

Booklet of Beings

Volume One

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Beings Ranked by:

Challenge Ratings:

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Level Adjustments:

Higri.....	+2
Thunder Dwarf.....	+4



Brown Forest Scavenger

	Scavenger Scout	Scavenger Gatherer
	Small Fey	Medium Fey
Hit Dice:	1d6 (3 hp)	2d6 (7 hp)
Initiative:	+3 (Dex)	+1 (Dex)
Speed:	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+0/-6	+1/+1
Attack:	Dagger +4 melee (1d3-2/19-20) or sling +4 ranged (1d3-2)	Heavy mace +2 melee (1d8) or javelin +2 ranged (1d6)
Full Attack:	Dagger +4 melee (1d3-2/ 19-20) or sling +4 ranged (1d3-2)	Heavy mace +2 melee (1d8) or javelin +2 ranged (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Low-light vision, reproduction, spell resistance 10, transformation	Low-light vision, spell resistance 14
Saves:	Fort +0, Ref +5, Will +3	Fort +0, Ref +4, Will +5
Abilities:	Str 7, Dex 16, Con 11, Int 7, Wis 12, Cha 9	Str 11, Dex 12, Con 11, Int 9, Wis 14, Cha 10
Skills:	Hide +9, Listen +4, Move Silently +6, Search +2, Spot +4, Survival +2	Hide +6, Listen +6, Move Silently +6, Search +4, Spot +6, Survival +4
Feats:	Dodge, Weapon Finesse ^B	Weapon Focus (heavy mace)
Environment:	Temperate forests	Temperate forests
Organization:	Solitary, pair, or patrol (3-5)	Pair or work gang (3-5)
Challenge Rating:	2	4
Treasure:	None	No coins; 50% goods; 50% items
Alignment:	Always neutral evil	Always neutral evil
Advancement:	2 HD (Small)	3-4 HD (Medium)
Level Adjustment:	-	-

	Scavenger Warrior	Scavenger King
	Large Fey	Huge Fey
Hit Dice:	4d6+4 (18 hp)	16d6+32 (88 hp)
Initiative:	+1 (Dex)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft. (8 squares)	50 ft. (10 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16	20 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+2/+8	+8/+20
Attack:	Large heavy mace +4 melee (2d6+2) or javelin +3 ranged (1d8+2)	Claw +11 melee (1d8+6 plus poison)
Full Attack:	Large heavy mace +4 melee (2d6+2) or javelin +3 ranged (1d8+2)	Claw +11 melee (1d8+6 plus poison)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Spell-like abilities	Poison, spell-like abilities
Special Qualities:	Low-light vision, spell resistance 18	Animate trees, low-light vision, spell resistance 22
Saves:	Fort +2, Ref +5, Will +7	Fort +9, Ref +11, Will +14
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 16, Cha 11	Str 18, Dex 13, Con 14, Int 13, Wis 18, Cha 13
Skills:	Hide +4, Listen +10, Move Silently +8, Search +7, Spot +10, Survival +10	Concentration +21, Hide +12, Move Silently +20, Listen +23, Search+20, Spot +23, Survival +23
Feats:	Weapon Focus (heavy mace) Weapon Focus (javelin)	Cleave, Dodge, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claw)
Environment:	Temperate forests	Temperate forests
Organization:	Solitary, pair, patrol (3-5), or work gang (2-4 plus 4-8 gatherers)	Solitary or tribe (1 plus 5-10 scouts, 15-25 gatherers, and 10-20 warriors)
Challenge Rating:	6	8
Treasure:	None	Double standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	5-8 HD (Large)	-
Level Adjustment:	-	-

Brown forest scavengers are nomadic creatures, that travel wide expanses of woodlands in tribes. They usually don't settle anywhere longer than one month. During that month, the scavengers hunt down all the animal life in the area. The scavenger king animates trees, which kill unsuspecting woodland creatures. The creatures that escape the trees are hunted down by the scavenger warriors. When the scavengers travel further, they have killed at least 90% of all animal life in an area with a half mile radius.

Brown forest scavengers use magic normally used by druids. It is unknown how these evil creatures, that pose a threat to the forests in which they live, are able to make use of druidic magic. Also considering their fey nature, it is possible that these creatures have not always been the scavengers they are today. Scholars have argued that it must have been neutral or even good-aligned beings in the past.

Brown forest scavengers speak Sylvan and Common.

Scavenger Scout

Besides the reproducing (see above), the scouts serve as explorers. They check if the scavenger trees have killed anything, and they warn the warriors if someone or something dangerous has entered the area. The scouts also search for new terrain that fits their demands when the tribe moves.

Scavenger scouts look like small, hairless baboons with a brown skin, and a humanlike face.

Combat

Scouts try to stay away from combat. If they're forced to fight, scouts use their *flaming sphere* and summon spells before entering melee.

Spell-Like Abilities: 3/day – *detect magic*, *entangle* (DC 12), *hide from animals* (self only), *know direction*, *light*, *summon nature's ally I*. 1/day – *flaming sphere* (DC 13), *summon nature's ally II*, *summon swarm*. Caster level 5th. The save DCs are Wisdom-based.

Reproduction (Su): Brown forest scavengers have no gender. They reproduce by splitting themselves in two. Only the scouts have this supernatural ability. It takes a scout a week to perform this act. During this week, the scout eats constantly, but does not visibly gain weight. At the end of the week, the reproducing scout lies down, and a new scout grows in one hour from its back. Their backs remain connected until the new scout's body is complete, and then the connection breaks. Both scouts are helpless during this hour (see the DMG for more information).

Transformation (Su): A new scout can change into any other type of scavenger, or remain a scout, depending on what the tribe needs. If a scout has not begun its transformation into a new form one hour after it was 'born', it loses this supernatural ability. The transformation takes two hours, during which the scavenger lies on the ground. It cannot move and is treated as helpless (see the DMG for more information). The scavenger has the statistics of a scout during the first hour, and the statistics of its new form during the second hour. The creature cannot stop its transformation itself, although it stops growing if it is killed. It is only possible for a new king to be 'born' when the tribe is large enough to split into two tribes.

Scavenger Gatherer

Gatherers bring the creatures the scavenger trees and warriors have killed to the scavenger king.

They look like hairless baboons with a thick, brown skin, and a humanlike face. Gatherers tend to keep some of the valuables they find on bodies.

Combat

Gatherers try to avoid combat. If they're forced to fight, they use their spell-like abilities before engaging in hand-to-hand combat.

Spell-Like Abilities: 3/day – *detect magic*, *entangle* (DC 13), *flaming sphere* (DC 14), *hide from animals* (self only), *know direction*, *light*, *summon nature's ally I*, *summon nature's ally II*, *summon swarm*. 1/day – *plant growth*, *spike growth* (DC 15), *summon nature's ally III*. Caster level 7th. The save DCs are Wisdom-based.

Scavenger Warrior

Scavenger warriors kill the creatures that escape the scavenger trees. They also protect the rest of the tribe.

Scavenger warriors look like hairless gorilla's with a very thick, brown hide, and a more humanlike face.

Combat

Spell-Like Abilities: 3/day – *detect magic*, *entangle* (DC 14), *flaming sphere* (DC 15), *hide from animals* (self only), *know direction*, *light*, *plant growth*, *spike growth* (DC 16), *summon nature's ally I*, *summon nature's ally II*, *summon nature's ally III*, *summon swarm*. 1/day – *command plants* (DC 17), *flame strike* (DC 17), *summon nature's ally IV*. Caster level 9th. The save DCs are Wisdom-based.

Scavenger King

Scavenger kings are the absolute leaders of the tribe. Kings animate trees to provide food for its tribe. The kills should all be brought to the king by the gatherers. The king keeps all valuables found on bodies, and divides the food among the tribe.

Scavenger kings look like huge, hairless, brown gorilla's with an extremely thick hide, and a more humanlike face.

Combat

Poison (Sp): A creature hit by the claw of a Scavenger King gets inflicted with poison. The ability is similar to the spell *poison* as cast by a 11th-level druid (save DC 19).

Spell-Like Abilities: 3/day – *command plants* (DC 18), *detect magic*, *entangle* (DC 15), *flame strike* (DC 18), *flaming sphere* (DC 16), *hide from animals* (self only), *know direction*, *light*, *plant growth*, *spike growth* (DC 17), *summon nature's ally I*, *summon nature's ally II*, *summon nature's ally III*, *summon nature's ally IV*, *summon swarm*. 1/day – *summon nature's ally V*, *wall of fire*, *wall of thorns*. Caster level 11th. The save DCs are Wisdom-based.

Animate Trees (Su): Once a day a Scavenger King can animate a single tree it touches, as a standard action. A tree animated in this way becomes a Scavenger Tree (see below). A Scavenger Tree remains animated as long as its creator is alive and stays within half a mile from it. A Scavenger King cannot have more than 30 trees animated at a time with this ability. Only large trees can be affected by this ability. Plant creatures are immune to it.

	Scavenger Tree
	Large Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	19 (-1 size, +10 natural)
Base Attack/Grapple:	+3/+12
Attack:	Branch slam +9 melee (2d6+7)
Full Attack:	Branch slam +9 melee (2d6+7)
Space/Reach:	10 ft./15 ft. (with branch)
Special Qualities:	Blindsight 30 ft., vulnerability to fire, plant traits
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 21, Dex 10, Con 17, Int 5, Wis 11, Cha 8
Skills:	Hide +0*, Survival +3
Feats:	Improved Natural Weapon ^B , Power Attack, Weapon Focus (branch)
Environment:	Temperate forests
Organization:	Solitary or grove (2-7)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-16 HD (Huge)
Level Adjustment:	-

Scavenger trees are created by brown forest scavenger kings (see above). They obey the commands of their creators. When not in combat, a scavenger tree is nearly indistinguishable from a normal tree.

Combat

Scavenger trees attack all beings they can reach, except brown forest scavengers, by lashing out with their branches.

Blindsight (Ex): Scavenger trees have no visual organs, but can ascertain all creatures within 30 feet using sound, scent, and vibration.

Vulnerability to Fire: A scavenger tree takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Plant Traits: Unlike most plants, a scavenger tree does not have low-light vision.

Skills: *A scavenger tree receives a +20 racial bonus on Hide checks made in forested areas.

Gyngor

Small Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	1d8 (4 hp)
Initiative:	+2 (Dex)
Speed:	Fly 50 ft. (good) (10 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Sting +2 melee (1d2 plus poison)
Full Attack:	Sting +2 melee (1d2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 10, Dex 14, Con 10, Int 10, Wis 11, Cha 8
Skills:	Bluff +3, Escape Artist +6, Hide +6*, Listen +6, Move Silently +6, Sense Motive +4, Spot +6, Search +4
Feats:	Alertness
Environment:	A lawful evil-aligned plane
Organization:	Flight (5-14) or swarm (15-34)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	2 HD (Small)
Level Adjustment:	-

These evil beings roam the skies of the infernal planes in swarms.

Gyngors have a slender body with a long tail that ends in a hooked stinger. The body supports a small head with large eyes, a large mouth, and a small horn above each ear. Gyngors have two large, leathery wings. They don't have any legs. The whole body is grey-black.

Gyngors speak Infernal.

Combat

Gyngors are cowardly creatures, and find their strength in numbers. Gyngors attack anything they outnumber three (or more) to one, but even at these odds the weak creatures are often defeated. Gyngors flee as soon as they realise a battle turns against them.

Poison (Ex): Sting, Fortitude DC 10; initial damage 1 Con, secondary damage 1 Con. The save DC is Constitution-based.

Skills: A gyngor receives a +4 racial bonus to Hide checks in dark area's.

Hailgrower

	Medium Outsider (Air, Cold, Native)
Hit Dice:	5d8+10 (32 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Ice scythe +8 melee (2d4+3 plus 1d6 cold/x4)
Full Attack:	Ice scythe +8 melee (2d4+3 plus 1d6 cold/x4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to cold, spell resistance 12, vulnerability to fire
Saves:	Fort +6, Ref +4, Will +6
Abilities:	Str 14, Dex 11, Con 15, Int 14, Wis 15, Cha 16
Skills:	Concentration +9, Handle Animal +7, Knowledge (arcana) +6, Knowledge (geography) +10, Knowledge (nature) +10, Knowledge (the planes) +8, Listen +9, Profession (grower) +10, Spellcraft +6, Spot +9, Survival +6, Swim +6
Feats:	Improved Initiative, Weapon Focus (scythe)
Environment:	Cold mountains
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	6-10 HD (Medium)
Level Adjustment:	-

Hailgrowers live in places where snow covers the ground all year long. They sleep in 'nests' they sculpt from ice and snow.

Hailgrowers eat ice. They sow hail in the perpetual snow. After a couple of days, ice flowers come up. A week later, large capsules hang from the flowers. Hailgrowers reap the flowers with the ice scythes they create themselves. They gather the capsules, which hold hailstones. They use some of these as seeds, while they eat the rest. Some scholars believe that on very rare occasions a hailstone doesn't grow into an ice flower, but into a new hailgrower.

Hailgrowers look like handsome male elves, sculpted out of ice. They have large, feathered, white wings.

Hailgrowers speak Auran and Common.

Combat

Hailgrowers are solitary creatures, but they don't mind the occasional contact with other beings. Most of them don't like fighting, but they do often attack people who are laying a fire, or carrying a lit torch, simply because hailgrowers are terrified of fire.

Spell-Like Abilities: 3/day – *ice storm* (DC 17), *wall of ice*; 1/day – *cone of cold* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Vulnerability to Fire: A hailgrower takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Higri

	Tiny Fey
Hit Dice:	1/2d6+2 (3 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares)
Armor Class:	16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+0/-10
Attack:	Dagger –2 melee (1d2-2/19-20)
Full Attack:	Dagger –2 melee (1d2-2/19-20)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Shrieking blow
Special Qualities:	Low-light vision, sonic resistance 15
Saves:	Fort +2, Ref +3, Will +4
Abilities:	Str 6, Dex 13, Con 15, Int 12, Wis 15, Cha 12
Skills:	Craft (any one) +3, Handle Animal +4, Hide +12*, Knowledge (nature) +4, Listen +5, Move Silently +4, Perform (sing) +4, Search +3, Spot +5, Survival +5
Feats:	Improved Initiative
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+2

These tiny beings have a humanoid form, and appear to be sculpted out of clay. An adult higri stands about 18 inches tall. It has short limbs, irregularly shaped hands, and no toes. A higri has a big mouth. Underneath its throat hangs a flap of skin. This flap can be filled with air to produce all sorts of guttural sounds. A higri can use it to sing with a strange, but beautiful voice, but it can also be used as a weapon (see below).

Higris usually live in dense parts of forests. They use dirt, leaves, and branches to build small huts. Higris love songs and chants, and they sing all the time. The singing of a tribe can sometimes be heard from great distances. Besides the animals in the forest, which the herbivorous higris treat with love, this can attract unwanted creatures to the tribe. To protect themselves from these creatures, higris use their powerful voices to literally blow them away.

Higris speak Sylvan.

Combat

Although they're normally peaceful beings, higris defend themselves and their habitat ferociously when threatened.

Shrieking blow (Su): At will, as a standard action, a higri can produce a cone of sonic energy of up to 25 feet long. The cone deals 1d8 damage to all creatures in it (Reflex half DC 14). The save DC is Constitution-based, and includes a +2 racial modifier.

Skills: *Higris receive a +5 racial bonus to Hide checks in a forest setting.

Miniature Rhino

	Small Animal
Hit Dice:	1d8+5 (9 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/-1
Attack:	Gore +3 melee (1d4+3)
Full Attack:	Gore +3 melee (1d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +2, Will +1
Abilities:	Str 14, Dex 10, Con 14, Int 1, Wis 13, Cha 3
Skills:	Listen +4, Spot +2
Feats:	Toughness
Environment:	Warm plains
Organization:	Solitary or herd (2-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	-

A miniature rhino looks like a smaller version of a black rhinoceros. Just like normal rhino's, these creatures are very strong and tough.

A miniature rhino is about 3 1/2 feet long, and just over 1 foot high. It weighs up to 140 pounds. The front horn is about 6 inches long, and the second horn about 3.

Combat

When it is harassed or annoyed, a miniature rhino lowers its head and charges.

Powerful Charge (Ex): A miniature rhino deals 2d4+6 points of damage when it makes a charge.

Rolling Ooze

Huge Ooze

Hit Dice:	8d10+32 (76 hp)
Initiative:	+0
Speed:	50 ft. (8 squares)
Armor Class:	8 (-2 size), touch 8, flat-footed 8
Base Attack/Grapple:	+6/+23
Attack:	Slam +13 melee (2d6+9 plus 1d6 acid)
Full Attack:	2 slams +13 melee (2d6+9 plus 1d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid
Special Qualities:	Blindsight 100 ft., ooze traits
Saves:	Fort +6, Ref +2, Will -3
Abilities:	Str 29, Dex 10, Con 19, Int -, Wis 1, Cha 1
Environment:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-16 HD (Gargantuan)
Level Adjustment:	-

A mass of yellow-brown, translucent goo, shaped like a lumpy potatoe, that's what a rolling ooze looks like. It has a diameter of about 25 feet, and weighs nearly 20,000 pounds. It can squeeze its amorphous body through holes of 5 by 5 feet.

A rolling ooze drags itself slowly through caves. When it encounters a creature, it changes its way of movement. The ooze starts rolling, charging forward at an speed that's incredible for such a large and clumsy looking creature.

Combat

A rolling ooze attacks any creature it encounters. It usually charges into combat and attempts to simply crush its prey with its slam attacks. Once a victim is killed, the ooze moves on top of it, wraps itself around the body and starts digesting it. It cannot digest metal or stone items, so it leaves these behind.

Acid (Ex): A rolling ooze's acid does not harm metal or stone.

Sea Horse Wyvern

	Huge Dragon (Water)
Hit Dice:	26d12+130 (299 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), fly 90 ft. (good), swim 40 ft.
Armor Class:	26 (-2 size, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+26/+42
Attack:	Bite +32 melee (2d8+8) or wing +32 melee (1d8+8) or tail +32 melee (2d6+8)
Full Attack:	Bite +32 melee (2d8+8) and 2 claws + 30 melee (2d6+4) and 2 wings +30 melee (1d8+8) and tail +30 melee (2d6+8)
Space/Reach:	15 ft./10 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and paralysis, low-light vision, spell resistance 23, water breathing
Saves:	Fort +22, Ref +15, Will +18
Abilities:	Str 26, Dex 11, Con 21, Int 10, Wis 12, Cha 11
Skills:	Bluff +21, Intimidate +29, Knowledge (nature) +16, Listen +30, Sense Motive +22, Search +29, Spot +30
Feats:	Cleave, Flyby Attack, Great Cleave, Great Fortitude, Hover, Lightning Reflexes, Multiattack, Power Attack, Wingover
Environment:	Temperate aquatic
Organization:	Solitary, pair, or group (3-8)
Challenge Rating:	17
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	27-38 HD (Huge); 39-52 HD (Gargantuan)
Level Adjustment:	-

Though it's related to dragons, a sea horse wyvern looks more like an enormous winged version of the fish it's named after. Its 20 to 30 feet long body is brown, with a relatively light front, and it's covered with white flecks. The spines on its back are dark green. A sea horse wyvern has brown wings, that function as fins too. It has a wingspan of 35 to 55 feet. A sea horse wyvern has two hind legs, but no front legs. It has a large maw with sharp teeth. The eyes are yellow.

Besides seals, dolphins, boars, and bears, a sea horse wyvern also hunts for treasure. It hoards its treasure in the cave where it lairs, usually just above or below water-level (the piles of gems, coins and jewelry are sometimes mistaken for a hidden pirate treasure).

A sea horse wyvern speaks Draconic.

Combat

A sea horse wyvern cannot attack with its claws when it is on the ground. It can fight with its wings when flying.

Water Breathing (Ex): A sea horse wyvern can breathe underwater indefinitely.

Thunder Dwarf

	Small Outsider (Air, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+4 (Improved Initiative)
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+3
Attack:	Warhammer +7 melee (1d8+4/x3)
Full Attack:	Warhammer +7 melee (1d8+4/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Lightning strike
Special Qualities:	Darkvision 60 ft., electricity immunity, rain
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 16, Dex 10, Con 15, Int 12, Wis 10, Cha 13
Skills:	Hide +6*, Intimidate +7, Knowledge (nature) +6, Knowledge (the planes) +6, Listen +6, Move Silently +6, Search +7, Spot +6, Survival +6
Feats:	Flyby Attack, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary, gang (2-5) or swarm (6-12)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	4-6 HD (Small)
Level Adjustment:	+4

These creatures look like small, male dwarfs, sitting on top of a small cloud and wielding a warhammer. The cloud is actually a part of a thunder dwarf's body.

Thunder dwarfs speak Auran.

Combat

Thunder dwarfs love to kill and destroy. They like to attack when they're surrounded with clouds, and are especially fond of thunderclouds.

Lightning Strike (Su): Five times per day, a thunder dwarf can strike its cloud with its warhammer, unleashing a lightning bolt. This is a standard action that provokes attacks of opportunity. The bolt has a range of 50 ft., but is further similar to a *Lightning Bolt* (DC 14, caster level 5th). The DC is Constitution-based and includes a +1 racial modifier.

The thunder dwarf can only hit the cloud from above, and so the bolt always comes from the bottom of the cloud, with a maximum angle of 45 degrees.

Rain (Su): A thunder dwarf can let it rain from its cloud as a free action.

Skills: *A thunder dwarf receives a +4 racial bonus to Hide checks when hiding in clouds.

Wretched Fencer

	Medium Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple:	+2/+2
Attack:	Rapier +5 melee (1d6/18-20)
Full Attack:	Rapier +5 melee (1d6/18-20)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Darkvision 60 ft, undead traits
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str 10, Dex 16, Con -, Int -, Wis 9, Cha 6
Feats:	Weapon Finesse ^B
Environment:	Any
Organization:	Solitary, gang (2-5) or squad (6-10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-8 HD (medium-size)
Level Adjustment:	-

These undead creatures have been created from the bodies of skilled fencers. When a body starts decaying, it cannot be used to create a wretched fencer anymore. The magic preserves not only the body of the creature, but also its clothes, so that they do not decay. It also causes a bright red light to shine in the eyes of wretched fencers.

Combat

Wretched fencers fight as the skilled fencers they once were. Although they're mindless, wretched fencers retain the dexterity and fighting skills they had in life. They follow the instructions of their creators, but they can only follow simple, one line orders.

Yurgim

	Living Yurgim	Undead Yurgim
	Medium Monstrous Humanoid	Medium Undead
Hit Dice:	3d8+6 (19 hp)	3d12 (19 hp)*
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+6 natural)	16 (+6 natural)
Base Attack/Grapple:	+3/+5	+1/+5
Attack:	Claw +6 melee (1d4+2)	Claw +6 melee (1d4+6 plus poison)
Full Attack:	2 claws +6 melee (1d4+2)	2 claws +6 melee (1d4+6 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	-	Poison
Special Qualities:	Darkvision 60 ft., undying	Undead traits, +2 turn resistance
Saves:	Fort +3, Ref +3, Will +5	Fort +1, Ref +1, Will +5
Abilities:	Str 14, Dex 10, Con 14, Int 12, Wis 15, Cha 8	Str 18, Dex 10, Con -, Int 12, Wis 15, Cha 6
Skills:	Concentration +4, Knowledge (nature) +6, Listen +5, Spot +5, Survival +7	Concentration +4, Knowledge (nature) +10, Listen +7, Spot +7, Survival +9
Feats:	Improved Initiative, Weapon Focus (claw)	Improved Initiative, Weapon Focus (claw)
Environment:	Cold mountains	Cold mountains
Organization:	Solitary, pair, or family	Solitary
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	4-6 HD (Medium)	4-6 HD (Medium)
Level Adjustment:	-	-

Yurgim are strange, shy creatures, that become suicidal at a certain age, to come back from the dead an hour later.

Living Yurgim

A living yurgim is a muscular humanoid. An adults stand about 7 feet tall, and has a small head, with a large nose and mouth. Its eyes lie deep below the jutting fore-head, making the creature look far less intelligent than it is. The body of a yurgim is covered with deep-blue fur. The fur grows everywhere, except on its face, hands, and soles of its feet. They have strong claws where a white fluid constantly drips from. This fluid enables the yurgim to return from the dead after they kill themselves (see below).

The omnivorous yurgim live high in the mountains, where they spend most of the day searching for food. They have a strong bond with nature. Yurgim live and sleep outside, although they hide in caves to survive storms and to hibernate. They do not craft or use any tools or weapons.

Living yurgim mate for life. They raise their offspring together, and they make sure they never have more than one child to look after at any given time. When it's three years old, a child can fend for itself and leaves its parents.

All yurgim feel it's time to become undead yurgim at some point in their life. This usually happens when it is 35 to 40 years old, an age at which female yurgims can no longer give birth. The yurgim then leaves its mate (if it has one) and searches for a safe environment where it kills itself. This often happens in a cave. It then becomes an undead yurgim.

Living yurgims speak common.

(continued on page 14)

Combat

Yurgim are peaceful creatures, but when threatened or provoked, they prove to be fierce fighters, using their claws to rip opponents apart.

Undying (Ex): At a certain moment in its life, a living yurgim feels the need to kill itself. It rips open its own throat with its claws (this is a full-round action that provokes attacks of opportunity). The strange fluid that drips from the claws enters the self-induced wound and causes the yurgim to come back to life again. The fluid has no effect on any other creatures, including other yurgim. The creature remains dead for an hour, but its soul does not leave the body. During this hour, all hair falls from the yurgim's body, and it loses its reproductive organs. While it is dead, it has all the statistics of its undead form, but with Intelligence 0.

If the yurgim had any wounds when it killed itself, or if anyone or anything wounded it when it was dead, the undead yurgim will have the same amount of wounds. So if it is dealt more damage than the number of hit points it has, the creature will not rise from the dead. Any spell or effect of which the duration has not ended when the yurgim becomes an undead creature remains in effect, unless the yurgim is immune to it in its new form, in which case it is immediately negated.

Living yurgims will only commit suicide in a safe environment, with no other creatures around.

Undead Yurgim

Undead yurgim look like living yurgim without fur. They have a deep-brown hide. An undead yurgim retains the memories and knowledge it had in life. It does not need to search for food anymore, and it does not sleep. Undead yurgim spend all their time observing nature and contemplating.

Undead yurgim speak common, although they rarely have anything to say.

Combat

Hit Dice: *An undead yurgim has the same number of hit points it had in life.

Poison (Ex): The transformation from living to undead yurgim changes the properties of the fluid that drips from its claws. It looks the same as the fluid that comes from the claws of a living yurgim, but unlike that fluid, it is highly poisonous. Injury, Fortitude DC 15; initial and secondary damage 1d6 temporary Constitution. The save is Constitution-based and includes a +4 racial modifier.

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