizards
Jijin	Neutral	Animal, Healing, Plant, Protection	Humans, barbarians, druids, rangers
Nuran	Neutral	Knowledge, Law, Luck, Magic	Gnomes, bards, fighters, monks, rogues
Reorx	Neutral	Earth, Law, Strength, War	Dwarves, gnomes, kender, fighters,
illusionists			
Udras	Neutral	Chaos, Fire, Knowledge, Luck	Gnomes, illusionists, sorcerers
Erestem	Lawful evil	Death, Evil, Healing, Trickery	Fighters, sorcerers, dragons
Sargas	Lawful evil	Destruction, Law, Strength, Trickery	Fighters, rogues, wizards, minotaurs
Hiteh	Chaotic evil	Chaos, Death, Magic, Trickery	Barbarians, fighters
Zeboim	Chaotic evil	Animal, Chaos, and Water	Orughi, barbarians, sailors
Spirits of Magic	See below	Chaos, Knowledge, Magic	Sorcerers, wizards
Highlord	Unknown	Luck, Protection, Sun	Humans

TABLE 7: Deities by Region and Race

Region/Race	Deities
Armach	Hiteh, Mislaxa, Sea Lord
Bakali	Jijin, or by class and alignment
Baltch	Greylord, Sea Lord
Draconians	Hiteh, or by class and alignment
Dragons	Erestem, or by alignment
Fire Minions	Erestem, Hiteh
Gnomes	Erestem, Hiteh, Mislaxa, Reorx, Udras
Hobgoblins	Erestem, Hiteh, or by class and alignment
The League	Greylord, Hiteh, Nuran, Reorx, Sargas, Sea Lord
Minotaurs	Sargas, or by class and alignment
Rainward Isles	Mislaxa, Reorx
Tamire tribes	Jijin, Mislaxa, Qu'uan, or by class and alignment
Thenol	Hiteh, Mislaxa, or by class and alignment

TABLE 8: Deities by Class

Class	Deities (Alignment)
Fighters	Qu'uan (LG), Reorx (N), Erestem (LE), Sargas (LE), Hiteh (CE)
Barbarians	Jijin (N), Hiteh (CE), Zeboim (CE)
Paladins	Mislaxa (LG), Qu'uan (LG), Supreme Forces (LG)
Rangers	Mislaxa (LG), Qu'uan (LG), Sea Lord (NG), Jijin (N)
Wizards	Spirits of Magic (LG, N, LE), Greylord (N), Sargas (LE)
Illusionists	Reorx (N), Udras (N)
Necromancers	Hiteh (CE)
Sorcerers	Spirits of Magic (LG, N, LE), Udras (N), Erestem (LE)
Clerics	Any
Druids	Sea Lord (NG), Greylord (N), Jijin (N)

Rogues	Nuran (N), Sargas (LE)
Bards	Nuran (N)
Monks	Mislaxa (LG), Supreme Forces (LG), Greylord (N), Nuran (N)

Erestem

The dark goddess of dragons, Erestem, is lawful evil. Her other names include Mwarg (hobgoblin) and Takhisis (Ansalon). Erestem is a malicious, dominating deity who seeks to bring the world under her control and the control of her dragons. As a god of dragons, hatred, and war, she is worshiped by fighters, sorcerers, and warlords. The domains she is associated with are Death, Evil Healing, and Trickery. Her holy symbol is a black crescent. The heavy mace is her favoured weapon.

Greylord

The god of meditation, learning, and time, Greylord, is neutral. He is associated with the gods named Gilean and Zivilyn in Ansalon, but has few titles in Taladas. Greylord is unknown outside of the cities of Southern Hosk and the writings of the Mischta. His worshipers include monks, druids, and wizards. The domains he is associated with are Knowledge, Magic, and Sun. His holy symbol is an open book. The quarterstaff is his favoured weapon.

Highlord

The abstract supreme god, Highlord, is beyond good and evil, law and chaos. Some humans, such as the Glass Sailors, worship the Highgod as the supreme force behind all other deities, and the ruler of Paradise. The domains he is associated with are Luck, Protection, and Sun. His holy symbol is the sun. His favoured weapon is the longsword.

Hiteh

The god of deceit, wealth, and tyrants, Hiteh, is chaotic evil. He is called Hith in Thenol, Usa the Mighty in Armach, Usk-Do by the hobgoblins, and Hiddukel in Ansalon. Barbarians, fighters, and necromancers favour Hiteh, and he is the master of Hitehkel. Ogres, hobgoblins, and fire minions worship him in savage lands. The domains he is associated with are Chaos, Death, Magic, and Trickery. His unholy symbol is a human skull. His favoured weapon is a morningstar.

Jijin

The supreme goddess of the natural world, Jijin, is neutral. She is known as Siarlass the Scaled One by the bakali and Chislev in Ansalon. She is especially influential in the human tribes of the Tamire, where her religion is associated with the horse. Barbarians, rangers, and druids worship her. The domains she is associated with include Animal, Healing, Plant, and Protection. Her holy symbol is an animal's fang. Her favoured weapon is the flail (heavy or light).

Mislaxa

The secretive goddess of healing, Mislaxa, is lawful good. She is known by this name throughout most of Taladas, except in Armach (where she is named Ildamar the Earthspirit) and Ansalon (where her name is Mishakal). Mislaxa is universally portrayed as a stranger in brown robes. Mislaxa's worshippers include good monks, paladins, and rangers, and they always act in utmost secrecy lest their mystery cult be discovered. The domains she is associated with are Good, Healing, Protection, and Trickery. Her holy symbol is a blue infinity symbol. Her favoured weapon is the quarterstaff.

Nuran

Nuran, the goddess of trade, industry, and civilisation, is neutral. She is known as the Victorious, and her temples of trade are found in the League cities and Baltch. Nuran is named Shinare in Ansalon. Her worshipers include bards, monks, and rogues, gnomes, as well as merchants and bureaucrats of all

types. The domains she is associated with are Knowledge, Law, Luck, and Magic. Her holy symbol is a ceremonial mace. Her favoured weapon is the rapier.

Qu'uan

The god of justice and manhood, Qu'uan, is lawful good. His title is "The Warrior," and he is known as Kiri-Jolith in Ansalon. Qu'uan is worshiped primarily by the fighters, paladins, and rangers of the Tamire, although his priests can be found elsewhere from time to time. His favoured weapon is the longsword, and the domains that he is associated with are Law, Protection, Strength, and War. His holy symbol is a horn.

Reorx

The god of the forge, Reorx, is neutral. He is known to be the creator of the mortal races, the crafts, and the entire world of Krynn. Reorx is the father and protector of the dwarves and the gnomes, each of whom consider themselves his favourite children. Craftsmen, fighters, illusionists, and tinkers of other races occasionally worship him as well. The domains he is associated with are Earth, Law, Strength, and War. His holy symbol and favoured weapon are both the warhammer.

Sargas

Sargas, the minotaur god, is lawful evil. His titles include Lord of Vengeance. Sargas is a subtle deity, whose intentions are too convoluted for mortals to comprehend, and most of his clerics maintain an air of secrecy. Sargas is especially venerated by minotaur rulers, and considered the patron of their race. He is also worshiped by fighters, rogues, and wizards. The domains he is associated with are Destruction, Fire, Law, and Trickery. His unholy symbol is a red condor. The greataxe is his favoured weapon.

Sea Lord

The god of sea and sky, Sea Lord, is neutral good. His other names include Blindel the Dolphin Lord (Baltch), Han-Yagas (League), and Habbakuk (Ansalon). Sea Lord is considered the protector of the elven nation of Armach, and is worshiped by druids, rangers, and sailors. Sea Lord is usually portrayed as a shining blue phoenix or a giant blue dolphin. The domains he is associated with are Air, Sun, Travel, and Water. His holy symbol is a blue kingfisher. His favoured weapon is the scimitar.

The Spirits of Magic

There are three spirits of magic, one for each moon – Solais (the white moon) is lawful good; Lunais (the red moon) is neutral, and Angomais (the black moon) is lawful evil. The moons of magic are not considered to be true gods, but powerful spirits that can be communed with for arcane knowledge. Their ethical guidelines are followed by sorcerers and wizards. The domains associated with the spirits of magic are Chaos, Knowledge, and Magic. Their holy symbols are the moons. The favoured weapon of their worshipers is the dagger.

The Supreme Forces

The supreme forces are considered to be lawful good. These abstract forces are not normally worshipped, and no images of them exist. The supreme forces are beyond mortal understanding, although some monks and paladins are devoted to these eternal mysteries. The male force is sometimes associated with the Ansalonian god Paladine, whereas the female force is linked with the Ansalonian god Majere. The domains they are associated with are Good, Knowledge, Law, and Protection. The supreme forces have no holy symbol, and their worshipers never require one in spells. The favoured weapon of these worshipers is the unarmed strike.

Udras

The god of change and flame, Udras, is neutral. His title is “The Alchemist,” and he is known as Sirrion in Ansalon. Udras the Alchemist is usually depicted as a gnome or as a god of living flame. He is worshiped by the gnomes of Hitehkel and by illusionists and sorcerers. The domains he is associated with are Chaos, Fire, Knowledge, and Luck. His holy symbol is a multi-coloured flame. The dagger is his favoured weapon.

Zeboim

The goddess of the sea, Zeboim, is chaotic evil. Her titles include the Sea Mother, the Dragon Turtle, and the Midnight Storm. She is worshipped by ocean-going creatures such as the primitive Orughi sea ogres and by certain fearful sailors and coastal barbarians. The domains she is associated with are Animal, Chaos, and Water. Her unholy symbol is a dragon turtle with a woman’s head. The longspear is her favoured weapon.

Unique Spells of Taladas

Dragon Tongues

Divination

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 0-ft.

Area: 30-ft-radius emanation centred on caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell grants all intelligent creatures within its area of effect the ability to speak and understand the language of any dragon. *Dragon tongues* does not imbue characters with understanding of draconic writings. Nor does this spell in any way predispose dragons toward those who gain the ability to speak their language.

The dragon knights of Southern Hosk commonly know the *dragon tongues* spell.

Luring Lights

Illusion (Pattern)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. +10 ft./level)

Area: 50-ft.-radius emanation centred on a point in space

Duration: 4 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates glowing balls of flickering light, one per level of the caster. The caster can control the shape and movement of each ball in a similar fashion to the *dancing lights* spell. These balls of light can be created at any point within range; thus, a powerful caster can affect a very large area with *luring lights*.

All humanoid creatures within 50 feet of a ball of *luring light* can hear an indistinct melody; combined with the visual fascination of the lights, this enchanted music has an effect much like that of a siren calling to sailors. Hulderfolk commonly use this spell to entice unwary mortals to a scene of revelry, where they can charm and play tricks upon their unwitting guests.

Any creature that fails a Will saving throw is compelled to follow the lights as they wander into deeper wilderness. The character will not realise that she is under a compulsion and has no sense of danger, only a driving curiosity. She will dissuade any who try to hinder her from following, even to the point of fighting off her allies. She will suffer from this compulsion until she has been out of sight of the lights for at least ten minutes.

Material Components: Phosphorous or glowworm, plus the seed of an avocado or pomegranate.

Major Cloak

Illusion (Glamer)

Level: Wiz/Sor 9

Components: V, S, F

Casting Time: 1 action

Range: Close

Area: One island, up to 5,000 square miles

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This potent dweomer is used by the Irda to cloak their hidden island sanctuaries, such as the legendary Anaiatha. It causes an island to become undetectable to normal sight and scrying.

Furthermore, the illusion affects all characters who come within one mile of its coastline, causing them to sail a circuitous route around the island while believing that they have sailed directly through the waters where the island lies hidden.

Natives of the island can hear the telepathic call of their homeland during the High Sanction of Solinari. During this phase of the moon, these individuals can make their way to the island, assuming that they have a ship or some other means to make the journey. Unfortunately for those wandering Irda who seek the location of Anaiatha, the journey lasts far longer than the High Sanction of Solinari, and few lost Irda are ever able to return to Anaiatha on their own.

Unfortunately, the spell has the drawback of radiating intense magic; those who scry the seas for such auras may be able to detect it.

Focus: Specially carved stone statue of the native race of the protected island.

Mindspin

Illusion (Phantasm) [mind-affecting]

Level: Wiz/Sor 8, WHS 7

Components: V, S

Casting Time: 3 hours

Range: Special

Target: One creature

Duration: Permanent until dispelled

Saving Throw: Will negates

Spell Resistance: Yes

Mindspin takes the innermost nightmares of the victim and makes them real in a startlingly vivid illusion. These illusions usually spawn dreamwraiths and dreamshadows to populate the victim's disturbed dream reality.

Mindspin requires both the caster and the victim to remain undisturbed for three hours while the caster sifts through the victim's mind to create the illusions. Any disturbance interrupts this process and spoils the spell. The victim then receives a Will saving throw to negate the *mindspin* (a *charmed* victim receives no save), falling into a troubled slumber if he fails this save.

The dream world created by the *mindspin* spell involves three separate layers of unreality. These are referred to as the *levels* of the dream. The *first level* extends to a maximum of 20 miles times the victim's Intelligence. The *second level* extends to a maximum of one mile times the victim's Intelligence. The *third level* extends to a maximum of 20 feet times the victim's Intelligence. Dreamwraiths and dreamshadows are common in all levels of the dream. Characters who move into the area of effect enter and experience the dream world of the victim. Such characters are constantly faced with deter-

mining what is real and what is illusion.

- ❖ The *first level* of the dream alters perceptions of time and space for all characters who venture into it. The terrain that characters travel through in the first level of the dream is not the actual terrain of the area, but an illusory land as perceived by the victim of the *mindspin*. Characters can travel many miles in the real world, yet only perceive moving a short distance in the dream reality. Perception of time within the first level of the dream is equally distorted. Characters may believe that they have been travelling for only a few minutes, when actually several days have passed.
- ❖ The *second level* of the dream distorts a character's perception of reality even further, for she no longer knows which of her companions are real and which are illusions. Dreamwraiths and dreamshadows gain Spell Resistance 13 at this level of the dream.
- ❖ The *third level* is the core of the dream, as even perceptions of self become distorted. In addition to the effects of the previous two levels, all successful rolls are considered failures, and all failed rolls are considered successes. Otherwise, adjust rolls normally. Furthermore, arcane spellcasters now cast spells at one level higher than normal. If this enables a character to cast a spell higher than she currently knows, the character can choose any one spell from the new level. The *mindspin* spell creates the illusion that the character knows and has prepared this new spell; however, it has only illusory effects.

The victim is always a central figure of the dream, which is drawn from his own perceptions, fears, and nightmares. If the victim is awakened, *mindspin* is dispelled and all three levels of the dream vanish immediately. *Mindspin* also ends if the victim is affected by a targeted *dispel magic*. Otherwise, characters within the dream can make Will saving throws to disbelieve individual illusions within the dream; disbelieving the dream itself requires a Will saving throw (minimum DC 26).

Gnomish Inventions

Gnomish inventions are almost exclusively driven by basic mechanical devices: gears, windmills, waterwheels, pulleys, and screws. Gnomes have done elementary work in chemical combustion (usually with explosive results) and can generate electrical charges of great power, but find little purpose in it. Clockwork mechanisms are a relatively modern development of gnomish technology. Only in Taladas is steam power used to any great degree.

When a gnome sets out to design some mechanism, it's a good bet that the invention will be at least 30 times larger than necessary, will make ten times as much noise as acceptable, and will have many totally redundant features (if it works at all).

To create a gnomish device, it is necessary to determine its abilities, size, and the Difficulty Class of its construction. A gnome character's player should follow these steps:

Determine Device Complexity

To create a technological device, you must first determine its level of complexity (and thus, the Difficulty Class of building the device). **Table 9: Gnome Device Complexity** shows the complexity modifiers for the various effects that gnomes commonly like to see on their devices. To determine the Difficulty Class of building the device, find the highest complexity modifier and add one point for each effect beyond the first.

The referee is the final arbiter of just which effects are needed to make a device function.

Ask all of the following questions when designing a gnomish device:

Will it inflict damage, protect a character from damage, or restrain a creature?

Refer to **Table 9: Gnome Device Complexity** to determine the complexity modifier from the amount of damage or the level of protection required.

If the device is designed to restrain a creature, then determine the complexity modifier by the maximum Size of creatures that it can restrain.

Does it move something or itself?

Determine if the device moves another object (e.g. throws a victim) or moves itself (e.g. a flying machine). If the device throws things, then consult the column labeled "Move Object" on **Table 9**. If the device moves objects within itself (e.g. a steam-ship), then check the column labeled "Speed." The numbers given in these movement columns can be either a total distance or a distance per round, whichever is most appropriate).

Does it alter the environment or have an area of effect?

The amount of material altered and whether the affected region is inside the device are an important consideration. If altering material inside the device, remember that the final size of the device will dictate how much material can be altered at once. If altering an external environment, then the size rating of the environment altered should be added to the complexity modifier (see **Table 10: Size of Gnomish Devices**).

Note that gnomish devices are often larger than the environments that they alter.

Does it alter an existing object?

Gnomes commonly build devices to help them build devices. If the device takes an unfinished or partially finished object and changes it into a more finished object, then the device has this effect.

Do the effects last for more than one round?

Check the Duration column for the complexity modifier, if appropriate.

Determine the complexity difference between the original object and its final state. This is done by subtracting the complexity modifier of the finished object from the complexity of the original object. For example, a machine designed to craft raw quartz into finished lenses takes an object of complexity modifier 20 and makes it into an object of complexity modifier 1, a difference of 19. A machine that takes glass (complexity modifier 8) and makes it into finished lenses (complexity modifier 1) has a complexity modifier of 7.

Final Difficulty Class

Each effect has a complexity modifier. Often a gnome will build a device with multiple effects; for example, a machine that moves along the ground and fires flaming metallic rocks has modifiers for both speed and damage. To determine the final Difficulty Class to build a device, first find the highest complexity modifier among the effects listed. Increase this modifier by 1 for each effect beyond the one listed. In the case of the vehicle mentioned above, that is one additional effect so 1 is added to its highest complexity modifier to determine the final Difficulty Class.

$$\text{Difficulty Class} = \text{highest modifier} + 1 \text{ per additional modifier}$$

TABLE 9: Gnome Device Complexity

DC	Damage	Protection	Restrained	Move Obj. ¹	Speed ¹	Light /Sound	Temp ²	Atmosphere ³	Information	Alter Object ⁵	Duration
1	1 hp	—	Fine	5'	10 feet	Darkness/Silence	±1°	Normal Air	Ruler	Perfect Optics	1-3 rounds
2	1d3 hp	+1 AC	—	10'	10 feet (Water)	Starlight/Whisper	±5°	Slight Odour	Protractor	Pipes & Wires	4-6 rounds
3	1d4 hp	—	Diminutive	15'	15 feet	Moonlight/Low Voices	±10°	Tainted	Compass	Springs & Gears	7-9 rounds
4	1d6 hp	+2 AC	—	20'	15 feet (water)	Candlelight/Talking	±20°	Stink	Abacus	Tools	1-3 minutes
5	1d8 hp	—	Tiny	25'	20 feet	Lamp/Shout	±30°	Stench	Theodolite	Steel	4-5 minutes
6	1d10 hp	+3 AC	—	40'	20 feet (water)	Daylight/Yelling	±50°	5,000' alt.	Pressure Gauge	Processed Food	10-20 minutes
7	1d12 hp	—	Small	80'	30 feet	Desert Sun/ Noisy	±100°	10,000' alt.	Clockwork Sequencer	Iron	30-60 minutes
8	2d6 hp	+4 AC	—	120'	30 feet (water)	Lightning/Loud	±200°	—	Inertial measure	Glass	—
9	2d8 hp	—	Medium	160'	40 feet	Blinding/Roar	±300°	<i>Stinking cloud</i>	Sound recording	Polished Wood	—
10	1d20 hp	+5 AC	—	200'	40 feet (water)	Deafening	Burn Wood	—	Programmed Sequencer	Cooked Food	—
11	2d10 hp	—	Large	240'	20 feet (air)	—	Liquid to Gas	Sickening	Picture recording	Refined ore	1-3 hours
12	2d12 hp	+6 A	—	300'	80 feet	—	Solid to Gas	Vacuum	Automated Calculator	Tooled Wood	4-6 hours
13	3d8 hp	—	Huge	600'	80 feet (water)	—	Solid to Liquid	Poisonous	Light Measure	Cut Wood	7-12 hours
14	3d10 hp	+7 AC	—	1,000'	30 feet (air)	—	Liquid to Solid	—	Direct Wire Control	Plowed Field	1 day
15	3d12 hp	—	Gargan.	2,000'	150 feet	—	Solid to Gas	—	Transmit Directly	Raw Ore/Raw Food2-	3 days
16	3d20 hp	+8 AC	—	5,000'	150 feet (water)	—	Gas to Solid	—	Remote control	Broken Ground	1 week
17	1d100 hp	—	Colossal	5 miles	60 feet (air)	—	—	—	Transmit Sound	Broken or Cut Trees	—
18	—	+9 AC	—	10 miles	300 feet (land/water)	—	—	—	—	Cleared Ground	1 month
19	—	—	—	20 miles	Forward in Time	—	—	—	—	Wooded Ground	—
20	—	+10 AC	—	50 miles	Backward in Time	—	Transmutation ⁴	—	—	Raw Stone	Permanent

- ¹ This represents the distance that an object is moved in one round.
- ² The change of elements from one state to another is not permanent, lasting only while the device is in operation. Note that this column does not take into account the secondary effects as a result of the heat or cold involved. For example, the heating of sand to melt it into glass is figured on the Alter Object column rather than this one.
- ³ *Transmutation* is the permanent alteration of an items basic properties (e.g. lead to gold).
- ⁴ Not only does this column deal with the state of the atmosphere, but with differences in air pressure as well. *Hypoxia* (a drunken condition due to lack of sufficient atmosphere) occurs at altitudes over 10,000 feet.
- ⁵ This column is used differently than the other columns; refer to the text for details.

Size of the Device

The size of a gnomish device greatly affects the ease of its creation and determines whether sufficient materials are available to build it. Generally speaking, the larger the device, the less complicated it is (i.e. the gnome has a better chance of building it successfully), while the smaller the device, the more complicated it is (i.e. the gnome is likely to fail). This reflects the gnomish philosophy of engineering. However, larger devices require more materials to build, are more expensive, and are harder to move. After determining the Difficulty Class of the device, the player then chooses the size (based on the descriptions on **Table 10: Size of Gnomish Device**). This grants the character a modifier (either a bonus or a penalty) to his Craft skill check.

TABLE 10: Size of Gnomish Devices

Size	Example	Check Mod.
1	Small Sack	−9
2	Knife	−8
3	Sword/Pouch	−7
4	Crossbow	−6
5	Backpack	−5
6	Chest	−4
7	Couch	−3
8	Small Cabinet/Human	−2
9	Large Cabinet	−1
10	Large Wagon	0
11	Small Cottage	+1
12	Large Cottage	+2
13	Mansion	+3
14	Tower (3 stories)	+4
15	Tower (6 stories)	+5
16	Tower (10 stories)	+6
17	Small Keep	+7
18	Castle	+8
19	Township	+9
20	Mountain	+10

Cost of the Device

Each device must have a number of components equal to its Difficulty Class. If the device has a DC 15, then it must have 15 separate parts. The components used are determined by the desires of the gnome designer, with at least one part from each of the first four groups. Parts from group #5 are required for any device that has a delayed action, an automatic sequence, or has anything to do with information storage or communication.

Multiply the total costs of all components by the size of the device to determine the cost of building the device. Gnomes often think up items that are far too expensive to build!

It must be noted that a gnome can construct any of these items from elementary materials (cut wood from trees for frames, cut gears from sheets of metal, etc.), but this doubles the construction time of the device.

TABLE 11: Device Components and Their Costs**Part Group #1: Mechanical Transmissions**

Pulleys	5 stl
Shafts	10 stl
Gears	20 stl
Belts	100 stl
Screws	500 stl
Blades	1,000 stl

Part Group #2: Other Transmissions

Fins (Vanes)	10 stl
Rods (Steel)	20 stl
Glass Rods and Panes	40 stl
Bellows	200 stl
Pumps	1,000 stl
Tuning Forks	2,000 stl

Part Group #3: Drive Sources

Counterweights	30 stl
Coiled/ Wound Springs	60 stl
Waterwheel	100 stl
Windmill/Coal Fire	200 stl
Steam Pipes and Boiler	1,000 stl
Sun Mirror	2,000 stl

Part Group #4: Basic Frames

Stonework	5 stl
Wood Frames	10 stl
Iron Frames	20 stl

Part Group #5: Mechanical Components

Clockworks	30 stl
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Building the Device

The time required to build the device depends upon its size and complexity. According to the following table. Multiply the size of the device by its Difficulty Class and then refer to **Table 12: Construction Time**. Having additional gnomes assisting does not decrease the construction time.

TABLE 12: Construction Time

Size x DC	Time to Construct
1-3	1d10 x 10 minutes
4-10	2d20 x 10 minutes
11-25	2d20 hours
26-50	2d6 days
51-100	1d4 weeks
101-400	2d20 months
401+	4d12 months

At the end of the construction period, the gnome character must make a Craft skill check to determine whether he has created the device as designed:

$$1d20 + \text{Size modifier} + \text{Craft skill modifier}$$

$$(\text{Craft skill modifier} = \text{skill rank} + \text{Int modifier} + \text{miscellaneous modifiers})$$

If this check fails, the gnome character should make an Intelligence check (same DC as the device). A success indicates that the device simply fails; however, a failure indicates that the device suffers a **mishap**.

Success: This means that the device works as intended. It will move, inflict damage, send messages, heat food, make light, or whatever it was created to do.

Failure: The device totally fails to function. Any gnome whose level is equal to or greater than the Difficulty Class of the device can attempt to repair it (the modifier for Size applies). The repair time is two hours times the DC of the device. However, each time that a device fails, a -1 modifier is subtracted from the Craft skill check.

Mishap: The device does not act as the designer originally intended. The precise effects vary, but in general the referee should consult **Table 13: Gnome Mishaps**. A misfiring device may be repaired as above.

Roll 1d20; if the roll is equal to or less than the gnome's level, then the player may choose any result from the Table 13. Otherwise, apply the result rolled.

TABLE 13: Gnome Mishaps

1d20	Mishap Description
1-8	Needs Another Part
9	Communication Glitch
10-11	Improper Alteration
12	Unexpected Glow
13	Olfactory Malfunction
14	Unbearable temperature Change
15	Horrendous Sound
16	Uncontrollable Movement
18	Hazardous Malfunction
19	Pursuit
20	Explosion

Note: The degree of any effect or damage caused by a misfiring device is often equated with its complexity (and thus, it's Difficulty Level). To find the magnitude of the specific effect involved, look on **Table 9: Gnome Device Complexity**. For example, if damage equal to a DC 6 device were inflicted, then 1d10 hit points of damage would be lost.

Needs Another Part

The device requires another device to be built before it can function properly. The new part *must* be a useful device in its own right and have a demonstrated use other than merely fixing the original invention. This second device must be built using the same rules as any other device.

For example, a gnome who gets this result while attempting to construct a catapult now declares that he must first build an automated can opener before he can finish the catapult. Of course, if a mishap occurs while building the can opener, the gnome may need to build yet another device...

Communication Glitch

If the device was designed to communicate, it will function in unexpected ways at the discretion of the DM. If the device was not meant to communicate, it will do so in an unexpected way. Options include sending messages directly to foes and enemies with perfect clarity; randomly changing messages in such a way that their true intent is never trustworthy; or only sending every second or third word.

Improper Alteration

If designed to alter an object, the machine will do so improperly. If it is not designed to alter an object, it will do so badly (Difficulty Class minus 1d4) in an unexpected way. Options include reducing finished goods to their base elements; creating something of limited use in the current situation; or doing the reverse of its intention.

Unexpected Glow

The machine suddenly begins to glow so brightly that the operator and anyone within 10' x the size of the object is blinded for 10 rounds. No other functions occur.

Olfactory Malfunction

If the device was designed to change the state of the surrounding atmosphere, it will have the reverse effect: machines designed to clear the air will pollute it, and machines designed to create fog may clear it). If not so designed, it will create a *stinking cloud* effect within a radius of ten times its Size rating in feet. The gas is produced as long as the machine continues to function, and remains for an additional 1d6 minutes thereafter.

Unbearable Temperature Change

If designed to create a certain temperature, the device will have the opposite effect (for example, an oven will refrigerate). If not, then the device will produce heat (50%) or cold (50%) to a degree equal to its Difficulty Class. This may result in the destruction of the machine itself should the temperature rise to the point of burning or melting its components.

Horrendous Sound

The device makes a horrible deafening noise within a radius of ten times its Size rating in feet. All creatures within this area must make a Fortitude saving throw (DC 15) or flee the area at one. Any who remain suffer a -5 penalty to attack and Armour Class until the sound ceases. The noise continues as long as the machine continues to function.

Uncontrollable Movement

Regardless of the intention of the device, it suddenly takes off on its own at a speed equal to its Difficulty Class. If the device was designed to fly, it actually digs or submerges; otherwise, it runs or flies in a random direction at a speed equal to its complexity. No directional control is possible. The device continues to move as long as it is turned on.

Hazardous Malfunction

The device inflicts damage equal to its Difficulty Class upon the nearest character, and then fails. The machine must be repaired before it can be used again.

Pursuit

The device attacks its operator for damage equal to its Difficulty Class and unerringly chases the operator for a number of rounds equal to 1d6+5 or until it is shut off, whichever comes first. The operator of the device must make a Dexterity check (DC 15) to turn off the device. The machine attacks with an attack bonus equal to its Difficulty Class.

Explosion

The machine explodes, inflicting damage equal to its Difficulty Class to all creatures and objects within a radius of ten times its Size rating in feet. The machine is then broken and must be repaired before it can be used again.

Example Gnomish Devices

Blamblower

This was designed as a portable device that does damage to foes at a distance. This complex weapon is worn as a backpack and can throw a keg of volatile oil up to 300 feet away, causing 1d20 points of damage. It has six such charges before it must be rebuilt.

Type	Effect	Modifier
Damage	1d20	10
Move object	300	12
DC Modifiers	Number	DC
Highest modifier	12	12
Additional effects	1	1
Total:		13
Size	Example	Check mod.
5	Backpack	-5

Gnomeflinger

This is the gnomish answer to stairs: an automated way to get to one place to another quickly and with relative safety. The device uses a combination of catapults of various sizes and principles as well as nets, and launches a man-sized or smaller individual 600 feet into the air. The double-emergency backup sponge landing system is an extra option not included in the base price of the system, of course.

Type	Effect	Modifier
Move object	600 feet	13
DC Modifiers	Number	DC
Highest Modifier	13	13
Additional Effects	0	0
Total:		13
Size	Example	Check Mod.
11	Cottage	+1

Netflinger

This gnomish invention is supposed to render an opponent temporarily immobilised from a distance and thus allow the attacker to possibly capture the opponent unharmed. Unfortunately the ultimate effect was all too often felt by the user of the device rather than the foe.

The netflinger, when it operates successfully, entangles any creature of Medium-size or smaller within 25 feet.

Type	Effect	Modifier
Restrain	Medium	9
Move Object	25 feet	5
Duration	1-3 rounds	1
DC Modifiers	Number	DC
Highest modifier	9	9
Additional Effects	2	+2
Total:		11
Size	Example	Check Mod.
4	Crossbow	-6

Stewmatic

Original concept: a device to prepare meals. This labour-saving invention turns perfectly good raw vegetables and meat into an amorphous mass of steaming glop.

Type	Effect	Modifier
Temperature	+300°	9
Alter objects	Raw – cooked	5
Information	Clockwork	7
DC Modifiers	Number	DC
Highest modifier	9	9
Additional effects	2	2
Total:		11
Size	Example	Check mod.
6	Chest	-4

Whooshwagon

The original concept was a device to transport a family of gnomes over a distance. This large wagon device is self-propelled but only goes 20 miles in the course of a three-hour period.

Type	Effect	Modifier
Speed	40 feet	6
Duration	Three hours	12
DC Modifiers	Number	DC
Highest modifier	12	12
Additional effects	1	1
Total:		13
Size	Example	Check mod.
10	wagon	0

Monsters of Taladas

Accantus

	Medium-sized fey
Hit Dice:	4d6+12 (26 hp)
Initiative:	+7 (Dex, Improved Initiative)
Speed:	20 ft., Swim 20 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	2 fists +3 melee; or weapon +3 melee
Damage:	Fists 1d3+2; or weapon
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Summon water elemental
Special Qualities:	Control water, predict weather, summon fish, water form
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 12, Dex 16, Con 16, Int 10, Wis 11, Cha 11
Skills:	Animal Empathy +4, Hide +9, Intuit Direction +4, Listen +4, Move Silently +8, Spot +4.
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Temperate aquatic
Organisation:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	By character class

Accanta are Children of the Sea (c.f.) that were mistreated by their human families and, for some reason, transform into a wild, almost feral creature. Like Children of the Sea, all accanta can breathe both air and water and are comfortable dwelling at great depths underwater. As an accantus approaches maturity, it becomes increasingly strange and inhuman, and leaves its adoptive parents as soon as possible. The accantus will live alone in seaside caves and ocean depths.

Like Children of the Sea, accanta look human, but have at least one feature that gives them away, such as brilliantly green eyes, hair with a green tint, or exceptionally advanced webbing of the fingers and toes.

Combat

Accanta can learn to use any weapon that a human might use, although they prefer harpoons and nets. They also possess a number of innate abilities, which are used almost unconsciously.

Control Water (Sp): From the age of nine onwards, an accantus can cast *control water* at will, as a 7th-level caster.

Predict Weather (Ex): From the age of five, the accantus can predict the weather in the local region with 90% accuracy, up to 48 hours in the future.

Summon Fish (Sp): From the age of seven onwards, the accantus can cause any fish within 60 yards to swarm around his location. He can do this once per day.

Summon Water Elemental (Sp): Once per day, an accantus can summon one small water elemental with maximum hit points. Water elementals will never attack accanta.

Water Form (Su): The accantus can transform his body into water at will, striking with his liquid fists for 1d8 points of damage each. Accanta are immune to blunt weapons and take only half damage from edged weapons in this form. In addition, they can alter their shape to any form desired, and may use this ability to slide under doors, through cracks, or any other obstruction that is not water-proof. They

are practically invisible in water.

Accantus Society

Accanta do not mate or reproduce. Humans seldom see Accanta and live to tell the tale. Evidence of their presence may be found, however – their former family members are often found drowned in their own beds in otherwise dry homes.

Anemone, Giant

	Large animal
Hit Dice:	16d8+48 (120 hp)
Initiative:	+2 (Dex)
Speed:	5 ft.
AC:	18 (–1 size, +2 Dex, +7 natural)
Attacks:	10 tentacles +16 melee
Damage:	Tentacles 1d4+4 plus poison
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, poison, spew acid, swallow whole
Special Qualities:	Fast healing 1
Saves:	Fort +13, Ref +6, Will +3
Abilities:	Str 19, Dex 13, Con 16, Int 1, Wis 8, Cha 4
Skills:	Hide +6, Listen +6, Move Silently +2, Spot +3
Feats:	None
Climate/Terrain:	Temperate and warm aquatic
Organisation:	School (5–20)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17+ HD (Huge)

The anemone is a voracious carnivore of the sea floor. It has a thick, cylindrical trunk that is ten feet in diameter and about eight feet tall. The trunk is usually bright purple, but can also be blue, pink, red, pink, or any combination of these hues. The bottom of the trunk is covered with small suckers, while the top contains a toothless maw surrounded by many translucent tentacles, each 10-15 feet in length.

Combat

The anemone attacks with whip-like lashes of its ten tentacles. These carry a poisonous sting, which the anemone uses to subdue prey before swallowing it whole.

Poison (Ex): A victim struck by a tentacle must make a single Fortitude saving throw (DC 20). If successful the character is immune to all paralyzing and poison effects of that particular anemone. Otherwise, the victim suffers 1d6 points of Strength loss and becomes paralyzed for the next 3d6 rounds. During this time, the victim is unable to attack or take any other actions. Should the victim's Strength be reduced to 0 or below, he is rendered permanently paralyzed until the lost points are restored.

Fast Healing (Ex): An anemone heals at the rate of 1 hit point per round.

Spew Acid (Ex): If an anemone suffers 30 or more points of damage in a single round, it withdraws all of its tentacles within the trunk and spews acidic juices in a 10-ft. radius for 1d10 rounds. Those within ten feet of the anemone when it spews juice must make a Fortitude check (DC 20) or suffer 1d4 points of damage, checked each round that the character is exposed to the acid. When the anemone ceases spewing acid, it releases its tentacles.

Swallow Whole (Ex): An anemone can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check, sealing the mouth after the victim has been swallowed. Tiny valves at the base of the trunk expel all of the water in the trunk cavity (taking eight rounds) before secreting acidic juices that fill the cavity at the rate of one foot per minute until the entire cavity is flooded. The swallowed creature suffers 1d8+4 points of crushing damage per round from the anemone's stomach. Beginning on the first round of secretion, the trapped victim suffers 1d4 points of acid damage. Digestion is complete when the victim is reduced to -20 or fewer hit points, after which there are no physical remains.

A swallowed creature can cut its way out using claws or a Small or Tiny slashing weapon to deal 50 points of damage to the stomach. Piercing weapons from outside attackers have a 20% chance of striking the victim trapped in the trunk. If a trapped character is freed, all characters within ten feet of the anemone suffer 1d4 points of acid damage for one round per foot of acid within the trunk.

The giant anemone's stomach can hold one Medium-size or smaller creature.

Anhkolox

	Huge undead
Hit Dice:	12d12 (78 hp)
Initiative:	-1 (Dex penalty)
Speed:	20 ft., Swim 20 ft.
AC:	14 (-2 size, -1 Dex, +7 natural)
Attacks:	2 claws +6, horns +3
Damage:	Claws 2d4+10, bite 1d6+10
Face/Reach:	15 ft. by 15 ft./10 ft.
Special Attacks:	Breath weapon, burn, ensnare, improved grab, trample
Special Qualities:	Cold and fire resistance 20, SR 15, turn resistance +2
Saves:	Fort +6, Ref +3, Will +5
Abilities:	Str 30, Dex 9, Con —, Int 1, Wis 4, Cha 4
Skills:	Move Silently +4, Spot +3
Feats:	Great Fortitude, Improved Bull Rush, Multiattack
Climate/Terrain:	Any aquatic, desert, marsh, and underground.
Organisation:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13 to 16 HD (Huge); 17 to 24 HD (Gargantuan)

The anhkolox is an undead beast of unknown origin, probably related to the stahnk and gholor (c.f.). Like these other undead beasts, the anhkolox dwells alone in desolate regions, having long ago destroyed all other creatures in its immediate vicinity.

The anhkolox is a reptilian beast twenty feet in length, with glowing green bones protruding from its rotting flesh. The beast is extremely hot, and radiates an aura of heat and the foul stench of burning, rotted meat. It has a great horned head, and bare ribs that form a nasty cage. An anhkolox walks on all fours but can rear up on its hind legs to bring its powerful forelegs to attack, balancing with its stubby tail.

Combat

The anhkolox assaults anything that moves, attacking with its razor-sharp claws and horned head. It prefers to focus on one opponent at a time, flinging others away or ensnaring them in the barbed cage of its exposed ribs.

Breath Weapon (Su): An anhkolox can breath an icy cone of green flame, seven feet long, once every 1d4 rounds. An opponent struck by the green fire takes 2d4 points of damage (Reflex save for half damage, DC 13). Opponents who fail this saving throw suffer from throbbing bones for 1d6 minutes, and suffers a –1 penalty to attacks and AC.

Burn (Su): Creatures hitting an anhkolox with natural weapons or unarmed attacks take 1d6 points of fire damage due to intense heat. This even occurs underwater.

If the beast strikes an inflammable object (such as a wooden shield) or is struck by one (such as a staff), the object bursts into flames, taking 1d6 points of damage per round. A creature can take a move-equivalent action to put out the flames (this provokes an attack of opportunity). Objects cannot burn underwater.

Improved Grab (Ex): An anhkolox must hit with its claw attacks to use improved grab. A creature grabbed by the anhkolox may be flung thirty feet away if it is Medium-size or smaller, taking falling damage.

Trample (Ex): As a standard action during its turn each round, a anhkolox can run over an opponent of Large size or smaller. The trample deals 3d8 bludgeoning damage, with a Reflex save (DC 26) for half damage. Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty.

Ensnare (Ex): The anhkolox can attempt to ensnare a grabbed or trampled opponent of Large size or smaller within its ribcage by making a successful grapple check. Once inside, the opponent takes 1d4 points of damage per round from the barbed bones of the beast, plus 1d10 points of damage from intense heat. A creature can break free from the ribcage once the anhkolox loses 50% of its total hit points; an anhkolox that has already taken this much damage cannot ensnare opponents.

An anhkolox's ribcage can hold one Large, two Medium-size, or four Small or smaller creatures.

Aphelka

Medium-sized giant

Hit Dice:	4d8 (18 hp)
Initiative:	+6 (Dex, Improved Initiative)
Speed:	30 ft., Swim 30 ft.
AC:	12 (+2 Dex)
Attacks:	Mace +3 melee
Damage:	Mace 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Alternate form, darkvision 60 ft.
Saves:	Fort +1, Ref +6, Will +1
Abilities:	Str 10, Dex 14, Con 11, Int 12, Wis 11, Cha 15
Skills:	Move Silently +6, Spot +3, Swim +4
Feats:	Improved Initiative, Multi-attack
Climate/Terrain:	Temperate aquatic
Organisation:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

Around the time of the Cataclysm, certain Irda underwent a transformation, becoming closely linked with the sea. These Irda became the yrasda, an Irda-like race, whose members could transform themselves into specific sea creatures.

The aphelka are a breed of yrasda able to transform into squid. In their humanoid forms, aphelka are slender in build, with silver eyes and drooping eyelids. Their skin tone varies between deep sea green

and midnight blue. They are graceful and possess beautiful voices.

Combat

Aphelka are generally harmless, although they will fight to defend themselves. On land, they will fight with weapons (usually maces) if possible, for all breeds of yrasda have lost their spell casting abilities. If they enter combat in the water, they assume their squid form.

Alternate Form (Sp): At will, an aphelka can transform into a squid, as though using the *shapechange* spell. The creature can do this, at will, with no maximum duration. See page 202 of the Monster Manula for the creature's abilities in squid form.

Aphelka Society

Most breeds of yrasda try to live in harmony with nature, of which they consider themselves a part. Unlike their Irda ancestors, yrasda are not vegetarian, and will kill unintelligent animals for food. Aphelka are found throughout the temperate reaches of the Western Ocean, living a mostly nomadic existence, sometimes settling near a seacoast for a short while. Aphelka sometimes enter into trade agreements with human, minotaur, or Mischta communities, exchanging items made of coral, shells, and pearls for news of the world outside the waves or part of a fisher's catch.

Bolandi

	Medium-size giant
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (Dex bonus)
Speed:	30 ft.
AC:	13 (+3 Dex bonus)
Attacks:	Halfspear +0 melee; or shortbow +4 ranged
Damage:	Halfspear 1d6-1; shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Powder bombs
Special Qualities:	Darkvision 60 ft., displacement, SR 15
Saves:	Fort +4, Ref +6, Will +3
Abilities:	Str 9, Dex 16, Con 12, Int 12, Wis 14, Cha 12
Skills:	Climb +4, Hide +5, Jump +4, Listen +3, Move Silently +5, Spot +3
Feats:	Lightning Reflexes
Climate/Terrain:	Warm forests and mountains
Organisation:	Solitary, company (2-5), or clan (40-60)
Challenge Rating:	1
Treasure:	Standard gems, 50% items
Alignment:	Often chaotic good
Advancement:	By character class

Bolandi are a race of tree dwellers with minor illusionary powers. They may be distantly related to the Irda but their origins are not known with any certainty. A mischievous race, bolandi are the most skilled practical jokers on Krynn.

Bolandi are slight humanoids, descended from the ancient ogres, with smooth brown skin, brown hair and eyes. They are slim but well-muscled, with long toes and fingers and high-pitched barking voices. Bolandi wear loose linen clothing.

Bolandi speak their own language and that of the Irda.

Combat

The bolandi do not live in a martial society, but learn to defend themselves from their natural enemies – griffins, tigers, and the occasional ogre – with simple spears and bows. Bolandi sometimes smear their weapons with a paralytic poison (save DC 15, 1d4 Dex damage, secondary damage 1d3 Dex).

Displacement (Sp): By the age of maturity (15 years), a bolandi can displace themselves once per day, as a *displacement* spell cast by a sorcerer of the same level. At 40 and older, a bolandi can use this ability twice per day.

Powder Bombs (Ex): Bolandi have learned to make powder bombs from the Mischta. These bombs, when dropped, force Fortitude saving throws (DC 10) in a 10-ft. spread; creatures that fail this saving throw are stunned for 2d4 rounds.

Skills: Bolandi gain a +4 racial bonus to Climb and Jump checks.

Bolandi Society

Most bolandi live on the island of Selasia in the Spine of Taladas, but a few live on other, smaller islands in the tropics. Bolandi live in villages constructed in the limbs and branches of tropical trees. Their homes are constructed from vines, ropes woven from jungle plants, and reeds.

Bolandi Characters

The favoured class of bolandi is illusionist, and their leaders are usually illusionists of 5th level or higher. They are instructed in these arts by Mischta wizards and sorcerers, who sometimes regret it.

Child of the Sea

	Medium-sized fey
Hit Dice:	2d6+4 (11 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	13 (+3 Dex)
Attacks:	Harpoon +2 melee; or net +4 ranged
Damage:	Harpoon 1d8+1; net entangle
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Control water, predict weather, summon fish
Saves:	Fort +2, Ref +6, Will +3
Abilities:	Str 12, Dex 16, Con 15, Int 12, Wis 10, Cha 12
Skills:	Animal Empathy +5, Handle Animal +5, Hide +5, Intuit Direction +2, Listen +4, Move Silently +4, Spot +4, Swim +5 Wilderness Lore +4
Feats:	Dodge, Endurance
Climate/Terrain:	Temperate aquatic
Organisation:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	By character class

Children of the Sea look very similar to humans, but always have one or more inhuman features that betray their inhumanity, such as breath like a briny breeze, eyes like emerald green orbs, entirely webbed fingers and toes, or hair of an aquamarine hue.

Children of the Sea are a separate race of amphibious beings that breed with humans to produce offspring and leave their children with human parents to be raised. From birth, the Child of the Sea can

breathe both water and air, and is comfortable even in deep water. When a Child of the Sea reaches maturity, she finally answers the call of the ocean waves, living their lives in the deeps – except for the occasional tryst with a human.

Combat

Children of the Sea are generally peaceful, but will defend themselves if attacked. They can learn to use any weapon that a human might use, but prefer harpoons and nets. They never wear armour by choice. They also possess a number of innate abilities, which are used almost unconsciously (usually to protect their adoptive families).

Control Water (Sp): From the age of nine onwards, the Child can cast *control water* at will, as a 7th-level sorcerer.

Predict Weather (Ex): From the age of five, the Child can predict the weather in the local region with 90% accuracy, up to 48 hours in the future.

Summon Fish (Sp): From the age of seven onwards, the Child can cause any fish within 200 feet to swarm around his location. She can do this once per day.

Child of the Sea Society

Children of the Sea are members of human society for during the first years of their lives. When they go off on their own, they live in relative harmony with nature, surviving on fish and sea plants. They occasionally recall their human childhood and crave the companionship they once had, thus venturing onto land for a night or two. Infant Children of the Sea are born of such adventures. Males take no part in raising their offspring, although they may occasionally visit or secretly leave a gift for mother or child. Females will return to the ocean to bear their children, and attempt to leave it with the father or another human family. Children of the Sea cannot reproduce with others of their kind.

Child of the Sea Characters

After growing up in a human home, Children of the Sea enter the ocean depths and lead a solitary and nomadic life. While they never kill for sport, Children of the Sea regard sharks as their deadly enemies. Their favoured class is ranger.

Daemon Warrior

	Medium-sized undead
Hit Dice:	5d12 (32 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft., fly 50 ft. (Good)
AC:	20 (+10 natural)
Attacks:	Scimitar +2 melee
Damage:	Scimitar 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear aura
Special Qualities:	Damage reduction 10/+1, divine vulnerability, death throes, fire defenses, SR 12
Saves:	Fort +3, Ref +1, Will +7
Abilities:	Str 14, Dex 11, Con —, Int 18, Wis 17, Cha 12
Skills:	Hide +6, Intimidate +8, Knowledge (religion) +6, Listen +8, Move Silently +8, Scry +4, Search +8, Spellcraft +6, Spot +8.
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility.
Climate/Terrain:	Any land

Organisation:	Solitary, or patrol (5–20)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Daemon warriors are special undead beings created by Chaos to slay and terrorise his enemies, and were a major force in the attempted destruction of Krynne. These creatures have no true physical form, but appear differently to all those who see them, appearing as the most frightening thing that the victim can imagine.

Combat

Daemon warriors employ normal weapons that have been crafted in an eerie and bizarre fashion. Although daemon warriors appear to be clad in armour of various designs, this is merely an illusion to strike fear into the hearts of mortals.

Divine Vulnerability (Ex): Weapons that have been *blessed*, whether via the clerical spell or directly by a deity, destroy the daemon warrior on contact unless it makes a Fortitude save (DC 10 + damage rolled); this destroys the weapon. A cleric can use his holy symbol to make an unarmed attack, possibly causing the daemon warrior to perish and destroying the holy symbol.

Death Throes (Su): When reduced to zero hit points, the daemon warrior explodes in flames, inflicting 1d6 points of damage to all beings within 5 feet. In addition, the explosion automatically destroys the weapon striking it, unless enchanted to at least +1.

Fear Aura (Su): All creatures within 10 feet of a daemon warrior feel great fear, unless they have an Intelligence score of 20 or greater. Any living creature that comes within a daemon warrior's fear aura must make a Will saving throw (DC 13) or become *panicked* for 3d10 rounds.

Immunities (Su): Daemon warriors are immune to fire, even magical flames such as *fireball* or red dragon breath, and cold-based attacks.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. A *raise dead* spell will destroy the daemon warrior (Will save to resist). Although they dislike sunlight, daemon warriors are not actually harmed by it.

Daemon Warrior Society

Daemon warriors are specially created for warfare, roaming singly or in small bands across the countryside, attacking everything in sight. Their purpose for existence is to wipe out all living beings. During these forays, they sometimes ride fire dragons. These undead are chaotic beings that are difficult to amass into large armies due to their hatred of order, instilled by Chaos Himself.

Disir

Medium-sized monstrous humanoid

Hit Dice:	5d8+10 (32 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claws 1d4+3; bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Pain
Special Qualities:	Darkvision 60 ft., fire resistance 5
Saves:	Fort +3, Ref +6, Will +8
Abilities:	Str 16, Dex 14, Con 15, Int 14, Wis 12, Cha 4
Skills:	Hide +11, Listen +6, Move Silently +11, Search +7, Sense Motive +5, Spot +4.
Feats:	Blind-Fight, Cleave, Iron Will, Toughness
Climate/Terrain:	Any underground
Organisation:	Brood (2–5) or tribe (50–100 individuals)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

The disir are a race of deep-dwelling subterranean creatures of disgusting appearance. They stand six to seven feet in height, although they are normally considerably hunched. An aura of stench and decay hangs around the disir. Parts of their bodies are covered with a natural armour, while other parts show exposed rubbery flesh, with a pasty green-white skin tone. Their pores exude a thick coating of slimy gel, which is normally polluted with dirt, debris, and bits of dead flesh.

Combat

Disir usually fight with claws and bite, but have been known to use weapons on rare occasions. The claws are powerful and long, easily able to crush soft stones; their bite is particularly vicious, due to protruding fangs and a long, razor-sharp rasp-like tongue that shears flesh from bone. Disir prefer to fight with their claws whenever possible, biting only helpless opponents.

Fire Resistance (Ex): The slimy, noisome gel that coats the disir provides protection from fire-based attacks. The disir gains a special +4 racial bonus to saving throws vs. fire attacks.

Pain (Ex): The slimy jelly that drips from a disir's body is toxic, causing intense pain to those struck or bitten by a disir. Those struck by a disir must make a Fortitude saving throw at the end of the round; only one roll need be made, regardless of the number of times the character has been hit. If struck by claws, the DC is 12; if bitten, the DC is 15; and if both types of attack strike a character, the DC is 18. If the saving throw is failed, the jelly generates a burning fire, starting from the point of the wound and cramping the muscles, gradually paralysing the victim. The process takes 1d4+1 rounds; each round, the character suffers a cumulative penalty of –1 to attack rolls. The pain lasts for 1d4 minutes per failed saving throw.

The toxic gel has a very short life when exposed to air; it is effective on the disir only because their bodies are constantly renewing it. However, it cannot be bottled or kept and used by others.

Disir Society

The disir are a secretive group, due in part to their remoteness and in part to their fanatical hatred and xenophobia. Deep beneath the surface of Taladas they fashion tunnels or appropriate the homes of other subterranean races.

The disir live in communal tribes of 50 or more members, sharing the duties between all adult members. The disir are dominated by those individuals in the “female phase;” an individual may be male or female, depending on what stage of life it is in. Eggs are laid in incubator halls and are guarded at all times. Warfare between tribes of disir is unknown.

The disir are not so scrupulous about other races, viewing any outsiders as a source of food; treaties or truces are unthinkable. Although omnivorous, disir greatly favour meat of any kind. They are untroubled by spoilage or decay, eating anything they can kill or scavenge. Food gathering and raiding is done in groups and the spoils are brought back to the tribe and divided equally. Those who cannot contribute to the tribe are killed.

Draconian, Sesk

	Medium-sized monstrous humanoid
Hit Dice:	2d8 (9 hp)
Initiative:	+0 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 claws +2 melee; or light crossbow +2 ranged; or short sword +1 melee
Damage:	Claws 1d4–1; light crossbow 1d8; short sword 1d6–1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +0, Ref +2, Will +3
Abilities:	Str 9, Dex 10, Con 11, Int 14, Wis 11, Cha 12
Skills:	Craft (trapmaking) +7, Hide +3, Listen +3, Move Silently +5, Search +5, Spot +3, Swim +2, Wilderness Lore +5.
Feats:	Point Blank Shot, Track, Weapon Focus (claws)
Climate/Terrain:	Temperate plains or forest
Organisation:	Hunting party (2–12) or tribe (20–80 sesk, plus one 4th-level ranger chieftain)
Challenge Rating:	1/2
Treasure:	Standard goods; no coins; standard items
Alignment:	Often neutral evil
Advancement:	By character class

Sesk draconians are somewhat shorter than others of their kind, only four to five feet in height, and stand with a hunched posture as if favouring a cramped limb. Their bodies are twisted and appear to be out of proportion to their general build. A reptilian jaw and brow, vestigial tail, and silver-hued scales hint at the origin of these malformed draconians.

The sesk were one of the experiments in draconian creation that the god Eretem abandoned early in the Fourth Age. Created from the eggs of silver dragons, their master found the sesk smarter than the traag, with a cleverness and cunning far beyond that of the other draconians. Yet their bodies were oddly twisted, as if silver dragon blood rebelled at this unwarranted abuse. The sesk were incapable of fighting as well as Eretem had hoped, and proved far too creative and questioning of authority to swiftly and unquestionably follow orders.

Combat

Sesk draconians are poor fighters, hampered not so much by will as by the physical limitations of their misshapen bodies. When combat is inevitable, they prefer to attack from ambush or places of concealment, employing missile weapons that give them an advantage while keeping them out of melee range. Sesk avoid combat whenever possible, relying on cunning and treachery to achieve their ends instead. They are accomplished builders of snares and traps, and prefer to catch their prey with stealth rather than an outright attack.

When slain, the sesk appear to shrink in upon themselves, dehydrating and turning to a fine silvery dust in a single round.

Sesk Society

Sesk live in villages organised loosely along tribal lines in the wilderness of the Conquered Lands and the Steamwall ranges. They often trade foodstuffs with the Steamwall Mountains hurdu and hobgoblins, but are self-sufficient in the wilderness. As long as it is freshly killed, sesk are not picky about the flesh they eat, and will consume anything from field mice to humans when hungry. When fed until full, a sesk hunter can then go for days without eating. Sesk move into an area, stay for one or more days trapping food, and then travel without stopping while fuelled by their bodies' reserves.

Sesk Characters

A sesk's favoured class is ranger, and sesk leaders tend to be rangers or ranger/sorcerers. Sesk sorcerers favour divination and illusion spells.

Draconian, Traag

Medium-sized monstrous humanoid

Hit Dice:	3d8 (13 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	2 claws +3 melee; or halfspear +3 melee
Damage:	Claws 1d6; halfspear 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Blood lust, darkvision 60 ft.
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 11, Dex 12, Con 10, Int 6, Wis 11, Cha 8
Skills:	Hide +4, Listen +2, Move Silently +4, Search +1, Spot +2, Wilderness Lore +3.
Feats:	Alertness
Climate/Terrain:	Temperate plain and forest
Organisation:	Gang (2–5), division (5–20), or tribe (61–100 traag, plus one 5th-level barbarian chieftain)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The traag were among the early attempts to create draconians; however, they were one of the first experiments to survive. While not overly tall, they are emaciated and gangly. Traag have sharp taloned hands, crocodile-like snouts, and rough scales of a metallic brass colour.

For a time, since they lived and were considered good fighters (when they did fight), EreSTEM consid-

ered the traag a success and many were bred. Over time, however, the negative traits of the traag became obvious: their cowardice, very low birth rate (each brass dragon egg only yielded a few viable traag), and a tendency to go berserk suddenly and unpredictably. The traag race was declared a failure, and abandoned in the lands of Aurim.

Combat

Traag draconians are fierce fighters, adept with either weaponry or natural talons. At the same time, they are not naturally courageous – indeed they are extremely cautious and paranoid. They do not attack unless the odds are in their favour, either through numbers, the element of surprise, or clever strategies.

Traag often disdain the use of weapons and fight with their claws, unless there is some advantage to be had from the weapon – reach, greater effectiveness, or special functions. They don't use missile weapons. Upon death, traag bubble and rot away in one minute, leaving only a slimy puddle behind.

Blood Lust (Ex): Once the battle is joined, the traag are seized by blood-lust and become maniacally fearless. Traag fight without regard for losses and gain a +4 morale bonus to resist fear or similar effects. This bonus only applies when combat has been joined.

Traag Society

The traag form themselves into small tribal bands; a chieftain leads each tribe. All members of the tribe are warriors – they are more completely mobilised than any other group in Taladas. Many traag tribes build their villages in the ruins of older civilisations. At the centre of a traag village is the tribal headquarters, surrounded by streets that are honeycombed with hidden sally ports, rockfalls, dead ends, and concealed ways. There are always two paths through the maze and sometimes more. Fanning out from the centre are different encampments, or “divisions,” with varying responsibilities: for example, guarding a specific post or hunting in a given territory.

Although carnivores, traag are often reduced to scavenging. They are almost universally under-nourished, and will eat virtually anything that is put in front of them.

Traag Characters

A traag's favoured class is barbarian, and traag leaders tend to be barbarians or barbarian/adepts (see page 37 in the *DUNGEON MASTER's Guide*). Traag adepts favour spells that weaken or deceive enemies. Most traag spellcasters are adepts, but some may be clerics worshipping Hiteh or Erestem, who can choose two of the following domains: Evil, Destruction, Fire, and Trickery.

Dragon, Amphi- Dragon (Water)

Climate/Terrain: Any aquatic

Organisation: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20

Treasure: Standard

Alignment: Always neutral evil

Advancement: Wyrmling 4–5 HD (Small); very young 7–8 HD (Medium-size), young 10–11 HD (Medium-size), juvenile 13–14 HD (Large); young adult 16–17 HD (Large); adult 19–20 HD (Huge); mature adult 22–23 HD (Huge); old 25–26 HD (Huge); very old 28–29 HD (Huge); ancient 31–32 HD (Gargantuan); wyrm 34–35 HD (Gargantuan); great wyrm 36–37 HD (Gargantuan).

A unique crossbreed between a green dragon and a sea dragon, the amphidragon is one of the most cruel and repulsive denizens of the ocean, sharing the green dragons' hatred of all humanoid creatures. The amphidragon resembles a giant toad with tiny, vestigial wings and webbed feet. The amphidragon's scales are smooth, flexible deep green, with scattered yellow warts. The amphidragon can change the colour of its skin to match its surroundings. Bony ridges surround the dragon's beady eyes, and it exudes a strong odour of rotten eggs.

Amphidragons are too lazy to build elaborate lairs, and live in sunken ships or underwater caves. They prefer to hide in the mud of the ocean floor and wait for victims.

Amphidragons speak Draconic, Dargoi, and the languages common to any humanoids that sail through their waters.

AMPHIDRAGONS BY AGE

Age	Size	HD	AC	Attack Bonus	Fort	Ref	Will	Breath Weapon (DC)	Fear(DC)	SR
Wyrmling	S	3d12	12 (+1 size, +1 natural)	+3	+4	+5	+1	2d6 (12)	—	—
Very young	M	6d12	14 (+4 natural)	+6	+7	+6	+4	4d6 (15)	—	—
Young	M	9d12	17 (+7 natural)	+9	+8	+7	+6	6d6 (16)	—	—
Juvenile	L	12d12	19 (–1 size, +10 natural)	+12	+11	+9	+8	8d6 (19)	—	—
Young adult	L	15d12	22 (–1 size, +13 natural)	+15	+13	+10	+10	10d6 (21)	20	13
Adult	H	18d12	24 (–2 size, +16 natural)	+18	+16	+11	+11	12d6 (23)	23	15
Mature adult	H	21d12	27 (–2 size, +19 natural)	+21	+17	+12	+14	14d6 (25)	25	17
Old	H	24d12	30 (–2 size, +22 natural)	+24	+20	+14	+16	16d6 (28)	28	19
Very old	H	27d12	31 (–4 size, +25 natural)	+27	+21	+15	+18	18d6 (29)	30	21
Ancient	G	30d12	34 (–4 size, +28 natural)	+30	+24	+17	+20	20d6 (32)	33	23
Wyrm	G	33d12	37 (–4 size, +31 natural)	+33	+25	+18	+22	22d6 (33)	36	25
Great wyrm	G	36d12	40 (–4 size, +34 natural)	+37	+28	+20	+24	24d6 (36)	38	27

FIRE DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	20 ft., Swim 60 ft.	12	14	13	8	8	8	Acid, improved grab, water	—
Very young	20 ft., Swim 60 ft.	14	12	14	10	9	10		—
Young	20 ft., Swim 60 ft.	16	12	15	10	10	12		—
Juvenile	20 ft., Swim 60 ft.	18	12	16	12	11	14		—
Young adult	20 ft., Swim 60 ft.	20	12	18	12	12	16	Damage reduction 5/+1	—
Adult	20 ft., Swim 60 ft.	23	10	20	14	13	18	Detect magic	1st
Mature adult	20 ft., Swim 60 ft.	26	10	21	14	14	20	Damage reduction 10/+1	3rd
Old	20 ft., Swim 80 ft.	29	10	22	16	15	22	Suggestion	5th
Very old	20 ft., Swim 80 ft.	31	10	23	16	16	24	Damage reduction 15/+2	7th
Ancient	20 ft., Swim 80 ft.	34	10	24	18	17	26	Deeper darkness	9th
Wyrm	20 ft., Swim 80 ft.	37	10	25	18	18	28	Damage reduction 20/+3	11th
Great wyrm	20 ft., Swim 80 ft.	40	10	26	20	19	30		13th

* Can also cast spells from the Animal, Evil, and Water domains as arcane spells.

Combat

An amphidragon attacks with little or no provocation, and creatures of any size are potential victims. It uses its breath weapon first, then closes for claw and bite attacks. An amphidragon may intentionally prolong a combat to savour the death throes of a doomed opponent.

Acid (Ex): The amphidragon's warts ooze acid. Each time an opponent strikes the dragon in melee, he suffers 1d6 points of acid damage (Reflex save to avoid, DC 10 + ½ dragon's HD + Constitution modifier).

Breath Weapon (Su): An amphidragon has one type of breath weapon, a line of acid that is equally effective underwater and in the open air.

Improved Grab (Ex): The amphidragon can attempt a tongue strike with reach equal to its HD in feet. If the amphidragon succeeds in a grapple check, the opponent is stuck to its tongue and automatically bitten in each subsequent round.

Spell-Like Abilities (Sp): 1 day – *deeper darkness*, *detect magic*, and *suggestion*.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Amphidragons have the Hide and Jump skills for free at 1 rank per Hit Die.

Dragon, Brine

Dragon (Water)

Climate/Terrain: Any aquatic

Organisation: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 6; young adult 7; adult 8; mature adult 9; old 10; very old 11; ancient 12; wyrm 13; great wyrm 14

Treasure: Double standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 5–6 HD (Small); very young 8–9 HD (Medium-size), young 11–12 HD (Medium-size), juvenile 14–15 HD (Large); young adult 17–18 HD (Large); adult 20–21 HD (Huge); mature adult 23–24 HD (Huge); old 26–27 HD (Gargantuan); very old 29–30 HD (Gargantuan); ancient 32–33 HD (Gargantuan); wyrm 35–36 HD (Gargantuan); great wyrm 38–39 HD (Colossal).

Brine dragons are bizarre mutations that may have been created as an experiment of the goddess Eresterm. The only complete ocean-going dragon, these great reptiles cannot fly or walk on land, and do not even enjoy breaking the surface.

Brine dragons claim remote ancestry to black dragons, but such a claim is difficult to believe, considering the complete lack of resemblance between the two races. Brine dragons have streamlined bodies with four great flippers and a long, tapered tail. The hide of the dragon is rough and mottled, with many ridges and cracks. The scales do not fit together very well, and huge clumps of half-dissolved salt are excreted from the dragon's hide. Their reptilian heads have a mouth full of over-sized fangs that makes them appear as though they were constantly smiling. The expression is not a friendly one.

Combat

A brine dragon may attack with little or no provocation, or it may hold off from attack in circumstances where battle would be expected. Though they cannot walk or fly, brine dragons are fine swimmers, moving through the water with scarcely a ripple. Though it lacks claws, the bite of a brine dragon causes terrible damage and can result in huge gouges in the hides of large marine creatures, such as

whales and amphidragons.

Acid and Poison Immunity (Ex): Brine dragons take no damage from acid and poison attacks.

Breath Weapon (Su): A brine dragon has one type of breath weapon, a cone of corrosive alkaline spray that is equally effective underwater or in open air.

Spell-Like Abilities (Sp): 3/day – *cloudkill*, *fear*, *melf’s acid arrow*, and *stinking cloud*.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Brine dragons have the Listen and Move Silently skills for free at 1 rank per Hit Die.

BRINE DRAGONS BY AGE

Age	Size	HD	AC	Attack Bonus	Fort	Re	Will	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	4d12	14 (+1 size, +3 natural)	+6	+5	+4	+1	2d4 (13)	—	—
Very young	M	7d12	16 (+6 natural)	+10	+6	+5	+2	4d4 (14)	—	—
Young	L	10d12	19 (+9 natural)	+15	+9	+7	+5	6d4 (17)	—	—
Juvenile	L	13d12	21 (–1 size, +12 natural)	+20	+10	+8	+6	8d4 (18)	—	—
Young adult	L	16d12	24 (–1 size, +15 natural)	+25	+13	+10	+9	10d4 (21)	17	13
Adult	H	19d12	26 (–2 size, +18 natural)	+29	+14	+11	+10	12d4 (23)	18	14
Mature adult	H	22d12	29 (–2 size, +21 natural)	+33	+17	+13	+13	14d4 (26)	21	15
Old	H	25d12	32 (–2 size, +24 natural)	+36	+18	+14	+14	16d4 (27)	12	16
Very old	G	28d12	33 (–4 size, +27 natural)	+40	+21	+16	+16	18d4 (30)	24	17
Ancient	G	31d12	36 (–4 size, +30 natural)	+44	+22	+17	+18	20d4 (31)	26	18
Wyrm	G	34d12	39 (–4 size, +33 natural)	+48	+25	+19	+20	22d4 (34)	28	19
Great wyrm	G	37d12	38 (–8 size, +36 natural)	+52	+26	+20	+23	24d4 (36)	31	20

BRINE DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Wyrmling	Swim 20 ft.	14	12	13	6	11	5	Acid and poison immunity, water breathing
Very young	Swim 20 ft.	17	12	13	6	11	5	
Young	Swim 20 ft.	21	12	15	6	11	7	
Juvenile	Swim 20 ft.	25	12	15	8	11	7	
Young adult	Swim 20 ft.	29	12	17	8	11	9	Damage reduction 5/+1
Adult	Swim 20 ft.	31	12	19	10	11	9	Melf’s acid arrow
Mature adult	Swim 20 ft.	33	12	21	12	13	11	Damage reduction 10/+1
Old	Swim 30 ft.	33	12	21	12	13	11	Stinking cloud
Very old	Swim 30 ft.	35	12	23	14	15	11	Damage reduction 15/+2
Ancient	Swim 30 ft.	37	12	23	14	15	13	Fear
Wyrm	Swim 30 ft.	39	12	25	14	17	13	Damage reduction 20/+3
Great wyrm	Swim 30 ft.	41	12	27	18	19	17	Cloudkill

Dragon, Fire

Dragon (Fire)

- Climate/Terrain:** Any land
- Organisation:** Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
- Challenge Rating:** Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
- Treasure:** None
- Alignment:** Always chaotic evil
- Advancement:** Wyrmling 8–9 HD (Small); very young 11–12 HD (Medium-size), young 14–15 HD (Medium-size), juvenile 17–19 HD (Large); young adult 20–21 HD (Large); adult 23–24 HD (Huge); mature adult 26–27 HD (Huge); old 29–30 HD (Gargantuan); very old 32–33 HD (Gargantuan); ancient 35–36 HD (Gargantuan); wyrm 38–39 HD (Gargantuan); great wyrm 41–42 HD (Colossal).

Fire dragons are creatures of Chaos created in mockery of true dragons. Fire dragons appear to be

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made of living magma, with obsidian scales and eyes like glowing embers. They are loners, gathering only when commanded to by Chaos, as during the Grim Winter. They seem to form family groups but do not hoard treasure.

FIRE DRAGONS BY AGE

Age	Size	HD	AC	Attack Bonus	Fort	Ref	Will	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	7d12	14 (+1 size, +3 natural)	+9	+7	+5	+4	2d12 (15)	—	—
Very young	M	10d12	16 (+6 natural)	+12	+10	+7	+6	4d12 (18)	—	—
Young	M	13d12	19 (+9 natural)	+16	+11	+8	+7	6d12 (19)	—	—
Juvenile	L	16d12	21 (−1 size, +12 natural)	+19	+14	+10	+10	8d12 (22)	—	—
Young adult	L	19d12	24 (−1 size, +15 natural)	+23	+16	+11	+11	10d12 (24)	22	16
Adult	H	22d12	26 (−2 size, +18 natural)	+27	+18	+13	+13	12d12 (25)	25	18
Mature adult	H	25d12	29 (−2 size, +21 natural)	+32	+20	+14	+15	14d12 (28)	27	20
Old	H	28d12	32 (−2 size, +24 natural)	+38	+23	+16	+17	16d12 (30)	30	22
Very old	G	31d12	33 (−4 size, +27 natural)	+40	+25	+17	+18	18d12 (33)	32	24
Ancient	G	34d12	36 (−4 size, +30 natural)	+45	+28	+19	+21	20d12 (35)	35	26
Wyrmling	G	37d12	39 (−4 size, +33 natural)	+50	+30	+20	+22	22d12 (38)	37	28
Great wyrmling	C	40d12	38 (−8 size, +36 natural)	+51	+32	+22	+24	24d12 (40)	40	30

FIRE DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	30 ft., fly 80 ft. (poor)	12	10	14	4	9	8	Fire, burning touch	—
Very young	30 ft., fly 80 ft. (poor)	14	10	16	4	9	10		—
Young	30 ft., fly 80 ft. (poor)	16	10	16	4	9	12		—
Juvenile	30 ft., fly 80 ft. (poor)	18	10	18	6	11	14		—
Young adult	30 ft., fly 80 ft. (poor)	20	10	20	6	11	16	Damage reduction 5/+1	—
Adult	30 ft., fly 80 ft. (poor)	24	10	20	6	11	18		—
Mature adult	30 ft., fly 80 ft. (poor)	28	10	22	8	13	20	Damage reduction 10/+1	—
Old	30 ft., fly 100 ft. (clumsy)	32	10	24	8	13	22		1st
Very old	30 ft., fly 100 ft. (clumsy)	36	10	26	8	13	24	Damage reduction 15/+2	3rd
Ancient	30 ft., fly 100 ft. (clumsy)	40	10	28	10	15	26		5th
Wyrmling	30 ft., fly 100 ft. (clumsy)	44	10	30	10	15	28	Damage reduction 20/+3	7th
Great wyrmling	30 ft., fly 100 ft. (clumsy)	48	10	30	10	15	30		9th

* Can also cast spells from the Chaos, Evil, and Fire domains as arcane spells.

Combat

Fire dragons only fight with their teeth and claws against an opponent of equal size or power to itself. Against “lesser” foes, the fire dragon soars overhead, raining down fire and death from above.

Breath Weapon (Su): A fire dragon has one type of breath weapon, a cone of sulphurous vapour that chokes and burns anything in its path.

Burning Touch (Ex): Those touched by a fire dragon must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire*, page 86 in the *Dungeon Master’s Guide*). The save DC is equal to its breath weapon DC. A burning creature can take a move-equivalent action to put out the flame.

When in flight, fire dragons shed a steady hail of red-hot embers that ignite all flammable materials that they touch.

Divine Vulnerability (Ex): Weapons that have been *blessed*, whether via the clerical spell or directly by a deity, destroy the fire dragon on contact unless it makes a Fortitude save (DC 10 + damage rolled); this destroys the weapon. A cleric can use his holy symbol to make an unarmed attack, possibly causing the fire dragon to perish and destroying the holy symbol.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save. Holy water splashed on them inflicts 1d12 points of damage per vial.

Dragon, Sea

Dragon (Water)

Climate/Terrain: Temperate and warm aquatic

Organisation: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Double standard

Alignment: Always neutral evil

Advancement: Wyrmling 5–6 HD (Small); very young 8–9 HD (Medium-size), young 11–12 HD (Medium-size), juvenile 14–15 HD (Large); young adult 17–18 HD (Large); adult 20–21 HD (Huge); mature adult 23–24 HD (Huge); old 26–27 HD (Gargantuan); very old 29–30 HD (Gargantuan); ancient 32–33 HD (Gargantuan); wyrm 35–36 HD (Gargantuan); great wyrm 38–39 HD (Colossal).

The sea dragon resembles a giant turtle with a dragon's head and massive flippers. A thick shell, usually black or dark green, covers most of its body. The sea dragon has a sharp beak, but no teeth. Its webbed toes and paddle-like flippers make it difficult for the sea dragon to crawl across land.

SEA DRAGONS BY AGE

Age	Size	HD	AC	Attack Bonus	Fort	Ref	Will	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	4d12	14 (+1 size, +3 natural)	+4				1d8	—	—
Very young	M	7d12	16 (+6 natural)	+7				2d8	—	—
Young	M	10d12	19 (+9 natural)	+10				3d8	—	—
Juvenile	L	13d12	21 (–1 size, +12 natural)	+13				4d8	—	—
Young adult	L	16d12	24 (–1 size, +15 natural)	+16				5d8		15
Adult	H	19d12	26 (–2 size, +18 natural)	+19				6d8		16
Mature adult	H	22d12	29 (–2 size, +21 natural)	+22				7d8		17
Old	H	25d12	32 (–2 size, +24 natural)	+25				8d8		18
Very old	G	28d12	33 (–4 size, +27 natural)	+28				9d8		19
Ancient	G	31d12	36 (–4 size, +30 natural)	+31				10d8		20
Wyrm	G	34d12	39 (–4 size, +33 natural)	+34				11d8		21
Great wyrm	C	37d12	38 (–8 size, +36 natural)	+37				12d8		22

SEA DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	10 ft., Swim 30 ft.	12	10	14	4	9	8	Blindsight, water breathing	—
Very young	10 ft., Swim 30 ft.	14	10	16	4	9	10		—
Young	10 ft., Swim 30 ft.	16	10	16	4	9	12		—
Juvenile	10 ft., Swim 30 ft.	18	10	18	6	11	14		—
Young adult	10 ft., Swim 30 ft.	20	10	20	6	11	16	Damage reduction 5/+1	—
Adult	10 ft., Swim 30 ft.	24	10	20	6	11	18	Light	1st
Mature adult	10 ft., Swim 30 ft.	28	10	22	8	13	20	Damage reduction 10/+1	3rd
Old	10 ft., Swim 40 ft.	32	10	24	8	13	22	Entangle	5th
Very old	10 ft., Swim 40 ft.	36	10	26	8	13	24	Damage reduction 15/+2	7th
Ancient	10 ft., Swim 40 ft.	40	10	28	10	15	26	Suggestion	9th
Wyrm	10 ft., Swim 40 ft.	44	10	30	10	15	28	Damage reduction 20/+3	11th
Great wyrm	10 ft., Swim 40 ft.	48	10	30	10	15	30	Scaly command	12th

Combat

Any creature appearing in a sea dragon's territory without permission is considered to be an enemy. The sea dragon attacks with its breath weapon and front flippers, closing to finish off a wounded opponent with its powerful jaws.

Blindsight (Ex): Using sonar, the dragon can perceive without sight up to 300 feet away whilst underwater. Darkness and invisibility are irrelevant.

Breath Weapon (Su): A sea dragon has one type of breath weapon, a cone of steam that is effective underwater and in the open air.

Scaly Command (Sp): The sea dragon can use this ability three times per day. It operates as a mass charm spell that works only on fish and reptiles. The dragon can communicate with any charmed animals as though casting a *Speak with animals* spell. Scaled animals will never voluntarily attack a sea dragon (although they can be magically compelled to do so).

Spell-Like Abilities (Sp): 3/day – *entangle*, *light*, *suggestion*.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Fire Minion

	Large elemental (Fire)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+7 (Dex bonus, Improved Initiative)
Speed:	30 ft.
AC:	17 (–1 size, +3 Dex, +5 natural)
Attacks:	Sword +7 melee
Damage:	Sword 2d6+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Fire aura
Special Qualities:	Dimension door, healing flames
Saves:	Fort +5, Ref +10, Will +4
Abilities:	Str 16, Dex 16, Con 15, Int 16, Wis 15, Cha 8
Skills:	Hide +10, Intimidate +8, Listen +10, Move Silently +7, Search +9, Spot +10.
Feats:	Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (sword)
Climate/Terrain:	Warm mountains and underground
Organisation:	Company (2-5) or battalion (20-40)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	7 to 10 HD (Large), 11 to 18 HD (Huge)

Fire minions are intelligent and cruel elementals summoned from the Elemental Plane of Fire by the evil god Hiteh, although some betrayed him to serve Erestem. They dwell primarily within the Burning Sea, where they wage war upon their hated gnomoi enemies.

Fire minions take a humanoid form, and appear to be composed of both solid matter and living flame. They are, however, able to revert to a less humanoid appearance, such as a fountain of roaring magma, or even shrink down into a fire and disappear entirely. Fire minions often choose to take on a demonic appearance, for they realise the terror that this strikes into their mortal foes.

Combat

Fire minions always strike with huge swords that they appear to create out of their own substance. The sword of a slain fire minion disappears in an explosive burst of flame and smoke.

Dimension Door (Sp): A fire minion may use dimension door at will as though it was a sorcerer of equal level to its Hit Dice. This ability only allows the fire minion to move between two different areas of flame, although these areas may be entirely separate. When using this ability, the fire minion usually appears to shrink down into one fire and disappear just as it rises out of another.

Fire Aura (Ex): Fire minions have a constant flame aura that causes 1d6 points of damage to all within five feet. No attack roll is needed to hit and no saving throw is allowed to avoid this damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Healing Flames (Ex): A fire minion attacked by magical flames heals hit points equal to the damage that the attack would normally cause.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Frost Wight

Medium-sized undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 50 (good)
AC:	16 (+2 Dex, +4 natural)
Attacks:	Freezing touch +3 melee
Damage:	Freezing touch 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Despair, nullify
Special Qualities:	Cold defenses, divine vulnerability, SR 13, sunlight sensitivity
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str —, Dex 14, Con —, Int 10, Wis 10, Cha 18
Skills:	Hide +11, Listen +8, Move Silently +11, Sense Motive +6, Spot +8.
Feats:	Improved Critical (Freezing Touch), Iron Will
Climate/Terrain:	Cold land
Organisation:	Pack (5 10)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7 to 12 HD (Medium-size)

Frost wights are the remnants of mortals raised in an unholy semblance of life by Chaos. They usually appear in the form of a swirling white cloud like a miniature blizzard, roughly the size of a human. These undead wander the arctic regions of Taladas and those high mountain passes that never see thaw.

Combat

A frost wight inflicts 1d6 points of damage with its freezing touch. This touch harms even to those creatures normally immune to cold, for it strikes at the soul, not the body. However, frost wights cannot harm constructs or undead with this attack.

Cold Defenses (Ex): Frost wights are immune to all cold-based attacks. However, fire inflicts double damage on them, and the mere presence of any flame (even candleflame) prevents the frost wight from assuming a character's form or attempt a despair attack.

Despair (Sp): When a frost white moves close enough to engage in melee combat, it assumes the physical appearance of its victim and begins to speak hypnotic words of despair. This verbal attack supernaturally persuades the victim that she is worthless, unless she resists by making a Will saving throw (DC 17). If the victim succumbs to this despair, she suffers a –4 morale penalty to attack rolls, saves, attribute checks and skill checks.

Divine Vulnerability (Ex): Frost wights are vulnerable to weapons that have been *blessed*; if struck by such a weapon, the creature must make a Fortitude check (DC 10 + damage rolled) or immediately perish, destroying the weapon. A successful attack roll allows a cleric to make an unarmed strike against a frost wight by touching it with his holy symbol; however, the holy symbol disappears forever

along with the frost wight.

Nullify (Su): The frost wight's can nullify the existence of any character who has succumbed to its despair attack, sweeping her out of existence with a successful attack roll. Not only is the victim destroyed, but her existence is wiped from the memories of all who once knew her. No one, not even relatives and close friends, can remember the victim; only written records and physical evidence enable anyone to know that the victim ever existed. Because of the nature of this attack, victims cannot be brought back by any means, not even a *wish*.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. A *raise dead* spell will destroy the frost wight if it does not make a Will saving throw.

Sunlight Sensitivity (Ex): Ordinary sunlight annoys frost wights to the point that they avoid it whenever possible, but it does not actually harm them.

Gholor

	Huge undead
Hit Dice:	12d12 (78 hp)
Initiative:	-1 (Dex penalty)
Speed:	0 ft.
AC:	14 (-2 size, -1 Dex, +7 natural)
Attacks:	2 claws +15, bite +12
Damage:	Claws 2d4+9, bite 2d6+9 plus acid
Face/Reach:	15 ft. by 15 ft./20 ft.
Special Attacks:	Acid, attraction, funnel
Special Qualities:	Damage resistance 10/silver, fire resistance 10, SR 15
Saves:	Fort +6, Ref +3, Will +5
Abilities:	Str 28, Dex 8, Con —, Int 1, Wis 4, Cha 4
Skills:	Listen +4, Spot +6
Feats:	Great Fortitude, Multiattack, Power Attack
Climate/Terrain:	Any aquatic, desert, and underground.
Organisation:	Solitary
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	13 to 16 HD (Huge); 17 to 24 HD (Gargantuan)

Gholors, also known as feasters, are undead beasts with 20-ft. long hooked claws, but that lack a ribcage or hind legs. Similar in appearance to a rotting or skeletal dragon, a gholor dwells at the bottom of deep funnel-like depressions found only in desolate areas, and waits for its prey to slip within their grasp.

Combat

A gholor attacks with 20-foot-long bony hooked arms and its sharp teeth. It is unable to move from the bottom of its funnel, and cannot charge or make any movement actions.

Acid (Ex): A gholor's jaws secrete acid, causing an additional 1d8 points of acid damage with every bite.

Attraction (Su): A gholor radiates a magical pull within a 1d10-mile radius of their funnels, causing all victims in the area to feel a desire to travel to the funnel. Every hour that a creature is within the radius of this attraction, it must make a Will save (DC 13) or move towards the funnel at its normal speed. This

is a mind-affecting effect.

Funnel (Ex): The sides of the gholor's funnel are usually made of loose earth or sand. When a victim reaches the funnel, it begins to slip inside; every round, a character must make a Reflex save (DC 16) or slip towards the centre of the funnel. Three failed saves bring the creature within the gholor's reach. A creature can make a full-round action to move up the side of the funnel, negating one failed Reflex save.

Grain Nymph

	Medium-sized fey
Hit Dice:	3d6+6 (13 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	13 (+3 Dex)
Attacks:	None
Damage:	None
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding beauty, intoxication, vermin command
Special Qualities:	Animal friendship, low-light vision 60 ft., SR 20
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 10, Dex 16, Con 14, Int 16, Wis 11, Cha 18
Skills:	Animal Empathy +10, Escape Artist +8, Heal +5, Hide +9, Knowledge (Nature) +9, Listen +6, Move Silently +9, Sense Motive +6, Spot +6
Feats:	Alertness, Dodge, Great Fortitude, Mobility
Climate/Terrain:	Temperate and warm plains
Organisation:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class

Grain nymphs are the cultivated versions of their woodland sisters. They arose when the woods of Southern Hosk were destroyed in order to make room for farmland. The nymphs melded with the fields, offering life and bountiful harvest in the fields.

They are native to the League of Minotaurs, originally hailing from the farmland areas. Grain nymphs live only in the fields of farmers who treat their fields with love and care. In return for this care, the nymph will lavish her bounty on the grain, causing it to spring full and strong. With a grain nymph in the field, a farmer can double his usual harvest. A field will never suffer the effects of drought or flooding under her care.

Grain nymphs are intoxicatingly beautiful.

Grain nymphs speak the sylvan tongue, Ancient Elvish, Auric, and Kothic; they can also communicate intuitively with any animal.

Combat

Grain nymphs do not fight when confronted by an enemy; rather, they attempt to lead the would-be attacker into their domain, the rows of grain. A grain nymph draws her supernatural powers from her field, which she is bound to for a period of one year (she may migrate to a new field each spring). Razing her field, setting it to the torch, or other methods of crop destruction will kill a grain nymph.

Animal Friendship (Ex): The grain nymph can call any farm animals or herd animals within a one-

mile radius. All such animals will be friendly to a grain nymph, and will do anything for her – including attacking her enemies or offering their own lives. If the nymph is threatened in their presence, such animals will rush to her defense, until they are dead or the attacker is driven away. No farm animal (excluding horses trained for battle) will ever be friendly to a person who has attacked a grain nymph, for she will place an invisible mark upon him. Nothing short of a *wish* or a *miracle* can remove this.

Blinding Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of the grain nymph. Those who look directly at the nymph must succeed at a Fortitude save (DC 15) or be blinded permanently as though by the *blindness* spell. The grain nymph can suppress or resume this ability as a free action.

Intoxicate (Su): The grain nymph can intoxicate any humanoid or animal in her fields, unless the character makes a Fortitude saving throw (DC 15). While intoxicated, the character weaves, rather than walks, and his speech is slurred and incoherent, and his reflexes are exceedingly poor. This reduces attack rolls and Armour Class by –4, as well as Dexterity and Charisma-based checks. After 2d6 minutes, the character must make another Fortitude saving throw (DC 15) or fall into a drunken stupor from which he will not awaken for 1d6 hours. The character will also awaken after he has sustained 8 points of damage or half of his hit points, whichever is less. When he finally does awaken, the character will suffer a splitting headache and an extreme aversion to loud noises. The character will suffer a –2 penalty to attack rolls, Armour Class, and Concentration skill checks for another 1d6 hours, after which the influence of the grain nymph wears off.

Vermin Command (Sp): A grain nymph can *summon swarm* once per day, as though she was a 3rd-level sorcerer. Once per day she can cause all vermin within a 60-ft. radius to move away from her at their maximum speed for three minutes.

Grain Nymph Society

After each harvest, grain nymphs sink into the soil of the field to protect it from the chill of winter. After three years of protecting a field, a nymph must travel to another deserving field. If she cannot find another such field within 50 miles, she will die. Grain nymphs cannot return to a field where they have already lain until at least ten years have passed.

In some rural areas, people who desire to experience her powers of drunkenness will seek out a grain nymph. Grain nymphs are actively sought in times of festival, when the farmers offer sacrifice and make promises to keep the soil safe in exchange for her presence at a gathering.

Grain nymphs do not get along well with their woodland counterparts, who consider the grain nymphs stuck-up. The grain nymphs merely see themselves as sophisticated and cultured. They despise birds that come to their fields and steal the grain, and will drive them away by any means possible.

Gurik Cha'ahl

Small humanoid (Goblinoid)

Hit Dice:	2d8-2 (7 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	13 (+1 size, +2 Dex)
Attacks:	Claws +0 melee
Damage:	Claws 1d6-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 8, Dex 14, Con 8, Int 5, Wis 15, Cha 6
Skills:	Craft (Trapmaking), +2, Hide +11, Listen +5, Move Silently +10, Spot +5
Feats:	Alertness
Climate/Terrain:	Temperate forest
Organisation:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	3 to 6 HD (Small)

The “ghost people” are dangerous and unpleasant offspring of the Ilquar goblins, abandoned by their villages in infancy. They are goblins who were driven out of their villages due to deformity and physical mutation, and managed to survive in the forest against the odds.

Some gurik cha'ahl have dim memories of their childhood, but most were abandoned at an age too young to remember. However, they cannot fail to notice the similarity in appearance between themselves and other goblins, and learn an intense hatred of their relatives. Gurik cha'ahl delight in causing harm to goblins, including other gurik cha'ahl.

Combat

Gurik cha'ahl are not particularly brave, for it is their stealth, cunning, and deceitfulness that they survive. Although a ghost person is spiteful and violent, their rage is directed mostly at goblins. They attack other creatures for food and little else.

Skills: Gurik Cha'ahl gain a +8 racial bonus to Hide and Move Silently checks. They receive a +4 racial bonus to Craft (Trapmaking) checks.

Hatori

	Large beast
Hit Dice:	2d10+8 (19 hp)
Initiative:	+1 (Dex bonus)
Speed:	20 ft.
AC:	15 (-1 size, +1 Dex, +8 natural)
Attacks:	Bite +5 melee, tail lash +0 melee
Damage:	Bite 1d8+4; tail lash 1d4+4
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Rush, swallow whole
Special Qualities:	Low-light vision 60 ft.
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 19, Dex 12, Con 18, Int 6, Wis 12, Cha 4
Skills:	Hide +3 *, Listen +3, Move Silently +2, Spot +3
Climate/Terrain:	Temperate and warm deserts
Organisation:	Solitary or clutch (2–5 plus one female of 5+ HD)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	3 to 4 HD (Large), 5 to 10 HD (Huge), 11 to 15 HD (Gargantuan), 16 to 20 HD (Colossal)

Hatori, sometimes called the “crocodiles of the wastes,” are giant reptiles that dwell within sandy desert wastes. The hatori’s hard, knobby hide ranges in colour from grey-white to red-brown and is virtually indistinguishable from stone. Hatori lie partially buried beneath the sand, looking like nothing more than a rock outcropping.

Hatori are shaped like overgrown lizards with flat flippers and powerful tails that allow them to “swim” through sand with astonishing speed. When forced to travel upon rocky ground, a hatori moves by awkwardly flopping and dragging itself forward. The hatori’s eyes are concealed within dark recesses that look like hollows in a rock surface.

Hatori grow slowly, gaining +1 HD every ten years. Every ten years, male hatori and females without offspring migrate to the centre of the desert, where the males engage in ferocious battles for the right to mate. Desert tribes speak of these conflicts in tales of a “time of thunder when mountains die.”

Combat

Hatori never pass up the opportunity to make a meal out of passing animals or travelers, feeding their voracious appetites. They usually strike with surprise, waiting until unsuspecting creatures pass close by what appears to be a rocky outcropping.

Hatori try to bite their opponents with their toothy maws, and lash out with their bony tails at anyone attempting to flee or attacking from the rear.

Rush (Ex): In a sandy desert, the normally slow-moving hatori can “swim” through sand at a speed of 40 feet.

Swallow Whole (Ex): If a hatori bites an opponent of Small size or less, it can attempt to swallow it by making a successful grapple check. Once inside, the opponent takes 1d4+4 points of crushing damage plus 1d8+4 points of acid damage per round from the hatori’s digestive juices. A swallowed creature can cut its way out by dealing 10 points of damage to the hatori’s digestive tract (AC 15). If the hatori survives the creature’s escape, muscular action closes the hole; another swallowed opponent must cut its own way out.

The hatori’s gullet can hold one Small, two Tiny, or four Diminutive creatures. These numbers increase

as a hatori grows in size (for example, a Huge hatori can swallow one Medium-size characters and two Small characters, and so on).

***Skills:** A hatori gains a +8 racial bonus to Hide checks in sandy deserts, or +4 in rocky environments.

Horax

	Small vermin
Hit Dice:	4d8 (18 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +1 size, +5 natural)
Attacks:	Bite +3 melee
Damage:	Bite 2d4–2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Crush
Special Qualities:	Darkvision 60 ft., scent, vulnerable to cold
Saves:	Fort +4, Ref +2, Will +1
Abilities:	Str 6, Dex 14, Con 10, Int —, Wis 9, Cha 5
Skills:	Climb +12, Hide +12, Move Silently +9, Spot +3
Climate/Terrain:	Temperate and warm desert and underground
Organisation:	Colony (5–20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5 to 8 HD (Small), 9 to 12 HD (Medium-size)

Horax are ferocious insectoid creatures that dwell in subterranean colonies. They scour underground tunnels for food or venture to the surface when prey becomes scarce, dragging the corpses of their prey back to their communal chambers.

Horax are long with 12 legs, small but powerful mandibles, and tough chitinous plates that cover the back. Horax have long, segmented bodies that lie low to the ground. Their legs end in strong grippers, able to hold firmly to almost any surface. They are very dark in colour, blue-black to pure black, and are not easily seen in poor light.

Combat

Horax attempt to swarm one opponent at a time and fight to the death. Once a horax scores a hit, it locks on to the victim and begins to crush the victim with its mandibles. Horax who have slain three or more Medium-size opponents may break off the combat to drag the corpses away.

Improved Grab (Ex): To use this ability, a horax must attack with its bite.

Vulnerable to Cold (Ex): Double damage from cold except on a successful save.

Skills: Horax gain a +8 bonus to Climb, Hide, and Move Silently checks.

Vermin: Immune to mind-influencing effects.

Hurdu

	Large humanoid (reptilian)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Bite +3 melee; or tail +0 melee; or greatclub +3 melee
Damage:	Bite 1d6+2; tail lash 1d4+2; greatclub 1d10+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Low-light vision
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 15, Dex 10, Con 12, Int 9, Wis 12, Cha 8
Skills:	Hide +1, Move Silently +2, Profession (hunter) +2, Spot +3
Feats:	Improved Critical (Greatclub)
Climate/Terrain:	Temperate and warm forest and mountains
Organisation:	Patrol (5–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	By character class

Hurdu are lizardfolk that dwell in the Steamwall Mountains and have taken on similar aspects to the twisted, vicious things that live in this tortured region. Hurdu stand seven to eight feet tall when standing upright, but tend to walk hunched over on all fours. Their alligator-like skin is yellow-green to orange-yellow in colour, a natural camouflage that permits them to blend into the ill-favoured foliage of the Steamwall Mountains. Hurdu are given to violent rages and displays of brutish atrocity. They commonly torture prisoners, and show no mercy or sympathy to the weak or ailing.

Combat

Hurdu fight well as a unit, as those of lesser rank follow the directions of their leader unquestioningly. Left to their own devices, hurdu are good tactical fighters. Operating with the advice of a sesk draconian, a hurdu raiding party is capable of inspired sneak attacks and treacherous strategic moves.

Hurdu favour weapons that they can use with two hands, taking full advantage of their reach and height to land smashing blows. However, even without weapons a hurdu is not unarmed. If necessary he can bite with his fangs, or instead lash out with his five-foot-long tail.

Hurdu wear armour when it is available but are comfortable without it, relying on their natural body armour for a minimal degree of protection.

Hurdu Society

Hurdu live in tribes organised along a strict basis of social dominance. They dwell along the less poisoned waterways in small villages of 20 to 30 individuals. Hurdu hunt, trade with sesk draconians, and compete with hobgoblins for living space in the Steamwall region. They despise kender, who sometimes clash with their hunting parties, and avoid the dwarves of the Fianawar region, who usually best them in battle.

Hurdu Characters

The favoured class of a hurdu is barbarian, and their warleaders are predominantly barbarians; however, a few are adepts dedicated to their war-deity Ussk, god of disease. The very rare hurdu clerics of Ussk have access to the domains of Death, Healing, Trickery, and War.

Irda

	Medium-size giant
Hit Dice:	5d8–5 (17 hp)
Initiative:	+1 (Dex bonus)
Speed:	30 ft.
AC:	12 (+2 Dex)
Attacks:	Unarmed strike +5 melee; or sling +6 ranged
Damage:	Unarmed strike 1d4+1 (subdual); sling 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Alternate form, darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 13, Dex 14, Con 8, Int 14, Wis 12, Cha 17
Skills:	Bluff +5, Diplomacy +7, Hide +3, Listen +3, Move Silently +5, Perform +8, Spot +3
Feats:	Improved Unarmed Strike, Lightning Reflexes
Climate/Terrain:	Warm land
Organisation:	Solitary, pair, or family (2–5)
Challenge Rating:	1
Treasure:	50% goods; 50% coins; double items
Alignment:	Often lawful good
Advancement:	By character class

The Irda are a handsome and gentle race of shapechanging ogres who inhabit an idyllic island far from any civilised land. They are descended from the beautiful and powerful ancient ogres of Krynn, and are the subject of many superstitions. However, Irda are a thoughtful, peaceful people, repulsed by violence and evil.

Irda are tall, slender creatures, averaging six feet in height and weighing about 150 pounds. Females tend to be as tall and strong as males. Although slender, they are quite strong, as evidenced by their firm muscles. Their skin tones range from midnight blue to a deep sea green. Their drawn faces and drooping eyelids give the false impression that they are bored or uncaring. Irda hair is usually black, but it can also be silver or white. Irda always wear their hair short or keep it carefully combed. Irda have silver eyes.

The beautiful, mellifluous voice of an Irda is eerily moving, and they move with a fluid motion that is a joy to watch. Irda speak their own language, plus the ancient elven and ogre tongues.

Combat

Irda are averse to physical combat, and prefer to use slings, bolas, or other missile weapons. Irda feel awkward in armour and wear it only in the most extreme circumstances. Those Irda capable of using magic employ spells instead of weapons whenever possible.

Alternate Form (Su): Irda can *shapechange* into different forms. An Irda can change her height by up to 2 feet in either direction and take the form of any humanoid race. Irda are most convincing as elves, half elves, and humans. However, shapechanging requires quite a bit of practice and often drains the character for a while; after shifting, the Irda must rest for 1d6+6 rounds, and then suffers a –2 penalty to all rolls for 4 additional rounds as she remembers the nuances of her new body.

When reverting to her natural form, the Irda must rest for 5 rounds afterwards. For 2 rounds after this adjustment period, the Irda suffers a –2 penalty to all rolls.

An Irda usually practices assuming a specific form (the *Shapechanging Expertise* feat), which she can slip into and out of with a minimum of bother. Then she uses other forms only in rare instances.

Skills: Irda gain a +2 racial bonus to Bluff, Diplomacy, and Perform checks.

Irda Society

The traditional homeland of the Irda is the island paradise of Anaiatha, which was hidden from the world by powerful magical cloaks. A king descended from the founder of their race, Igraine, rules Anaiatha. The king may be male or female. Irda do not engage in trade, nor do they create products of any value to other races.

Irda strive to live in perfect harmony with nature. An Irda will not intentionally harm a living creature unless his own life is in risk. For these reasons, Irda communities do not use leather, wool, or any other products from animals. They are strict vegetarians, and refuse to eat eggs or drink milk. Irda have no taste for alcohol of any kind. Instead, an Irda village cultivates a variety of fruits, grains, and vegetables. After the Cataclysm, the forces of evil discovered Anaiatha, and captured many Irda. When these Irda later escaped, they were forced to wander Krynn, desperately searching for their homeland. Adventurers occasionally seek them out for information about exotic plants or animals. Irda usually trade such information in return for the adventurer's help in bringing a lost friend or relative to safety.

Irda Characters

The preferred class of Irda is sorcerer. Irda spellcasters benefit from one additional spell per day, chosen from any level that they can cast.

Mahkwahb

	Medium-size humanoid (Elf)
Hit Dice:	1d8–1 (x hp)
Initiative:	+1 (Dex bonus)
Speed:	30 ft., Swim 30 ft.
AC:	15 (+1 Dex, +3 studded leather)
Attacks:	Longsword +1 melee
Damage:	Longsword 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison use
Special Qualities:	Alternate form, elven traits, Zeboim's gift
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 11, Dex 13, Con 9, Int 11, Wis 11, Cha 11
Skills:	Knowledge (religion) +1, Listen +3, Move Silently +3, Search +3, Spot +3
Feats:	Weapon Focus (Longsword)
Climate/Terrain:	Any aquatic
Organisation:	Solitary, company (2–5), or school (20–40)
Challenge Rating:	1
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The Mahkwahb, or “Elves of the Abyss,” are an evil offshoot of the Dargonesti sea elves that dwell in deep fissures on the ocean floor. Exiled by the Dargonesti one and a half millennia ago for unspeakable acts, the Mahkwahb have become twisted and corrupt elves of the dark depths.

Subject to the harsh environment of the pelagic deeps, Mahkwahb elves have white skin, black hair, and eyes of a reddish cast. The elves' incisors are pointed fangs, and their facial features are harsh and pointed. They are a fearsome, randomly destructive, treacherous, mischievous and savage race. They kill dolphins and Dargonesti on sight.

Mahkwahb speak their own secret language, Draconic, and Dargoi.

Combat

Mahkwahb spurn the traditional tridents and spears of the Dargonesti, preferring longswords and shortwords, their blades coated with deadly venom.

Alternate form (Sp): A Mahkwahb can transform into a shark or manta ray three times per day, as though casting *polymorph self* as a sorcerer of the same level.

Elven Traits (Ex): Immunity to sleep spells and effects, +2 saving throw bonus against Enchantment spells and effects, low-light vision (four times as far as a human in dim light)

Gills (Ex): Mahkwahb breathe seawater. Mahkwahb cannot breathe air, but they can remain above water for one minute per point of Constitution before they begin to suffocate, rather than one round per point.

Poison Use (Ex): Mahkwahb often use dragon-eel venom on their weapons (Injury, Fortitude save DC 15; initial and secondary damage 1d6 temporary Strength). The mahkwahb are experienced with the use of this poison, and run no risk of accidentally poisoning themselves.

Zeboim's Gift (Su): The sea goddess sees to it that not a single Mahkwahb will go to waste. If a Mahkwahb dies, it rises from death as a zombie, ghastr, or wight within 1d4 hours. The type of undead depends upon the elf's devotion to Zeboim.

Skills: +2 racial bonus to Listen, Search and Spot checks.

Mahkwahb Society

The Mahkwahb possess a large city in the cliff walls of a dark abyss, complete with fortresses, several temples to Zeboim and one to Eretem, and an ornate palace. The Mahkwahb sacrifice dolphins to Zeboim regularly, and enjoy the feasting of dolphin and whale meat that follows.

The Overlord, a powerful elf who rises to power by killing all other claimants to the throne, rules the Mahkwahb. Every decade, there is a three-day free-for-all as the Overlord accepts challenges from aspiring politicians who desire to rule. Mahkwahb society is stratified, with wealth being the gauge of how important someone is. Mahkwahb homes are rich in ornate furnishings, gold and steel coins, gems, and other valuables.

Mahkwahb Characters

The favoured class of the Mahkwahb elves is sorcerer. Many Mahkwahb are clerics of Zeboim, and have access to the domains of Animal, Chaos, and Water.

Nasif

	Large animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Gore +2 melee
Damage:	Gore 1d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Cold resistance 5, low-light vision
Saves:	Fort +6, Ref +2, Will +0
Abilities:	Str 19, Dex 12, Con 16, Int 1, Wis 10, Cha 8
Skills:	Climb +6, Hide +4, Listen +4, Move Silently +4, Spot +4
Climate/Terrain:	Arctic mountains and plains

Organisation:	Pack (5–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4 to 6 HD (Large)

The nasif is a hoofed herbivore of the frozen north, bearing a proud rack of dagger-sharp antlers. They are commonly herded by the Ice People, and give milk and rough wool.

Combat

As herbivorous animals, nasif usually flee from obvious danger or anything unnatural. However, a nasif can be enraged by small, annoying wounds, in which case it charges and fights to the death.

Skills: Nasif gain a +4 racial bonus to Climb checks.

Nzunta

	Medium-size giant
Hit Dice:	4d8–4 (14 hp)
Initiative:	+2 (Dex bonus)
Speed:	30 ft.
AC:	15 (+2 Dex, +3 studded leather)
Attacks:	Scimitar +4 melee; or dart +5 ranged
Damage:	Scimitar 1d8+1; dart 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison use
Special Qualities:	Alternate form, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 12, Dex 14, Con 9, Int 15, Wis 11, Cha 16
Skills:	Bluff +5, Diplomacy +5, Hide +4, Listen +1, Move Silently +4, Perform +5, Spellcraft +4, Spot +3, Swim +2
Feats:	Iron Will
Climate/Terrain:	Warm forest, marsh, and mountains
Organisation:	Solitary, covey (2–5), or village (20–40)
Challenge Rating:	2
Treasure:	50% gems, double items, 50% goods
Alignment:	Usually neutral evil
Advancement:	By character class

The nzunta are descended from the First Born, ancient ogres of great power and beauty. Like their cousins the Irda and Mischta, the nzunta have managed to avoid the degeneration that other ogres suffered. However, they are just as cruel and malevolent as their ancestors were.

Nzunta are tall, slender creatures, averaging six feet in height and weighing 150 pounds. Although slender, they are quite strong with firm muscles and graceful movements. Nzunta skin tone is a deep blue-black, with similar hair, and their faces are drawn with drooping eyelids and a dispassionate look. Nzunta possess deep, beautiful voices, with a sinister accent.

Combat

Nzunta are eager fighters, but prefer to battle their enemies with magic. A nzunta who does not have at least one level of a spell-casting class is very rare indeed. Nzunta have a clearer understanding of

magic than most races, thus nzunta spellcasters gain one additional spell of any level.

Alternate Form (Su): Nzunta can *shapechange* into different forms. A nzunta can change her height by up to 2 feet in either direction and take the form of any humanoid race. Nzunta are most convincing as elves, half elves, and humans. However, shapechanging requires quite a bit of practice and often drains the character for a while; after shifting, the nzunta must rest for 1d6+6 rounds, and then suffers a –2 penalty to all rolls for 4 additional rounds as she remembers the nuances of her new body.

When reverting to her natural form, the nzunta must rest for 5 rounds afterwards. For 2 rounds after this adjustment period, the nzunta suffers a –2 penalty to all rolls.

A nzunta usually practices assuming a specific form (the *Shapechanging Expertise* feat), which she can slip into and out of with a minimum of bother. Then she uses other forms only in rare instances.

Poison Use (Ex): A nzunta often uses deadly sea snake venom on his weapons (Injury, Fortitude save DC 11; initial and secondary damage 2d6 temporary Constitution). The nzunta is experienced with the use of this poison, and runs no risk of accidentally poisoning himself.

Skills: Nzunta gain a +2 racial bonus to Bluff, Diplomacy, and Perform checks.

Nzunta Characters

The favoured class of the nzunta is sorcerer; many nzunta possess this class. Nzunta tend to become monks rather than fighters or warriors. Nzunta clerics worship Eretem, and choose from the domains of Death, Evil Healing, and Trickery.

Nzunta Society

The largest stronghold of the nzunta is hidden on the island of Fedron in the Spine of Taladas. The ogres build their homes out of solid stone on the sides of extinct volcanoes, reinforced to hold up against severe earthquakes. The island is divided into four major settlements, each ruled by a nzunta clan; there are approximately 50 nzunta in each village, with an additional 200 to 500 orughi slaves. The island of Fedron is ruled by the High Magus, a 12th-level sorcerer.

The nzunta practice infanticide, slaying any offspring that are not physically perfect (many show the characteristics of degenerate ogres and orughi). Because they have a policy of strict racial purity, the nzunta population remains quite small; there are less than 300 in the world of Krynn. They prefer to act through their worshipper-slaves, the orughi, while they remain hidden. Nzunta never expose themselves to danger, using orughi to fight all but the most desperate battles.

Orughi

	Medium-sized giant (ogre)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., Swim 20 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Axe +5 melee; or <i>tonkk</i> +5 ranged
Damage:	Axe 1d6+2; <i>tonkk</i> entangles
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +3, Will +0
Abilities:	Str 15, Dex 14, Con 16, Int 5, Wis 12, Cha 5
Skills:	Listen +2, Move Silently +3, Spot +3
Feats:	Endurance, Point-Blank Shot
Climate/Terrain:	Tropical aquatic and marsh
Organisation:	Pack (5–20)

Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The orughi are an ogre race dwelling on remote tropical islands. They are shorter, fatter, and duller than most ogres, but no less aggressive. Orughi have stringy golden hair, oily grey skin, and webbed hands and feet.

Combat

Though good fighters, orughi are not as strong as other ogres and are prone to panic. When possible, orughi try to lure their opponents into the sea.

Orughi use special weapons called *tonkks*, resembling iron boomerangs connected to long metallic cords; they are especially useful for capturing sea birds. The *tonkks* inflict no damage but can be used to ensnare victims up to a distance of 90 feet. They cannot be used in the water.

Orughi Society

Orughi live in crude wooden shacks on the shore of their islands, and build elaborate shrines to the Sea Mother near the water's edge. These cylindrical towers of stone can be seen from miles away; experienced sailors recognise them as a sign of orughi settlement.

The orughi have no formal government. The eldest males of each family collectively rule the tribe. Disagreements are settled by combat.

Orughi Characters

The favoured class of orughi is barbarian. Orughi clerics are rare, and worship the Sea Mother (Zeboim). They have access to the domains Animal, Chaos, and Water. Most orughi shamans are adepts (see page 37 of the *DUNGEON MASTER'S Guide*).

Saqualaminoi

	Large Giant
Hit Dice:	8d8+16 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	15 (−1 size, +2 Dex, +4 natural)
Attacks:	2 fists +11 melee; or club +11
Damage:	Fists 1d6+5; club 2d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Cold defenses, darkvision 60 ft.
Saves:	Fort +8, Ref +4, Will +2
Abilities:	Str 21, Dex 15, Con 15, Int 6, Wis 11, Cha 11
Skills:	Balance +6, Climb +10, Hide +4*, Listen +4, Move Silently +6, Spot +3
Feats:	Alertness, Cleave, Power Attack
Climate/Terrain:	Cold mountains
Organisation:	Family (2–5)
Challenge Rating:	3
Treasure:	20% coins
Alignment:	Often neutral
Advancement:	9+ HD (Large)

The saqualaminoi are a race of hulking, yeti-like giants that are adapted to the harsh conditions of high frozen mountains. These legendary demons of the snow are actually an intelligent but extremely primitive race.

Saqualaminoi are ten feet in height and covered in white or grey fur, especially thick on the soles of their feet and even growing on their palms. A saqualaminoi's head seems to be squashed onto its shoulders, with flat facial features and prominent fangs.

Although fearsome in appearance, saqualaminoi are peaceful and tend to be very curious about humanoid creatures. Saqualaminoi make very simple stone and wooden tools and clubs. They have a simple language of grunts and howls.

Combat

Saqualaminoi are not subtle or particularly clever in combat, for they have no natural enemies. They simply smash opponents with their powerful fists. A few have learned to make simple bone, wood, and stone clubs. Saqualaminoi only attack for food or in self-defense.

Cold defenses (Ex): Cold immunity

Skills: +4 racial bonus to Balance, Climb and Move Silently checks.

* Due to their snowy white fur, saqualaminoi gain a +8 racial bonus to Hide checks when in a snowy environment. This bonus has not been factored in to the listed skill bonuses.

Saqualaminoi Society

The saqualaminoi live in the highest peaks of the Ring Mountains on the fringes of the great glaciers that fill these ranges. They make their homes in the ice caves and crevasses that break the frozen ice, and live in small family units. Each bull takes a female and together they raise their young. Several families occasionally band together in a loose community for the common good.

The most common cooperative activity is hunting; saqualaminoi prey upon the sheep, mountain goats, and marmots found at high altitudes. In times of bad weather or poor food, the saqualaminoi are forced to raid outside their territories. Since the fierce winter storms frequently drive away game, these raids most often occur during periods of foul weather. Thus Ring Mountain ogre tribes believe the saqualaminoi to be fierce snow demons that come out of the snowstorms to raid and kill.

Shadow Wight

	Medium-size undead (Incorporeal)
Hit Dice:	6d12 (39 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 60 (good)
AC:	16 (+2 Dex, +4 natural)
Attacks:	Touch +3 melee
Damage:	None
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Despair, nullify
Special Qualities:	Divine vulnerability, SR 13, sunlight sensitivity
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 10, Cha 18
Skills:	Hide +11, Listen +9, Move Silently +11, Search +4, Spot +9
Feats:	Combat Reflexes, Weapon Finesse (Touch)
Climate/Terrain:	Any land
Organisation:	Pack (2–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil

Advancement: 7 to 16 HD (Medium-size)

Shadow wights appear as shadows or black clouds roughly the size of a human. They are actually “living” holes in the fabric of reality; those who gaze upon them do not look *at* them but *through* them. They inhabit the lonely and desolate places of the world, making them even more desolate by their presence. Shadow wights exist (if they truly exist at all) to eliminate all living beings from the memory, body, and soul of the world.

Combat

Shadow wights are entirely insubstantial – they can strike their enemies, but are entirely unable to cause physical harm.

Despair (Su): When a shadow white moves close enough to engage in melee combat, it assumes the physical appearance of its victim and begins to speak hypnotic words of despair. This verbal attack supernaturally persuades the victim that she is worthless, unless she resists by making a Will saving throw (DC 17). If the victim succumbs to this despair, she suffers a –4 morale penalty to attack rolls, saves, attribute checks and skill checks.

Divine Vulnerability (Ex): Shadow wights are vulnerable to weapons that have been *blessed*; if struck by such a weapon, the creature must make a Fortitude check (DC 10 + damage rolled) or immediately perish, destroying the weapon. A successful attack roll allows a cleric to make an unarmed strike against a shadow wight by touching it with his holy symbol; however, the holy symbol disappears forever along with the shadow wight.

Nullify (Su): The shadow wight can nullify the existence of any character who has succumbed to its despair attack, sweeping her out of existence with a successful attack roll. Not only is the victim destroyed, but her existence is wiped from the memories of all who once knew her. No one, not even relatives and close friends, can remember the victim; only written records and physical evidence enable anyone to know that the victim ever existed. Because of the nature of this attack, victims cannot be brought back by any means, not even a *wish*.

Sunlight Sensitivity (Ex): Ordinary sunlight annoys shadow wights to the point that they avoid it whenever possible, but it does not actually harm them. However, light-based magic disrupts a shadow wight’s powers, preventing it from taking the shape of their victims or using its Despair and Nullification powers.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. A *raise dead* spell will destroy the shadow wight if it does not make a Will saving throw.

Skeletal Warrior

Medium-size undead

Hit Dice:	9d12 (58 hp)
Initiative:	+2 (Dex bonus)
Speed:	20 ft.
AC:	17 (+2 Dex, +5 chainmail)
Attacks:	Greatsword +9 melee
Damage:	Greatsword 2d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear aura
Special Qualities:	Damage reduction 10/+1, golden circlet, SR 28, turn resistance +4
Saves:	Fort +3, Ref +5, Will +9
Abilities:	Str 18, Dex 14, Con —, Int 16, Wis 16, Cha 12
Skills:	Climb +10, Intuit Direction +10, Listen +9, Move Silently +9, Ride +10, Scry +8, Search +15, Spot +15.
Feats:	Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (Greatsword), Weapon Specialisation (Greatsword)
Climate/Terrain:	Any land and underground
Organisation:	Solitary or patrol (5–20)
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	10+ HD (Medium-size)

Formerly a warrior of at least 9th level, a skeletal warrior is an undead lord forced into its nightmarish state by a powerful wizard or evil god, its soul trapped within a golden circlet. The sole reason that skeletal warriors remain on the mortal plane is to search for and recover the circlets that contain their souls.

A skeletal warrior appears as a cracked and yellowing skeleton covered with scraps of decaying flesh. Its eye sockets are pools of blackness containing pinpoints of reddish light. The skeletal warrior is clad in the blackened armour and rotted trappings that it wore during life.

Combat

Skeleton warriors prefer to fight with greatswords, although they are proficient with all martial weapons and will use them expertly if there is some advantage in doing so. Recovering the golden circlet is a skeletal warrior's first priority, and it will ignore helpless opponents or the safety of its treasure if it has a chance to do so.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of death and terror. Creatures of less than 5 HD that look at the skeleton warrior must succeed at a Will save or be affected as though by fear cast by a sorcerer of the skeleton warrior's level.

Golden Circlet (Su): Skeletal warriors are obsessed with their circlets and will ignore all other concerns to seek them out. The skeletal warrior gains a +2 morale bonus to all attack rolls, saves, and checks while actively searching for its circlet. If the skeletal warrior holds the circlet to its head, both the warrior and the circlet turn to dust, never to reappear.

Any character that possesses the golden circlet can control the actions of the skeletal warrior with a range of 240 feet. The controller must have the circlet on his head to control the warrior. If the circlet is removed from the controller's head, placed within a helm or other headgear, or the controller moves more than 240 feet away from the skeletal warrior, the character cannot exert control over the skeletal warrior.

To establish control for the first time, a character must be able to see the skeletal warrior. While wearing the circlet, the character must take a full-round action and make a Concentration check (DC 15). This provokes an attack of opportunity. Once the character has established control, the skeletal warrior acts as though *charmed*. The character can *dominate* the skeletal warrior through concentration; whilst doing so, he can take no other actions and sees through the skeletal warrior's eyes.

If a character loses the golden circlet, either by accident or by a deliberate act, the skeletal warrior immediately seeks revenge, and will not rest until it destroys its former controller or control is re-established. A vengeful skeletal warrior gains a +2 morale bonus to attack and save when in combat with its former controller, increases its speed by 10 feet, and gains a supernatural sense for that character. Once per day, it can make a Scry check to determine the direction in which its former controller lies (DC 15).

Turn Resistance (Ex): Attempts to turn, rebuke, command, or bolster a skeletal warrior treats the creature as though it had 13 HD.

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

Skrit

	Large vermin
Hit Dice:	6d8 (39 hp)
Initiative:	+0
Speed:	40 ft.
AC:	15 (−1 size, +6 natural)
Attacks:	2 claws +4 melee, bite +0 melee
Damage:	Claws 1d6; bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Enzymes, improved grab
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 18, Dex 10, Con 14, Int —, Wis 9, Cha 4
Skills:	Hide +12, Move Silently +4, Spot +3
Climate/Terrain:	Temperate and cold desert
Organisation:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7 to 12 HD (Large)

Skrits are carnivorous beetles of great size that live in the cool northern deserts and bizarre Shining lands of Taladas. Skrits are solitary hunters with a limited hunting ground where their camouflage is most effective.

Similar in appearance to an armoured flea, the skrit's six-foot-high body is protected by a rough, domed carapace. A host of short spiny legs protrude out from under this shell. The head is small and can be retracted under this shell, which tapers to a narrow, inflexible tail.

The overall colour of the shell is mottled black and brown, blending into most terrain. Skilled craftsmen can fashion skrit shell into an excellent armour, with breastplates with a +6 armour bonus.

Only the length of their tails distinguishes male and female skrits. During the mating season, the female sends signals to the males by clattering her longer tail against rocks. Males gather and combat for the right to be her mate, and will attack anything that moves.

Combat

Skrit attack with their clawed forelegs and a needle-like proboscis with retractable barbs, which it uses to liquefy its prey.

Improved Grab (Ex): To use this ability, the skrit must hit an opponent with its bite attack. If the skrit's bite hits in combat, it begins pumping a powerful enzyme into the victim's bloodstream.

Enzymes (Ex): A skrit's enzyme has two effects. First, it paralyses the victim, unless she makes a Fortitude save (DC 15) each round that the skrit is attached. The DC of this save increases by 1 every round after the first. Secondly, the enzyme also destroys cell tissue, slowly dissolving the body into a gelatinous mass over several hours. The victim loses 1d4 Strength points per hour from the cell tissue destruction. This damage is a permanent attribute loss. The enzyme can be halted with a *neutralize poison* spell.

Skills: Due to natural camouflage, skrits gain a +8 racial bonus to Hide checks.

Slig

Medium-size humanoid (Goblinoid)

Hit Dice:	3d8+3 (19 hp)
Initiative:	+0
Speed:	20 ft.
AC:	17 (+7 natural)
Attacks:	Bite +4 melee; or weapon +4 melee
Damage:	Bite 1d4+2; glaive 1d10+2; longspear 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spittle
Special Qualities:	Fire resistance, low-light vision 60 ft.
Saves:	Fort +4, Ref +1, Will +2
Abilities:	Str 15, Dex 11, Con 13, Int 10, Wis 12, Cha 8
Skills:	Craft (trapmaking) +3, Hide +1, Listen +2, Move Silently +2, Spot +3
Feats:	Toughness
Climate/Terrain:	Temperate and warm mountains and plains
Organisation:	Gang (4–9), tribe (20–40)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Sligs are ferocious humanoids, distantly related to goblins and hobgoblins. Sligs hate weakness, a quality that they associate with mercy and benevolence. Consequently, sligs consider those of good alignment to be a blight on the world and are dedicated to their extermination.

Sligs are six feet in height, with tough, horny, hairless hides of a dull orange colour. Sligs have narrow, slitted eyes, pointed ears with large earlobes, long, thin snouts, and huge mouths filled with sharp fangs. Salivary glands line the inside bottom lip, steadily secreting milky venom. The slig's fingers and toes are thick, stubby, and have olive-green hooked claws. Blunt vestigial tails extend from the slig's spine, quivering and throbbing when angry. Sligs wear few clothes, but are fond of decorating their bodies with heavy iron jewelry and body paint.

Combat

Sligs can bite with their hooked fangs, but they prefer to use weapons. Sligs love combat and delight in devising inventive methods to trap their opponents. They are masters of creating pit traps, and fill them

with poisonous snakes, hungry rats, or muddy water tainted with mushroom toxin.

Fire Resistance (Ex): A slig's hide is immune to normal fire, and reduces magical fire damage by 5.

Spittle (Ex): Three times per day, a slig can squirt its venomous spittle up to ten feet away with a ranged touch attack. On contact, the spittle does 1d6 Con damage, plus secondary damage of 1d3 Wis.

Slig Society

Slig tribes live in hillside caves or in simple huts of stone or wood, built in grottoes, canyons, and barren lands. Male sligs have no permanent residence within their communities, drifting from hut to hut or cave to cave as the mood strikes them. Slig tribes dig a large pit where they keep wild game such as goats and giant rats, and another pit for prisoners. Food and prisoners are treated the same way – tied and burned on bonfires, and then devoured.

Often, the sligs have leashed wolves that are trained to attack intruders on sight. As a further protection, numerous pits surround the village; particularly large villages are enclosed with stone walls that can only be travelled through via rope ladders.

Slig Characters

The favoured class for sligs is the Warrior (see page 39 of the *DUNGEON MASTER'S Guide*). Slig warriors are primarily responsible for the tribe's defense, and enforce the decision of the Champion, the largest and strongest male of the slig tribe. Slig clerics worship Eretem and Sargas.

Ghagglers

Ghagglers are aquatic sligs that breathe through gills rather than lungs. They can only venture above water for one minute per point of Constitution, and are rarely seen by land-dwellers. Ghagglers cannot spit poison underwater, and instead inject their venom with a bite up to three times per day. In all other respects, ghagglers are similar to sligs.

Stahnk

	Huge undead
Hit Dice:	12d12 (78 hp)
Initiative:	–1 (Dex penalty)
Speed:	20 ft., Swim 20 ft.
AC:	14 (–2 size, –1 Dex, +7 natural)
Attacks:	2 claws +6, horns +3
Damage:	Claws 2d4+10, bite 1d6+10
Face/Reach:	15 ft. by 20 ft./10 ft.
Special Attacks:	Ensnare, improved grab, trample
Special Qualities:	Damage resistance 10/silver, fire resistance 10, SR 15, turn resistance +2
Saves:	Fort +6, Ref +3, Will +5
Abilities:	Str 30, Dex 9, Con —, Int 1, Wis 4, Cha 4
Skills:	Move Silently +4, Spot +3
Feats:	Great Fortitude, Improved Bull Rush, Multiattack
Climate/Terrain:	Any aquatic, desert, marsh, and underground.
Organisation:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13 to 16 HD (Huge); 17 to 24 HD (Gargantuan)

The stahnk is a mindless killer of unknown origin, compelled to destroy the living. An undead beast the size of a dragon, the stahnk dwells alone in desolate regions such as old Aurim, and destroy all living creatures that trespass in its small domain.

The stahnk is a reptilian beast twenty feet in length, with barbed bones protruding from its rotting flesh. It has a great horned head, and bare ribs that form a nasty cage. A stahnk walks on all fours but can rear up on its hind legs to bring its powerful forelegs to attack, balancing with its stubby tail.

Combat

The stahnk assaults anything that moves, attacking with its razor-sharp claws and horned head. It prefers to focus on one opponent at a time, flinging others away or ensnaring them in the barbed cage of its exposed ribs.

Improved Grab (Ex): A stahnk must hit with its claw attacks to use improved grab. A creature grabbed by the stahnk may be flung thirty feet away if it is Medium-size or smaller, taking falling damage.

Trample (Ex): As a standard action during its turn each round, a stahnk can run over an opponent of Large size or smaller. The trample deals 3d8 bludgeoning damage, with a Reflex save (DC 26) for half damage. Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty.

Ensnare (Ex): The stahnk can attempt to ensnare a grabbed or trampled opponent of Large size or smaller within its ribcage by making a successful grapple check. Once inside, the opponent takes 1d4 points of damage per round from the barbed bones of the beast. A creature can break free from the ribcage once the stahnk loses 50% of its total hit points; a stahnk that has already taken this much damage cannot ensnare opponents.

A stahnk's ribcage can hold one Large, two Medium-size, or four Small or smaller creatures.

Tylor

Dragon

Climate/Terrain: Any land

Organisation: Wyrmling, very young, young, juvenile, and young adult: Solitary or clutch (2–5); adult, mature adult, old: Solitary, pair, family (1–2 and 2–5 offspring), or clan (5–20)

Challenge Rating: Wyrmling 1; very young 3; young 4; juvenile 5; young adult 6; adult 7; mature adult 8; old 9

Treasure: None

Alignment: Often evil

Advancement: Wyrmling 2–3 HD (Small); very young 5–6 HD (Medium-size), young 8–9 HD (Medium-size), juvenile 11–12 HD (Large); young adult 14–15 HD (Large); adult 17–18 HD (Huge); mature adult 20–21 HD (Huge); old 23–24 HD (Gargantuan).

Tylors are huge, wingless land dragons, which are usually born as the result of an evil dragon mating with a hatori. A tylor has the head of its draconic parent and the body of a hatori. Its rocky hide changes colour as camouflage to match the surrounding terrain.

Tylors speak Auric, Draconic, and possibly other human languages.

Combat

Although always possessing powerful offensive spells, tylors love to destroy their prey with bites and tail lashes. If the prey is escaping or proves too powerful for physical attacks, a tylor moves out of reach

and begins casting spells. A tylor inherits none of the breath weapons or spell-like powers of its parent. **Energy Resistance (Ex):** A tylor inherits one of the resistances of its draconic ancestor. A tylor descended from a red dragon would be immune to fire damage, for instance, whereas a tylor descended from a blue dragon is immune to electricity.

Skills: A tylor gains a +8 racial bonus to Hide checks due to their changing skin colouration.

Tylor Society

Tylors in the wild form loose, far-flung clans, living far apart due to their tremendous appetites. Tylors that mate with other tylors breed true, but they are unable to produce offspring with other dragons or reptiles. Tylors prefer the boundary of deserts and more fertile lands, and make their lairs in shallow underground lairs. These are often located near frequently traveled trade routes.

Once per century groups of 100 to 500 tylors gather to meet and talk of their lives.

TYLORS BY AGE

Age	Size	HD	AC	Attack Bonus	Fort	Ref	Will	Fear DC	SR
Wyrmling	S	1d12	15 (+1 size, +4 natural)	+1	+2	+2	+1	—	12
Very young	M	4d12	17 (+7 natural)	+4	+5	+4	+5	—	12
Young	M	7d12	20 (+10 natural)	+8	+6	+5	+6	—	12
Juvenile	L	10d12	22 (–1 size, +13 natural)	+12	+9	+7	+9	—	12
Young adult	L	13d12	25 (–1 size, +16 natural)	+16	+10	+8	+10	17	13
Adult	H	16d12	27 (–2 size, +19 natural)	+20	+13	+10	+13	19	13
Mature adult	H	19d12	30 (–2 size, +22 natural)	+24	+14	+11	+14	21	14
Old	H	21d12	33 (–2 size, +25 natural)	+27	+16	+12	+16	23	15

TYLOR ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 feet	9	10	10	10	12	9	Energy resistance	1st
Very young	40 feet	11	10	12	10	13	10		3rd
Young	40 feet	13	10	12	12	14	11		5th
Juvenile	40 feet	15	10	14	12	15	12		7th
Young adult	40 feet	17	10	14	14	16	13	Damage reduction 5/+1	9th
Adult	50 feet	19	10	16	14	17	14		11th
Mature adult	50 feet	21	10	16	16	18	15	Damage reduction 10/+1	13th
Old	50 feet	23	10	18	16	19	16		15th

* Can also cast spells from the Destruction, Earth and Travel domains as arcane spells.

Training a Tylor

Tylor eggs are worth 5,000 stl each on the open market, while wyrmlings are worth 8,000 stl per head. Tylors mature as quickly as normal dragons, and undergo a striking transformation as they reach a new age category: the creature sheds its skin in a two-day process, and devours a large amount of food as it rapidly increases in size. Tylors never live to be much older than 600 years, however.

Training a tylor requires a successful handle Animal check (DC 21 for a wyrmling, +3 DC for each additional age category). This takes a full year. There are no professional tylor trainers in Taladas, and few would agree to the attempt.

A tylor makes an excellent mount, entering into any battle and fighting with its rider. A tylor can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds in a Ride check (see Ride, page 72 of the Player's Handbook). Unfortunately, a tylor always longs to be free, and if its rider becomes incapacitated, it will often eat him and rush off into the wilderness.

Carrying Capacity: A light load for a tylor depends upon its Strength and size. See Table 9–1 and “Bigger and Smaller Creatures” on page 142 of the *Player's Handbook*.

Thanic

	Medium-sized giant
Hit Dice:	3d8+3 (16 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	13 (+3 Dex bonus)
Attacks:	Dagger +4 melee; or bite +3 melee
Damage:	Dagger 1d4+1; bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Alternate form, darkvision 60 ft.
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 12
Skills:	Hide +6, Listen +1, Move Silently +5, Spot +4
Feats:	Combat Reflexes
Climate/Terrain:	Tropical aquatic
Organisation:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Around the time of the Cataclysm, certain Irda underwent a transformation, becoming closely linked with the sea. These Irda became the yrasda, an Irda-like race, whose members could transform themselves into specific sea creatures.

The thanic are a breed of yrasda able to shapechange into freshwater carp. In their humanoid forms, apfelka are slender in build, with silver eyes and drooping eyelids. Their skin tone tends to be deep sea green in colour. They are graceful and possess beautiful voices.

Combat

Thanic are vicious and aggressive predators. On land, they will fight with weapons if possible, for all breeds of yrasda have lost their spell casting abilities. A thanic will usually fight with masterwork daggers, which are well-maintained relics of long-dead artisans. If it enters combat in the water, a thanic assumes its carp form.

Alternate Form (Sp): In the water, thanic can assume the form of a carp, as a *shapechange* spell that only allows the creature to assume one form. The creature can do this, at will, with no maximum duration.

The thanic gains a +1 size bonus to Armour Class (carp are three feet in length) and attacks with its bite, inflicting 1d4 points of damage with its sharp teeth. In carp form, the thanic gains a +4 bonus to Hide, Move Silently, and Swim checks.

Skills: Due to keen scent, the thanic gains a +8 racial bonus to Search and Spot checks when underwater. This bonus has not been included in the listings above.

Thanic Society

Most breeds of yrasda try to live in harmony with nature, of which they consider themselves a part. Thanic are less concerned with their impact on nature than other yrasda, and will frequently cause problems for fishermen by eating or driving away fish from a particular area. Unlike their Irda ancestors, yrasda are not vegetarian, and will kill unintelligent animals for food. Thanic have even been known to consume the flesh of drowned humanoids.

Thanoi

	Large giant
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex bonus)
Speed:	30 ft., Swim 30 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)
Attacks:	2 tusks +5 melee; or battle-axe +5 melee; or harpoon +4 missile
Damage:	Tusks 1d8; battle-axe 1d8+3; harpoon 2d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Cold defenses, darkvision 60 ft., hold breath
Saves:	Fort +6, Ref +2, Will +0
Abilities:	Str 15, Dex 12, Con 15, Int 7, Wis 13, Cha 9
Skills:	Listen +3, Move Silently +2, Spot +3, Wilderness Lore +3
Feats:	Point-Blank Shot, Power Attack
Climate/Terrain:	Arctic plains and mountains
Organisation:	Patrol (5–20) or clan (50)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Thanoi are the legendary “Walrus Men” of the extreme polar regions of Krynn. Thanoi have thick, cylindrical bodies with humanoid arms and legs, and tusked faces much like walruses. They have huge, padded feet that resemble the flippers of fish, with hooked claws that provide good traction over ice and snow. Thanoi hands boast blunt fingers capable of holding an axe or throwing a spear, but cannot manage bows or crossbows.

Thanoi kill for the sheer joy of it, are fiercely territorial, and enjoy the massacre of helpless animals. They are hostile and suspicious of strangers, though they will cooperate with evil races with whom they share common goals. They often tame and train polar bears as trackers, to haul sleds, and as guards.

Combat

Thanoi tactics are crude at best, rarely being more than an ambush from the rear. They are not used to fighting experienced combatants, and if they cannot quickly succeed in an ambush they simply charging at their enemies with weapons swinging. Thanoi never wear armour, for it is extremely uncomfortable on their bulky bodies.

Cold Defenses (Ex): Cold Immunity, double damage from heat except on a successful save. In climates above freezing, thanoi feel discomfort. For every week in a temperate environment, thanoi lose 1d4 Constitution points. In freezing temperatures, lost Constitution returns at a rate of 1 point per day.

Hold Breath (Ex): Thanoi can hold their breaths for long periods, remaining underwater for as long as thirty minutes without surfacing. A thanoi gains a +4 racial bonus to saving throws versus gas-based attacks.

Thanoi Society

Thanoi have no permanent settlements, relocating when they have exhausted the hunting and fishing in a particular area. Thanoi homes are constructed from blocks of ice shaped to the desired size with their tusks. Pots of burning oil furnish light, and a hole in the ceiling provide ventilation. Thanoi live only in regions of extreme cold, such as on drifting icebergs or glaciers. Several families live together to form a tribe, which is ruled by the meanest and most aggressive male of 30 years or older, who makes

all decisions. The eldest female of a tribe serves as its adept, known as the *kagog*; a crown of bones, usually made from fish spines, distinguishes her from other thanoi. The kagog chooses and trains her own successor.

Thanoi Characters

The favoured class of thanoi is ranger, and most thanoi leaders will be rangers of 5th level or higher. Thanoi clerics are rare, and worship Zeboim. They have access to the domains Animal, Chaos, and Water. Thanoi reach maturity at 20, and live for about 60 years.

Ushama

	Medium-sized giant
Hit Dice:	5d8+5 (27 hp)
Initiative:	+2 (Dex bonus)
Speed:	30 ft., Swim 30 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Longsword +4 melee
Damage:	Longsword 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Alter form, darkvision 60 ft.
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 11, Dex 15, Con 12, Int 14, Wis 14, Cha 15
Skills:	Listen +9, Move Silently +3, Spot +8, Wilderness Lore +4
Feats:	Alertness, Weapon Finesse (Longsword)
Climate/Terrain:	Any aquatic
Organisation:	Pod (5–20)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class

Around the time of the Cataclysm, certain Irda underwent a transformation, becoming closely linked with the sea. These Irda became the *yrasda*, an Irda-like race, whose members could transform themselves into specific sea creatures.

The *ushama* are a breed of *yrasda* able to shapechange into killer whales. In their humanoid forms, *ushama* are slender in build, with silver eyes and drooping eyelids. Their skin tone of midnight blue hue. They are graceful and possess beautiful voices.

Combat

Ushama only enter combat if attacked first or for food. On land, they will fight with weapons (usually swords) if possible, for all breeds of *yrasda* have lost their spell casting abilities. If they enter combat in the water, they assume their killer whale form.

Alternate Form (Sp): In the water, a *ushama* can assume the form of an orca whale (see page 204 of the *Monster Manual*) as the *shapechange* spell. The creature can do this, at will, with no maximum duration.

Ushama Society

Ushama are found throughout the Western Ocean between Ansalon and Taladas, from the Arctic to the subtropics. They live a mostly nomadic existence, sometimes settling near a seacoast for a short

while. Ushama tend to be quite friendly towards other intelligent beings. Most breeds of yrasda try to live in harmony with nature, of which they consider themselves a part. Unlike their Irda ancestors, yrasda are not vegetarian, and will kill unintelligent animals for food.

Ushama travel about in tribe-like pods, and will usually aid any troubled traveler they find. Occasionally a pod or a single ushama will bond with an individual or a seaside village. Once such a bond is formed, only death will break it. Though the ushama will continue to wander the seas, it will always return to the village or individual with whom it is bonded.

Wyndlass

	Gargantuan aberration
Hit Dice:	16d8+82 (184 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., Swim 20 ft.
AC:	17 (-4 size, +1 Dex, +10 natural)
Attacks:	Ten tentacles +12 melee and one bite +7 melee
Damage:	Tentacles 1d10, bite 1d4
Face/Reach:	20 ft. by 40 ft./10 ft. (25 ft. with tentacle)
Special Attacks:	Barbs, constrict, improved grab, quicksand pit
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +12, Ref +6, Will +10
Abilities:	Str 34, Dex 12, Con 25, Int 6, Wis 17, Cha 12
Skills:	Listen +8, Move Silently +4, Spot +7
Climate/Terrain:	Temperate forest and swamp
Organisation:	Solitary
Challenge Rating:	8
Treasure:	Half standard
Alignment:	Always neutral
Advancement:	17 to 32 HD (Gargantuan), 32+ HD (Colossal)

The wyndlass is a tentacled horror that lurks in desolate swamps and gloomy forests; it looks something like a giant black octopus with ten barbed, whiplike tentacles. Between the two rows of five limbs are the creature's three gleaming eyes and powerful beak.

Although prey seldom sees a wyndlass, there have been times when they have sighted out of their pits. A powerful predator, the wyndlass has been known to devour several whole horses at a time in its quest to satisfy its awesome hunger. The wyndlass takes no delight in killing and is not an evil creature, but its great size requires that it hunt very often and this has created a reputation as an evil and hateful thing.

Combat

The wyndlass typically attempts to grapple opponents (with a +12 special size modifier to attack), and either pin their victims until they suffocate, or attack with its beak. A wyndlass can only attack two opponents with its tentacles, devoting one tentacle cluster towards each target.

Barbs (Ex): Anyone who attempts to wrench himself free of the wyndlass' grappling tendrils is torn and cut by the keen barbs that cover them. Whenever an ensnared character attempts to break free, he suffers 1d6 points of damage for each limb that was wrapped around him.

Improved Grab (Ex): To use this ability, the wyndlass must hit an opponent of up to Huge size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A wyndlass deals automatic tentacle damage with a successful grapple check against Huge or smaller creatures.

Quicksand Pit (Ex): The wyndlass sets up its lair by burrowing into the ground along a well-traveled game trail or road. As it digs, the wyndlass exudes a fine oil that mixes with the soil to form a substance with less surface tension than water or normal quicksand; it is so slippery that one cannot even feel it as it runs through one's fingers. Those who attempt to swim in a wyndlass pit suffer a –10 circumstance penalty to the Swim skill checks, and typically plunge beneath the surface to be attacked by the wyndlass. As soon as something flounders into the pit, the wyndlass unfurls its barbed tentacles and pulls the prey deeper into the pit, where it will likely drown.

Yaggol

Medium-sized aberration

Hit Dice:	9d8+27 (67 hp)
Initiative:	+7 (Dex bonus, Improved Initiative)
Speed:	30 ft.
AC:	16 (+3 Dex, +3 natural)
Attacks:	2 fists +9 melee, or 4 tentacles +7 melee
Damage:	Fists 1d6+4; or tentacle 1d4+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mind blast, improved grab, extract
Special Qualities:	Camouflage, Darkvision 60 ft., SR 25
Saves:	Fort +6, Ref +6, Will +9
Abilities:	Str 18, Dex 16, Con 16, Int 7, Wis 17, Cha 9
Skills:	Hide +15, Intimidate +3, Listen +7, Move Silently +15, Spot +7, Wilderness Lore +5
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Tropical jungle and underground
Organisation:	Band (2–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Combat

Although they have lost much of the intelligence of their ancestors, the yaggol have grown physically powerful and are still incredibly dangerous and cunning in combat. The yaggol attack with their fists, delivering powerful blows. In addition, a yaggol can attack with its four long facial tentacles.

Camouflage (Ex): Yaggol are extremely hard to spot if hidden against a natural background – one that falls within the colour range of their powers. They gain a +8 racial bonus to Hide checks.

Mind Blast (Sp): The yaggol mind blast affects those within a radius of ten feet around the creature. Anyone caught in this circle must make a Will saving throw (DC 15) or be stunned for 3d6 rounds from the intense mental agony the creature radiates. The mind blast places a great strain on the creature; it must wait one hour before attempting it again, and it can take no action in the next round as it recovers its wits. Yaggol are immune to the mind blasts of other yaggol.

Improved Grab (Ex): To use this ability, the yaggol must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. A yaggol can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

After a successful grab, the yaggol can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single grapple check or Escape Artist check, but the yaggol gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A yaggol that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Template Creatures

Death Knight

A death knight is the horrifying corruption of a hero once virtuous, cursed by the gods to its terrible form as punishment for betraying the principles held in its former life. Death knights are cursed to remain in their former domains, and remember their crimes in song on any night of the full moon.

A typical death knight was a powerful warrior, taller than six feet and weighing more than 300 pounds. Its face is a blackened skull covered in scraps of shriveled, rotting flesh, and its armour and clothing is scorched and blackened as though burned in a fire. The death knight has two glowing pinpoints of flame in its eye sockets, and a deep, chilling voice that seems to echo from the depths of a bottomless cavern.

The only known death knights are older than the Cataclysm, and come from forgotten Aurim; it is possible that a death knight might have been created from a fallen dragon knight or a lord of Thenol. Death knights are likely to attack any creature that interrupts their singing or trespasses in their domains. A death knight speaks in the language it spoke in its former life, as well as up to six additional languages.

Creating a Death Knight

"Death Knight" is a template that can be added to any humanoid creature (hereafter referred to as the "character"), usually a human fighter or paladin. The character's type changes to "undead." The death knight uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The death knight has +10 armour bonus or that of the armour worn, whichever is better.

Special Attacks: A death knight retains all of the character's special attacks and also gains three to five of those listed below. Saves have a DC of 10 + $\frac{1}{2}$ death knight's HD + death knight's Charisma modifier unless noted otherwise.

Control Undead (Su): A death knight can rebuke or command undead as an evil cleric.

Fear Aura (Su): Death knights constantly generate an aura of fear and terror in a 5-foot radius. Creatures that come within this area must succeed at a Will save or be affected as though by *fear* cast by a sorcerer of the death knight's level.

Frightful Song (Su): The death knight can sing as a full-round action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for the duration of the singing plus an additional 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the song cannot be affected by the same death knight's song until the next sunset.

Spell-Like Powers (Sp): At will – *detect invisibility*, *detect magic*, *wall of ice*. 2/day – *dispel magic*. 1/day – *fireball* (20d6), *symbol* (fear or pain).

Words of Power (Sp): Once per day, a death knight can use either *power word*, *blind*, *power word*, *kill*, or *power word*, *stun*.

Special Qualities: The death knight retains all the character's special qualities and also gains three to five of those listed below, and also gains the undead type (see page 6 of the *Monster Manual*).

Immunities (Ex): Death knights are immune to cold, electricity, polymorph, and mind affecting attacks.

Turn Resistance (Ex): A death knight has +4 turn resistance.

Spell Resistance (Ex): SR 26

Wraithform (Su): A death knight can become incorporeal at will.

Saves: Same as the character

Abilities: A death knight gains +6 to Strength and Charisma, but being undead, has no Constitution score

Skills: Death knights gain a +8 racial bonus to Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the character

Feats: Same as the character

Climate/Terrain: Any land and underground

Organisation: Solitary, troupe (1 death knight, plus 2-5 vampires or ghosts), or patrol (1 death knight, plus 5-20 skeleton warriors)

Challenge Rating: Same as the base creature +2

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic evil

Advancement: By character class

Death Knight Characters

Only those of undeniably evil alignment and traitorous nature are ever cursed to become a death knight. The death knight retains all class abilities it had in life, unless denied due to alignment restrictions. Most death knights are fighters, paladins, or warriors (see the *DUNGEON MASTER'S Guide*); a few are rangers or monks. Death knights of the other character classes are unknown.

Death knights usually attack with a sword; usually, this is a magical sword. If the death knight's treasure contains magical items, one of these should be a magical sword designed to complement the death knight's combat ability.

Sample Death Knight

This example uses a 10th-level human fighter as the base creature.

Death Knight

Medium-size humanoid (human)

Hit Dice: 10d12 (65 hp)

Initiative: +5 (Dex bonus, Improved Initiative)

Speed: 30 ft.

AC: 21 (+1 Dex, +10 armour)

Attacks: Bastard Sword +17/+12/+7/+2 melee

Damage: Bastard Sword 1d10+8

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

Special Attacks: Fear aura, frightful song, spell-like powers, words of power

Special Qualities: Frightful song, wraithform, SR 26, turn resistance

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

Abilities: Str 23, Dex 13, Con —, Int 10, Wis 12, Cha 14

Skills: Intimidate +12, Jump +8, Listen +10, Move Silently +9, Ride +14, Search +9, Sense Motive +10, Spot +12

Feats: Cleave, Combat Reflexes, Exotic Weapon (Bastard Sword), Great Cleave, Improved Critical (Bastard Sword), Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialisation (Bastard Sword)

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating:	12
Treasure:	Standard coins; double goods; standard items
Alignment:	Chaotic evil
Advancement:	By character class

Dreamshadow

Dreamshadows are illusory creatures of dream that take the appearance of any real person or creature known to the dreamer or to anyone experiencing the dream. They are quite believable and appear to be the actual person or creature in all ways. Dreamshadows are normally encountered as the result of a *mindspin* spell.

Dreamshadows interact with one another as they would in the waking world; for example, a dreamshadow farmer might be tending a flock of dreamshadow sheep. However, dreamshadows only *appear* to eat, drink, and sleep, for their physiological functions are all illusory.

Creating a Dreamshadow

“Dreamshadow” is a template that can be added to any creature or character. The creature (hereafter referred to as the “base creature”) is usually a humanoid, monstrous humanoid, or undead. The dreamshadow uses all the base creature’s statistics and special abilities except as noted here.

Damage: The dreamshadow inflicts damage equal to that of the base creature, but of an illusory nature.

Special Attacks: A dreamshadow retains all of the special attacks of the base creature, although they are of an illusory nature.

Special Qualities: A dreamshadow has all of the special qualities of the base creature and type, although they are of an illusory nature, and gains those below.

Spell Resistance (Ex): SR 13

Saves: Same as the base creature.

Abilities: Same as the base creature, except that a dreamshadow has an Intelligence, Wisdom, and Charisma score equal to that of the dreamer.

Skills: Same as the dreamer rather than the base creature. This can lead to some dreamshadows possessing very unusual capabilities for their apparent form.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organisation: Solitary, or same as the base creature.

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature, but illusory.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Dreamshadow Characters

A dreamshadow has no meaningful existence beyond that as experienced by the dreamer. Hence, even if a dreamshadow survives an encounter with a group of characters, for all practical purposes it ceases to exist when the dream has ended.

Dreamwraith

Dreamwraiths are violent creations of the subconscious. They assault the minds of their victims through powerful illusory attacks. A dreamwraith can appear in a number of forms, usually humanoid, but almost always frightening and repulsive. They often assume the dead, decaying visage of a character's former friends and allies. In truth, although dreamwraiths were never living, the negative energy that they feed upon makes them very similar to the undead.

Dreamwraiths are shunned by illusory creatures of all alignments, but often ally with other dreamwraiths and evil dreamshadows. A dreamwraith ceases to exist when the dream in which it resides has ended.

Creating a Dreamwraith

"Dreamwraith" is a template that can be added to any creature or character. The creature (hereafter referred to as the "base creature") is usually a humanoid, or monstrous humanoid. The creature's type changes to "undead." The dreamwraith uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

AC: Natural armour improves by +2.

Attacks: The dreamwraith retains all of the attacks of the base creature, as well as a chilling touch.

Damage: Using the attacks of the base creature, a dreamwraith inflicts illusory damage only. Its chilling touch inflicts 1d10 points of damage.

Special Attacks: The dreamwraith retains the special attacks of the base creature, plus the following attack.

Despair (Su): The dreamwraith's words can cause even the most valorous to fall victim to despair. If a dreamwraith has the opportunity to speak to a character (perhaps crying out in pain and terror, perhaps blaming the character for the suffering of the dreamwraith), the character must make a Will saving throw (DC 12 + $\frac{1}{2}$ the dreamwraith's HD) or suffer a -4 morale penalty to all attacks, saves, attribute checks and skill checks, until one hour has passed. This is a mind-affecting, sonic effect. Note that time can pass very strangely if a character is in the midst of a *mindspin* spell.

Special Qualities: A dreamshadow has all of the special qualities of the base creature and type, although they are of an illusory nature, and gains those below.

Spell Resistance (Ex): SR 13

Saves: Same as the base creature.

Abilities: Same as the base creature, except that a dreamwraith has Charisma 15.

Skills: Dreamwraiths gain a +8 racial bonus to Hide, Listen, Move Silently, and Spot checks. Otherwise, same as the base creature.

Feats: As the base creature, plus Weapon Focus (Chilling touch)

Climate/Terrain: Same as the base creature.

Organisation: Solitary, or same as the base creature.

Challenge Rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic evil

Advancement Range: Same as the base creature.

Taladas in the Fifth Age

The standard time period for **D&D** campaigns in Taladas is the Fourth Age. During this time, most things work exactly as presented in the **Dungeons & Dragons** rules, especially as regarding magic and character classes.

However, those who have enjoyed the novel *Dragons of Summer Flame*, the *Dragons of a New Age* series or the *War of Souls* series might want to explore the lost lands of Taladas in the new, Fifth Age: The Age of Mortals. Whilst the D&D rules regarding skills, feats and combat obviously do not need any alteration, the very different magic available to characters in the Fifth Age requires new spell selection for each class.

These changes are described below.

The New Magic

At the close of the Fourth Age, the gods withdrew from Krynn, taking with them the powers that they had granted to mortals. The holy orders and wizards alike found that their spells were now powerless. For a while it seemed that magic had departed from the world of Krynn.

Over time, new powers were discovered. Some of these are thought to be related to the primordial magic of Krynn, which existed long before the three moons first rose in the heavens. Once known as wild magic, and considered the exclusive domain of ancient beings such as the scions and the dragons, this rediscovered arcane power has come to be known as *sorcery*. Apparently elemental in nature, sorcery seems incapable of affecting living beings. The power is simply uncontrollable for such subtle manipulation.

Others turned inward to seek new powers, and discovered something truly miraculous. Called *mysticism* by its practitioners, it is the power of life and the energy of the soul. Mysticism is an intuitive magic that uses the spark of divine power found within every living being; however, it is unable to affect the material world as sorcery does.

- ❖ **Divine Magic:** Divine magic in the Fifth Age is represented by *mysticism*. The cleric and druid classes are no longer viable character classes, and should not be chosen by players. A new class, the mystic, is available instead. Players who create ranger and paladin characters choose one domain of mysticism from which to cast spells (see the *mystic*, below). Rangers usually take Animism, whereas paladins favour Healing. Rangers and paladins may gain a second Mysticism domain by acquiring the appropriate feat (see page 23).
- ❖ **Arcane Magic:** Arcane magic in the Fifth Age is represented by *sorcery*. The wizard class no longer exists (or rather, wizards no longer cast spells and are not a viable character class). Sorcerers possess new spells and powers, as described by the *revised sorcerer* below. Players who wish to create a bard character should seek permission from their DM first. A bard chooses one domain of sorcery from which to cast spells (see the *revised sorcerer*, below), usually Mentalism. Bards may gain a second Sorcery domain by acquiring the appropriate feat (see page 23).

The Mystic Class

Mystics have the following game statistics.

Abilities: Wisdom determines how powerful a spell a mystic can cast, how many spells the mystic can cast per day, and how hard those spells are to resist. To cast a spell, a mystic must have a Wisdom score of 10 + the spell's level. A mystic gets bonus spells based on Wisdom. The Difficulty Class if a saving throw against a mystic's spell is 10 + the spell's level + the mystic's Wisdom modifier.

Alignment: Any.

Hit Die: d8.

Class Skills

The mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills of the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 14: The Mystic (Hit Die: d8)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	— Spells per Day —									
					0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	5	3	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	6	4	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	6	5	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4	6	6	3	—	—	—	—	—	—	—
5	+4	+4	+1	+4	6	6	4	—	—	—	—	—	—	—
6	+5	+5	+2	+5	6	6	5	3	—	—	—	—	—	—
7	+6/+1	+5	+2	+5	6	6	6	4	—	—	—	—	—	—
8	+6/+1	+6	+2	+6	6	6	6	5	3	—	—	—	—	—
9	+7/+2	+6	+3	+6	6	6	6	6	4	—	—	—	—	—
10	+8/+3	+7	+3	+7	6	6	6	6	5	3	—	—	—	—
11	+9/+4	+7	+3	+7	6	6	6	6	6	4	—	—	—	—
12	+10/+5	+8	+4	+8	6	6	6	6	6	5	3	—	—	—
13	+11/+6/+1	+8	+4	+8	6	6	6	6	6	6	4	—	—	—
14	+12/+7/+2	+9	+4	+9	6	6	6	6	6	6	5	3	—	—
15	+12/+7/+2	+9	+5	+9	6	6	6	6	6	6	6	4	—	—
16	+13/+8/+3	+10	+5	+10	6	6	6	6	6	6	6	5	3	—
17	+14/+9/+4	+10	+5	+10	6	6	6	6	6	6	6	6	4	—
18	+15/+10/+5	+11	+6	+11	6	6	6	6	6	6	6	6	5	3
19	+16/+11/+6/+1	+11	+6	+11	6	6	6	6	6	6	6	6	6	4
20	+17/+12/+7/+2	+12	+6	+12	6	6	6	6	6	6	6	6	6	6

Class Features

All of the following are class features of the mystic.

Armour and Weapon Proficiency: Mystics are proficient with all simple weapons. Mystics are proficient with light armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Spells: A mystic casts divine spells according to Table 13: The Mystic. A mystic's selection of spells is extremely limited. All mystics choose three Mystic domains, and begin play knowing three 0-level spells (also called orisons) and three 1st-level spells, taken from the spell lists of the chosen domains.

A mystic is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level, the mystic Aurdeus can cast four 1st-level spells per day – three for being 1st level (see Table 13), plus one thanks to his high Wisdom. However, he knows only three 1st-level spells: *charm person*, *true strike*, and *detect undead* (the 1st-level spells of the Mentalism, Sensitivity, and Spiritualism Domains). In any given day, he can cast *charm person* four times, cast *true strike* four times, cast *detect undead* four times, or cast some combination of the three spells a total of four times. He does not have to decide ahead of time which spells he'll cast.

A mystic may use a higher-level slot to cast a lower-level spell if he so chooses. For example if an 8th-level mystic has used up all of his 3rd-level spell slots for the day but wants to cast another one, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Domains: Like clerics, mystics choose Domains from which they can cast their spells. Mystics can choose any three domains from the Mystic Domains (these are different from the Cleric Domains). They do not have a base spell list, nor do they gain spells from the cleric or druid base spell lists.

Each domain gives your mystic access to a domain spell at each spell level, from 0 on up, as well as a granted power. Your mystic gets the granted powers of all the domains selected.

Chaotic, Evil, Good, and Lawful Spells: A mystic can't cast spells of an alignment opposed to his own. For example, a good mystic can't cast evil spells. Spells associated with these alignments are identified as such on the "Level" line of the spell description.

Cleric Abilities: Mystics cannot swap prepared spells for healing as a cleric can. Nor can mystics turn or rebuke undead, unless they receive the ability as a granted power.

The Revised Sorcerer Class

Sorcerers in the Fifth Age have the following game statistics.

Abilities: Wisdom determines how powerful a spell a sorcerer can cast, how many spells the sorcerer can cast per day, and how hard those spells are to resist. To cast a spell, a sorcerer must have a Charisma score of 10 + the spell's level. A sorcerer gets bonus spells based on Charisma. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell's level + the sorcerer's Charisma modifier.

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills of the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the sorcerer.

Armour and Weapon Proficiency: Sorcerers are proficient with all simple weapons. Sorcerers are proficient with light armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A sorcerer casts divine spells according to Table 14: The Sorcerer. A sorcerer's selection of spells is extremely limited. All sorcerers choose three Sorcery domains, and begin play knowing three 0-level spells (also called cantrips) and three 1st-level spells, taken from the spell lists of the chosen domains.

A sorcerer is limited to casting a certain number of spells of each level per day, but she need not prepare her spells in advance. The number of spells she can cast per day is improved by her bonus spells, if any. For instance, at 1st level, the sorcerer Ti'ikka can cast four 1st-level spells per day – three for being 1st level (see Table 14), plus one thanks to her high Charisma. However, she knows only three 1st-level spells: *bless water*, *produce flame*, and *summon nature's ally I* (the 1st-level spells of the Hydromancy, Pyromancy, and Summoning Domains). In any given day, she can cast *bless water*

four times, cast *produce flame* four times, cast *summon nature's ally I* four times, or cast some combination of the three spells a total of four times. She does not have to decide ahead of time which spells she'll cast.

A sorcerer may use a higher-level slot to cast a lower-level spell if she so chooses. For example if an 8th-level sorcerer has used up all of her 3rd-level spell slots for the day but wants to cast another one, she could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Domains: Like mystics, sorcerers choose Domains from which they can cast their spells. Sorcerers can choose any three domains from the Sorcery Domains (these are separate from the Cleric Domains). They do not have a base spell list, nor do they gain spells from the cleric or wizard base spell lists.

Each domain gives your mystic access to a domain spell at each spell level, from 0 on up, as well as a granted power. Your mystic gets the granted powers of all the domains selected.

TABLE 15: The Sorcerer (Hit Die: d4)

Class	Base Attack	Fort	Ref	Will	— Spells per Day —									
Level	Bonus	Save	Save	Save	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	6	6	6	6	6	6	6	4	—	—
16	+8/+4	+5	+5	+10	6	6	6	6	6	6	6	5	3	—
17	+8/+4	+5	+5	+10	6	6	6	6	6	6	6	6	4	—
18	+9/+5	+6	+6	+11	6	6	6	6	6	6	6	6	5	3
19	+9/+5	+6	+6	+11	6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	6	6	6	6	6	6	6	6	6	6

Other Abilities: Revised sorcerers cannot summon a familiar, nor can they learn new spells from arcane tomes as a standard sorcerer can. These abilities rely on powers that no longer exist in the Fifth Age.

Mysticism Domains

Alteration Domain

Granted Power: You cast transmutation spells at +1 caster level.

Alteration Domain Spells

- 0 Virtue
- 1 Change Self
- 2 Delay Poison
- 3 Water Breathing
- 4 Polymorph Self
- 5 Animal Growth
- 6 Liveoak
- 7 Statue
- 8 Animal Shapes
- 9 Shapechange

Animism Domain

Granted Power: Once per day you can choose to cast either *animal friendship* or *entangle*. Animal Handling and Wilderness Lore are class skills.

Animism Domain Spells

- 0 Detect Poison.** Detects poison in one creature or small object.
- 1 Calm Animals.** Calms 2d4 +1/level HD of animals, beasts, and magical beasts
- 2 Speak with Animals.** You can communicate with natural animals.
- 3 Dominate Animal.** Subject animal obeys silent mental commands.
- 4 Control Plants.** Talk to and control plants and fungi.
- 5 Commune with Nature.** Learn about terrain for one mile/level.
- 6 Liveoak.** Oak becomes treant guardian.
- 7 Creeping Doom.** Carpet of insects attacks at your command
- 8 Shambler.** Summons 1d4+2 shambling mounds to fight for you.
- 9 Summon Nature's Ally IX.** Calls creature to fight.

Channeling Domain

Granted Power: You have the supernatural ability to gain an enhancement bonus to Strength, Dexterity, or Constitution equal to your Wisdom modifier. Activating the power is a free action, the power lasts one round per level, and it is usable once per day.

Channeling Domain Spells

- 0 Resistance.** Subject gains +1 on saving throws.
- 1 Expeditious Retreat.** Doubles your speed.
- 2 Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
- 3 Remove Disease.** Cures all diseases affecting subject.
- 4 Divine Power.** You gain attack bonus, 18 Str, and 1 hp/level.
- 5 Righteous Might.** Your size increases, and you gain +4 Str.
- 6 Tenser's Transformation.** You gain combat bonuses
- 7 Greater Restoration.** Restores all levels and ability score drains.
- 8 Mass Haste.** Extra partial action and +4 AC, affects one subject/level.
- 9 Iron Body.** Your body becomes living iron.

Healing Domain

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 0 Cure Minor Wounds.** Cures 1 point of damage.
- 1 Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
- 2 Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
- 3 Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
- 4 Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).
- 5 Healing Circle.** Cures 1d8 +1/level damage in all directions.
- 6 Heal.** Cures all damage, diseases, and mental conditions.
- 7 Regenerate.** Subject's severed limbs grow back.
- 8 Mass Heal.** As *heal*, but with several subjects.
- 9 True Resurrection.** Fully restore dead subject, even without remains.

Meditation Domain

Granted Power: You have the supernatural ability to gain an enhancement bonus to Intelligence, Wisdom, or Charisma equal to your Constitution modifier. Activating the power is a free action, the power lasts one round per level, and it is usable once per day.

Meditation Domain Spells

- 0 Guidance.** +1 on one roll, save, or check.
- 1 Remove Fear.** +4 on saves against fear for one subject +1/four levels.
- 2 Calm Emotions.** Calms 1d6 subjects/level, negating emotion effects
- 3 Prayer.** Allies gain +1 on most rolls, and enemies suffer -1.
- 4 Imbue with Spell Ability.** Transfer spells to subject.
- 5 Atonement.** Removes burden of misdeeds from subject.
- 6 Etherealness.** Travel to ethereal Plane with companions.
- 7 Spell Turning.** Reflect 1d4+6 spell levels back at caster.
- 8 Protection from Spells.** Confers +8 resistance bonus.
- 9 Time Stop.** You act freely for 1d4+1 rounds.

Mentalism Domain

Granted Powers: You cast *charm person* once per day. *Scry* is a class skill.

Mentalism Domain Spells

- 0 Daze.** Creature loses next action.
- 1 Sleep.** Put 2d4 HD of creatures into comatose slumber.
- 2 Detect Thoughts.** Allows "listening" to surface thoughts.
- 3 Tongues.** Speak any language.
- 4 Discern Lies.** Reveals deliberate falsehoods.
- 5 Greater Command.** One subject/level obeys one-word command for 1 round.
- 6 Dominate Person.** Control humanoid telepathically.
- 7 Insanity.** Subject suffers continuous confusion.
- 8 Mind Blank.** Subject is immune to mental/emotional magic and scrying.
- 9 Astral Projection.** Projects you and companions into Astral Plane.

Necromancy Domain

Granted Power: You can use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your mystic level. If the total at least equals the creature's current hit points, it dies.

Necromancy Domain Spells

- 0 Inflict Minor Wounds.** Touch attack, 1 point of damage.
- 1 Chill Touch.** 1 touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 Death Knell.** Kill dying creature and gain 1d8 temp. hp, +2 Str, and +1 caster level.
- 3 Animate Dead.** Creates undead skeletons and zombies.
- 4 Inflict Critical Wounds.** Touch attack, 4d8 +1 hp/level damage (max +20).
- 5 Slay Living.** Touch attack kills subject.
- 6 Create Undead.** Ghouls, shadows, ghosts, wights, or wraiths.
- 7 Destruction.** Kills subject and destroys remains.
- 8 Create Greater Undead.** Mummies, spectres, vampires, or ghosts.
- 9 Wail of the Banshee.** Kills one creature/level.

Sensitivity Domain

Granted Powers: You cast divinations at +1 caster level. Scry is a class skill.

Sensitivity Domain Spells

- 0 Detect Magic.** Detects spells and magic items within 60 ft.
- 1 True Strike.** Adds +20 bonus to your next attack roll.
- 2 Augury.** Learns whether an action will be good or bad.
- 3 Invisibility Purge.** Dispels invisibility within 5 ft./level.
- 4 Divination.** Provides useful advice for specific proposed actions.
- 5 True Seeing.** See all things as they really are.
- 6 Banishment.** Banishes 2 HD/level extraplanar creatures.
- 7 Legend Lore.** Learn tales about a person, place, or thing.
- 8 Discern Location.** Exact location of creature or object.
- 9 Foresight.** "Sixth sense" warns of impending danger.

Spiritualism Domain

Granted Power: You can turn undead (good and neutral characters) or rebuke undead (evil characters) as a cleric of the same level.

Spiritualism Domain Spells

- 0 **Bane.** Enemies suffer -1 attack, -1 on saves against fear.
- 1 **Detect Undead.** Reveals undead within 60 ft.
- 2 **Consecrate** or **Desecrate.** Fills area with positive or negative energy.
- 3 **Speak with Dead.** Corpse answers one question/two levels.
- 4 **Death Ward.** Grants immunity to death spells and effects.
- 5 **Raise Dead.** Restores life to subject who died up to 1 day/level ago.
- 6 **Forbiddance.** Denies area to creatures of another alignment.
- 7 **Holy Ward** or **Blasphemy.** Kills, paralyzes, weakens, or dazes creatures of opposite alignment.
- 8 **Holy Aura** or **Unholy Aura.** +4 AC, -4 resistance, and SR 25 against spells of opposite alignment.
- 9 **Energy Drain.** Subject gains 2d4 energy levels.

Sorcery Domains

Aeromancy Domain

Granted Power: Rebuke or command air creatures as an evil cleric rebukes undead. You can use this ability a total number of times equal to 3 + your Charisma modifier.

Aeromancy Domain Spells

- 0 **Ghost Sounds.** Figment sounds.
- 1 **Obscuring Mist.** Fog surrounds you.
- 2 **Wind Wall.** Deflects arrows, smaller creatures, and gases.
- 3 **Gaseous Form.** Subject becomes insubstantial and can fly slowly.
- 4 **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).
- 5 **Control Winds.** Change wind direction and speed.
- 6 **Chain Lightning.** 1d6 damage/level; secondary bolts.
- 7 **Control Weather.** Changes weather in local area.
- 8 **Whirlwind.** Cyclone inflicts damage and can pick up creatures.
- 9 **Elemental Swarm.** * Summons 2d4 Large, 1d4 Huge elementals.

*Cast as an air spell only.

Cryomancy Domain

Granted Power: You cast *endure elements* * once per day.

Cryomancy Domain Spells

- 0 **Ray of Frost.** Ray deals 1d3 cold damage.
- 1 **Chill Touch.** 1 touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Resist Elements.** * Ignores 12 damage/round from one energy type.
- 3 **Sleet Storm.** Hampers vision and movement.
- 4 **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 **Wall of Ice.** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

- 6 Cone of Cold.** 1d6 cold damage/level.
- 7 Summon Monster VII.** ** Summons an outsider to fight for you.
- 8 Otiluke's Freezing Sphere.** Freezes water or deals cold damage.
- 9 Summon Monster IX.** ** Summons an outsider to fight for you.

* Cold or heat only.

** Cold creatures only.

Divination Domain

Granted Power: You cast divination spells at +1 caster level. Scry and all Knowledge skills are class skills.

Divination Domain Spells

- 0 Detect Magic.** Detects spells and magic items within 60 ft.
- 1 Detect Secret Doors.** Reveals hidden doors within 60 ft.
- 2 Locate Object.** Senses direction toward object (specific or type).
- 3 Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.
- 4 Scrying.** Spies on subjects from a distance.
- 5 Prying Eyes.** 1d4 floating eyes +1/level scout for you.
- 6 Analyze Dweomer.** Reveals magical aspects of subject.
- 7 Greater Scrying.** As scrying, but faster and longer.
- 8 Discern Location.** Exact location of creature or object.
- 9 Foresight.** "Sixth sense" warns of impending danger.

Electromancy Domain

Granted Power: You can cause an opponent to drop a metallic weapon using magnetic rays. This is a spell-like ability that you can use once per day. Make a ranged touch attack to strike the opponent's weapon; if successful, the opponent drops the weapon within 5 feet.

Electromancy Domain Spells

- 0 Flare.** Dazzles one creature (–1 to attack).
- 1 Shocking Grasp.** Touch delivers 1d8 +1/level electricity.
- 2 Faerie Fire.** Outlines subjects with light, canceling *blur*, concealment, etc.
- 3 Call Lightning.** Directs lightning bolts (1d10/level) during storms.
- 4 Lightning Bolt.** Electricity deals 1d6 damage/level.
- 5 Sleet Storm.** Hampers vision and movement.
- 6 Chain Lighting.** 1d6 damage/level; secondary bolts.
- 7 Control Weather.** Changes weather in local area.
- 8 Repel Metal or Stone.** Pushes away metal or stone.
- 9 Storm of Vengeance.** Storm rains acid, lightning, and hail.

Enchantment Domain

Granted Power: Free Scribe Scroll feat.

Enchantment Domain Spells

- 0 Detect Magic.** Detects spells and magic items within 60 ft.
- 1 Magic Weapon.** Weapon gains +1 bonus.
- 2 Identify.** Determines single feature of magic item.
- 3 Dispel Magic.** Cancels magical spells and effects.
- 4 Greater Magic Weapon.** +1/three levels (max +5)
- 5 Antimagic Field.** Negates magic within 10 ft.
- 6 Greater Dispelling.** As *dispel magic*, but +20 on check.
- 7 Spell Turning.** Reflect 1d4+6 spell levels back at caster.
- 8 Protection from Spells.** Confers +8 resistance bonus.
- 9 Mordenkainen's Disjunction.** Dispel magic, disenchant magic items.

Geomancy Domain

Granted Power: Rebuke or control earth creatures as an evil cleric rebukes undead. Use this ability a number of times per day equal to 3 + your Charisma modifier.

Geomancy Domain Spells

- 0 Mending.** Makes minor repairs on an object.
- 1 Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.
- 2 Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.
- 3 Stone Shape.** Sculpts stone into any form.
- 4 Spike Stones.** Creatures in area take 1d8 damage, may be *slowed*.
- 5 Wall of Stone.** 20 hp/four levels, can be shaped.
- 6 Move Earth.** Digs trenches and builds hills.
- 7 Disintegrate.** Makes one creature or object vanish.
- 8 Earthquake.** Intense tremour shakes 5-ft./level radius.
- 9 Elemental Swarm.** * Summons 2d4 Large, 1d4 Huge elementals.

* Cast as an earth spell only.

Hydromancy Domain

Granted Power: Rebuke or command water creatures as an evil cleric rebukes undead. Use this ability a number of times per day equal to 3 + your Charisma modifier.

Hydromancy Domain Spells

- 0 Create Water.** Creates 2 gallons/level of pure water.
- 1 Bless Water or Curse Water.** Makes holy water (good characters) or unholy water (evil characters).
- 2 Fog Cloud.** Fog obscures vision.
- 3 Water Breathing.** Subjects can breathe underwater.
- 4 Control Water.** Raises, lowers, or parts bodies of water.
- 5 Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 Acid Fog.** Fog deals acid damage.
- 7 Otiluke's Freezing Sphere.** Freezes water or deals cold damage.
- 8 Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
- 9 Elemental Swarm.** * Summons 2d4 Large, 1d4 Huge elementals.

* Cast as a water spell only.

Pyromancy Domain

Granted Power: Rebuke or command fire creatures as an evil cleric rebukes undead. Use this ability a number of times per day equal to 3 + your Charisma modifier.

Pyromancy Domain Spells

- 0 Burning Hands.** 1d4 fire damage/level (max: 5d4).
- 1 Produce Flame.** 1d4+1/two levels damage, touch or thrown.
- 2 Resist Elements.** * Ignores 12 damage/round from one energy type.
- 3 Fireball.** 1d6 damage per level, 20-ft. radius.
- 4 Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. passing through the wall deals 2d6+1/level.
- 5 Fire Shield.** Creatures attacking you take fire damage, you're protected from heat or cold.
- 6 Flame Strike.** Smite foes with divine fire (1d8/level).
- 7 Fire Arrow**
- 8 Incendiary Cloud**
- 9 Elemental Swarm.** ** Summons 2d4 Large, 1d4 Huge elementals.

* Resist cold or fire only.

** Cast as a fire spell only.

Spectramancy Domain

Granted Power: You cast *dancing lights* once per day.

Spectramancy Domain Spells

- 0 Light.** Object shines like a torch.
- 1 Change Self.** Changes your appearance.
- 2 Invisibility.** Subject is invisible for 10 min./level or until it attacks.
- 3 Searing Light.** Ray deals 1d8/two levels, more against undead.
- 4 Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
- 5 Persistent Image.** As *major image*, but no concentration required.
- 6 Mislead.** Turns you invisible and creates illusory double.
- 7 Prismatic Spray.** Rays hit subjects with variety of effects.
- 8 Sunburst.** Blinds all within 10 ft., deals 3d6 damage.
- 9 Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

Summoning Domain

Granted Power: You can turn or destroy summoned creatures as a good cleric turns undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Summoning Domain Spells

- 0 Unseen Servant.** Creates invisible force that obeys your commands.
- 1 Summon Nature's Ally I.** Calls outsider to fight for you.
- 2 Levitate.** Subject moves up and down at your direction.
- 3 Summon Monster III.** Calls outsider to fight for you.
- 4 Dimension Door.** Teleports you and up to 500 lb.
- 5 Teleport.** Instantly transports you anywhere.
- 6 Planar Binding.** Traps outsider (up to 16 HD) until it performs a task.
- 7 Teleport without Error.** As teleport, but no off-target arrival.
- 8 Greater Planar Binding.** As *planar binding*, but up to 24 HD.
- 9 Teleportation Circle.** Circle teleports any creature inside to designated spot.

Transmutation Domain

Granted Powers: You cast *enlarge* once per day, on objects only.

Transmutation Domain Spells

- 0 Open/Close.** Open/close small things.
- 1 Animate Rope.** Makes a rope move at your command.
- 2 Shrink Item.** Object shrinks to one-twelfth size.
- 3 Keen Edge.** Doubles normal weapon's threat range.
- 4 Magic Vestment.** Armour or shield gains +1 enhancement/three levels.
- 5 Fabricate.** Transforms raw materials into finished items.
- 6 Animate Objects.** Objects attack your foes.
- 7 Mordenkainen's Sword.** Floating magic blade strikes opponents.
- 8 Polymorph any Object.** Changes any subject into anything else.
- 9 Refuge.** Alters item to transport its possessor to you.