Kaprela

A desert country located on the Kaprela river in Oerth.

- Kaprelan royal family
- Prince Maziar the Charismatic
- Horn of the Loyal Sands
- Kaprelan Royal Household
- Scions of Adnauk
- Kaprelan Encounters

Kaprelan royal family

family tree

His Majesty King Nawfal al-Kaprela al-Kamar, 50yo
Her Majesty Queen Zaki al-Kaprela al-Mian

> their children:
> His Highness Prince Arkaan al-Kaprela al-Kamar, 29yo
> Her Highness Princess Kameela, 26yo
> His Highness Prince Faadil, 25yo
> Her Highness Princess Kifaaya al-Kaprela al-Kamar, 22yo
> Her Highness Princess Sahar, 16y

His Highness Prince Maziar, 46yo

His Highness Prince Baasim, 40yo
Her Highness Layaali al-Basa

Prince Maziar the Charismatic

Size/Type: Medium Humanoid
Hit Dice: 8d8 (40 hp)
Initiative: -1 (-1 dex)
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 dex, +6 cool breastplate +1, +2 small shield +1), touch 9, flat-footed 17
or 11 (-1 dex, +1 wis, +1 monk), touch 11, flat-footed 11
combat expertise can increase this by up to 5
Base Attack/Grapple: +6/+8
Attack: unarmed (monk) +8 melee (1d8+2, -, light, bludgeoning)
or +1 scimitar +10 melee (1d6+2, 18-20/x2, 2 lb., one-handed, slashing)
or +1 spiked light steel shield +9 melee (1d4+1, 9 lb., light, piercing)
Full Attack: unarmed (monk) +8/+3 melee (1d8+2, -, light, bludgeoning)
or +1 scimitar +10/+5 melee (1d6+2, 18-20/x2, 2 lb., one-handed, slashing)
Space/Reach: 5 ft/5 ft
Special Attacks: horn of the loyal sands
Special Qualities: heat endurance
Saves: Fort +2, Ref +1, Will +7
+2 bonus on saving throws against fire effects
Abilities: Str 14, Dex 8, Con 10, Int 15, Wis 13, Cha 17
Skills: bluff +6, diplomacy +18, gather information +5, intimidate +5, knowledge (geography) +4, knowledge (history) +7, knowledge (local) +7, knowledge (nature) +5, knowledge (nobility)+ 13, knowledge (religion) +7, perform (oratory) +8, perform (woodwinds) +4, profession (sailor) +2, ride +4, sense motive +8, swim +7

Feats: combat expertise, negotiator, heat endurance, weapon focus: scimitar

Gear: amulet of unaging (removes physical effects of age), monk's belt, +1 spiked +1 light bronze shield, +1 scimitar, +1 cool breastplate, horn of the loyal sands

Alignment: Neutral Good
Languages: Common, Catfolk, Gnome

Horn of the Loyal Sands

Once a day while in the Kaprelan desert, this horn may be sounded to summon 1d4+2 level four dustform human fighters armed with great scimitars, as specified below, for ten minutes. These summoned constructs appear from the nearest patch of sand large enough to emerge from. They understand Common and obey the horn-blower's commands, though a cleric of Chahu, the Kaprelan goddess of the desert sands, may take control of them instead on a successful turning check.

Dustform Human Fighter 4
Size/Type: Medium Construct
Hit Dice: 4d10 (22 hp)
Initiative: -1 (-1 dex)
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 dex, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +4/+6
Attack: great scimitar +7 (1d8+4, 18-20/x2) or slam +6 (1d6+2)
Full Attack: great scimitar +7 (1d8+4, 18-20/x2) and slam +1 (1d6+2)
Space/Reach: 5 ft/5 ft
Special Attacks: breath weapon, power attack, cleave
Special Qualities: blindsight, construct traits, bludgeoning weakness, damage reduction 5/magic
Saves: Fort +2, Ref +1, Will +7
Abilities: Str 14, Dex 8, Con -, Int -, Wis 10, Cha 10
Skills: intimidate +7, jump +6, climb +5
+8 to hide in sandy environments
Feats: Exotic Weapon Proficiency (Great Scimitar), Power Attack, Cleave, Weapon Focus (Great Scimitar), Weapon Specialization (Great Scimitar)
Alignment: Lawful Neutral
Languages: Common

Breath Weapon (Su): As a standard action every 2d4 rounds, this dustform fighter can spew out a 10-foot cone of dust and sand. The cone deals 2d6 points of damage, and creatures within the area can make DC12 Reflex saves for half damage.

Blindsight (Ex): Dustform creatures are blind, but they can sense all creatures within 60 feet as a sighted creature would by defecting subtle vibrations in the air around them. Beyond that range, they treat all targets as having total concealment.

Construct Traits: Constructs have immunity to poison, sleep, paralysis, stunning, and mind-affecting spells and abilities. They are not subject to extra damage from critical hits or flanking. In addition, a dustform creature cannot be polymorphed into a nondustform creature.

Damage Reduction (Su): Dustform creatures have damage reduction 5/magic. A dustform creature's own natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dustform creatures have one fatal weakness. A critical hit with a bludgeoning weapon forces the dustform creature to make a Will save to remain cohesive; otherwise it dissolves into lifeless dust again. The DC for the Will save is equal to 10 + damage dealt.

Kaprelan Royal Household

Reedbearer Amaani, priestess of Adnauk, the god of the Kaprela river

Size/Type: Medium Humanoid (Human) Cloistered Cleric 12
Hit Dice: 12d6 (42hp)
Initiative: -1
Speed: 30 ft
Armor Class: 9 (-1 dex), touch 9, flat-footed 9
Base Attack/Grapple: +6/+4
Attack: Unarmed +4 (1d4-2)
Full Attack: Unarmed +4 (1d4-2)
Space/Reach: 5 ft/5 ft
Special Attacks: Turn undead 8/day
Special Qualities: Charity Domain, Life Domain, Lore
Spells per day: 6, 7+1, 5+1, 5+1, 4+1, 4+1, 2+1
Spell DC: 15 plus spell level
Saves: Fort +8, Ref +3, Will +13
Abilities: Str 7, Dex 9, Con 10, Int 13, Wis 20, Cha 11
Skills: Sense Motive +17, Knowledge (Nobility) +16, Knowledge (Religion) +16, Heal +15, Profession (Priest) +15, Craft (basketweaving) +11, Knowledge (History) +11, Knowledge (Nature) +11, Decipher Script +6, Diplomacy +9, Survival +8, Knowledge (Geography)+6, Knowledge (Local) +6, Spellcraft +6, Knowledge (Planes) +3, Gather Information +2

Craft >=5 ranks gives +2 on related appraise checks.
Know Geography >=5 ranks gives +2 on checks to avoid getting lost or into hazards.
Know Nature >=5 ranks gives +2 on survival checks above ground.
Know Religion >=5 ranks gives +2 on turn/rebuke the undead.

Feats: Augment Healing (healing spells do +2 per spell level), Negotiator, Skill Focus (Survival), Heat Endurance, Sacred Healing (spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst; the fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round)), Extra Turning
Gear: -
Alignment: Neutral Good
Languages: Aquan Celestial Common Catfolk Gnome

Sandkite Fahami, priest of Shonles, the god of the desert winds

Size/Type: Medium Humanoid (Human) Rogue 3/Favored Soul 6
Hit Dice: 3d6+6d8 (37 hp)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 dex, +4 cool studded leather armor +1), touch 13, flat-footed 10
Base Attack/Grapple: +6/+6
Attack: +1 dagger +7 melee (1d4+1) or +1 thundering returning kylie +11 ranged (1d6+1/x2+1d8 sonic, range increment 20')
Full Attack: +1 dagger +7/+2 melee (1d4+1) or +1 thundering returning kylie +11 ranged (1d6+1/x2+1d8 sonic,

range increment 20')
Space/Reach: 5 ft/5 ft
Special Attacks: spells
Special Qualities: fire resistance 10
Spells per Day: 6, 7, 6, 4
Spell DC: 13 + spell level
Spells Known:
0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light
1: Cause Fear, Divine Favor, Entropic Shield, Obscuring Mist, Sanctuary, Cure Light Wounds, Inflict Light Wounds
2: Remove Paralysis, Silence, Sound Burst, Spiritual Weapon, Cure Moderate Wounds, Inflict Moderate Wounds
3: Protection from Energy, Water Breathing, Wind Wall, Cure Serious Wounds, Inflict Serious Wounds
Saves: Fort +6, Ref +11, Will +9
Abilities: Str 10, Dex 16, Con 10, Int 14, Wis 16, Cha 18
Skills: Diplomacy +14, Listen +10, Sense Motive +9, Bluff +8, Move Silently +8, Spot +8, Disable Device +7, Hide +7, Perform (kiteflying) +7, Search +7, Tumble +7, Balance +6, Concentration +6, Escape Artist +6, Knowledge (religion) +6, Open Lock +6, Profession (sailor) +6, Profession (priest) +6, Use Rope +6, Appraise +5, Knowledge (local) +5, Spellcraft +4, Climb +3, Jump +3, Survival +3, Swim +3
Feats: Alertness, Dodge, Heat Endurance, Spontaneous Healer, Spontaneous Wounder, Weapon Focus (kylie)
Gear: +1 cool glamered studded leather armor, +1 thundering returning kylie, +1 dagger, wind fan
Alignment: Chaotic Neutral
Languages: Aquan Common Gnome

Serir Farhat, priestess of Chahu, the goddess of the desert sands (domains: temperance, sand)

armsmith Waleed

diviner Aatika

druid Suhail

Scions of Adnauk

Level	Class	HP	BAB	Fort Save	Ref Save	Will Save	Skill points	Feats	Special
1st	Ranger 1	8	1	+2	+2	+0	-	Point Blank Shot, Exotic Weapon Proficiency (Aquatic Crossbow), Track (b)	1st favored environment (warm deserts), Track, wild empathy
2nd	Ranger 2	12	2	+3	+3	+0	-	Rapid Shot (b)	Combat style
3rd	Paladin 1	17	3	+5	+3	+0	-	Rapid Reload (Light/Aquatic)	Aura of good, detect evil, smite evil 1/day
4th	Paladin 2	22	4	+6	+3	+0	-		Divine grace, lay on hands
5th	Paladin 3	27	5	+6	+4	+1	-		Aura of courage, divine health
6th	Scion 1	32	6	+8	+4	+3	1	Ranged Smite Evil	Buoyancy, river mastery
7th	Scion 2	37	7	+9	+4	+4	2		River's vigor 1/day
8th	Scion 3	42	8	+9	+5	+4	3		River walk 1/day, the river's life is mine
9th	Scion 4	47	9	+10	+5	+5	4	Weapon Focus (Aquatic Crossbow)	Smite evil 2/day
10th	Scion 5	52	10	+10	+5	+5	5		Divine power 1/day
11th	Scion 6	57	11	+11	+6	+6	6		Control water 3/day, river's vigor 2/day, river walk 2/day
12th	Scion 7	62	12	+11	+6	+6	7	Aquatic Shot	Restoring immersion
13th	Scion 8	67	13	+12	+6	+7	8		Smite evil 3/day
14th	Scion 9	72	14	+12	+7	+7	9		Divert river, river walk 3/day
15th	Scion 10	77	15	+13	+7	+8	10	?	Divine Power 2/day

Size/Type: Medium Humanoid (Human)
Hit Dice: per chart, HP per chart + (2 x level)
Initiative: +1
Speed: 30 ft
Armor Class: 11 (+1 dex), touch 11, flat-footed 10
Base Attack/Grapple: per chart/BAB-1
Attack: Handaxe BAB-1 melee (1d6-1/x3) or sling BAB+1 ranged (1d4-1, 50ft) or aquatic crossbow BAB+1 ranged (1d8/19-20 x2, 40 ft)
Full Attack: Handaxe BAB-1 melee (1d6-1/x3) or sling BAB+1 ranged (1d4-1, 50ft) or aquatic crossbow BAB+1 ranged (1d8/19-20 x2, 40 ft)
Space/Reach: 5 ft/5 ft
Special Attacks: per chart
Special Qualities: per chart
Spells per day: per chart
Spell DC: 12 + spell level

Saves: Fort per chart +2, Ref per chart +1, Will per chart +2
Abilities: Str 9, Dex 13, Con 14, Int 10, Wis 14, Cha 12
Skills:
Lv1 Ranger skills - Heal +6, Profession (sailor or farmer) +6, Spot +6, Survival +6, Handle Animal +4, Swim +3, Knowledge (Religion) +2, Knowledge (Nature) +1
Lv2 Ranger skills - Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +4, Knowledge (Religion) +2, Knowledge (Nature) +2
Lv1 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +4, Sense Motive +3, Diplomacy +2, Knowledge (Religion) +2, Knowledge (Nature) +2
Lv2 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +5, Diplomacy +3, Knowledge (Religion) +3, Sense Motive +3, Knowledge (Nature) +2
Lv3 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +5, Diplomacy +4, Knowledge (Religion) +4, Sense Motive +4, Knowledge (Nature) +2
Scion skills - points per chart: Survival, Swim; Diplomacy 1/2, Gather Information 1/2
Skill Bonuses: +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks in deserts; +2 bonus on knowledge (nature) checks about deserts (ranger)
Feats: per chart
Gear: per chart below
Alignment: Lawful Good
Languages: Common

Favored Environment

At 1st level, a ranger may select a natural environment from among those given on Table: Ranger Favored Environments. Due to the ranger's experience in that environment, he gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. He also gains the same bonus on Knowledge (nature) checks made in association with that environment (or on Knowledge (dungeoneering) checks made in association with underground environments, if the ranger has selected underground as a favored environment).

Track

A ranger gains Track as a bonus feat.

Wild Empathy (Ex)

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex)

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character’s class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Aura of Good (Ex)

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Detect Evil (Sp)

At will, a paladin can use detect evil, as the spell.

Smite Evil (Su)

Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su)

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su)

Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level × her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su)

Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex)

At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Spells

Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Buoyancy (Ex)

You become buoyant in water, giving you a +4 circumstance bonus on Swim checks. Additionally, your armor has been blessed by a cleric of Adnauk, which means the armor check penalty for your armor is not doubled for the purposes of Swim checks. If you ever lose your armor, or if you want a new suit blessed, a cleric of Adnauk can perform the ceremony to bless your armor at any temple devoted to your patron deity. The blessing is free of charge for scions.

River Mastery (Ex)

As a Scion of Adnauk, you gain a +1 insight bonus on attack rolls and damage rolls against river-dwelling aquatic creatures.

Spellcasting

At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a scion of Adnauk, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

River’s Vigor (Su)

Beginning at 2nd level, you can emulate the vigor and unstoppable power of the river during a spring flood, gaining 5 temporary hit points per scion class level for 1 minute per scion class level once per day. From 6th level on, you can use river’s vigor two times per day (the temporary hit points gained with each use of this ability do not stack).

River Walk (Sp)

At 3rd level and higher, you can tread on river water as though you were affected by a water walk spell. You can use this ability once per day for every three scion of Adnauk levels. Your caster level for this ability is equal to your class level.

The River’s Life Is Mine (Su)

At 3rd level and higher, you gain fast healing 5 whenever you begin your turn in or adjacent to a square containing a river.

Smite Evil (Su)

Beginning at 4th level, once per day you can attempt to smite evil with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. If you accidentally smite a creature that is not evil, the smite has no effect, but the ability is still used up for the day. You must declare the use of

the smite before making the attack roll. Starting at 8th level, you can smite twice per day. If you have levels in a class that grant a smite evil ability (such as paladin), you gain extra uses of that ability, and the levels of that class stack with your scion of Adnauk class levels to determine the power of your smite evil ability.

Divine Power (Sp)

At 5th level, you gain the benefit of divine power, as the spell, once per day. Your caster level is equal to your class level. If you activate this ability while submerged up to your waist (or deeper) in a river, the amount of time you benefit from the ability does not count toward the duration of the effect until you move out of water of this depth. Once the duration begins to count down, however, it does not stop even if you proceed to immerse yourself in waist-deep water. At 10th level, you can use this ability twice per day.

Control Water (Sp)

Beginning at 6th level, you can use control water, as the spell, three times per day. Your caster level is equal to your class level.

Restoring Immersion (Sp)

When you attain 7th level, you become able to draw upon the power of Adnauk once per day to benefit from a restoration effect if you immerse yourself completely in water for a short time. Restoring negative levels requires that you be immersed for 1 minute per negative level. Curing ability score damage requires 5 rounds per point, and restoring drained ability score points requires 1 minute per point. You can receive more than one benefit during each period of immersion you undergo. For example, you could restore three negative levels and four drained ability points by remaining immersed for 7 consecutive minutes.Your caster level for this ability is equal to your class level.

Divert River (Sp)

At 9th level, you become capable of changing the course of a river for a short time. With slow-moving rivers, this is the equivalent of casting both versions of control water simultaneously: lower water downstream of your location, and raise water aimed at where you divert the river. Water overflows the river's bank where you specify, rather than following the natural contours of the river. With fast-moving rivers, the effect is more dramatic: The river downstream is affected as though the lower water version of control water had been cast, and a flash flood effect, as the spell (see below), originates at the point on the river that you specify. Regardless of the speed of the river, the effect lasts for 2 hours unless you choose to end it sooner.

FLASHFLOOD
Conjuration (Creation) [Water]
Level: Cleric 8, druid 8
Components: V, S, DF
Casting Time: 1 standard action
Range: 120 ft.Area: Cone-shaped spread
Duration: 1 round
Saving Throw: See text
Spell Resistance: No

You create a roaring, frothing wall of water 10 feet high that erupts from where you stand and surges forward, sweeping away or smashing down nearly everything in its path. The effect lasts for 1 round, although the water created by the spell does not disappear after 1 round, during which time creatures on the ground within the area cannot move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) to successfully cast a spell.

The force of the water and debris deals those caught in the area 1d6 points of nonlethal damage plus another 1d6 points per five caster levels (maximum 4d6). Any creature or object that is not soundly secured is pushed violently to the outer edge of the area. If this forces the creature or object into a solid surface, it takes 8d6 points of damage. A creature holding onto a sturdy object can make a DC 20 Strength check to avoid being moved. A creature not already holding

onto such an object can make a DC 20 Reflex save or Swim check to grab one. A creature of Huge size or larger can make a DC 30 Strength check to dig in its feet and simply withstand the oncoming wave. A creature that fails any of these checks falls prone in addition to being swept away.

The specific effect and aftereffects of a flashflood spell on the environment depend on the nature of the terrain where it is cast. When the spell is completed, a total volume of 100,000 cubic feet of water (400 5-foot squares, in a 120-ft. cone, 10 feet deep) is left behind. This water behaves like ordinary water—draining away and leaving puddles in most cases, or perhaps forming a shallow lake or pond. Unless the caster has taken care to create the flashflood in a cleared area, however, the water left behind is full of debris, dirt, and perhaps a few corpses. Such water is unfit to drink.

Cave, Cavern, or Tunnel: The sudden surge of water knocks down support beams, but otherwise has no real effect, aside from filling the tunnel with water to a depth of 10 feet. If the area is insufficient to support 100,000 cubic feet of water, the water level rises above 10 feet until the entire volume is filled, or it spills outward from the confines of the original 400 squares. What happens is based on the layout of the area. In the case of level terrain, the water simply drains away over the course of a minute or so, leaving pools in depressions from which it cannot drain. When the ground in a tunnel is not level, the water might flood sections of the tunnel. In such cases, determine whether the flooded area is sufficient to contain the entire volume of water created—and, if not, how deeply the water floods the next level up. Any creatures caught in water over their heads might drown. For example, Miyish casts flashflood in the dungeon of a ruined castle. The dungeon's total volume is only 40,000 cubic feet (160 squares, with a 10 -foot ceiling). The remaining 60,000 cubic feet of water has to go somewhere, so it rushes up and out the entrance to the dungeon. Since the terrain above the dungeon is another level of the castle, and is basically watertight, the water collects up here. The total volume of this level is 80,000 cubic feet (320 squares, with a 10-foot ceiling), leaving 20,000 cubic feet of air. Since the water has nowhere to go but up, and it has gone as high as it can, the water on this level is 7-1/2 feet deep (60,000 cubic feet divided by 8,000—the square footage of 320 5-foot squares). If Miyish can't swim or breathe water, he has made a grave tactical error by casting flashflood in an area too small to contain it.

Cliffs: Casting flashflood at the base of a cliff has no effect on the cliff. Casting flashflood from the top of a cliff can force creatures and objects over the edge, so that they take falling damage.

Open Ground: Creatures on open ground are safest from the worst effects of flashflood. They might be knocked prone by the force of the water, or even swept 120 feet (24 squares) away, but they are not in any particular danger of drowning or being crushed.

Structure(s): Any structure standing on open ground takes 60 points of damage, enough to collapse a typical wooden building, but not a structure built of stone, masonry, or rein forced masonry. Hardness reduces this damage, but it isn't halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half). The debris is swept away by the flashflood.

River, Lake, or Marsh: The river, lake, or marsh overflows its banks, though with rivers the effect is transitory. In the case of lakes and marshes, determine how much the body of water overflows, given the 100,000 cubic feet of water added to it. Only calculate this amount if the total surface area of the lake or marsh is less than 40,000 square feet—and even then, it's only academic unless it is important to determine whether something on the shore gets wet.

Multiclass Note

A paladin who becomes a scion of Adnauk may continue advancing as a paladin.

Scion of Adnauk Gear

Key:

- Normal
-
- ~~Removed from previous level~~
- Upgraded

Lvl	Weapons	Armor	Consumables	Reusables	Ongoing Effects	Weight:
1	Mwk handaxe Sling & 10 bullets	Mwk light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 18.5 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
2	Mwk handaxe Sling & 10 bullets	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 118.5 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
3	Mwk handaxe	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 67.6 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
4	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 12.6 gp ~~Potion: Cure Light, 3~~	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
5	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield	Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light (47) 12.6 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 14 Pack: 27.5 Remain: 18.5
6	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (mother of pearl)	Filter mask Sun lenses	Worn: 14.5 Pack: 30.5 Remain: 15

			Armor, 3 Wand: Cure Light 43.6 gp	Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin		
7	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 194 gp	Backpack Bedroll Flint and Steel Float Bladder Grappling hook Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 15.5 Pack: 30.5 Remain: 14
8	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 95.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin ~~Backpack~~	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 20.5 Remain: 9.5
9	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 695.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 20.5 Remain: 9.5
10	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Amulet of Natural Armor +1 Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 695.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 24.5 Remain: 13.5
11	+1 pearlsteel handaxe Mwk aquatic crossbow & 10 bolts	+1 light wooden shield Amulet of Natural Armor +1 ~~Bracers of Armor +1~~	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light (35) Signal whistle	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small)	Cloak of Resistance +1 Filter mask Gauntlets of Ogre Power Medal of Gallantry Sun lenses Swim Goggles	Worn: 37.75 Remain: 0.25

			10.6 gp ~~Potion: Mage Armor, 3~~	Silk rope 50' Waterskin		
12	+1 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 cool leather armor +1 light wooden shield Amulet of Natural Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 1160.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Gauntlets of Ogre Power Medal of Gallantry ~~Sun lenses~~ ~~Swim Goggles~~	Worn: 37.25 Remain: 0.75
13	+1 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 cool leather armor +1 light wooden shield Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 40.6 gp ~~Air plant (3)~~	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	 Filter mask Gauntlets of Ogre Power Medal of Gallantry Versatile Eyes of the Eagle ~~Cloak of Resistance +1~~	Worn: 37.25 Remain: 0.75
14	+2 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 light wooden shield +2 cool leather armor Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 1040.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of the Porpoise Filter mask Gauntlets of Ogre Power Medal of Gallantry Permanent Resistance +1 Versatile Eyes of the Eagle	Worn: 32.25 Remain: 5.75
15	+2 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 light wooden shield +2 cool leather armor Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 40.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of the Porpoise Filter mask Gauntlets of Ogre Power Medal of Gallantry Permanent Resistance +1 Versatile Eyes of the Eagle	Worn: 32.25 Remain: 5.75

Deep Draught

This powder is a mixture of salt, dried herbs, and extracts of desert plants. Adding it to water increases your body's retention of fluid and helps counteract the effects of dehydration. One packet of deep draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal check to treat dehydration.

Filter mask

A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants a +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust (such as slumber sand) for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

Sun lenses

This item, made of thin slabs of mica or volcanic glass affixed to curved frames, can protect your eyes from being dazzled by bright light, such as glare (see page 18). If you are already dazzled when you don the lenses, you are treated as if you had entered an area of shade; you recover from the dazzled condition 1 hour if you continue to wear the lenses.

Crossbow, Aquatic

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the Dungeon Master's Guide), and uses its normal range increment of 40 feet both in and out of the water.

Float Bladder

This is an emergency flotation device for those who find themselves cast overboard. It can also be used to support a non-swimmer being assisted through water. A float bladder is a sack of oiled hide that can be filled with air. It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer. A float bladder can keep afloat one Medium creature. Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured. The round after puncturing, the user must begin making Swim checks to remain afloat. A punctured or deflated float bladder is a burden to a swimmer, imposing a -2 penalty on Swim checks if it is not removed.

Air Plant

The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light. This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit. When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes. After that time, the submerged creature must begin holding its breath and risks drowning. The air plant dies after use and can't be recharged—another portion must be procured.

Medal of Gallantry

This silver sun-shaped brooch grants its wearer a +2 bonus on Diplomacy checks but imposes a -2 penalty on Bluff checks. This penalty remains for 24 hours after the medal is removed.

Three times per day the wearer can use sanctuary on himself as a swift action. If the wearer attacks while protected by this effect, he takes a -1 morale penalty on that attack and all subsequent attacks for 1 hour afterward.

Faint abjuration; CL 3rd; Craft Wondrous Item, sanctuary; Price 1,100 gp.

Swimming Goggles

This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8×10 feet. Swimming goggles don't make it any easier to see through murky or fast-moving water.

Cool (Armor Enchantment)

This special ability can be placed only on a suit of armor. The suit ’s wearer does not take the normal -4 penalty on Fortitude saves to resist the effects of hot environments.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, endure elements; Price +2,400 gp.

Pearlsteel (Material)

A strange metal crafted by secretive aventi metallurgists working near volcanic vents in the ocean floor, pearlsteel is gleaming, shining steel covered with a blue-white sheen like mother of pearl. Created from fine steel and rare silvery pearls found only in the ocean depths where the pressures alone would kill a land walker, pearlsteel is highly prized by all undersea races and constitutes a major trade item for the aventi. Pearlsteel is very light, especially in water. Pearlsteel items weigh 25% less than their normal equivalents. Pearlsteel also slices more smoothly through the resistance that water presents. When a slashing weapon made of pearlsteel is used in the water, its damage is reduced by -1 rather than the normal -2 for fighting in the water with a slashing weapon, and its damage is reduced by -2 instead of half. Likewise, damage dealt underwater by a bludgeoning weapon made of pearlsteel is reduced by -2 rather than reduced by half.

Versatile Eyes of the Eagle

This variation on the standard Eyes of the Eagle incorporates the effects of both sun lenses and swimming goggles. Due to the extra complexity of its construction, it costs 2,650 gold rather than 2,500.

Cloak of the Porpoise

This cloak appears to be made of leather until the wearer enters fresh water. At that time the cloak of the porpoise adheres to the individual, and they appear nearly identical to a porpoise (as the polymorph spell, except that it allows only manta ray form). They gain a +2 natural armor bonus, the ability to hold their breath, blindsight, and a swim speed of 80 feet, like a real porpoise.

The wearer also gains a porpoise's slam attack, which deals 2d4 damage. This attack can be used in addition to any other attack the character has, using their highest melee attack bonus. The wearer can release their arms from the cloak without sacrificing underwater movement if so desired.

Blindsight (Ex)

Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this.

Hold Breath (Ex)

A porpoise can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Moderate transmutation; CL 9th; Craft Wondrous Item, polymorph, water breathing; Price 7,200 gp; Weight 1 lb.

Kaprelan Encounters

CR	River Wildlife	Plains Wildlife	Desert Wildlife	Neighbors
<0	1 giant leech, 1 small diving spider	1 giant fire beetle	1 jackal	1 locathah, 1 merfolk
1	2-4 giant leeches, 2 small diving spiders, 1 bubble cluster, 1 leech swarm	2-4 giant fire beetles, 1 serval	2 small scorpions, 1 hyena, 1 medium scorpion	2 locathah, 2 merfolk, 1 half-janni merfolk
2	8-9 tiny diving spiders, 5-7 giant leeches, 3-4 small diving spiders, 2 bubble clusters, 2 leech swarms, 1 crocodile	5-7 giant fire beetles, 2 servals, 1 cheetah, 1 gem scarab	8-9 tiny scorpions, 5-7 jackals, 3-4 small scorpions, 2 hyenas, 2 medium scorpions, 1 ashworm	3-4 locathah, 3-4 merfolk, 1 crucian, 1 wyrmling sand dragon
3	10-13 tiny diving spiders, 8-10 giant leeches, 5-6 small diving spiders, 3 bubble clusters, 3 leech swarms, 1 dire eel	8-10 giant fire beetles, 3 servals	10-13 tiny scorpions, 8-10 jackals, 5-6 small scorpions, 3 medium scorpions, 1 dust twister, 1 large scorpion, 1 protoceratops	1 merfolk brd3, 1 crucian dru1, 1 very young sand dragon
4	14-16 tiny diving spiders, 11 giant leeches, 7-9 small diving spiders, 4 bubble clusters, 4 leech swarms, 1 piranah swarm	11 giant fire beetles, 4 servals, 2 cheetah, 2 gem scarabs	14-16 tiny scorpions, 11-12 jackals, 7-9 small scorpions, 4 medium scorpions, 2 ashworms	2 crucians, 2 wyrmling sand dragons, 1 Janni, 1 quese'en, 1 half-janni merfolk brd3, 1 verdant reaver
5	10-11 small diving spiders, 2 dire eels, 1 manticore, 1 dancing ooze	5 servals, 3 cheetahs, 3 gem scarabs	10-11 small scorpions, 5 medium scorpions, 3 ashworms, 2 dust twisters, 2 large scorpions, 2 protoceratops, 1 canisphinx, 1 diprotodon, 1 hieracosphinx, 1 scorpion swarm	3 crucians, 3 wyrmling sand dragons, 2 very young sand dragons, 1 saurosphinx, 1 young sand dragon, 1 quese'en sct1
6	2 piranah swarms, 1 hippopotamus	4 cheetahs, 4 gem scarabs	7-9 hyenas, 4 ashworms, 3 dust twisters, 3 large scorpions	4 crucians, 4 wyrmling sand dragons, 3 very young sand dragons, 2 Janni, 2 quese'en, 2 verdant reavers crucian crew (2 + war3)
7	6 crocodiles, 3 piranah swarms, 2 manticores, 2 dancing oozes	5 cheetahs, 5-6 gem scarabs	10-13 hyenas, 5-7 ashworms, 4 dire vultures, 4 dust twisters, 4 large scorpions, 4 protoceratops, 2	5 crucians, 5-6 wyrmling sand dragons, 4 very young sand dragons, 3 Janni, 2 saurosphinx, 2 young sand dragons, 2

			canisphinx, 2 diprotodons, 2 hieracosphinxes, 2 scorpion swarms, 1 huge scorpion, 1 giant banded lizard	quese'en sct1, 1 juvenile sand dragon, 1 criosphinx crucian crew (3-4 + war3) or (2-3 + dru3), small locathah patrol (11-13 + 2x war3 + ftr3), small merfolk patrol (11-13 + 2x war3 + brd3)
8	7-9 crocodiles, 4 piranah swarms, 3 manticores, 3 dancing oozes, 2 hippopotami, 1 archelon, 1 dire tortoise	7-9 gem scarabs, 1 tyrannosaurus, 1 deadborn vulture	14-16 hyenas, 7-9 ashworms, 5-6 dire vultures, 5-6 dust twisters, 5 large scorpions, 5-6 protoceratops, 3 hieracosphinxes, 3 scorpion swarms	5-6 very young sand dragons, 4 Janni, 3 young sand dragons, 1 gynosphinx crucian crew (5 + war3) or (4-5 + dru3), med locathah patrol (11-14 + 2x war3 + ftr4-6), med merfolk patrol (11-14 + 2x war3 + brd4-6)
9	10-11 crocodiles, 4 manticores, 4 dancing oozes	10 gem scarabs	10-13 ashworms, 7-9 dire vultures, 7-9 dust twisters, 7 protoceratops, 4 hieracosphinxes, 4 scorpion swarms, 2 huge scorpions	5 Janni, 4 young sand dragons, 2 juvenile sand dragons, 1 young adult sand dragon, 1 androsphinx crucian squad (5-7 + dru4), large locathah patrol (15-20 + 2x war3 + ftr6), large merfolk patrol (15-20 + 2x war3 + brd6)

Dustform template: +2 CR
Living Spell template (MM3)
Woodling template (MM3) (reedling)

Neighbors

Androsphinx - CR 9

Criosphinx - CR 7

Crucian - CR 2

Medium Humanoid Hit Dice: 3d8+9 (22 hp) Initiative: -1 Speed: 20 ft. (4 squares) Armor Class: 21 (-1 Dex, +8 natural, +2 leather, +2 heavy shield), touch 9, flat-footed 21 Base Attack/Grapple: +2/+4	Medium Humanoid [aquatic] Hit Dice: 3d8+9 (22 hp) Initiative: -2 Speed: 20 ft. (4 squares), swim 10 ft. Armor Class: 20 (-2 Dex, +8 natural, +2 leather, +2 heavy shield), touch 8, flat-footed 20 Base Attack/Grapple: +2/+4

Attack: Warhammer +5 melee (1d8+2/x3) Full Attack: Warhammer +5 melee (1d8+2/x3) Space/Reach: 5 ft./5 ft. Special Attacks: — Special Qualities: Low-light vision Saves: Fort +6, Ref +0, Will +3 Abilities: Str 15, Dex 8, Con 17, Int 11, Wis 10, Cha 8 Skills: Diplomacy +1, Sense Motive +6, Spot +6 Feats: Iron Will, Weapon Focus (warhammer) Environment: Warm deserts Organization: Pair, crew (2-5 plus 50% chance for 1 4th-level leader), squad (5-10 plus 1 4th level leader plus 50% chance tor 1 5th-level leader) Challenge Rating: 2 Treasure: 50% coins, double goods, 50% items Alignment: Usually lawful neutral Advancement: By character class Level Adjustment: +2	Attack: Heavy pick +5 melee (1d6+2/x4) Full Attack: Heavy pick +5 melee (1d6+2/x4) Space/Reach: 5 ft./5 ft. Special Attacks: — Special Qualities: Low-light vision Saves: Fort +6, Ref -1, Will +3 Abilities: Str 15, Dex 6, Con 17, Int 11, Wis 10, Cha 8 Skills: Diplomacy +1, Sense Motive +6, Spot +6 Feats: Iron Will, Weapon Focus (heavy pick) Environment: Warm deserts Organization: Pair, crew (2-5 plus 50% chance for 1 4th-level leader), squad (5-10 plus 1 4th level leader plus 50% chance tor 1 5th-level leader) Challenge Rating: 2 Treasure: 50% coins, double goods, 50% items Alignment: Usually lawful neutral Advancement: By character class Level Adjustment: +2 Amphibious: An amphibious crucian can breathe air and water equally well. An amphibious crucian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. they can move through water at their swim speed without making Swim checks. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

A crablike shell covers the upper body of this otherwise humanoid form. Its shell is heavily inscribed and painted, and it wears simple equipment and clothing.

Comfortable in the brutal heat of the desert, battle-hardened crucians rely on their natural shell armor to protect them in all situations. Crucians are humanoids that sport broad, flat shells, like desert crabs, encompassing their upper bodies in natural protection. Not content with just their shells, they often wear additional leather chaps and armlets to protect the rest of their bodies. They decorate their shells with brightly colored painted sigils, as well as deeply etched tallies of their personal triumphs on the sandy field of conflict. Most crucians prefer to wield enormous warhammers, weighted to crack even the hardest enemy shells; about 1 in 10 is amphibious, and these favor massive picks, instead. Crucians are highly territorial, and they organize into small bands, each group protecting a prized water source. Crucian bands regularly raid one another's oases, which accounts for their warlike demeanor. Every twenty years or so, a leader rises among the crucians and forges the various bands into a mighty force. This crucian army strikes out into cooler lands for booty and conquest, only to fall back into the desert once the creatures have wreaked their fill of misery. In negotiations, crucians are known to be cunning. They often employ verbal feints to draw others out and get a better read on them, and they are keenly interested in figuring out how both friends and enemies think. Crucians speak Common and Draconic. More intelligent crucians learn Sphinx, the language of the creatures that share their desert homes.

COMBAT

When they can, crucians prefer to attack as a solid line to prevent enemies from getting at their flanks.

Favored Class: Druid

Gynosphinx - CR 8

Janni - CR 4

Locathah - CR 1/2

Merfolk - CR 1/2

- +2 dex, +2 con, +2 cha
- Speed 5 ft, swim 50 ft
- Low-light vision (Ex): Merfolk can see twice as far as normal in dim light
- Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.
- Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- CR 1/2, favored class: Bard

Half-Janni Merfolk - CR 1

- +2 str +2, +4 dex, +2 con, +2 int, +2 wis, +2 cha
- Speed 5 ft, swim 50 ft
- +1 natural armor
- Low-light vision (Ex): Merfolk can see twice as far as normal in dim light
- Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.
- Spell-Like Abilities: 1/day—enlarge person, invisibility, reduce person, speak with ani-mals. Caster level equals the half-janni's HD.
- Planar Jaunt (Sp): Once per day, a half-janni can travel to any elemental plane, the Astral Plane, or the Material Plane as though using plane shift cast by a 13th-level caster. The half-janni and any willing creatures brought along appear at a random location on the destination plane. The half-janni and the creatures brought on the planar jaunt remain on the other plane (or any location on any plane they travel to from there) for a number of minutes equal to the half-janni's number of Hit Dice. When this duration expires, the half-janni and all creatures on the planar jaunt return to their original positions on their origin plane. An effect that suppresses or dispels planar jaunt sends the half-janni and creatures brought along back to the exact places from which they left. If the space from which the half-janni originated (or a creature that accompanied her on the planar jaunt) is occupied upon its return, the half-janni (or its companions) appears in the nearest unoccupied space.
- Resistance to Fire (Ex): Half-jann have resistance to fire 5.
- Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- CR 1, favored class: Bard

Quese'en - CR 4

Sand Dragons - CR 2+

Saurosphinx - CR 5

Large Magical Beast
Hit Dice: 8d10+32 (76 hp)
Initiative: +2
Speed: 60 ft. (12 squares), fl y 90 ft. (poor)
Armor Class: 19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2

Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +10, Ref +8, Will +4
Abilities: Str 19, Dex 14, Con 19, Int 11, Wis 15, Cha 15
Skills: Knowledge (any one) +6, Listen +12, Spot +12
Feats: Alertness, Flyby Attack, Power Attack
Environment: Warm deserts
Organization: Solitary, pair, or clutch (5–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: 9–15 HD (Large); 16–24 HD (Huge)
Level Adjustment: +2 (cohort)

A pair of feathery wings and an inquisitive reptilian face augment this creature's slender leonine body. As large as a horse, the creature has powerful claws that look capable of rending smaller creatures limb from limb.

Among sphinxes, saurosphinxes are the most civilized. Though not remarkably intelligent, they are far more interested in conversation than combat, and they sometimes travel long distances to listen to sages and scholars speak. Other, more aggressive sphinxes often see saurosphinxes as little more than educated food. Saurosphinxes lair in rocky hills, where they seek the shade of small caves during the day and crawl out at twi-light to enjoy the waning warmth. They dislike the cold intensely, and they fl ee from encounters w ith anyone who wields cold weapons or casts cold spells.

Combat

Saurosphinxes avoid combat, but when given no other choice they try to limit an opponent's ability to attack at range. They tend to make flyby attacks on opponents with long-range weapons—bows and crossbows, typically—and depart as soon afterward as possible. A saurosphinx forced to fight on the ground tries its best to take to the air and flee as soon as it can.

Rake (Ex): Attack bonus +11, damage 1d6+4.

Verdant Reaver - CR 4

Normal	Amphibious
Size/Type: Large Plant	Size/Type: Large Plant [aquatic]
Hit Dice: 6d8 (63 hp)	Hit Dice: 6d8 (63 hp)
Initiative: +0	Initiative: -1
Speed: 30 ft. (6 squares)	Speed: 30 ft. (6 squares), swim 15 ft.
Armor Class: AC 16 (-1 size, +7 natural), touch 9, flat-footed 16	Armor Class: AC 15 (-1 size, -1 dex, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +4/+13	Base Attack/Grapple: +4/+13
Attack: slam +8 (1d8+5)	Attack: slam +8 (1d8+5)
Full Attack: 2 slams +8 each (1d8+5)	Full Attack: 2 slams +8 each (1d8+5)
Space/Reach: 10 ft./10 ft.	Space/Reach: 10 ft./10 ft.
Special Attacks: Cleave, Power Attack, Powerful Charge, verdant growth, verdant rend 1d8+7	Special Attacks: Cleave, Power Attack, Powerful Charge, verdant growth, verdant rend 1d8+7
Special Qualities: plant traits, low-light vision, vulnerability to fire, woodland stride	Special Qualities: plant traits, low-light vision, vulnerability to fire, woodland stride
Saves: Fort +11, Ref +2, Will +2	Saves: Fort +11, Ref +1, Will +2
Abilities: Str 20, Dex 10, Con 22, Int 6, Wis 10, Cha 6	Abilities: Str 20, Dex 8, Con 22, Int 6, Wis 10, Cha 6
Skills: Listen +5, Spot +4	Skills: Listen +5, Spot +4
Feats: Cleave, Power Attack, Powerful Charge	Feats: Cleave, Power Attack, Powerful Charge
Environment: Warm plains	Environment: Warm aquatic
Organization: Solitary or pair	Organization: Solitary or pair
Alignment: Usually Neutral	Alignment: Usually Neutral
Languages: Sylvan	Languages: Sylvan

Woodland Stride (Ex) A verdant reaver can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it.

Verdant Growth (Su) Squares adjacent to a verdant reaver spring up with low brush and tangled roots, even if they are actually bare stone. It costs 2 squares of movement to enter a square of verdant growth, and the DC of Tumble checks increases by 2 in such squares. This growth also imposes a –2 penalty on Move Silently checks. Squares of verdant growth revert to their normal state as soon as a verdant reaver is no longer adjacent.

Verdant Rend (Ex) If both of a verdant reaver's slams hit a single target that is touching the ground and adjacent to the reaver, verdant growth tears at that target, dealing an extra 1d8+7 points of damage.

Powerful Charge: A creature that has this feat can charge with extra force. When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage if it is of Medium size. For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6. This feat works only when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage to only one of those attacks.

A creature resembling animated driftwood shambles into view, roots and undergrowth springing up from the ground where it walks. You hear the creak of twisting wood as it strides forward, thick limbs thrashing the ground as they reach for you.

Wildlife

CR 1/4

Monstrous Diving Spider, Tiny

Size/Type:Tiny Vermin
Hit Dice:½ d8 (2 hp)
Initiative:+3
Speed:20 ft. (4 squares), climb 10 ft., swim 30 ft.
Armor Class:15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple:+0/-12
Attack:Bite +5 melee (1d3-4 plus poison)
Full Attack:Bite +5 melee (1d3-4 plus poison)
Space/Reach:2½ ft./0 ft.
Special Attacks:Poison
Special Qualities:Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:Fort +2, Ref +3, Will +0
Abilities:Str 3, Dex 17, Con 10, Int Ø, Wis 10, Cha 2
Skills: Climb +11, Hide +15, Jump -4, Spot +4
Feats: Weapon Finesse (b)
Environment: Temperate forests
Organization: Colony (8-16)
Challenge Rating: ¼
Treasure: None
Advancement: —
Level Adjustment: —

Poison (Ex): A tiny diving spider has a poisonous bite. Fort DC 10, primary and secondary damage 1d2 str.

Tremorsense (Ex): A diving spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or in the water.

Hold Breath (Ex): A diving spider can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical tiny diving spider this is 40 rounds, or 4 minutes.

Skills: Diving spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. A tiny diving spider takes a -4 on Swim checks due to its low strength. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Monstrous Scorpion, Tiny

CR 1/3

Giant Fire Beetle

Giant Leech

Small Vermin (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: Swim 10 ft. (2 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
BaseAttack/Grapple: +0/–6
Attack: Bite +2 melee (1 plus blood drain)
Full Attack: Bite +2 melee (1 plus blood drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Anesthetize, attach, blood drain, disease
Special Qualities: Blindsight 10 ft., scent
Saves: Fort +2, Ref +1, Will –1
Abilities: Str 6, Dex 12, Con 11, Int —, Wis 8, Cha 2
Skills: Hide +9, Swim +6
Feats: Weapon Finesse (b)
Environment: Warm marsh
Organization: Colony (2–5) or swarm (6–11)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This wormlike creature is the size of a human forearm. Its mouth is a round, suckerlike orifice.Giant leeches have little ability to attack foes in open water or clear terrain but can pose a serious danger to characters wading or swimming in murky or muddy water.

COMBAT

Giant leeches are found in murky water, where they can approach prey unseen. Characters might be attacked without even noticing. (DM Tip: Take note of the PCs' Spot checks and AC before running an encounter with giant leeches. Record damage dealt by an undetected leech, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature bitten by a giant leech must succeed on a Spot check (opposed by the giant leech's Hide check) to notice the attack if both the leech and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leech, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech without seeing it, notice the attack automatically.

Attach (Ex): If a giant leech hits with its bite attack, it uses its suckerlike mouth to latch onto the opponent's body. It deals no additional damage when it is attached, but it drains blood (see below). An attached leech loses its Dexterity bonus to AC and has an AC of 11. An attached leech can be struck with a weapon or grappled itself. To remove an attached leech through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A leech that is attached to its opponent deals 1 point of Constitution damage per round until it deals a total of 6 points, at which point it detaches from its target and swims off to digest its meal.

Disease (Ex): A creature bitten by a giant leech must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the Dungeon Master's Guide).

Skills: Giant leeches have a +4 racial bonus on Hide checks. A giant leech has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Jackal

CR 1/2

Monstrous Diving Spider, Small

Size/Type:Small Vermin
Hit Dice:1d8 (4 hp)
Initiative:+3
Speed:30 ft. (6 squares), climb 20 ft., swim 30 ft.
Armor Class:14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:+0/-6
Attack:Bite +4 melee (1d4-2 plus poison)
Full Attack:Bite +4 melee (1d4-2 plus poison)
Space/Reach:5 ft./5 ft.
Special Attacks:Poison
Special Qualities:Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:Fort +2, Ref +3, Will +0
Abilities:Str 7, Dex 17, Con 10, Int Ø, Wis 10, Cha 2
Skills:Climb +11, Hide +11, Jump -2, Spot +4
Feats:Weapon Finesse (b)
Environment:Temperate forests
Organization:Colony (2-5) or swarm (6-11)
Challenge Rating:½
Treasure:None
Advancement:—
Level Adjustment:—

Poison (Ex): A small diving spider has a poisonous bite. Fort DC 10, primary and secondary damage 1d3 str.

Tremorsense (Ex): A diving spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or in the water.

Hold Breath (Ex): A diving spider can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical small diving spider this is 40 rounds, or 4 minutes.

Skills: Diving spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. A small diving spider takes a -2 on Swim checks due to its low strength. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Monstrous Scorpion, Small

CR 1

Bubble Cluster

Ampibious Living Spell, Float, Caster Level 1
Size and Type: Medium Ooze [aquatic]
Initiative: -2
Hit Dice: 1d10 (5 hp)
Speed: 60 feet, swim 30 feet
Armor Class: 9 (-2 dex +1 deflection), touch 9, flat-footed 9
Attack/Grapple: +0/+0
Attack: Slam +0 (1d4+1 and Float)
Space/Reach: 5 ft./5 ft.
Special Attacks: Float, engulf
Special Qualities: Ooze traits, immune to poison, sleep effects, paralysis, polymorph, and stunning, damage reduction 10/magic, spell resistance 16
Saves: Fort +1, Ref -1, Will +1
Abilities: str 11, dex 6, con 11, int -, wis 8, cha 11
Skills and Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

Float (Su): A creature hit by a bubble cluster’s slam attack must make a DC 11 Fortitude save or float on the surface of the water for 1 minute. It cannot swim beneath the surface of the water, though if it must breathe water it can still do so. If it is underwater, it rises toward the surface at a speed of 30 feet per round.

Engulf (Ex): A bubble cluster can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The cluster merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cluster, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 11) or be engulfed; on a success, they are pushed back or aside (opponent’s choice) as the spell moves forward. Engulfed creatures are subject to the bubble cluster's Float effect each round on the cluster's turn, and are considered to be grappled.

Hyena

Leech Swarm

Fine Vermin (Aquatic, Swarm)

Hit Dice: 2d8–2 (7 hp)
Initiative: +0
Speed: Swim 10 ft. (2 squares)
Armor Class: 18 (+8 size, +0 Dex, +0 natural), touch 18, flat-footed 18
BaseAttack/Grapple: +1/—
Attack: Swarm (1d6 plus blood drain)
Full Attack: Swarm (1d6 plus blood drain)
Space/Reach: 10 ft./0 ft.
Special Attacks: Anesthetize, blood drain, disease, distraction
Special Qualities: Immune to weapon damage, low-light vision, swarm traits
Saves: Fort +2, Ref +0, Will +1
Abilities: Str 1, Dex 11, Con 8, Int —, Wis 12, Cha 2
Skills: Hide +16, Swim +3
Feats: —
Environment: Warm marsh
Organization: Solitary or plague (2–4 swarms)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water squirms with uncounted thumb-sized sluglike crea-tures, each one wriggling in an unsettling manner.Leeches are found in murky water, where they can approach prey unseen.

Combat

A leech swarm relies on stealth and blood drain to quietly disable its target. An unobservant creature can be drained dry without even realizing the cause of its weakness. (DM Tip: Take note of the PCs' Spot checks and AC before running an encounter with a leech swarm. Record damage dealt by undetected leeches, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Blood Drain (Ex): Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body.

Disease (Ex): A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the Dungeon Master's Guide).Distraction (Ex): Any living creature vulnerable to the leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the Monster Manual.

Skills: A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Monstrous Scorpion, Medium

Serval (Savannah Wildcat)

Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–3
Attack: Claw +4 melee (1d3+1)
Full Attack: 2 claws +4 melee (1d3+1) and bite –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d3
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 12, Dex 17, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +7, Climb +7, Hide +11*, Jump +17, Listen +9, Move Silently +7, Spot +3
Feats: Weapon Finesse
Environment: Warm plains
Organization: Solitary, pair, or family (3–5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

Servals are wildcats that hunt small animals in savannahs and desert regions. A typical serval is about 3 feet long and weighs around 40 pounds; males are somewhat heavier than females.

Combat

Servals are accomplished jumpers and can leap 10 feet into the air to snatch birds. They are also capable of great bursts of speed.

Improved Grab (Ex): To use this ability, a serval must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a serval charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +4 melee, damage 1d3.

Skills: Servals have a +4 racial bonus on Balance, Climb, Hide, and Move Silently checks, and a +8 racial bonus on Jump and Listen checks. They use their Dexterity modifier instead of their Strength modifier for Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

CR 2

Ashworm

Large Magical Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +0

Speed: 30 ft. (6 squares), burrow 30 ft., climb 5 ft.
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +3/+12
Attack: Sting +7 melee (1d6+7 plus poison)
Full Attack: Sting +7 melee (1d6+7 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Evasive diver, tremorsense 60 ft.
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills: Climb +16, Listen +6, Spot +3
Feats: Alertness, Lightning Reflexes
Environment: Warm deserts or plains
Organization: Solitary, cluster (2-4), or herd (6-30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large); 6-9 HD (Huge)
Level Adjustment: —

This large, eyeless worm is as big as a horse. It is covered in a thin chitinous layer of pale purple plates. A nasty stinger quivers at the end of its tail. Wild ashworms are distant cousins to the purple worm, but not nearly as large or aggressive (not able to gulp down prey in a single mouthful). Traveling in vast herds both above and below the desert sands, the sound of a herd's approach is akin t0 thunder. As a result, ashworms are sometimes called thunderherders. Ashworms are sometimes caught and trained as mounts, though a trainer clips off the dangerous stinger. Ashworms can be induced to travel on the sand's surface (or even packed earth or stone) exclusively by a skilled rider. However, the rider must succeed on a DC 15 Ride check once every 24 hours it in a sandy environment or be swept off the back of the ashworm as it dives below the surface for ld4 rounds before returning to the surface. Expert riders who put up with this behavior are somewhat mollified by the ashworm's ability to secrete a substance that allows it to stick to vertical surfaces; a rider securely strapped to an ashworm's back can climb up walls or other impediments with his mount, albeit slowly. An ashworm is hard to control in combat (see Mounted Combat, page 157 of the Player's Handbook), unless it belongs to an ashworm dragoon (see page 66).

Carrying Capacity: A light load for an ashworm is up to 500 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,400 pounds. An ashworm can drag 6,900 pounds.

COMBAT

Ashworms hunt prey from beneath the sand, then rise to confront their targets. In battle, an ashworm forms into a coil, stinging anything in reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Evasive Diver (Ex): In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage. An ashworm's rider might be swept from the ash-worm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider tails this save, it is swept from the ashworm's back. Particu-larly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

Cheetah

Crocodile

Gem Scarab

Small Magical Beast
Hit Dice: 2d (17 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 60 ft. (average), burrow 15 ft., climb 10 ft.
Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +2/-3
Attack: bite +2 (1d4–1)
Space/Reach: 5 ft./5 ft
Special Attacks: spell-like abilities
Special Qualities: tremorsense 30 ft.
Spells per day:
Spell DC:
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 9, Dex 10, Con 16, Int 1, Wis 15, Cha 10
Skills: Climb +9, Hide +7 (+15 in sand), Listen +6, Spot +4
Feats: Alertness
Alignment: Always Neutral
Languages: -

Spell-Like Abilities (CL 2nd): 6/day any one cantrip or orison; each spell gets a distinctive gemstone.

- Diamond: flare (DC 14)
- Emerald: acid splash (+3 ranged touch)
- Sapphire: ray of frost (+3 ranged touch)
- Black Onyx: touch of fatigue (DC 14)
- White Opal: daze (DC 14)
- Ruby: inflict minor wounds (DC 14)
- [decide later]: cure minor wounds

Skills A gem scarab has a +8 racial bonus on Hide checks in sand. It has a +10 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.Gem scarabs are burrowing, insectlike creatures that dwell in arid and sandy lands.

Gem scarabs look like large golden beetles. They live primarily underground, where they eat minerals found in the soil, interfering with its suitability for growing plants. Each gem scarab has six gems of a particular color on its back, which hold the magical energy to power its spell-like abilities; these gems crumble if removed while the beetle is still alive, as it moves the magical energy from an attacked gem to an empty one. Empty and removed gems regrow and refill in 24 hours.

CR 3

Dire Eel

Large Animal (Aquatic)
Hit Dice: 6d8+15 (42 hp)
Initiative: +5
Speed: Swim 30 ft. (6 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
BaseAttack/Grapple: +4/+12
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 10 ft./5 ft.

Special Attacks: Attach
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +6, Will +3
Abilities: Str 19, Dex 13, Con 14, Int 1, Wis 12, Cha 2
Skills: Hide +1 (+5 in coral, rock, or kelp), Listen +5, Spot +6, Swim +12
Feats: Improved Initiative, Toughness, Weapon Focus (bite)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

The dire eel is a moraylike animal of unusual size. It can reach lengths of 20 feet or more and weigh up to 500 pounds. It resembles its smaller relations in other respects.

Attach (Ex): If a dire eel hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its Dexterity bonus to AC and has an AC of 12. An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Dire eels have a +4 racial bonus on Hide checks, which improves to +8 in areas of coral, rock, or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dire Vulture

Large Animal
Hit Dice: 6d8+42 (69 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +4/+11
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Stench
Special Qualities: Low-light vision, resistance to disease, scent
Saves: Fort +12, Ref +6, Will +7
Abilities: Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4
Skills: Listen +4, Spot +12, Survival +11
Feats: Alertness, Flyby Attack, Track
Environment: Warm deserts
Organization: Solitary or flock (4-20)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: —

This enormous bird of prey has a mottled, naked head and neck with a wicked, hooked beak. A stink of carrion surrounds the beast.

A dire vulture, like its normal cousin, is a carrion feeder. It takes a very large carcass, or many small ones, to keep such a monster fed.

A dire vulture is 8 to 12 feet long and has a wingspan of 20 feet or more.

Combat

Dire vultures are much more aggressive than mundane vultures, and one might attack a creature that is two or more size categories smaller than itself.

Stench (Ex): Scraps of rotting flesh cling to a dire vulture's feathers, and the fetid wind of its wings can fell even the hardiest opponent. A creature within 20 feet of a dire vulture must succeed on a DC 20 Forti-tude save or be sickened for ld6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours. The save DC is Constitution-based.

Resistance to Disease (Ex): A dire vulture has a cast-iron stomach. It has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills: A dire vulture has a +4 racial bonus on Spot and Survival checks

Dust Twister

Medium Elemental (Air, Extraplanar)
Hit Dice: 4d8+8 (26 hp)
Initiative: +5
Speed: 60 ft. (12 squares), fly 5 ft. (perfect)
Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Slam +8 melee (1d6+1)
Full Attack: Slam +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., elemental traits, strength of the whirlwind
Saves: Fort +3, Ref +9, Will +1
Abilities: Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills: Listen +3, Spot +4
Feats: Combat Reflexes, Flyby Attack, Weapon Finesse (b)
Environment: Warm deserts
Organization: Solitary, company (2-4), or band (6-15)
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment: —

A slender twister races across the desert, like a waterspout of sand and dust, though it moves with purpose.

A dust twister sometimes results from the union of an air elemental and a jann. While extraplanar in nature, most are consigned to the Material Plane, and they favor forlorn deserts and hidden oases where they can bedevil any janni they find.

A dust twister usually appears as a slender cylinder of wind and sand that can reach a height of 20 feel. When carrying a "rider" or a load, the load appears at the base of the twister 5 feet above the ground, visible within the 5-foot-diameter swirling core but apparently untouched by the scouring winds.

Carrying Capacity: A dust twister is treated as a large quadruped, and benefits from its strength of the whirlwind ability, when determining its carrying capacity. A light load for a dust twister is up to 460 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,300 pounds. A dust twister cannot drag an item.

COMBAT

A dust twister uses a portion of its whirling form to blast foes with its slam attack.

Strength of the Whirlwind (Ex): A dust twister uses its Dexterity score to determine its carrying capacity. A creature or object can be caught up in the body of a dust twister if it touches or enters the whirlwind, or it the dust twister moves through the creature's or object's space. An affected creature that does not wish to be carried along by the dust twister must succeed on a Reflex save when it comes into contact with the whirlwind or be picked up and held safely suspended in the calm eye of the twister. A creatures held within the eye of the dust twister can take a move action to extricate itself, if a dust twister wishes, it can expel its passenger in a precipitous manner, dealing 1d6 points of damage to the passenger or cargo as it is dropped upon the ground.

Monstrous Scorpion, Large

Protoceratops

Medium Animal
Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+6
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Powerful charge
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +4, Will +2
Abilities: Str 16, Dex 11, Con 19, Int 1, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Survival +9
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Solitary, pair, or herd (4-7)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: —

Protoceratops is a desert-dwelling herbivorous dinosaur that roots for tubers below the baked earth and grazes on the rough leaves of desert weeds. It has a thick, bony skull and a tough hide to protect it from climate and predators. A protoceratops is 6 to 8 feet long and weighs about 900 pounds.

Combat

Protoceratops are not very aggressive, but because they are the favored prey of larger creatures, they have developed Protoceratops travel in herds effective defenses. A threatened protoceratops lowers its head and charges, attempting to bull rush an enemy and escape. If it cannot get away, it attempts to charge as often as possible.

Powerful Charge (Ex): A protoceratops deals 2d8+11 points of damage when it makes a charge.

Skills: Protoceratops have a +4 racial bonus on Survival checks.

CR 4

Piranah Swarm

Tiny Animal (Aquatic, Swarm)
Hit Dice: 8d8+11 (47 hp)
Initiative: +6
Speed: Swim 40 ft. (8 squares)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
BaseAttack/Grapple: +6/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Half damage from slashing and piercing weapons, low-light vision, scent, swarm traits
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 4, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills: Hide +10, Listen +9, Spot +8, Swim +5
Feats: Alertness, Improved Initiative, Toughness
Environment: Warm aquatic
Organization: Solitary or school (2–4 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water boils with small, darting fish, each armed with a jawful of razor-sharp teeth.One of the most feared denizens of warm aquatic environments is the piranha swarm, capable of devouring even a Large creature with amazing quickness.

Combat

Due to a piranha's unusually strong jaws and sharp teeth, piranha swarms deal more damage than a swarm of their Hit Dice normally would.

Distraction (Ex): Any living creature vulnerable to the piranha swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the Monster Manual.

Skills: A piranha swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CR 5

Canisphinnx

Large Magical Beast
Hit Dice: 9d10+18 (67 hp)

Initiative: +1Speed: 60 ft. (12 squares), fly 90 ft. (poor)
Armor Class: 20 (–1 size, +1 Dex, +10 natural), touch 10, fl at-footed 19
Base Attack/Grapple: +9/+18
Attack: Bite +13 melee (1d10+5)
Full Attack: Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2, roar
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 21, Dex 13, Con 15, Int 15, Wis 17, Cha 16
Skills: Intimidate +15, Listen +21, Spot +17, Survival +15
Feats: Alertness, Flyby Attack, Power Attack, Track
Environment: Warm Deserts
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 10–15 HD (Large); 16–27 HD (Huge)
Level Adjustment: +3 (cohort)

This creature is bigger than a riding horse and has a tawny lion’s body, great falcon wings, and a jackal’s head.Vicious hunters, canisphinxes often chase their prey across the desert sands for hours, wait-ing for the victim to drop from exhaustion. Though these crea-tures generally hunt alone, a mated pair occasionally gangs up on prey as a prelude to some sort of courting behavior.

Combat

Canisphinxes prefer prey that is too weak to fight back, and they usually flee in the face of stronger opposition. When they decide to fight, they try to pin their foes and finish them off with bite and rake attacks.

Rake (Ex): Attack bonus +13, damage 1d6+2.

Roar (Su): Three times per day, a canisphinx can loose a mighty roar as a standard action. All creatures within 200 feet must succeed on a DC 17 Will save or be affected as though by a fear spell for 2d4 rounds. If the sphinx roars a second time during the same encounter, all creatures within 100 feet must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 rounds, and all those within 60 feet are also deafened for 1d4 rounds (no save). If it roars a third time during the same encounter, all those within 50 feet must succeed on a DC 17 Fortitude save or take 1d4 points of Strength damage for 1d4 rounds. The effect of roars from multiple cani-sphinxes is cumulative. A second canisphinx that roars within 100 feet of a creature already affected by another’s fear roar forces that creature to save to resist paralysis. Other canisphinxes have immunity to these effects. The save DCs are Charisma-based.

Skills (Ex): Canisphinxes have a +4 racial bonus on Listen checks.

Dancing Ooze

Amphibious Living Spell, Jig of the Waves, CL 6
Size and Type: Medium Ooze [aquatic]
Initiative: -1
Hit Dice: 6d10 +12 (45 hp)
Speed: 20 feet, swim 10 feet
Armor Class: 11 (-1 dex +2 deflection), touch 11, flat-footed 11
Attack/Grapple: +5/+5
Attack: Slam +5 (1d4+1 and jig, DC 14)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jig, engulf
Special Qualities: Ooze traits, immune to poison, sleep effects, paralysis, polymorph, and stunning, damage reduction 10/magic, spell resistance 16

Saves: Fort +5, Ref +2, Will +3
Abilities: str 14, dex 9, con 14, int -, wis 11, cha 14
Skills and Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

Jig (Su): A creature with up to 4 hd hit by a dancing ooze's slam attack must make a DC 14 Will save or begin dancing a merry jig. This is a mind-affecting compulsion effect. They receive a -2 penalty on attack rolls, saving throws, skill checks, ability checks and Armor Class for the time that they dance. Though they can take actions normally (using the penalties given above), their movement is not their own.

Each round, a creature affected by this spell must take a move action to move half her speed in a random direction. If this movement would place the target in danger (such as dancing into a fire or off the deck of a ship), the dance causes the target to stop just short of the threat. Targets can still take their actions, either before or after their movement as they choose.

Engulf (Ex): A dancing ooze can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 14) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the dancing ooze's Jig effect each round on the ooze's turn, and are considered to be grappled.

Diprotodon

Large Animal
Hit Dice: 9d8+36 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 10 ft.
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Gore +13 melee (1d8+8)
Full Attack: Gore +13 melee (1d8+8) and 2 claws +8 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 2d6+12
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +6, Will +6
Abilities: Str 27, Dex 10, Con 18, Int 2, Wis 13, Cha 11
Skills: Listen +9, Spot +9
Feats: Alertness, Improved Natural Attack (claw), Iron Will, Run
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None Alignment:
Always neutral Advancement: 12-18 HD (Large); 19-27 HD (Huge)
Level Adjustment: —

This hippopotamus-sized beast is covered with short, grizzled fur. Its thick legs end in massive digging claws, and two large tusks project horizontally from its lower jaw. It shakes its head threateningly and prepares to charge. A diprotodon is a giant relative of the wombat, an herbivorous, powerfully built marsupial.

Diprotodons are built to graze dry grasses and other tough desert vegetation. Their powerful teeth grind the fibrous plant matter to a fine pulp, and their digestive systems slowly process the food, extracting every drop of water and scrap

of nourishment. Their powerful legs and claws are built for digging, and a diprotodons habitat is easy to identify from the large entrances to its nesting burrow.

Combat

Although mild mannered in general, a diprotodon is intensely territorial and does not hesitate to stamp an intruder into the ground. A diprotodon can move as quickly as a camel, despite its lumbering appear-ance, and when it charges, it often catches opponents off guard.

Trample (Ex): Reflex half DC 22. The save DC is Strength-based.

Hieracosphinx

Manticore

Scorpion Swarm

Diminutive Vermin (Swarm)
Hit Dice: 9d8+9 (49 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6 plus rend plus poison)
Full Attack: Swarm (2d6 plus rend plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, poison, rend 4d6
Special Qualities: Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 1, Dex 19, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +12, Spot +4
Feats: Weapon Finesse (b)
Environment: Warm deserts
Organization: Solitary, gathering (2–4 swarms), or living mat (7–12 swarms)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A jumping, sticky mass of desert scorpions rolls forward, hundreds of tiny stingers held high, each glistening with poison.A scorpion swarm is a heaving mass of desert scorpions eager to feast on any large prey it can bring down.

COMBAT

A scorpion swarm seeks to surround and attack any living creature it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a scorpion swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Rend (Ex): If a scorpion swarm successfully distracts a foe it surrounds, it takes advantage of the distraction and tears the victim’s flesh. This attack automatically deals an extra 4d6 points of damage.

Skills: A scorpion swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A scorpion swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

CR 6

Hippopotamus

Large Animal
Hit Dice: 8d8+40 (76 hp)
Initiative: -1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +6/+17
Attack: Bite +12 melee (2d6+10)
Full Attack: Bite +12 melee (2d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, scent
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 24, Dex 9, Con 20, Int 2, Wis 12, Cha 3
Skills: Listen +7, Spot +6, Swim +15
Feats: Improved Bull Rush, Improved Overrun, Power Attack
Environment: Warm plains and forests (rivers)
Organization: Solitary, pair, or herd (10–15)
Challenge Rating: 6
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

Sometimes known as the river horse, the hippopotamus is an immense mammal usually found in or near rivers, ponds, and lakes. It spends most of its daylight hours wallowing in mud or lounging in water to keep its skin from drying out. The typical river hippo has eyes on the top portion of its head (rather than the sides), so that it can see above water as it floats. Its large nostrils close tight when it submerges, and it can hold its breath for several minutes at a time. A hippopotamus can even sleep while submerged.

Combat

Hippopotami are often brutally territorial and do not hesitate to attack any thing they perceive as a threat. Their powerful, tusklike incisors can slice through wood and even thin metal with ease.

Hold Breath (Ex): A hippopotamus can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: A hippopotamus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

CR 7

Giant Banded Lizard

Huge Animal
Hit Dice: 10d8+60 (105 hp)
Initiative: +0
Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.
Armor Class: 13 (-2 size, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple: +7/+24
Attack: Bite +14 melee (2d8+9)
Full Attack: Bite +14 melee (2d8+9) and 2 claws +9 melee (2d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, poison
Special Qualities: Low-light vision, scent
Saves: Fort +13, Ref +3, Will +3
Abilities: Str 28, Dex 10, Con 23, Int 2, Wis 10, Cha 5
Skills: Climb +12, Listen +7, Spot +4
Feats: Alertness, Cleave, Improved Overrun, Power Attack
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 7
Alignment: Always neutral
Advancement: 11-14 HD (Huge); 15-30 HD (Gargantuan)
Level Adjustment: —

This giant lizard has a thick, heavy tail. Its sharp claws ore out-matched only by in powerful jaws. Resembling some kind of dinosaur, the giant banded lizard prowls the deserts and scrublands, constantly in search of prey. Virtually fearless, it attacks any creature that crosses its lumbering path. Up to 30 feet long, and weighing close to eight tons, a giant banded lizard moves slowly. Its long, forked tongue flickers constantly in search of prey. Its hide is covered in tubercles, or beads, usually colored orange, but sometimes found in pink, yellow, or white. A giant banded lizard's black head is streaked with orange.

COMBAT

A giant banded lizard attacks any creature its own size or smaller without hesitation. As it holds a creature fast in its mouth, a giant banded lizard pumps the creature full of venom secreted from its lower jaw.

Improved Grab (Ex): To use this ability, a giant banded lizard must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity, if it wins the grapple check, it establishes a hold and attempts to deal bite damage each round thereafter.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 2d4 Str. The save DC is Constitution-based.

Monstrous Scorpion, Huge

CR 8

Archelon (Giant snapper)

Huge Animal (Dinosaur)
Hit Dice: 12d8+84 (138 hp)
Initiative: –2
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 21 (–2 size, –2 Dex, +15 natural), touch 6, flat-footed 21

BaseAttack/Grapple: +9/+26
Attack: Bite +16 melee (2d6+13)
Full Attack: Bite +16 melee (2d6+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision
Saves: Fort +16, Ref +2, Will +5
Abilities: Str 28, Dex 7, Con 22, Int 2, Wis 13, Cha 7
Skills: Listen +11, Spot +6, Swim +17
Feats: Great Fortitude, Toughness (×4)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

This huge, flat turtle is easily 15 feet from nose to tail, with a powerful beaked jaw. Its feet are large, paddlelike flippers.

The archelon is a large, primitive sea turtle. While it often feeds on floating carrion or shellfish it digs up out of the mud, it is highly aggressive and is not afraid to come up out of the water in order to reach a meal on shore.

Combat

The archelon attacks with a snap of its oversized jaws.

Hold Breath (Ex): An archelon can hold its breath for a number of rounds equal to 10 × its Constitution score before it risks drowning. For a typical archelon, this is 220 rounds, or 22 minutes.

Skills: An archelon has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Deadborn Vulture

Normal:
Size/Type: Large Magical Beast
Hit Dice: 9d10 (67 hp)
Initiative: +3
Speed: Speed 10 ft. (2 squares), fly 70 ft. (poor)
Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +9/+19
Attack: 2 claws +14 each (1d6+6 plus disease) and bite +12 (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: disease, foul breath
Special Qualities: darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +11, Will +4
Abilities: Str 22, Dex 17, Con 14, Int 10, Wis 12, Cha 10
Skills: Intimidate +8, Listen +11, Spot +15
Feats: Alertness, Flyby Attack, Lightning Reflexes, Multiattack
Alignment: Always Neutral Evil
Languages: understands Common; cannot speak

Deadborn (Su) When a deadborn vulture is reduced to 0 hit points, it immediately dies and becomes a deadborn vulture zombie that retains the vulture's disease ability. This transformation does not cause a flying deadborn vulture to fall.

Disease (Ex) Claw, Fort DC 16 negates, incubation period 1 day, damage 1d4 Str. The save DC is Constitution-based.

Zombie:
Size/Type: Large Undead
Hit Dice: 18d12 (120 hp)
Initiative: +2
Speed: Speed 10 ft. (2 squares), fly 70 ft. (poor)
Armor Class: AC 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple: +9/+20
Attack: claw +15 (1d6+7 plus disease) or bite +15 (1d8+7) or slam +15 (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: disease
Special Qualities: single actions only, undead traits, darkvision 60 ft., DR 5/slashing
Saves: Fort +6, Ref +8, Will +11
Abilities: Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1
Skills: Listen +0, Spot +0
Feats: Toughness
Alignment: Always Neutral Evil
Languages: -

Single Actions Only (Ex) A deadborn vulture zombie can perform only a single move action or standard action each round. It can still charge.

Foul Breath (Ex) 30-foot cone, 1/day, nauseated 1d6 rounds, Fort DC 16 negates. The save DC is Constitution-based. Skills Deadborn vultures have a +4 racial bonus on Spot checks.	Disease (Ex) Claw, Fort DC 19 negates, incubation period 1 day, damage 1d4 Str. The save DC is Constitution-based.

Necromancers created deadborn vultures from the eggs of giant eagles and giant owls. Once grown, the resulting black birds make excellent mounts that become undead creatures when they die.

Deadborn vultures are sterile. A giant eagle or giant owl egg brooded over by a deadborn vulture is corrupted, and the chick is born a deadborn vulture.

After being reanimated as zombies, deadborn vultures do not eat, sleep, or reproduce. Unlike most other zombies, they remain loyal to creatures they were friendly with in life.

Dire Tortoise

Huge Animal
Hit Dice: 14d8+107 (170 hp)
Initiative: -2
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 25 (-2 size, -2 Dex, +19 natural), touch 6, flat-footed 25
Base Attack/Grapple: +10/+26
Attack: Bite +16 melee (1d8+12)
Full Attack: Bite +16 melee (1d8+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Lightning strike, trample 4d8+12
Special Qualities: Low-light vision
Saves: Fort +16, Ref +7, Will +9 Abilities:
Str 26, Dex 6, Con 25, Int 2, Wis 10, Cha 6
Skills: Hide -1*, Listen +6, Spot +6
Feats: Alertness, Endurance, Toughness (3)
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)
Level Adjustment: —

This massive tortoise has a spiked, rocky shell as big as a house. Its large head ends in a wickedly sharp beak. A dire tortoise moves slowly about the waste, consuming cactuses, mesquite shrubs, and tough desert grasses. It is an ill-tempered beast and quick to lash out at intruders. A dire tortoise is 20 to 30 feet long and can weigh 12,000 pounds or more.

Combat

Dire tortoises rely on their camouflage and protection. If approached, they lunge suddenly at any creature within reach of their powerful jaws.

Lightning Strike (Ex): A dire tortoise can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based. Skills: *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Tyrannosaurus