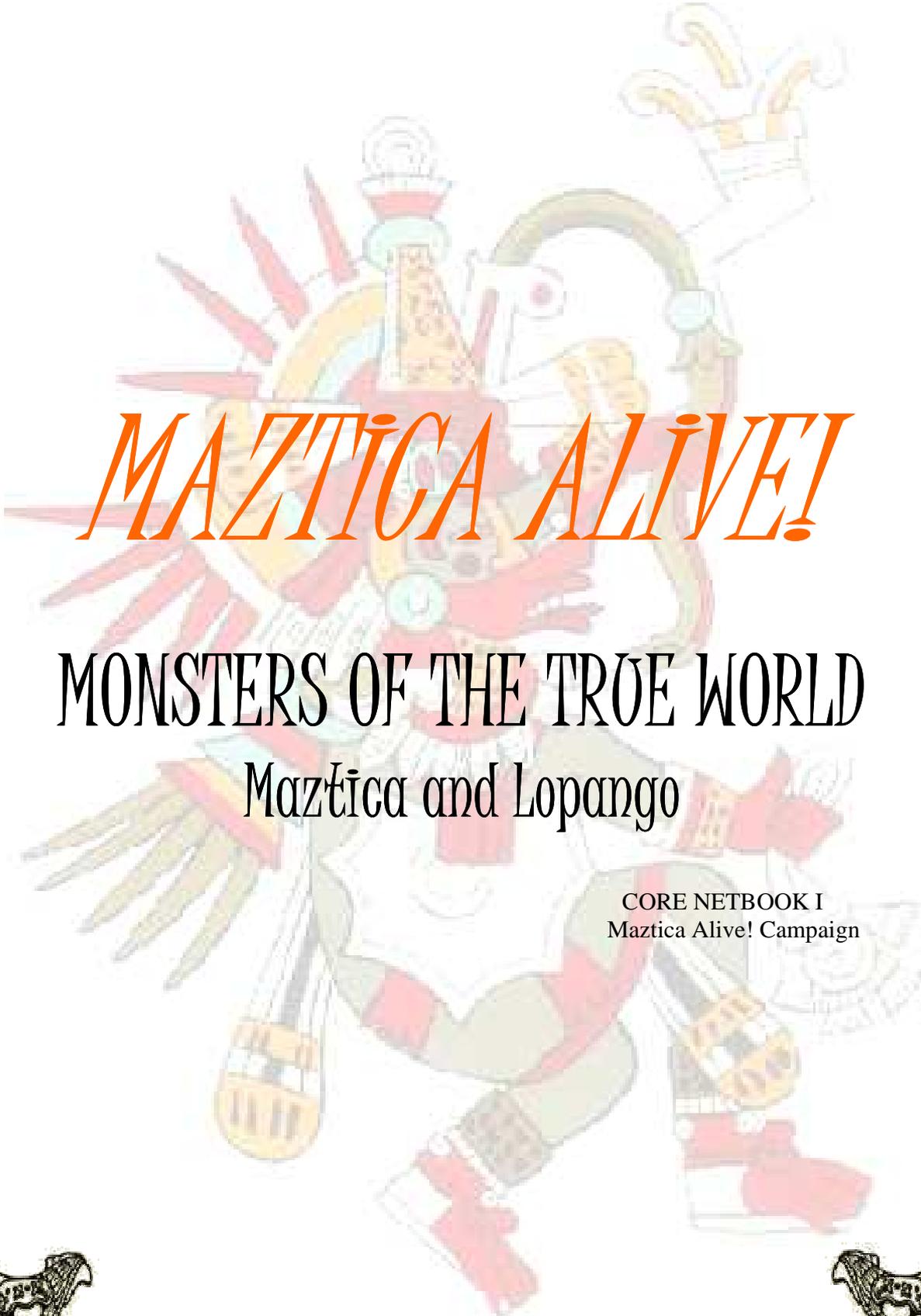


MONSTERS OF THE TRUE WORLD

Maztica and Lopango

A MAZTICA ALIVE! NETBOOK

(C) SilentRavyn



MAZTICA ALIVE!

MONSTERS OF THE TRUE WORLD

Maztica and Lopango

CORE NETBOOK I
Maztica Alive! Campaign



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ALPHABETICAL LISTING OF MONSTERS

Ahuizotl, Maztican

Bacar

Cayma

Chac

Chanansi

Chaneque

Chickcharney

Chiltitimiqui

Civatateo

Danaun Faerie

Dilophodile

Dire Animal

Blowfish

Chameleon

Hedgehog

Llama

Newt

Penguin

Piranha

Seahorse

Giant

Golden Clad Giant King

Sand Elder

Huaca

H'Calos

Jagre

Jaguar Lord

Kaiju

Chikata

Vagnosaurus

Kamatlan

Koatlque

Luska

Lycanthrope

Dire Werebarracuda

Werejaguar/Werepanther

Wereoctopus

Dire Werepiranha

Manticore, Maztican

Obsidian Butterfly

Omara

Omm-wa

Plumazotl

Lesser

Greater

Qarqacha

Quetzaldaun

Scorpionfolk

Aquatic, Palophonti

Arboreal, Opistacanthi

Emperor, Imperatonti

Skinwalker, Coyote

Tabaxi

Tlalocoatl

Tigremoth

Tzitzimitl

Xig

Xiuhcoatl

Yagrel, Elder Brain

MONSTERS BY CR

CR 1/2 – Dire Hedgehog

CR 1 – Cayma, Dire Chameleon, Dire Newt, Omm-wa, Lesser Plumazotl

CR 2 – Bacar, Dire Llama, Dire Penguin, Greater Plumazotl, Tabaxi

CR 3 – Dire Blowfish, Coyote Skinwalker, Wyrmling Tlalocoatl

CR 4 – Arboreal Scorpionfolk (Opistacanthi), Very Young Tlalocoatl

CR 5 – Chac, Chickcharney, Dire Piranha, Kamatlan, Maztican Manticore, Quetzaldaun

CR 6 – Young Tlalocoatl, Xiuhcouatl

CR 7 – Chaneque, Danaun Faerie, Dilophodile, Jaguar Lord, Omara, Emperor Scorpionfolk (Imperatonti), Tzitzimitl

CR 8 – Jagre, Juvenile Tlalocoatl

CR 9 – Huaca, Maztican Ahuizotl

CR 10 – Aquatic Scorpionfolk (Palophonti), Golden Clad Giant King Giant, Young Adult Tlalocoatl

CR 11 – Dire Seahorse

CR 12 – Adult Tlalocoatl, Chiltitimiqui

CR 13 – Tigremoth

CR 14 – Koatlque

CR 15 – Chanansi, Mature Adult Tlalocoatl

CR 16 – Sand Elder Giant

CR 17 – Old Tlalocoatl, Xig

CR 18 – Elder Brain Yagrel

CR 19 – Very Old Tlalocoatl

CR 20 – Ancient Tlalocoatl, H'Calos

CR 21 – Vagnosaurus Kaiju, Wyrmling Tlalocoatl

CR 22 – Chikata Kaiju, Luska

CR 23 – Great Wyrmling Tlalocoatl, Obsidian Butterfly

Template – Civatateo, Dire Werebarracuda, Dire Werepiranha, Qarqacha, Werejaguar, Wereoctopus, Werepanther

“Zaltec looked upon the corpse of his murdered mother and saw a land ripe for the taking. Though mankind continued to revere his weakling brother Qotal, Zaltec knew this would soon change. Strewn about Maztica’s corpse, creatures began to populate the land; creatures of fang, beak and claw! Mankind would know fear, and in their fear they would turn to him. It wasn’t long before the fresh flow of hearts would begin!”

*-Tenoch II, Sixth Revered Counselor of Nexal
from Translated Visions in the Codex Zalteca*

WELCOME TO THE TRUE WORLD!!!

The *Monsters of the True World: Maztica and Lopango* netbook is an attempt to revive a beloved Dungeons and Dragons setting from the early 1990s. This setting, known as Maztica, was a new continent set in the western portion of the Forgotten Realms world of Toril, far beyond the beautiful Moonshae Isles and even the fabled elven land of Evermeet. After recently rereading the novels *Ironhelm*, *Viperhand* and *The Feathered Dragon* (all by Douglas Niles), I realized just how much more could be done for this amazing setting.

The land itself is said to be a fantasy version of real life Mayan and Aztec cultures, with a history that paralleled real world events quite closely. While some argue that this was one of the weaknesses of the setting, I believe there is no better history than our own! Why not borrow from it?

Twenty five or so years ago a neighbor handed me a book with a really “cool” picture of a dragon on the cover. It was the first edition Monster Manual and I immediately fell in love with the game. I had been in love with monsters since I learned about dinosaurs in grade school and watched Godzilla movies at my grandmother’s house. Well, here was a book full of things bigger and badder than dinosaurs, and wait...there was a game to go along with it? I hope that this netbook can pass on just a small fraction of that feeling of wonder and start the ball rolling to bring Maztica back in the limelight.

Oh yeah, and what’s this about Lopango? Well, there has been much speculation on internet boards that a land exists to the south of Maztica. Much like the Incas in earth’s history, great civilizations exist here too! What better place to describe and introduce its flora and fauna than in a book titled the *Monsters of the True World*? While we’re at it, perhaps we can also find some beasts from nearby islands and their mythologies!

I truly don’t know how or where to begin to thank everyone who has helped in developing this book. The sheer number of authors, artists and friends that have assisted in everything from contributions to legal advice is astounding. Every single person who contributed content to this netbook, along with a webpage or link to the work’s original source, is located on the credits page. No one charged me for their work and all I can do to thank them is ask you to stop by their websites and tell them just how much you appreciate their work. Even the smallest comment about

something the author/artist worked hard on will most likely make their day. So I BEG you to reward their generosity!

Though this netbook could not have been completed without contributions of actual content, equally important has been all of the advice freely given by the clever folks at The Piazza forums. In particular, I would like to thank David “Big Mac” Shephard and Sean “Azaghal” Pennington for all their encouragement and advice. Like I said above, nothing makes you want to keep going like the simple, “This is awesome!” statement.

Then there was the gaming advice. I have asked dozens of questions over the last few weeks. I typically have only had to wait *minutes* before I am given a well thought out, brilliant response or solution. Again, Big Mac and Azaghal were always there to help, but also Andrew “Cthulhudrew” Theisen, “Philosopher,” “gecko,” “PNutRaygs,” “Twin Agate Dragons,” “Chimpman,” “Ashtagon,” “night_druid,” “BlackBat242,” Dennis “dulsi” Payne, “Havard” and many others have all been there to help. Truly, I would soon run out of room if I tried to name everyone that gave me some valuable bit of advice in the past few weeks! Though he is not on The Piazza (as far as I know), Nathan Wormer, from the “Maztica Alive!” yahoo group has been a font of ideas, that frankly I would never have been able to come up with myself. I think many of the monsters here have been running around in his brain for a good long time.

Finally, I would like to thank WotC for creating the OGL. It was a rare and unselfish thing to do. Every time I look through this netbook, I think of how lucky I am to be allowed to use such an elegant set of rules.

If you would like to be a part of the community that helped spawn this netbook in so many ways, or if you are planning on writing a netbook on your own, come visit everyone at **The Piazza!**
<http://www.thepiazza.org.uk/bb/index.php>

If you would like to see more “**Maztica Alive!**” projects, please come visit us!
<http://games.groups.yahoo.com/group/MazticaAlive/>

See you in the jungle!
Jon “Seethyr” Hild

AHUIZOTL, MAZTICAN

Huge Magical Beast (Aquatic)

Hit Dice: 10d10+40 (95 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +10/+26

Attack: Bite +16 melee (3d6+8) or tail slap +16 melee (1d12+12)

Full Attack: Bite +16 melee (3d6+8) and 2 claws +14 melee (1d6+8) or tail slap +16 melee (1d12+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Aquatic rake, breath weapon, breathweird

Special Qualities: Amphibious, darkvision 60 ft., low-light vision

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 27, Dex 12, Con 19, Int 9, Wis 12, Cha 10

Skills: Appraise +3, Hide -5*, Listen +6, Move Silently +3, Spot +6, Survival +4, Swim +16

Feats: Alertness, Multiattack, Stealthy, Track

Environment: Warm aquatic

Organization: Solitary or colony (2-5)

Challenge Rating: 9

Treasure: No coins; double goods; double items

Alignment: Usually chaotic neutral

Advancement: 11-20 HD (Huge); 21-30 HD

(Gargantuan)

Level Adjustment: —

What originally appears to be a giant crocodile covered in featherlike blue-green scales stands on its long rear legs. The water that drips from its massive maw seems to move with a life of its own.

Dangerous aquatic predators native to Maztica, ahuizotls are often found in the same territories as other crocodilians. Their superior strength and intellect generally allow them to drive off their less advanced cousins.

Although they are amphibious, they prefer to remain in water, particularly fresh water. They frequently inhabit cetays (water-filled sinkholes) and terrorize local natives, demanding sacrifices of food and treasure to appease them.

Ahuizotls are solitary, forming short unions to mate and raise young. Females lay a clutch of 1d4 eggs that hatch in roughly 12 weeks. The parents fiercely protect the eggs and young, until they reach maturity and become fully grown in one year. At this point, the mates part ways or turn on each other.



Ahuizotl

An ahuizotl is about 18 feet long with a 9-foot tail. It weighs 3,500 to 4,000 pounds.

Ahuizotls speak Common and Draconic.

COMBAT

Ahuizotls attack prey with their sharp front claws, powerful jaws, and strong tails. If it feels threatened, or is rampaging, an ahuizotl utilizes its breath weapon and the resulting breathweirds to wreak havoc on its adversaries.

Aquatic Rake (Ex): An ahuizotl that gets a hold can make two rake attacks (+14 melee) with its rear claws for 1d4+4 damage each. An ahuizotl can only use this ability when fighting in or under water.

Breath Weapon (Su): Three times per day, an ahuizotl may breathe a 15-foot line of water as a standard action. This deals 1d6 points of bludgeoning damage (DC 19 Ref half). The water then immediately becomes a breathweird, which remains for 5d4 rounds, even if the ahuizotl is slain or leaves the area. An ahuizotl may have more than one breathweird present at a time. Advanced ahuizotls have more powerful breathweirds (breathweird Hit Dice equal to 1/3 ahuizotl's Hit Dice). The save DC is Constitution-based.

Breathweird

Small Elemental (Water)

Hit Dice: 3d8+3 (16 hp)

Speed: 30 ft. (6 squares), swim 90 ft.

AC: 17 (+1 size, +6 natural), touch 11, flat-footed 17

BAB/Grapple: +2/+12

Full Attack: Slam +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Drown

Special Qualities: Damage reduction

5/bludgeoning, darkvision 60 ft., elemental traits, resistance to fire 5, vulnerability to cold and water effects

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +3, Swim +10

Feats: Combat Reflexes, Power Attack

Drown (Ex): To use this ability, a breathweird must hit an opponent of Medium size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and draws the victim into its fluid body. The victim is at risk of drowning (see Water Dangers in the DMG for the risks and effects of drowning). A trapped victim can attack the breathweird or make additional grapple checks

to escape its grasp. The character cannot cast spells with a verbal component or use any other item or ability that requires speech. If other characters use slashing or piercing weapons to attack the breathweird while it is holding a victim, those attacks have a 25% chance of hitting the trapped character, and they do no harm to the breathweird. While holding a victim, the breathweird continues to

attack with its pseudopods, dealing slam damage to other characters. Breathweirds have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

Vulnerability to Cold and Water Effects (Ex): A control water spell forces a breathweird to release a trapped character if it fails a Fortitude save. An attack that deals cold damage slows a breathweird (as the slow spell) for 3 rounds, with no saving throw.

Skills: Breathweirds have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always take 10 on Swim checks, even if distracted or endangered.

Skills: An ahuizotl 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.

*A Maztican ahuizotl gains a +4 racial bonus on Hide checks when in the water. Further, an ahuizotl can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

BACAR

Large Magical Beast

Hit Dice: 3d10+12 (28 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +1 Dex, +5

natural, +1 light wooden shield), touch 10, flat-footed 15

Base Attack/Grapple: +3/+13

Attack: Bite +8 melee (1d6+6) or battleaxe +8 melee (2d6+6/x3) or dagger +8 melee (1d6+6/19-20) or sling +3 ranged (1d6)

Full Attack: Bite +8 melee (1d6+6) or battleaxe +8 melee (2d6+6/x3) or dagger +8 melee (1d6+6/19-20) or sling +3 ranged (1d6)

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., hive mind, low-light vision, scent

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 23, Dex 12, Con 19, Int 6, Wis 12, Cha 7

Skills: Listen +6, Spot +6

Feats: Alertness, Power Attack

Environment: Any warm land

Organization: Solitary, troop (2-8), or colony (20-50 plus queen)

Challenge Rating: 2

Treasure: See text

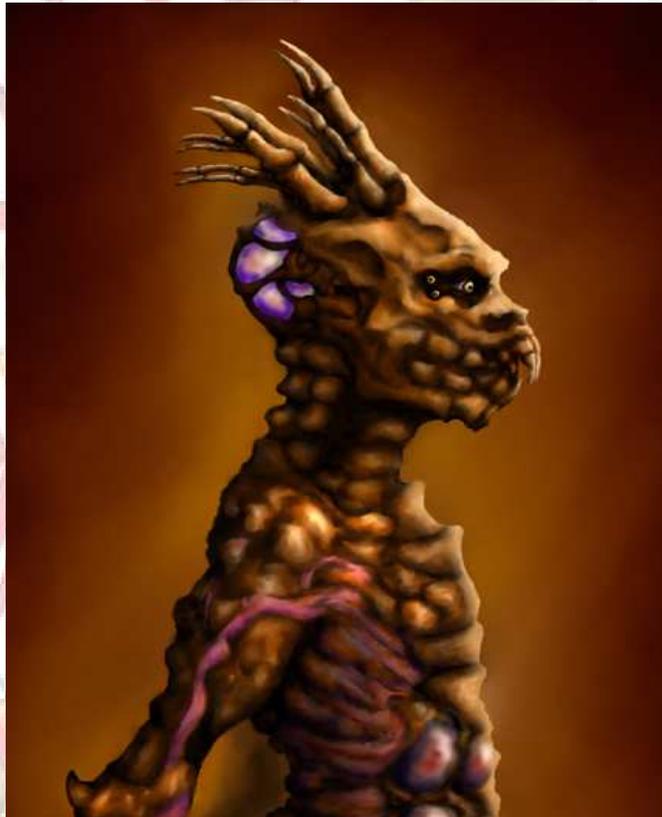
Alignment: Always neutral

Advancement: 4-6 HD (Large), 7-9 HD (Huge)

Level Adjustment: -

The body of this giant ant is dark red, darkening to black along the thorax with a steel blue underbelly. It is covered in overlapping plates of chitin. It is obviously no mere vermin, for it carries a wooden shield and obsidian weapons.

Bacars are the magical guardians of the sacred site of Ixtzul, where they keep a constant vigil over the bonds that hold H'Calos, the Star Worm. They were created from normal ants via hishna and pluma magic, and possess a powerful hive mind.



Bacar

Bacar society is similar to that of ants. All bacar are in constant telepathic communication via the hive mind, with orders passed from the queen to the soldiers by touching antennae. The queen is large and bloated, and is the sole member of the colony capable of reproduction. All bacar defer to the queen's commands, and if she is attacked, all bacars within 150 feet immediately rush to her aid. Should the queen be slain, the bacars lose their hive mind ability, reverting to aimless, individual creatures.

The most common task assigned to a bacar is to maintain the grounds, patrolling and maintaining the wards that hold H'Calos, while cleaning up debris and keeping the grounds clean. Bacar tasked with food gathering seek out smaller creatures, carrion, and vegetation to feed the colony. Bacars ordered to attack attempt to slay enemies, while those ordered to capture take foes alive.

Sometimes orders are given to track retreating foes. Bacars given scout duty report all changes and activity in their area back to the queen. If attacked, a single scout returns to report while the others cover its retreat. Bacars tasked with guard detail fight to the death.

While individual bacars carry no treasure other than their weapons and armor, a colony has communal treasure in the amount of 1 EL 6 treasure per troop of 8 bacars.

A bacar is 10 feet long and weighs 300 pounds. Bacar speak Sylvan.

COMBAT

Bacar follow their queen's orders. Those ordered to guard, attack, or capture, do so to the best of their ability. Bacars attack either with their bite or with obsidian knives, macas (essentially obsidian battle-axes), and slings.

Hive Mind (Ex): All bacars are automatically in telepathic contact with all other bacars within 20 ft that allows them to share thoughts and generate extra brain capacity. The group Intelligence

of a group of bacars is equal to 5 + the number of bacars in telepathic contact. That is, a single bacar has Int 6, 3 bacars have Int 8, and 6 have Int 11, for example. Bacars only use weapons at Int 11 and higher. They are only allowed to operate on their own for extended periods at Int 13 and higher.

In addition, groups of bacars with Int 13 or higher can summon up to 1 ant swarm per bacar per day (use the statistics for locust swarms but drop the fly speed). This supernatural ability is the equivalent of a 7th level spell. Bacar lose their hive mind ability if the queen is killed.

CAYMA

Small Humanoid (Reptilian)

Hit Dice: 1d8+4 (8 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 16 (+3 Dex, +2 natural, +1 size) or 17 (+3 Dex, +2 natural, +1 size, +1 light shield), touch 14, flat-footed 13 or 14

Base Attack/Grapple: +1/-3

Attack: Bite +1 melee (1d6) or javelin +3 ranged (1d6)

Full Attack: Bite +1 melee (1d6 plus wounding) or javelin +3 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Wounding Bite

Special Qualities: Darkvision 60ft.

Saves: Fort +1, Ref +5, Will +2

Abilities: Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 10

Skills: Balance +4, Escape Artist +4, Hide +4, Jump +4, Move Silently +4, Search +3, Spot +3, Survival +4, Swim +4

Feats: Toughness

Environment: Warm forest

Organization: Solitary or pack (4-24)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +0

This lizardman is quite unlike others of its kind. The creature is small but ferocious, and it wields its javelin with skill. It is easy to see the intelligence in the creature's large yellow-orange eyes as well as its cunning through the slow deliberate movements.

Caymas are small relatives of the lizardfolk that are found in the jungles of Lopango and Katashaka, but rarely anywhere else. Currently, they languish under the slave whips of the jungle orcs of Lopango and are not content with their lot.

Caymas have spent most of their long racial history in slavery to one group or another and when treated well they are not prone to rebel. However, they have a strong sense of survival and should they suffer under a cruel master for too long they will find a way to see to the tyrant's downfall.

Caymas appear much like their lizardfolk cousins, but are far smaller, typically averaging 3-4 ft. in height and weighing 50 lb. They are also much more intelligent than typical lizardfolk and are fond of logic puzzles.

A cayma's mouth is riddled with sharp teeth, and their bite can do more damage than creatures typical of their size.

Caymas speak common, draconic and orc.



COMBAT

Cayma

Cayma are fully aware of their deficiencies in melee combat and will attempt to compensate for their relative weakness using superior tactics and numbers. Caymas prefer to attack with their bite, but from range will use their javelins first. A cayma typically carries 2-3 javelins for this purpose.

Wounding Bite (Ex): The bite of a cayma has properties very similar to the wounding weapon special ability. Anticoagulants in their saliva combined with rows full of short but sharply pointed teeth allow the cayma to deal 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this bite, but still take the damage normally associated with the attack.

CAYMA CHARACTERS

While cayma npcs tend to be warriors, powerful individuals tend to mix a few levels in rogue with a more martial class. Fighter/rogues are the most common multiclass combinations, but barbarian/rogues or even cleric/rogues are known to exist. Leaders tend to be high level rogues who keep their identity secret from slave masters. Cayma clerics typically worship Semuanya.

Cayma characters possess the following racial traits.

- +2 Dexterity, +2 Intelligence.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.
- A cayma's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Automatic Languages: Common, Draconic, Orc.
- Bonus Languages: Giant, Gnoll.
- Favored Class: Rogue.

CHAC

Medium Fey (Shapechanger)

Hit Dice: 5d6+5 (22 hp)

Initiative: +6

Speed: 30 ft (6 squares), fly 30 ft (perfect)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Claw +4 melee (1d3)

Full Attack: 2 Claws +4 melee (1d3)

and bite -1 melee (1d3)

Space/Reach: 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Control rain, gaseous form, low-light vision, spell resistance 17

Saves: Fort +2, Ref +6, Will +5

Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 13, Cha 15

Skills: Concentration +9, Diplomacy +10, Escape Artist +6, Hide +8, Listen +5, Knowledge (nature) +11, Move Silently +8, Sense Motive +7, Spot +5, Survival +7

Feats: Dodge (B), Improved Initiative, Weapon Finesse

Environment: Warm mountains

Organization: Solitary or family (2-4)

Challenge Rating: 5

Treasure: No coins; standard goods; no items

Alignment: Usually lawful neutral

Advancement: 9-16 HD (Medium); 17-24 HD (Large)

Level Adjustment: +3

This creature initially resembles a slender jaguar, but when it assumes a bipedal stance it has a clearly human-like face. Tears run down its cheeks, cutting deep grooves into its face.

The chac is a weather spirit that helps control the rain. They live high up in mountain caves, where they can observe the countryside. They use their magical powers mostly to govern the weather near their lairs. Most serve nature or local natives who

provide gifts of food, though some chacs are evil and demand sacrifices to keep bad weather away.

Chacs are shy loners, and prefer to avoid direct contact with humanoids. Many of their legends tell of chacs being captured by humans and forced to produce rain at the will of their captors. Because of this, chacs will use all of their resources to rescue any captured chacs. Despite this fear, chacs have no natural enemies, and are usually on good terms with local cultures.

These beings are normally quadrupeds, but can walk around on two legs like humans. A tribe of chacs is associated with a particular color, depending on where it is found. Common colors for chacs include blue, black, red, yellow, and green. Each chac's eyes are of the color associated with its tribe, and the color of the mist of its gaseous form is tinted with the same color. The tears on a chac's cheeks are not from sadness, but are a result of its deep connection with the rain.

Chacs are great lovers of art, and keep many pieces of carved jade and turquoise in their lair. They also hoard cocoa beans, which they use to make a chocolate they are very fond of.

A chac can be from 5-7 feet tall, and weighs 120 pounds.

Chacs speak Common and Sylvan.

COMBAT

A chac will always seek to avoid combat, and only fights when threatened and unable to escape. It will try to use its magical powers first to escape, or to subdue its foes.

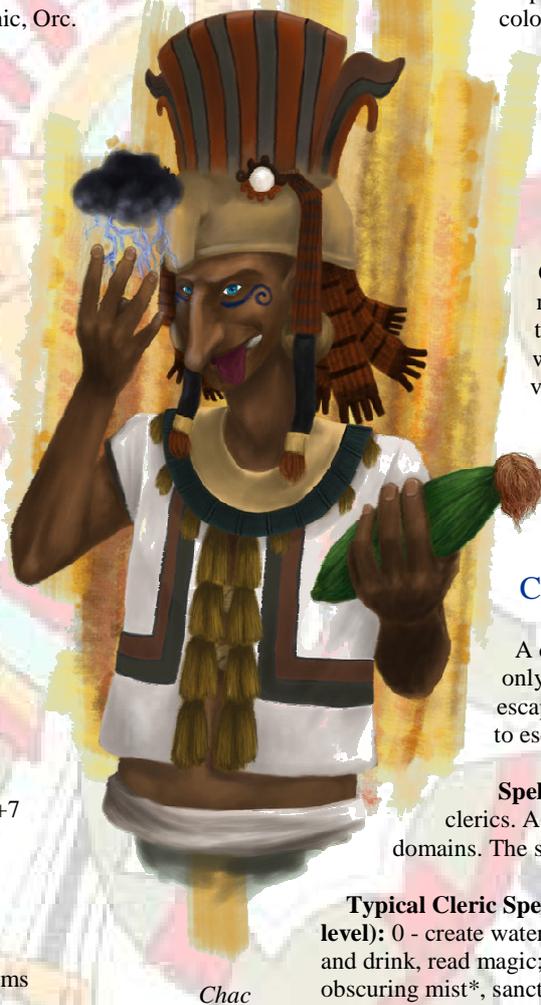
Spells: Chacs can cast divine spells as 5th-level clerics. A chac has access to the Air and Water domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (5/5/3/2; save DC 11 + spell level): 0 - create water, detect magic, detect poison, purify food and drink, read magic; 1st - bless water, entropic shield, obscuring mist*, sanctuary, summon monster I; 2nd - owl's wisdom, resist energy, wind wall*; 3rd - summon monster III, water breathing*.

*Domain spell. Domains: Air and Water.

Control Rain (Sp): Once per week, a chac can use control weather as the spell (caster level 10th), except that it can only create rain effects.

Gaseous Form (Su): Four times per day, as a standard action, a chac can assume gaseous form as the spell (caster level 10th), but it has a fly speed of 30 feet with perfect maneuverability.



CHANANSI

Large Outsider (Native)

Hit Dice: 22d8+110 (209 hp)

Initiative: +12

Speed: 50ft. (10 squares), climb 40 ft.

Armor Class: 23 (+8 Dex, +6 natural, -1 size), touch 17, flat-footed 15

Base Attack/Grapple: +21/+33

Attack: 8 Claw +27 melee (1d8+7) or bite +27 melee (2d6+7 plus paralyzation)

Full Attack: 8 Claw +27 melee (1d8+7), bite +27 melee (2d6+3 plus paralyzation)

Space/Reach: 10 ft./5 ft.

Special Attacks: Paralyzation, spell-like abilities

Special Qualities: Regeneration, resistances, damage reduction 15/+3, spell resistance 27

Saves: Fort +18, Ref +21, Will +14

Abilities: Str 25, Dex 27, Con 21, Int 20, Wis 12, Cha 26

Skills: Balance +20, Bluff +28, Climb +25, Concentration +20, Diplomacy +28, Hide+14, Intimidate +30, Jump +19, Knowledge (arcana) +25, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (local) +25, Knowledge (religion) +25, Listen +16, Move Silently +28, Search +10, Sense Motive +23, Spellcraft +27, Spot +18, Swim +12, Tumble +20

Feats: Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Multiattack, Improved Natural Attack (claws, bite), Multiattack, Power Attack

Environment: Warm plains (Islands of Lopango)

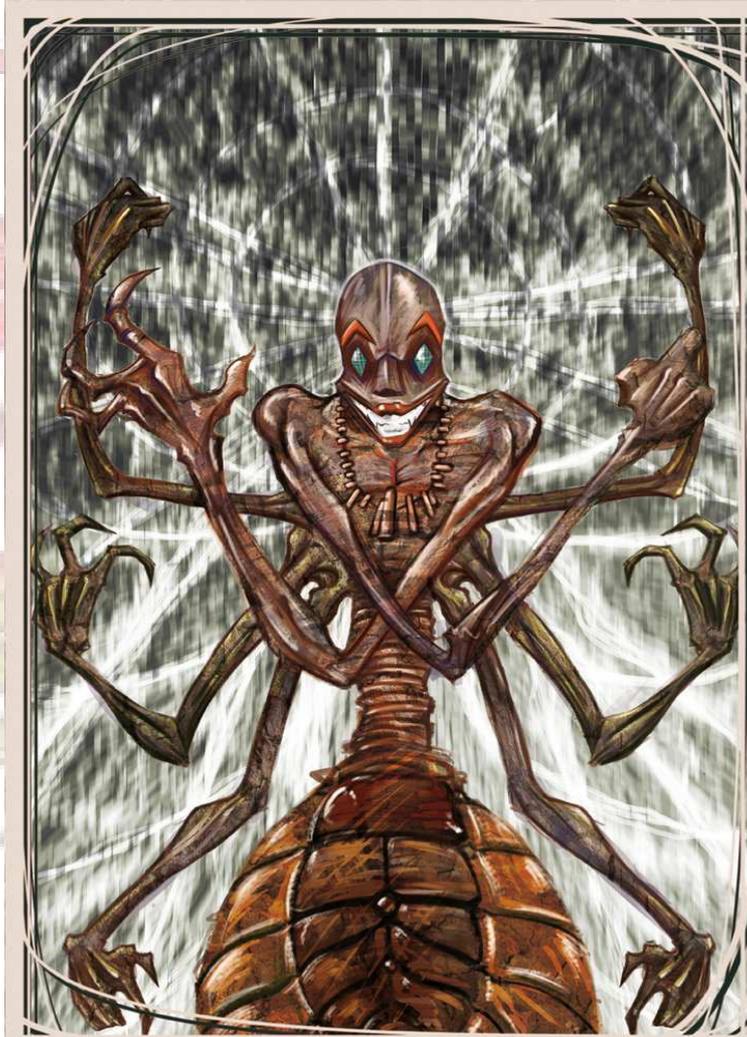
Organization: Solitary

Challenge Rating: 15

Treasure: Double standard coins and gems; standard items and goods

Alignment: Always chaotic neutral

Advancement: —



This creature resembles a drider in some ways, but is clearly not. Its bald head, wide grin and oversized abdomen give it an almost comical appearance, but there is also an ever present hint of malice in its eyes. Chanansi does not have any legs to speak of, but in fact "walks" on all eight of its hands.

The unique being known as Chanansi wanders the islands of Lopango but few know of his purpose or origins. Originally an

inhabitant of Katashaka, Chanansi arrived in the Payos thousands of years ago and the readily available food appealed to his lazy nature.

Besides lazy, Chanansi has been described as violent, helpful, deceitful, and jovial. Those who interact with Chanansi should be warned that there is little rhyme or reason to his moods, and even with an ear to ear grin, he may suddenly resort to violence.

One consistent way of keeping Chanansi from attacking is offering good food. He appreciates cooked meals as he would never take the time to do it himself.

Despite his frequent cruelties, many are quite enamored with Chanansi. He is incredibly clever, and always finds a way to get out of tough situations with other powerful immortals (even some deities). There are many popular legends that revolve around Chanansi and the stories are frequently taught to young children.

COMBAT

Chanansi is a deadly combatant who never uses a weapon in any of his eight hands. He can rear up on his bloated abdomen and simultaneously attack with all of his hands. If all eight strike true, the damage can be devastating to an opponent.

In addition, though he is lacking the fangs of a true spider, Chanansi can bite an opponent. The bite can cause paralysis in a victim and this is typically how he takes opponents who are dealing high amounts of damage out of the fight.

Paralyzation (Su):

Chanansi's bite forces its victim to make a fortitude saving throw or suffer the effects of paralysis (DC 26).

Regeneration (Ex):

Chanansi regenerates damage at a rate of 5 hp per round. Weapons with a magical bonus of +3 or greater, however, cause him lethal damage, and this damage is not regenerated.

Resistances (Ex): Chanansi has fire, cold, acid and lightning resistance 5.

Chanansi

Spell-Like abilities: At will—*darkness, invisibility, fly*;
1/day—*charm monster* (DC 29), *gaseous form, polymorph*.

CHANEQUE

Small Fey

Hit Dice: 7d6 (24 hp)

Initiative: +7

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 17 (+3 Dex, +3 natural, +1 size), touch 14, flat-footed 14

Base Attack/Grapple: +3/-3

Attack: 2 Claws +2 melee (1d3-2)

Full Attack: 2 Claws +2 melee (1d3-2) and bite -3 melee (1d4-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells, soul sickness

Special Qualities: *Invisibility*, low-light vision, damage reduction 10/cold iron, spell resistance 18

Saves: Fort +2, Ref +8, Will +5

Abilities: Str 6, Dex 17, Con 11, Int 16, Wis 10, Cha 7

Skills: Climb +16, Concentration +10, Escape Artist +13, Hide +17, Knowledge (nature) +13, Move Silently +17, Spellcraft +13, Spot +10, Use Magic Device +9

Feats: Ability Focus (soul sickness), Improved Initiative, Run

Environment: Warm mountains or forests

Organization: Solitary or clan (3-12)

Challenge Rating: 7

Treasure: Standard coins, items and goods; double gems

Alignment: Usually chaotic evil

Advancement: 7-14 HD (Small); 15-21 HD (Medium)

Level Adjustment: +3

With the body of a child and the face of an incredibly old man or woman, the chaneque is disturbing to look upon. Some of its features have been replaced with what appears to be roots, grasses and vines, proving that the creature has a strong connection to nature. Its large and pointed nose adds to the sense of malice exuding from the creature.

Chaneque are cruel little fey who like to torment and kill intruders by stealing a portion of their souls and hiding them in tiny gems which they then bury under their small huts. If the gem is not recovered and a *remove curse* is not cast on the victim within 2-8 days, the victim will die.

Chaneque live virtually anywhere but prefer remote woodlands or jungles near a river where travelers typically stop to get water. It is here when a victim least expects it that an invisible chaneque will sneak up and steal the beings soul.

COMBAT

Chaneque

Chaneque are not powerful combatants in a hand to hand fight and they know it. They prefer to use their soul sickness special ability immediately upon encountering a victim, and if they are discovered, they tend to flee unless encountered in a large group.

Invisibility (Sp): A chaneque may become invisible at will. If the chaneque attacks (using its soul sickness ability, for example), the invisibility breaks, but the it can become invisible again immediately afterward.

Soul Sickness (Su): Whether it is greed or simply their sadistic nature is unknown, but chaneque like to take portions of the souls

of humanoids and horde them like a dragon hoard gold. If the chaneque manages to touch a victim (ignoring armor bonuses), and the victim fails a DC 14 Will save, part of the victims soul is trapped in a small gem the chaneque is carrying (typically 50gp value). For the next 2d4 days, the victim acts as if it is under the effects of *confusion* until the end of the duration, where the victim dies. When the chaneque is successful in an attack, it will attempt to become invisible and flee with the stolen soul.

In order for the effect to be reversed, a simply *remove curse* spell will suffice, but the original gem must be in the casters possession at the time of the casting.

Spells: A Chaneque casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*create water, detect magic, flare, guidance, light, resistance*; 1st—*cure light wounds, entangle, faerie fire, longstrider, speak with animals*; 2nd—*barkskin, heat metal, fog cloud, tree shape*; 3rd—*call lightning, cure moderate wounds, protection from energy*; 4th—*rusting grasp*.

Skills: Chaneque are stealthy and have a +4 racial bonus to Move Silently.



CHICKCHARNEY

Small Magical Beast

Hit Dice: 4d10 (22 hp)

Initiative: +3
Speed: 10 ft. (2 squares), fly 60 ft. (good)
Armor Class: 16 (+3 Dex, +2 natural, +1 size), touch 14, flat-footed 13
Base Attack/Grapple: +4/-2
Attack: 2 Claws +3 (1d3-2)
Full Attack: 2 Claws +3 (1d3-2), bite -2 melee (1d4-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Head Curse
Special Qualities: Bestow luck, *spell turning*, damage reduction 10, low-light vision
Saves: Fort +4, Ref +7, Will +8
Abilities: Str 6, Dex 17, Con 11, Int 19, Wis 20, Cha 20
Skills: Balance +8, Intimidate +12, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (nature) +9, Listen +14, Spot +14
Feats: Hover, Iron Will
Environment: Warm forest
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 4-8 HD (Small); 9-12 HD (Medium)
Level Adjustment: —

At approximately 3 ft. in height, the chickcharney appears to be a rather large owl. Its slender human-like hands, glowing red eyes and backwards feet also set it apart from a normal bird.

The chickcharney is yet another legend come to life from the islands of Lopango and Maztica. Often used by parents to teach their children to respect others, the chickcharney is the basis of many island myths.

Chickcharneys are often found in unsettled regions of the islands, and when humans or humanoids come across them, they must show the creature respect or it will use its Head Curse special ability on them. What exactly constitutes “respect” can change from chickcharney to chickcharney, but they are known to be quite sensitive. Disrespect to others can also offend the chickcharney even if it is not directed at them. This is the basis thousands of mothers have used to warn and scold their children in the past. Rude little children truly are in peril if a chickcharney is in listening distance.

Rarely, a chickcharney will reward humans or humanoids who it observes to be particularly polite. It will offer these beings good luck in the form of their Bestow Luck ability.

COMBAT

Chickcharneys for the most part avoid heavily armed bands and rarely, if ever, initiate any form of melee combat. Should such a battle ever be forced upon it however, the chickcharney will attempt to fly out of range, use its ability to hover, and attack with its Head Curse supernatural ability. With no real means of damaging opponents other than a weak talon and bite attack, the

chickcharney will flee once it has affected all combatants with the curse. If the chickcharney can ever be found again after such an attack it will take many gifts and much pleading to convince it to reverse the curse.

Head Curse (Su): Once each round the Chickcharney can call upon a terrible curse to those who offend it and do not show



Chickcharney

proper respect. They can cause any humanoid or monstrous humanoid with a head (or heads if the creature is multi-headed) to turn completely around on its body permanently unless they make a Fort save (DC 17). This peculiar effect forces the victim to become incredibly clumsy (-4 Dex), unappealing (-4 Cha) and able to move at only ½ of its base land speed. The chickcharney can reverse the curse at any time it feels the offending being has paid it proper respect. Only a *remove curse* (cast by an 10th level or higher caster), *limited wish*, *miracle* or *wish* spell can remove this curse otherwise.

Spell Turning (Sp): A chickcharney can reflect 1d6+3 levels of spells per hour as if it had the seventh level wizard spell, *spell turning* cast upon it.

Bestow Luck (Su): A chickcharney may choose to bestow good luck on individuals it believes are exceptionally polite three times each day. This luck comes as a +2 luck bonus on all attack rolls and saving throws for the next 48 hours. A chickcharney will never bestow luck upon request, and it may actually take offense to such a question being asked of it.

Skills: A chickcharney is incredibly observant and they have a +4 racial bonus on Listen and Spot checks.

CHILTITIMIQUI

Gargantuan Plant

Hit Dice: 17d8+122 (194 hp)

Initiative: -2

Speed: 5 ft. (1 square), climb 5 ft.

Armor Class: 12 (-1 Dex, +7 natural, -4 size), touch 7, flat-footed 11

Base Attack/Grapple: +12/+29

Attack: 4 Vines +13 melee (2d6+7)

Full Attack: 4 Vines +13 melee (2d6+7)

Space/Reach: 20ft./15 ft.

Special Attacks: Improved grab, constrict, infestation

Special Qualities: Mimicry, darkvision 60 ft., plant traits, aversion to salt, resistance to fire 10, damage reduction 10/+2

Saves: Fort +19, Ref +5, Will +7

Abilities: Str 20, Dex 7, Con 25, Int 13, Wis 10, Cha 10

Skills: Climb +18, Disguise +12*, Move Silently +16

Feats: Combat Expertise, Great Fortitude, Improved Disarm, Iron Will, Lightning Reflexes, Toughness

Environment: Warm forest

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always neutral evil

Advancement: 18-34 HD (Gargantuan), 35-51 HD (Colossal)

Level Adjustment: —

The chilitimiqui resembles typical, if not beautiful jungle flora. The vines can cover entire structures and are typically found covering old ruins. Bright red and yellow flowers are always present on the plant, but within an hour or so of sensing prey, the chilitimiqui will bloom.

The chilitimiqui is a massive plant creature that has a sadistic and cruel temperament and the intelligence to go with it. It is a predatory plant and seems to prefer to dine on intelligent prey only, particularly human beings.

The name chilitimiqui means “The Red Creeping Death” in the Payit tongue and locals try to keep it contained by salting the earth surrounding the creature, rather than taking the chance of battling it and potentially allowing it to spread. Some Mazticans will go so far as to slay their own kin who are infected with the chilitimiqui’s infestation ability. The cruel plant knows this and particularly likes to target wayward children.

*Chilitimiqui
Flower*



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COMBAT

The chilitimiqui is a clever hunter and if the plant could be said to have emotions, it is thrilled at the appearance of foreigners in its lands in recent years. These foreigners are completely unaware of the deadly plants tricks, and have thus helped the chilitimiqui spread easier than ever before.

A chilitimiqui will attempt to attract victims using its ability to mimic any sound, often using snippets of human conversation to attract attention. It will then attack with its vines when combat is least expected and attempt to infest its victims.

Infestation (Ex): A chilitimiqui does not spread like other plants, but rather relies on infesting a victim with its own “young.” It can infest any human or monstrous humanoid, but only if the victim is not at full hit points (Fortitude DC 25).



Chilitimiqui

The attempt can be made on any successful attack, though it may choose to forego inflicting additional damage if the vine attack would actually kill the victim. This is how the chilitimiqui can infest children and commoners without killing them.

If a victim is infested, there is a 2d4 day waiting period while a new chilitimiqui is incubating in the human’s body. A successful Heal check can increase this duration (by removing some of the incubating vines) by 1d4 days, but it cannot cure the condition, nor can it help more than once.

When the duration is up, the victim feels an urge to disappear into the jungle and when it does, a newly “born” chilitimiqui (5 HD) will burst from the victims body.

A cure disease spell (or more powerful magic) can remove the infestation.

Mimicry (Ex): The chilitimiqui is capable of mimicking any sound it has heard in the past, excluding sounds that do damage or have a magical effect. Since the mimicked sound originates from any number of flowers the creature desires, it is difficult for listeners to ascertain where the sound originates. A victim must make a successful spot check opposed to the chilitimiqui’s disguise skill to realize it is the plant making the sound.

Aversion to Salt (Ex): A chilitimiqui abhors any form of salt crystal and cannot cross a boundary set in salt. It also cannot exist on land that has been salted and it rarely resides near ocean shorelines. Salt does no actual damage to the creature, however.

Improved Grab (Ex): To use this ability, the chilitimiqui must hit with a vine. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Constrict (Ex): A chilitimiqui deals automatic vine damage with a successful grapple check.

Skills: The chilitimiqui receives a +8 racial bonus on disguise checks when using its mimicry ability.

CIVATATEO

These vampires appear shriveled and pale, often bearing a chalky white substance on their hands and bare feet. Their formerly beautiful clothing is now tattered and filthy, but they will keep this all hidden with their disguise self spell-like ability.

Civatateo are a type of female Maztican vampire. They are servants of the god Zaltec, and thoroughly evil, yet they can often be placated with offerings of food. In particular, they are fond of cakes and pastries baked in the shape of a butterfly. Occasionally, they seek to mate with living human males, but the male typically ends up dead at the conclusion of the ordeal. Children born of these trysts are always civatateo. In fact, mating is the only way a civatateo can reproduce. They cannot form spawn like a typical vampire.

Civatateo are sometimes created by Zaltec himself when a woman dies during childbirth, particularly women of noble birth. Like vampires, civatateo speak any languages they knew in life.

CREATING A CIVATATEO

“Civatateo” is a template that can be applied to any terrestrial female humanoid, monstrous humanoid or giant. A civatateo retains all of the base creature's special attacks, special qualities and other statistics except as noted below.

Size and Type: The creature's size is unchanged, but its type changes to undead (augmented giant, humanoid or monstrous humanoid). Adding the template to a creature does not force a recalculation of base attack bonus, saves, or skill points.

Hit Dice: The civatateo template changes all hit dice into d12s.

Speed: Civatateo are faster than their living counterparts and move their base speed +10ft. for their land speed only.

Armor Class: The natural armor bonus improves by +4.

Attack: A civatateo gains a bite attack if it did not already have one and retains all other natural attacks, but it loses the ability to use any other type of weapon.

Full Attack: A civatateo will use its bite attack in preference to all others if it has put a victim to *sleep*, and will attempt a *coup de grace* (allowed because of its Throat Rip ability). All other attacks are considered secondary and suffer the standard -5 penalty to attack unless the civatateo has the Multiattack and/or Improved Multiattack feats, which lower the penalties to -2 or 0 respectively.

Damage: Civatateo retain their bite damage or use damage according to their base creature's size. If the bite is the creature's only natural attack, then adjust the damage by 1/2 x Str modifier, otherwise simply use the Str modifier.

Size	Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: Saves against any special attack of a civatateo have a DC of 10+ 1/2 the civatateo's HD + the civatateo's charisma modifier. The civatateo also retains any special attacks of its base creature's form.

Throat Rip (Ex): A civatateo may bite a victim in order to administer a coup de grace attack. This coup de grace can be performed on a charmed or sleeping individual.

Children of Zaltec (Su): Civatateo have been “blessed” by Zaltec with an ability to summon and command 1d4+1 jaguars once per day. The jaguars arrive in 2d6 rounds and serve the civatateo for up to 1 hour.

Charm (Su): At will, a civatateo can attempt to charm any giant, humanoid or monstrous humanoid. The effect is similar to the *charm person* or *charm monster* spells, though there is no maximum duration and the range is always 30 ft. In addition, this effect will only succeed if the civatateo is using its disguise self ability. The undead is just to hideous to successfully charm otherwise

Sleep (Su): If a civatateo successfully charms a victim, it will eventually attempt to cause its victim to *sleep*. It may only use this ability on a charmed victim by whispering sweet words and lulling it to sleep.

Energy Drain (Su): Living creatures hit by a civatateo's bite attack (or any other natural weapon the vampire might possess) gains two negative levels. For each negative level bestowed, the civatateo gains 5 temporary hit points. A civatateo can use its energy drain ability once per round.

Special Qualities: A civatateo retains all the special qualities of the base creature and gains those described below.

Disguise Self (Sp): At will a civatateo may use disguise self as a spell-like ability. They typically choose the form of a beautiful and alluring woman to help convince males to mate with them. A civatateo can only use its Charm supernatural ability when disguised.

Damage Reduction (Su): A civatateo has damage reduction 10/iron and magic. Its own natural weapons are treated as

Civatateo



magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A civatateo heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it collapses into a pile of grubs and worms. Unlike a normal vampire, the civatateo is permanently destroyed when killed in this way.

Resistances (Ex): Similar to a normal vampire, a civatateo has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A civatateo is desperate to get pregnant and has +4 turn resistance when in pursuit of such a goal.

Abilities: Increase from the base creature as follows: Str +6, Dex +6, Int -2, Wis -2, Cha +2. As an undead creature, a civatateo has no Constitution score.

Skills: Civatateo have a +8 racial bonus on Bluff, Disguise, Intimidate, Move Silently, Search, Sense Motive, and Spot checks. Otherwise their skills are the same as the base creature.

Feats: Civatateo gain Alertness, Improved Initiative, and Lightning Reflexes. If the base creature does already have these feats, no additional bonus is gained and they must meet the prerequisites to gain each feat.

Environment: Same as base creature.

Organization: Solitary or family (mother and children, 2-5)

Challenge Rating: Base creature +2.

Treasure: 50% standard.

Alignment: The base creature's law/chaos axis remains the same but it always becomes evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +8

Civatateo Weaknesses

Civatateo have far fewer weaknesses than a typical vampire, but they are vulnerable to some. A civatateo cannot approach within 35 ft. of a firmly displayed holy symbol (just out of their *charm* range). In addition, simple plumage (any type of feathers) tends to keep a civatateo at bay, though they do not actually have any power over this undead. Because of this aversion, there has never been a recorded case of civatateo aarakocra or quetzaldaun. Finally, a civatateo can actually be convinced to show rare acts of mercy if it is offered some form of pastry, particularly those shaped like a butterfly. Women all over Maztica offer such home baked pastries to men they wish to protect from a civatateo's predations.

DANAUN FAERIE SWARM

Fine Fey (Swarm)

Hit Dice: 11d6 (38 hp)

Initiative: +5

Speed: 15 ft. (3 squares), fly 30 ft. (good)

Armor Class: 19 (+5 Dex, +4 size), touch 19, flat-footed 14

Base Attack/Grapple: +5/-12

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: ½ ft./0 ft.

Special Attacks: Distraction, poisonous drain

Special Qualities: Butterfly replenishment, immune to weapon damage, swarm traits, low-light vision, fast healing 15*, spell resistance 21, damage reduction 10

Saves: Fort +5, Ref +12, Will +9

Abilities: Str 1, Dex 20, Con 11, Int 11, Wis 10, Cha 15

Skills: Diplomacy +16, Heal +14, Hide +35**, Knowledge (nature) +14, Listen +14, Spot +14

Feats: Ability Focus (poisonous drain), Flyby Attack, Great Fortitude, Iron Will

Environment: Warm forest

Organization: Solitary

Challenge Rating: 7

Treasure: None (see below)

Alignment: Always neutral good

Advancement: —

Level Adjustment: —



Danaun Faerie

Amongst the thousands of beautiful butterflies fly equally appealing diminutive faeries. Each individual in the swarm appears to be a cherubic young child with the wings of the aforementioned peaceful insects.

Danauna Falls in Lopango is a beautiful grove in the jungle with a gentle river and waterfall running through its center. Among tens of thousands of true butterflies the danaun faeries flourish. As tiny as they are, the faeries are the protectors of this magical place, and those who seek to despoil its beauty should beware. As individuals, the faeries are not much to contend with, but in a swarm of ten-thousand, they can be surprisingly tough.

The danaun faeries can replenish their swarm in a day's time by calling the numberless butterflies of Lopango to them. All the faeries must do is touch the butterflies and it will change into a new faerie with the collective memories of the swarm. Legends claim that only by destroying the "Heart" of Danauna Falls can the faeries be irrevocably slain. What this "heart" refers to is thankfully unknown to any but the faeries themselves, and they aren't telling.

COMBAT

The danaun faeries are not quick to anger, nor are they particularly hostile to intruders into the Danauna Falls region. If visitors are respectful of the environment and the seemingly numberless butterflies of the area, the faeries may even seek to play or converse.

Should a trespasser's actions be construed as damaging to the natural balance of the Falls, they will at first be politely asked to leave as the swarm begins to gather. Should he or she then become aggressive the faeries will unleash all of their powers on the transgressor. This response may also be reached should a

butterfly or faerie be intentionally killed. Unintentional killings of butterflies can be explained and smoothed over with a rather simple diplomacy check (DC 5).

Given the faeries' most devastating attack relies on the draining of constitution, one would think that undead would be particularly threatening to them, but the Falls region itself is protected by a mythal-like zone which strictly forbids the passage of any creature with the undead type. Should other creatures who are immune to such a poison attack the Falls for any reason, however, the faeries would have to rely on their swarm damage alone.

If the swarm has been repeatedly defeated and cannot seem to destroy a hostile intruder, they will seek out help from allies further within the jungle.

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

Poisonous Drain (Ex): Certain species of butterfly in Lopango contain a strong toxin in their bodies that make them unfit to eat by predators. Danaun faeries that have spawned from such butterflies retain this toxin and make use of it when the swarm is attacking. They will use tiny thorns coated with miniscule amounts of the poison from their bodies (no extra damage from the thorns) to prick victims of their swarm attack repeatedly. While individual doses of this amount of poison are harmless, the cumulative effect of thousands of doses can be devastating to a creature's anatomy. Each round they suffer swarm damage, victims of this attack must also make a Fortitude save to avoid 1d4+1 points of constitution drain (DC 17). Such damage returns at a rate of 1 point per day, but a living creature that is reduced to 0 constitution dies. Danaun faeries do not wish to truly kill anyone and if a combatant pleads for mercy, the faeries will typically give them a chance to flee.

Butterfly Replenishment (Su): It is nearly impossible to permanently slay the danaun faerie swarm. Should the swarm be destroyed, even a single escapee could reform the swarm by touching butterflies and transforming them into more danaun faeries. This results in the return of the swarm within 1d4 x 12 hours.

*If the swarm is fighting within the confines of the Danauna Falls itself, it receives Fast Healing 15 because of the close proximity of thousands of butterflies to replenish their numbers.

To permanently slay the swarm, the "Heart" of the falls must be destroyed. This heart is a 50,000gp emerald found under the falls themselves. There is rumored to be yet another guardian protecting the heart itself, but none know of the emerald itself, much less the nature of its guardian.

Skills: A danaun faerie swarm is incredibly difficult to detect normally, but amongst swarms of butterflies it is nearly impossible. **They receive a +8 bonus to Hide checks if located within one square of a butterfly swarm.

DILOPHODILE

Medium Magical Beast

Hit Dice: 8d10+35 (79 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armor Class: 18 (+3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +8/+12

Attack: Talons +12 melee (1d8+4)

Full Attack: Talons +12 melee (1d8+4) and 2

foreclaws +7 melee (1d3+4) and bite +7 melee (2d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Antimagic cone, pounce

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +11, Will +2

Abilities: Str 19, Dex 17, Con 19, Int 4, Wis 10, Cha 10

Skills: Hide +21*, Jump +17, Listen +9, Spot +9, Survival +9

Feats: Run, Toughness, Track

Environment: Warm marsh

Organization: Solitary, pair or pack (3-6)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 8-16 HD (Medium), 17-24 HD (Large)

Level Adjustment: —

Although in many ways they resemble the terrible dinosaurs known as velociraptors, the creature is slightly smaller than the dinosaur and it has some distinguishing characteristics that set them apart with only a cursory glance. Most noticeable is the creature's third eye, set only a few inches above its nostrils. Secondly, due to their ability to shift their coloration, the dilophodile can appear in any shade of the rainbow. It is not unusual for a dilophodile to appear as a blazing red or pastel blue when it already engaged in combat and not concerned with giving away its position. Outside of its appearance, the howl of a dilophodile sounds much more canine than reptile, and many a mainlander has felt disconcerted hearing a wolf's howl originating in the marshes.

The dilophodiles are a created race of dinosaur-like creatures that have escaped into the marshes and jungles of Maztica. Altered from typical velociraptors by powerful hishnashapers, the dilophodile was designed to counter the powerful magic of the great plumaweavers of the day. Too independent to continue serving in such a purpose, the dilophodile was allowed to escape, and it has flourished ever since.

COMBAT

Dilophodiles are ambush predators who use their camouflage ability to the greatest extent. Surprised plumaweavers are nearly helpless in the creature's beholder-like antimagic cone.

Antimagic Cone (Su): A dilophodile's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 8th). All magical and supernatural powers and effects within the cone are suppressed.

Camouflage (Ex): A dilophodile's skin changes its color to blend in with the surroundings. It has a +10 racial bonus on Hide checks. *If it remains perfectly still, the bonus increases to +20.

Pounce (Ex): If a dilophodile charges, it can make a full attack.

Skills: A dilophodile has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.



Dilophodile

DIRE ANIMAL

Dire animals in Maztica and Lopango are a varied and unusual lot. Some, like the dire seahorse, have grown to astounding sizes.

DIRE BLOWFISH

Medium Animal (Aquatic)

Hit Dice: 3d8+12 (25 hp)

Initiative: -1

Speed: Swim 30 ft. (6 squares)

Armor Class: 14 (-1 size, -1 Dex, +6 natural) touch 8, flat-footed 14

Base Attack/Grapple: +2/+6

Attack: Spines +6 melee (1d4+4 plus poison)

Full Attack: Spines +6 melee (1d4+4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Expand, poison, spiny

Special Qualities: Low-light vision

Saves: Fort +6, Ref +2, Will +2

Abilities: Str 18, Dex 8, Con 16, Int 1, Wis 12, Cha 4

Skills: Listen +3, Spot +4, Swim +12

Feats: Ability Focus (Poison), Toughness

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium), 7-8 HD (Large)

Level Adjustment: -

Dire blowfishes are, from a distance, awkward, bumbling creatures, too amusingly inept to be any real threat. But as one draws closer, they notice the blowfish does not look like the bumbling blob-like fish of before—rather, it has more in common

with a mace. Covered in spines hard as steel and dripping with poison, and capable of inflating its elastic-like body to huge sizes, a dire blowfish is a very real threat. Though normally docile, a threatened dire blowfish will savagely defend itself. Some cultures make a sport of hunting them, and have devised a way of cooking them that neutralizes their fatal toxins, creating an exquisite dish that can be fatal if mishandled. A dire blowfish can be summoned with a *summon nature's ally III* spell, while a celestial or fiendish dire blowfish can be summoned with *summon monster IV*. A 7th level or higher druid playing in an aquatic campaign may take a dire blowfish as an animal companion with a -6 adjustment to his effective druid level.

Expand (Ex): As a full-round action, a dire blowfish may fill its body with water, causing it to expand. Its size changes to Large until the beginning of its next round, though its ability scores are not affected. Any creatures that are in the space that the blowfish expands to are pushed out to the nearest adjacent square, and must make a DC 15 Reflex save or take spines damage. The save is Strength-based. Creatures damaged this way must also save against the blowfish's poison. Once a dire blowfish has expanded, it must wait 1d4 rounds before it can do it again.

Poison (Ex): A dire blowfish's spines contain a deadly poison. The poison has a DC of 16 and has an initial and secondary damage of 1d4 Constitution damage. The save is Constitution based.

Spiny (Ex): A dire blowfish is covered in spines. With a successful grapple check, it deals spines damage to a grappled creature. In addition, any creature that hits a Dire Blowfish with a natural weapon, touch attack, or unarmed strikes also takes spines damage. If a creature is damaged this way, it must also save against the blowfish's poison.

Skills: A dire blowfish 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.

DIRE CHAMELEON

Small Animal

Hit Dice: 2d8+6 (15 hp)

Initiative: +2

Speed: 20 ft. (4 squares), climb 20 ft.

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

Base Attack/Grapple: +1/+0

Attack: Bite +5 melee (1d4+3)

Full Attack: Tail +0 melee (1d6+1) and Bite +5 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Camouflage, low-light vision

Saves: Fort +6, Ref +5, Will +1

Abilities: Str 16, Dex 14, Con 16, Int 1, Wis 12, Cha 6

Skills: Climb +12, Hide +16, Listen +5, Spot +5

Feats: Alertness

Environment: Warm forests

Organization: Solitary or Clutch (4-6)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Small), 6 HD (Large)
Level Adjustment: –

Lurking within the deepest forests and jungles, dire chameleons are cunning reptilian predators, about the same size as a komodo dragon. Thanks to their skin's unique ability to mimic the colors of the dire chameleon's surrounding, they can blend in perfectly with their environment, concealed even better than their normal chameleon cousins. Certain tribes of wild elves have been known to domesticate dire chameleons, using them to hunt much like humans use hounds. A dire chameleon can be summoned with a *summon nature's ally I* spell, while a celestial or fiendish dire chameleon can be summoned with *summon monster I*. A druid may take a dire chameleon as an animal companion with no adjustment to his effective druid level.

Camouflage (Ex): A dire chameleon's skin changes its color to blend in with the surroundings. It has a +10 racial bonus on Hide checks. If it remains perfectly still, the bonus increases to +20.

Skills: Dire chameleons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DIRE HEDGEHOG

Small Animal

Hit Dice: 1d8+4 (8 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +0/-1

Attack: Spines +4 melee (1d4+3)

Full Attack: Spines +4 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spiny

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 16, Dex 12, Con 12, Int 1, Wis 12, Cha 6

Skills: Hide +6, Listen +2, Spot +3

Feats: Toughness

Environment: Any

Organization: Solitary, pair, or array (2-5)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2-4 HD (Small), 5-9 HD (Medium)

Level Adjustment: –

Dog-sized rodents, dire hedgehogs are notable for the dagger-like spines, each ranging between half a foot and nearly a foot and a half in length. While insectivorous, Dire Hedgehogs are known for their belligerence, and will attack a creature that repeatedly pesters it. Many gnomes keep dire hedgehogs as guard animals. A dire hedgehog can be summoned with a *summon nature's ally I* spell, while a celestial or fiendish dire hedgehog can be summoned with *summon monster I*. A druid may take a dire hedgehog as an animal companion with no adjustment to his effective druid level.

Spiny (Ex): A dire hedgehog is covered in dagger-like spines. With a successful grapple check, it deals 1d4+3 points of piercing

damage to a grappled creature. In addition, any creature that hits a dire hedgehog with a natural weapon, touch attack, or unarmed strikes takes 1d4+3 points of piercing damage.

DIRE LLAMA

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flatfooted 15

Base Attack/Grapple: +4/+14

Attack: Hoof +9 melee (1d6+6) or Spit +5 (Blindness)

Full Attack: 2 Hooves +9 melee (1d6+6) or Spit +5 (Blindness)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spit

Special Qualities: Low-light vision

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 22, Dex 13, Con 16, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +6

Feats: Run, Endurance, Weapon Focus (Ranged Touch)

Environment: Cold mountains

Organization: Solitary, pair, or herd (1-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Large)

Level Adjustment: –

Dire llamas are large, powerful beasts related to the common llama. About the size of a warhorse, these woolly, long-necked creatures prefer to flee from threats, but can hold their own against an enemy with their powerful, precise kicks and blinding gobs of spit. Dire llama wool is often used in making masterwork padded or hide armor. Both the golden-clad giant-kings and the mountain-dwelling goliaths are known to keep dire llama herds, occasionally even training them to serve as war mounts. A dire llama can be summoned with a *summon nature's ally II* spell, while a celestial or fiendish dire llama can be summoned with *summon monster III*. A 4th level or higher druid may take a dire llama as an animal companion with a -3 adjustment to his effective druid level.

Spit (Ex): As a standard action, a dire llama may spit a glob of saliva at any creature within 20 ft. of it. It must make a ranged touch attack to successfully hit. A creature struck by the saliva is blinded for 1d4 rounds or until he wipes the saliva off, which is a standard action.

DIRE NEWT

Medium Animal (Aquatic)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 20 ft.

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Bite +4 melee (1d6+2)

Full Attack: Bite +4 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poisoned skin

Special Qualities: Amphibious, low-light vision, natural

regeneration

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 14, Dex 10, Con 14, Int 1, Wis 12, Cha 6

Skills: Hide +2*, Listen +2, Spot +2, Swim +10

Feats: Weapon Focus (Bite)

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium), 7-9 HD (Large)

Level Adjustment: –

Dire newts are overgrown, pony-sized relatives of common newts. Mostly docile, these creatures prefer to simply hide in bodies of water and feed on fish, but will respond viciously if they feel threatened. The coloration of a dire newt's skin can vary widely, but it is always excessively bright, though it tends to dull when the newt is submerged in water. Their bright coloration is a warning, an indicator of the potent poison their skin is laced with. Nixies have been known to occasionally ride dire newt mounts. A dire newt can be summoned with a *summon nature's ally I* spell, while a celestial or fiendish dire newt can be summoned with *summon monster I*. A druid may take a dire newt as an animal companion with no adjustment to his effective druid level.

Poisoned Skin (Ex): A dire newt's skin secretes a contact poison. Any creature that hits a dire newt with a natural weapon, touch attack, or unarmed strike suffers its effects. The Fortitude DC is 12, and both the initial and secondary damage are 1d2 Con damage.

Amphibious (Ex): Although dire newts are aquatic, they can survive indefinitely on land.

Natural Regeneration (Ex): A dire newt naturally heals 1 point of damage per HD every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the newt loses a limb, an organ, or any other body part, it regenerates within a week.

Skills: A Dire Newt has a +8 racial bonus on Hide checks made while immersed in water. In addition, a dire newt 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.

DIRE PENGUIN

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +3

Speed: 30 ft. (6 squares), swim 50 ft.

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d8+4)

Full Attack: Bite +6 melee (1d8+4) and 2 Wings +4 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: –

Special Qualities: Echolocation, hold breath, low-light vision

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 18, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +4, Swim +13

Feats: Power Attack, Multiattack

Environment: Any aquatic

Organization: Solitary, pair, or flock (1-3 dire penguins and 4-8 penguins)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-9 HD (Large)

Level Adjustment: –

Bigger, meaner cousins of penguins, dire penguins are vicious arctic predators. Unlike the cute, waddling penguins, dire penguins are sleek and angular, clearly predators. They are said to look almost more like a velociraptor than a bird. Dire penguins are easily angered and almost always hungry, and they will attack almost any non-penguin they can see without provocation. A dire penguin can be summoned with a *summon nature's ally II* spell, while a celestial or fiendish dire penguin can be summoned with *summon monster III*. A 4th level or higher druid may take a dire penguin as an animal companion with a -3 adjustment to his effective druid level.

Echolocation (Ex): Dire penguins, like whales and dolphins, can navigate through water via echolocation. While its head is immersed in water, it gains blindsight out to 40 ft., though it can only use it to perceive creatures within the water. This ability does not work in an area of magical silence.

Hold Breath (Ex): A dire penguin can hold its breath for a number of rounds equal to 6 times its Con score before it risks drowning.

Skills: A Dire penguin 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.

DIRE PIRANHA

Large Animal

Hit Dice: 5d8+20 (42 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+13

Attack: Bite +9 melee (1d8+6)

Full Attack: Bite +9 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Blood frenzy, vicious bite

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +5, Will +2

Abilities: Str 22, Dex 12, Con 18, Int 1, Wis 12, Cha 4

Skills: Listen +5, Spot +5, Swim +14

Feats: Power Attack, Weapon Focus (Bite)

Environment: Warm aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-12 HD (Large)

Level Adjustment: –

Even worse than the normal piranhas that turn rivers into bloodbaths, dire piranhas are massive beasts also known, inaccurately, as the river shark. The mere scent of blood turns a dire piranha into a relentless killing machine, and they will stop at nothing to tear their foes apart. They dwell in freshwater rivers, preying on anyone foolish enough to enter. A dire piranha can be summoned with a *summon nature's ally V* spell, while a celestial or fiendish dire piranha can be summoned with *summon monster VI*. A 10th level or higher druid playing in an aquatic campaign may take a dire piranha as an animal companion with a -9 adjustment to his effective druid level.

Blood Frenzy (Ex): The scent of blood drives a Dire Piranha into a ferocious feeding frenzy. If there are any bleeding creatures (such as those affected by the piranha's vicious bite ability, or a wounding weapon), then the piranha is sent into a rage. It gains a +4 bonus to Strength and Constitution, and a +2 bonus on Will saves. However, it takes a -2 penalty to its AC. This rage lasts for as long as the bleeding creature remains within 60 ft., or up to a number of rounds equal to 3 + the dire piranha's Constitution modifier, whichever comes first. Once a dire piranha has come out of its blood frenzy, then it cannot go back into it for 1d6 rounds.

Vicious Bite (Ex): A dire piranha's bite inflicts grievous, bleeding wounds. A creature damaged by a dire piranha's bite attack must make a DC 18 Fortitude save or take 1 Constitution damage. The DC is Strength-based.

Skills: A dire piranha 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.

DIRE SEAHORSE

Colossal Animal (Aquatic)

Hit Dice: 20d8+140 (230 hp)

Initiative: +4

Speed: Swim 60 ft. (12 squares)

Armor Class: 22 (-8 size, +20 natural), touch 2, flat footed 22

Base Attack/Grapple: +15/+46

Attack: Tail slap +22 melee (4d6+15)

Full Attack: Tail slap +22/+17/+12 melee (4d6+15)

Space/Reach: 30 ft./20 ft.

Special Attacks: Breath weapon, rapid natural attack

Special Qualities: Darkvision 200 ft., low-light vision

Saves: Fort +19, Ref +14, Will +12

Abilities: Str 40, Dex 10, Con 24, Int 2, Wis 18, Cha 8

Skills: Listen +14, Spot +17, Swim +23

Feats: Power Attack, Improved Overrun, Awesome Blow, Swim-By Attack^{SW}, Iron Will, Lightning Reflexes, Improved Initiative

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 21-45 HD (Colossal)

Level Adjustment: –

Dire seahorses are primordial beasts who dwell in the deeps of the sea, ancient leviathans feared by all ocean-going folk. They have much in common with a normal seahorse in terms of appearance, but they are truly massive, and clad in iron-hard scales. They have a vaguely draconic appearance, leading some to mistakenly believe that dragons evolved or were created from dire seahorses. Dire seahorses are extremely rare, dwelling only in the deepest depths of the ocean, but are vicious predators and immediately assault any living thing that enters its sight. An epic druid of 22nd level or higher in an aquatic campaign may take a dire seahorse as an animal companion with a -21 adjustment to his effective druid level.

Breath Weapon (Ex): As a standard action, a dire seahorse may suck in water. The next, it may expel it in a 80 ft. cone of surging water. All creatures caught in the cone take 15d6 points of bludgeoning damage and are pushed back 10d10 ft. from the seahorse. A successful Reflex save, DC 27, halves the damage and prevents the creature from being pushed back. The dire seahorse must wait 1d4 rounds before it can suck in water again. A dire seahorse cannot apply metabreath feats to its breath weapon.

Rapid Natural Attack (Ex): A dire seahorse may make iterative attacks with its tail slap.



Dire Seahorse

GIANT

The standard giant races are rare and possibly even nonexistent in both Maztica and Lopango. Two unique races, however call these lands their home. The haughty golden-clad giant kings brood in the mountain valleys of Lopango, and deep in the sands of the House of Tezca there are legends of a colossal race of giants known as the sand elders. This ancient race is rumored to

have more in common with elemental beings such as the galeb duhr than mankind or any of other the humanoid races.

GOLDEN-CLAD GIANT KINGS

Large Giant (Earth)

Hit Dice: 16d8+64 (136 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 24 (+3 Dex, +12 natural, -1 size), touch 12, flat-footed 21

Base Attack/Grapple: +12/+25

Attack: Greatsword +20 melee (4d8+13) or slam +20 melee (1d6+13) or rock +14 ranged (2d8+13)

Full Attack: Greatsword +20/+15 melee (4d8+13) or 2 slams +20 melee (1d6+13) or rock +14 ranged (2d8+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing, golden touch

Special Qualities: Darkvision 60 ft., low-light vision, rock catching

Saves: Fort +14, Ref +8, Will +6

Abilities: Str 29, Dex 17, Con 19, Int 14, Wis 8, Cha 17

Skills: Climb +24, Hide +15, Intimidate +18, Listen +13, Spot +13

Feats: Ability Focus (golden touch), Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Environment: Warm mountains (Lopango)

Organization: Solitary, gang (2-5), or tribe (21-30 plus 35% noncombatants and 3-6 dire llama)

Challenge Rating: 10

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +5

To say the golden-clad giant kings obsession with gold is all-consuming would be an understatement. Though in many ways they appear to be stone giants, the gold speckling of their skin easily sets them apart. In addition, they always decorate themselves with as much gold jewelry as they can fit on their massive bodies.

Agas ago, in the wars between dragons and giants, one clan of stone giants fled the field of battle during an attack by the avatar of the cruel dragon deity, Garyx. Their cowardice caused the deaths of hundreds of allied giants. The stone giants then fled to the mountain valleys of Lopango and found a home where they have lived in great shame to this day.

The gods have cursed the golden-clad giant kings for their ancient treachery and subsequent obsession with gold. Much like the story of a human king of ancient times who had a similar obsession, the giants touch can turn their victims into a golden statue. To cause the giants even more emotional pain, however, this curse does not turn the giants' victims into actual gold, but rather fool's gold. The giants typically smash any statues that they create. This curse only works on living flesh and the giants are not capable of stopping it from occurring. When interacting with their families, giant kings typically wear golden gauntlets to interact without accidents occurring.

Combat

Golden-clad giant kings have never given up the rock throwing passion of their ancestors, but are far happier when able to use their massive greatswords. They are loathe to use their golden

touch ability because it is a constant reminder of their curse, but will do so if they are in a bind.

Golden Touch (Su): Creatures touched by a gold-clad giant king must succeed on a DC 24 Fortitude save or instantly turn to fool's gold. The save DC is Constitution-based, and the giant may not choose to forego this ability unless they are wearing some form of covering on their hands. The giant may make a simple touch attack to enact the effect (use the target's touch AC) or it can occur when using their slam attack.

Rock Throwing (Ex): The range increment is 180 feet for a giant king's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A giant king gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Golden-Clad Giant Kings as Characters

Cruel and xenophobic giants, the giant kings rarely leave their mountain kingdoms. The lure of treasure, however, can bring them into the lands of mankind.

Giant King characters possess the following racial traits.

— +18 Strength, +6 Dexterity, +8 Constitution, +3 Intelligence, -4 Wisdom, +6 Charisma.

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A stone giant's base land speed is 40 feet.

—Darkvision out to 60 feet and low-light vision.

—Racial Hit Dice: A giant king begins with sixteen levels of giant, which provide 16d8 Hit Dice, a base attack bonus of +12, and base saving throw bonuses of Fort +10, Ref +5, and Will +5.

—Racial Skills: A giant king's giant levels give it skill points equal to $19 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Intimidate, Listen, and Spot.

—Racial Feats: A giant king's giant levels give it six feats.

— +12 natural armor bonus.

—Special Attacks (see above): Golden touch, rock throwing.

—Special Qualities (see above): Rock catching.

—Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

—Favored Class: Fighter

—Level adjustment +5.

SAND ELDER

Colossal Giant (Earth)

Hit Dice: 25d8+325 (437 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

Armor Class: 29 (+1 Dex, +26 natural, -8 size)

Base Attack/Grapple: +18/+53

Attack: Slam +25 (4d6+15)

Full Attack: 2 Slam +25 (4d6+15)

Space/Reach: 40 ft./30 ft.

Special Attacks: Heartstop gaze, improved grab

Special Qualities: Camouflage, spell resistance 29, damage reduction 15/+3

Saves: Fort +27, Ref +9, Will +18

Abilities: Str 40, Dex 12, Con 37, Int 18, Wis 26, Cha 28

Skills: Climb +36, Hide +25, Intimidate +30, Knowledge

(nature) +27, Listen +29, Sense Motive +29, Spot +29, Survival +31

Feats: Ability Focus (heartstop gaze), Cleave, Fling Enemy^{Sav}, Improved Grapple, Improved Initiative, Iron Will, Irresistible Gaze^{Sav}, Pervasive Gaze^{Sav}, Power Attack

Environment: Warm desert (House of Tezca)

Organization: Solitary

Challenge Rating: 16

Treasure: Standard

Alignment: Usually neutral

Advancement: 26-35 HD
(Colossal)

Level Adjustment: –

The massive sand elders could easily be mistaken for natural formations. Despite their colossal size, they are difficult to locate and thankfully so, because they do not often wish to be found. The sand elders sandstone-colored body is infinitely more durable than sandstone itself, and the males often sport a beard of vegetation. Besides their titanic proportions, it is the glow of a sand elder's eyes for which they are most often known.

The sand elders are a dying race of the House of Tezca. Ancient beyond the writings of even Faerunian sages, the sand elders are not originally of this world. Not even they know from where they came. The sand elders just always have been. Today, there are thought to be only a dozen or so remaining.

Sand elders spend most of their long years in quiet rest in the desert. Many have passed a sand elder without ever knowing they were in the giant's presence because they are perfectly content to ignore the world around them, as long as the world is willing to return the favor.

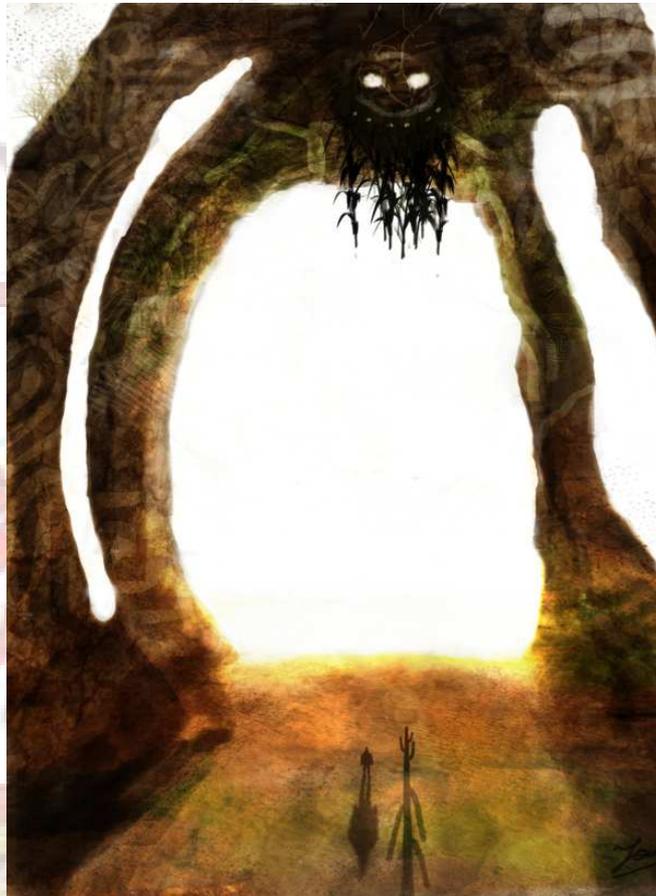
Only the most dire circumstances could rouse these (literally) sleeping giants into action. Threats to the desert as a whole or to one of their brethren would certainly qualify. Recently, it is said that the desert dwarves have made overtures of alliance with these powerful beings, but what benefit the giants could receive from such an arrangement is unknown.

Combat

Sand elders do not relish combat, nor do they shy away from it. If one is forced into battle, it will invariably try to grapple opponents and fling them at other enemies. It reserves its powerful gaze attack for obvious spellcasters first.

Heartstop Gaze (Su): The presence of a sand elder is so awe-inspiring that its gaze can cause heartstop in living creatures that

have a living heart. Constructs, oozes, and undead are unaffected, as are any other creatures that do not have an actual living heart. The gaze has a range of 200 ft. and creatures that are vulnerable to the attack must make a Fortitude save (DC 34) or die. Unlike a normal gaze attack, only one creature may be affected per round, though the creature only has a 25% chance to avert their eyes due to the sand elder's Pervasive Gaze.



Sand Elder Giant

Improved Grab (Ex): If a sand elder slams an opponent, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

This attack only works against gargantuan creatures or smaller, but on creatures of huge size or smaller, the sand elder will take a -20 penalty to its grapple attempt and then fling the creature with a range increment of 120 ft. The flung creature receives falling damage as if it had fallen the distance thrown.

If the sand elder detects an opponent other than the one grappled, it will attempt to hit this opponent with the flung creature. If it hits after making an attack roll at a -4 penalty, both creatures receive the falling damage.

Camouflage (Ex): A sand elder's skin always has the same coloration as the surrounding landscape. If a creature is not specifically looking for the sand elder and the sand elder remains unmoving, it has a +20 racial bonus on Hide checks (included in statistics).

HUACA

Medium Undead

Hit Dice: 9d12 (58 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 18 (+2 Dex, +6 natural)

Base Attack/Grapple: +4/+5

Attack: Claw +5 melee (1d4+5)

Full Attack: 2 Claws +5 melee (1d4+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Darkvision 60 ft., item and place possession, undead traits, disincorporation

Saves: Fort +5, Ref +7, Will +11

Abilities: Str 13, Dex 14, Con –, Int 15, Wis 20, Cha 17

Skills: Concentration +12, Intimidate +12, Knowledge (local)

+11, Knowledge (religion) +11, Listen +14, Move Silently

+11, Sense Motive +22, Spot +14

Feats: Combat Casting, Eschew Materials, Lightning Reflexes, Great Fortitude

Environment: Any (Lopango)

Organization: Solitary or group (2-7)

Challenge Rating: 9

Treasure: Double Standard

Alignment: Always lawful (any)

Advancement: 10–13 HD (Medium); 14–27 HD (Large)

The huaca appears like many other corporeal undead, but instead of appearing as a shambling, clumsy corpse, the huaca has a regal bearing that commands the respect of its ancestors. Its chalk white face is skull-like in appearance, but is in fact just unnaturally gaunt. Tattoos and jewelry from the creature's life adorn its body and are even more pronounced against its pale skin.

The huaca are the ancestral spirits of the people of Lopango. In many ways they still serve as members of the community and they are often worshipped as semi-divine in nature. Huaca can be any lawful alignment, but even good ones can be temperamental and always demand respect from their ancestors. Though they inhabit places and items near their former people, they do not wish to be disturbed for frivolous reasons. Some enjoy the conversation with wise clan elders of advanced age that are soon to join their ranks.

COMBAT

Huaca



Huaca are potent spellcasters and rarely rely on their melee attacks for battle. They like to cast *summon monster V* to delay their enemies while they continue to cast from safety. Huaca that are hard pressed will disincorporate and almost always return at some point for revenge. They are a vengeful creature no matter their alignment and do not deal well with being disgraced. Particularly evil huaca will even take out defeat on innocents.

Item and Place Possession (Su): A disincorporated huaca can transfer its essence and spirit into an item or place. In this form, they are aware of their surroundings, but cannot affect anything around them until they reform. Huaca generally take on a favored item or place soon after their creation. Living beings who handle the object or occupy the place can detect a close connection to the spiritworld. If the item or place is destroyed while occupied by the huaca, it does not destroy the undead, but does force them to manifest and they cannot disincorporate for a full day afterward.

Disincorporate (Su): As a full round action that provokes an attack of opportunity, a huaca can disincorporate its body and inhabit any item or place within a range of 200 ft. It takes another full round action to form its body again, which also provokes an attack of opportunity.

Spells: Huaca can cast divine spells as 9th-level clerics. A huaca has access to the Law and Sun domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/6/5/4/3; save DC 15 + spell level): 0 – *detect magic, guidance, inflict minor wounds, read magic, resistance, virtue*; 1st – *bane, cause fear, command, divine favor, doom, obscuring mist, protection from chaos**; 2nd – *aid, augury, darkness, heat metal*, hold person, resist energy*; 3rd – *invisibility purge, searing light*, speak with dead, stone shape, summon monster III*; 4th – *discern lies, divine power, inflict critical wounds, order's wrath**; 5th – *flame strike*, slay living, summon monster V*

*Domain spell. Domains: Law and Sun.

Skills: A huaca is very difficult to fool and they receive a +8 racial bonus to Sense Motive

H'CALOS

Colossal Magical Beast

Hit Dice: 20d10+160 (270 hp)

Initiative: +2

Speed: 25 ft (5 squares), burrow 20 ft

Armor Class: 25 (-8 size, -2 Dex, +25 natural), touch 0, flat-footed 25

Base Attack/Grapple: +20/+52

Attack: Bite +36 melee (2d10+16/19-20)

Full Attack: Bite +36 melee (2d10+16/19-20) or 4 claws +34 melee (1d6+16/19-20)

Space/Reach: 30 ft/20 ft

Special Attacks: Crush, frightful presence, improved grab, rend, swallow whole

Special Qualities: Damage reduction 10/Epic, darkvision 60 ft., immunity to fire and poison, low-light vision, SR 32, tremorsense 120 ft.

Saves: Fort +20, Ref +10, Will +7

Abilities: Str 43, Dex 7, Con 27, Int 4, Wis 12, Cha 12

Skills: Listen +7, Move Silently +9, Spot +7

Feats: Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Multiattack, Power Attack

Environment: Any warm land and underground

Organization: Solitary

Challenge Rating: 20

Treasure: Triple standard

Alignment: Always chaotic neutral

Advancement: -

This creature appears to be an insect of immense proportions. It resembles a centipede with a chitinous shell. It has two glowing, red eyes, and a massive jaw with mandibles. Its four front legs are shaped like those of a preying mantis' forelimbs.

H'Calos the Star Worm is, as far as anyone knows, a unique creature. It spends most of its time burrowing through the earth, aided in movement by its rending claws. H'Calos appears to have no purpose other than to eat. It can spend centuries slumbering, but when it awakens it will eat until destroyed, or subdued and returned to hibernation. It can eat anything, but prefers animals and creatures whose movements can be tracked through vibrations underground.

It is unknown how H'Calos came to be, or if there are others like it. H'Calos was said to have fallen to the ground a millennium ago, encased in a meteorite. This rock may have been its lair, or its prison.



H'Calos

H'Calos is 100 feet long and weighs 55,000 pounds.

COMBAT

H'Calos likes to attack from below the ground, by rising up and attacking unsuspecting surface creatures. It selects its prey by the noise they make, which vibrates through the earth. It will typically emerge from below at high velocity, taking a single target with it and trying to swallow it. Failing that, H'Calos will drop its prey (which can try to hold on to the falling beast), and plunge back down the next round.

As it reaches ground level, H'Calos will attempt another swallow attack on the ground. If the original target is still alive and holding on to H'Calos, it will attempt to rend the creature while crashing to the ground. Anything underneath H'Calos at that time is subject to a crush attack. H'Calos takes no damage from this maneuver, though it is quite vulnerable to attacks the whole time. If H'Calos grapples or rends an opponent while on the ground, it will usually drag the creature underground.

H'Calos's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

H'Calos's tunnels through normal soil last about 3-18 rounds before caving in. Tunnels carved through stone are permanent, but softer soils (such as swamp) fill in almost immediately.

Crush (Ex): H'Calos can land on opponents three or more size categories smaller than itself as a full-round action, using its whole body to crush them. A crush attack affects as many creatures as can fit under H'Calos's body. Each creature in the affected area must succeed at a Reflex save (DC 28) or be pinned, automatically taking 4d8+24 points of bludgeoning damage.

Thereafter, if H'Calos chooses to maintain the pin, treat it as a normal grapple attack (grapple bonus +40). While pinned, the opponent takes crush damage each round. The save DC is Constitution-based.

Frightful Presence (Ex): Whenever H'Calos attacks or charges, each creature in a 100-foot radius that has fewer HD than it does must make a DC 21 Will save. Failure indicates that the creature is panicked for 4d6 rounds (if it has 4 or fewer HD) or shaken for 4d6 rounds (if it has 5 or more HD). The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, H'Calos must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If H'Calos wins the grapple check, it establishes a hold and can rake with its claws and can attempt to swallow the foe the following round.

Rend (Ex): If H'Calos hits with two or more claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+24 points of damage.

Swallow Whole (Ex): H'Calos can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8 points of acid damage per round from H'Calos's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard AC 22. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. H'Calos's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

JAGRE

Huge Giant (Shapechanger)

Hit Dice: 12d8+48 (102 hp)

Initiative: +1

Speed: 30 ft (6 squares)

Armor Class: 15 (-2 size, -1 Dex, +5 natural, +3 masterwork hide armor), touch 7, flat-footed 15

Base Attack/Grapple: +9/+26

Attack: Heavy mace +17 melee (2d6+9/x2) or slam +16 melee (1d6+9)

Full Attack: Heavy mace +17 melee (2d6+9/x2) or slam +16 melee (1d6+9)

Space/Reach: 15 ft/15 ft

Special Attacks: –

Special Qualities: Alternate form, displacement, low-light vision, resistance to ranged attacks

Saves: Fort +12, Ref +3, Will +5

Abilities: Str 29, Dex 8, Con 19, Int 9, Wis 12, Cha 8

Skills: Bluff +1, Climb +9, Hide -9, Intimidate +7, Jump +9, Listen +4, Move Silently -1, Spot +4, Survival +4

Feats: Blind-Fight, Multiattack, Persuasive, Power Attack, Weapon Focus (heavy mace)

Environment: Any land and underground

Organization: Solitary, band (2-4), or company (1-4 jagres plus 10-30 orcs, 5-15 ogres, or 2-5 trolls, or mixed group)

Challenge Rating: 8

Treasure: Standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +5

Jagre (Beast Form)

Huge Giant (Shapechanger)

Hit Dice: 12d8+60 (114 hp)

Initiative: +1

Speed: 40 ft (8 squares)

Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 7, flat-footed 14

Base Attack/Grapple: +9/+26

Attack: Tentacle +15 melee (1d8+8)

Full Attack: 2 tentacles +15 melee (1d8+8) and bite +13 melee (2d6+4)

Space/Reach: 15 ft/10 ft (15 or 20 ft with tentacles)

Special Attacks: –

Special Qualities: Alternate form, displacement, low-light vision, resistance to ranged attacks

Saves: Fort +13 Ref +5 Will +5

Abilities: Str 26, Dex 13, Con 20, Int 9, Wis 12, Cha 8

Skills: Bluff +1, Climb +8, Hide +7, Intimidate +7, Jump +12, Listen +4, Move Silently +7, Spot +4, Survival +4

Feats: Blind-Fight, Multiattack, Persuasive, Power Attack, Weapon Focus (heavy mace)

This huge brutish humanoid exudes malice. It wears the hide of a large cat, reddish brown in color with dark spots. This being is almost three times as tall as a human.

The jagre is an ogre-like being that wears a special armor, which allows it to transform into a displacer beast. This alternate form has a displacer beast's six legs and tentacles, but has coloration similar to a jaguar instead. They are carnivorous and prefer the taste of humanoid flesh.

The jagres were spawned from especially large ogres though the influence of an evil god. A special ceremony allows the jagres to change more ogres into their kind, by imbuing an ogre and a displacer beast skin with magic. This transformation is always a reward for the service of an evil god. Female jagres are thus far unknown; it is assumed that all jagres have been created through magic. There is a further unholy ceremony, performed at the jagre's option, which bonds the armor permanently to the jagre's skin.

The jagres were first found in the land of Maztica, serving as the leaders of the beasts of the Viperhand and serving the god Zaltec. It is as yet unknown if they may serve themselves or other masters.

A jagre stands 16 feet tall, and weighs 3,000 pounds.

Jagres speak Giant.



Jagre

COMBAT

A jagre may carry a weapon into combat, but is just as likely to fight unarmed. It may change into beast form at will, and often does so to intimidate opponents. A jagre must wear its armor to transform, and the jagre loses that ability if it should lose its armor. Other creatures wearing a jagre's armor do not gain the ability to change form.

Alternate Form (Su): A jagre's special hide armor allows the jagre to shift between its giant and displacer beast forms as a standard action. In displacer beast form, it gains the natural attacks, physical ability scores, and special abilities of the beast.

A jagre remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does a jagre revert to any particular form when killed. A true seeing spell reveals both forms simultaneously.

Displacement (Su): A light-bending glamour continually surrounds a jagre in beast form, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the jagre by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A jagre in beast form has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A jagre in beast form has a +8 racial bonus on Hide checks, thanks to its displacement ability. A jagre in beast form has an additional +6 bonus on Hide and Move Silently checks.

JAGUAR LORD

Large Magical Beast

Hit Dice: 8d10+32 (76 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

Base Attack/Grapple: +8/+18

Attack: Bite +13 melee (1d8+6), 2 claws +11 melee (1d4+6)

Full Attacks: Bite +13 melee (1d8+6), 2 claws +11 melee (1d4+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities, pounce, improved grab, rake 1d4+3

Special Qualities: Scent

Saves: Fort +10, Ref +11, Will +4

Abilities: Str 23, Dex 21, Con 19, Int 14, Wis 14, Cha 14

Skills: Balance +13, Bluff +7, Climb +14, Diplomacy +4, Hide +11*, Intimidate +12, Listen +13, Move Silently +15, Spot +10

Feats: Alertness, Combat Reflexes, Combat Expertise, Multiattack

Climate/Terrain: Warm forest

Organization: Solitary or clan (jaguar lord and 6-60 tabaxi)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

A jaguar lord, sometimes known as tabaxi lords, appears as a huge 10-12-foot long jaguar (or leopard) with an evil disposition and long, curving fangs. Nocturnal by preference, they are among the supreme residents of the jungle. They are intelligent, malicious, and cunning carnivores, capable of spreading their mouth into a wide, horrifying grin. As the antithesis of the couatls, jaguar lords hate them (a feeling that is mutual) and attack them on sight.

Jaguar lords are closely related to tabaxi, perhaps a blessed or cursed version. All jaguar lords are male, and must take a tabaxi mate to produce offspring (always a male jaguar lord). Although usually solitary, a jaguar lord will sometimes take leadership of a tabaxi clan for the purpose of mating and insuring offspring. Some choose to stay with a clan even after the offspring is born and sent off to make its way in the jungle.

Jaguar lords speak with oily smoothness, though traces of a deep growl remain. Their roar is deep and slams into listeners almost like a physical force. Jaguar lords speak tabaxi and two other languages commonly used by nearby societies, most often Nexalan and Halfling, though since the Amnite invasion, several have also learned Common.

The halflings of Far Payit in Maztica sometimes capture jaguar lords. The jaguar lord serves as a sort of group talisman to the Little Folk, and is often used as a means of delivering a sacrifice to Zaltec, the Eater of Hearts. The halflings will keep the creature in a pit in the center of their community. When they capture a humanoid, he or she is deposited into the pit – following an appropriately reverent ceremony honoring Zaltec – and then slain by the jaguar lord. In addition, the mythical Fountain of the Gods in Far Payit is rumored to be guarded by a village of 200 halfling warriors and five jaguar lords.

Rumors have begun to spread of what some suspect to be a jaguar lord in service to the Sythillian Empire in Amn, hunting down the merchant lords of that nation.

COMBAT

These cunning creatures will use trickery, ambush, allies, and spells to weaken foes before closing for combat.

Spell-like Abilities (Sp): At will – *animate rope, detect chaos, detect evil, detect good, detect law, hypnotism, and see invisibility*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Pounce (Ex): If a jaguar lord leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

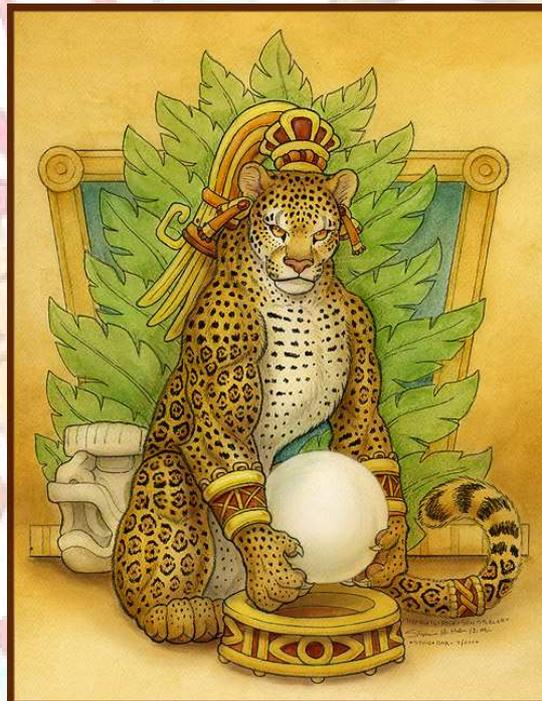
Improved Grab (Ex): To use this ability, the jaguar lord must hit with its bite attack. If it gets a hold it can rake.

Rake (Ex): A jaguar lord that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d4+3 damage each. If the jaguar lord pounces on an opponent, it can also rake.

Skills: Jaguar lords receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

JAGUAR LORD CHARACTERS

Most jaguar lords have levels as sorcerers or clerics. The jaguar lord's favored class is sorcerer. Jaguar lord clerics worship Zaltec the Bringer of War and Eater of Hearts and can choose two of the following domains: Bestial (see *Book of Vile Darkness*; use the Beastmaster domain from *Defenders of the Faith* or the Animal domain in the *Player's Handbook* if that source is not available), Chaos, Destruction, Evil, and Scalykind. Jaguar lord spellcasters prefer enchantments, illusions, and necromancy, often choosing the Spell Focus feat in one or more of these schools; they usually avoid evocation and transmutation spells. The Eschew Materials



Jaguar Lord

feat (see *Tome and Blood*, *Magic of Faerun*, or *Lords of Darkness*) is also popular among jaguar lord spellcasters.

A jaguar-lord PC's effective character level (ECL) is its class level +9. For example, a 7th-level jaguar lord sorcerer has an ECL of 16 and is the equivalent of a 16th-level character.

KAIJU

The impossibly huge and destructive creatures known as the kaiju are known more for their presence in the far eastern lands of Kara-Tur, and not typically Maztica or Lopango. Surprisingly however, some of these massive beasts do exist in the True World. Some exist on remote islands far from the mainland coast, while others remain on Maztica herself, hidden and hibernating. Below, a few of these tremendous beings are given life, and they are waiting to be unleashed.

Each kaiju was created using the Kaiju Template found on pages 66-75 of *Dragon Magazine Issue 289*. Refer to the article to create any additional kaiju, but take into account the change in edition to 3.5. Special qualities for the template have been added below as additional choices beyond what the *Dragon* article has given. As stated in the article, a kaiju gains one additional special quality plus one per every three HD it has above 40.

Extra Appendage (Ex): The kaiju gains a new appendage on its body, or significantly alters an existing appendage. Each new appendage has an attack form of its own and does damage as either a slam, tentacle, bite, claw, sting, gore or tail as shown on page 296 of the *Monster Manual*. The kaiju may use this attack as its primary attack and it is always part of its full round attack. If the kaiju currently has only one natural attack, the strength bonus on that attack is lowered from 1½ times its strength modifier to simply its strength modifier.

Immortality (Su): Some kaiju can be slain in battle, but will always eventually reappear after a long period of hibernation. Kaiju who have this ability transform into a swarm of fine sized creatures related to the kaiju, motes of light that disperse into the sky, or some other unique form when the kaiju is killed. Typically it takes 5d20 years for the kaiju to reappear. A kaiju with this ability can be permanently slain with the use of either a *wish* or a *miracle* spell after it is slain in battle.

Energy Boost (Ex): The kaiju is so closely connected to an energy type that it gains great strength and stamina when exposed to

large quantities of the energy. The energy type must be one that the kaiju has resistance of at least 50, or is immune to. If the kaiju is struck with over 50 points of damage from such an element (either sonic, acid, cold, fire or lightning), it temporarily gains a bonus of +10 to strength. In addition, the kaiju gains 50 temporary hit points that disappear when the battle is over. This bonus can only occur once in any given battle, though the damage does not necessarily have to come from an attack (a lightning storm, acid pit, or lava may do just fine). The extra strength and hit points all disappear at the conclusion of the battle.

CHIKATA, KAIJU HUGE MONSTROUS SCORPION

Colossal Magical Beast (Augmented)

Hit Dice: 50D10 + 450 (725 hp)

Initiative: +0

Speed: 50 ft (10 squares), fly 50 ft (poor)

Armor Class: 38 (+36 Natural, -8 size), touch 2, flat-footed 38

Base Attack/Grapple: +50/+82

Attack: 2 Claws +58 melee (4d6+16) or sting +58 melee (2d8+16 plus poison)

Full Attack: 2 Claws +58 melee (4d6+16) and sting +53 melee (2d8+8 plus poison)

Space/Reach: 40 ft./ 20 ft.

Special Attacks: Constrict, poison, trample, lightning claws, thunder stinger, windstorm, *call lightning*

Special Qualities: Darkvision 120ft., tremorsense, damage reduction 25/+5, resistances, immune to mind-influencing effects, fast healing 20, *see invisibility*, spell resistance 32

Saves: Fort +36, Ref +27 Will +16

Abilities: Str 43, Dex 10, Con 28, Int 2, Wis 10, Cha 22

Skills: Climb +33, Hide +4, Spot +25

Feats: Battle Roar, Improved Natural Armor (x12), Improved Trample, Power Attack, Staggering Roar, Thunderous Roar

Climate/Terrain: Warm forest (west of Maztica)

Organization: Solitary

Challenge Rating: 22

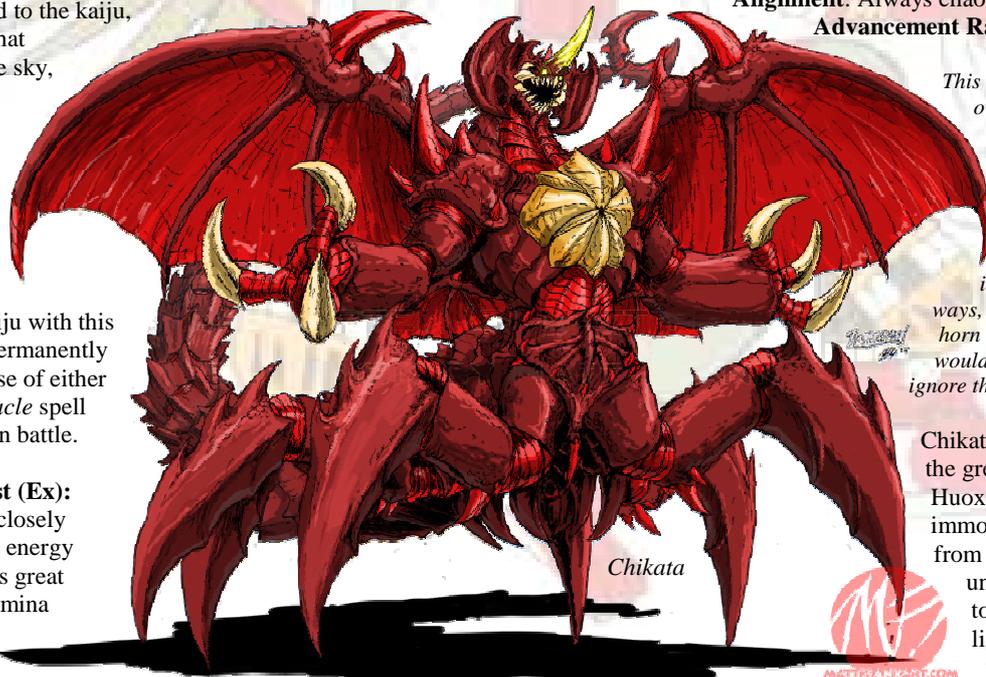
Treasure: None

Alignment: Always chaotic evil

Advancement Range: —

This immense beast stands well over 100 ft. tall and may in fact be longer than it is tall. It's ferocious roar can be heard for many miles and its wings are so powerful, they may even affect the weather. It resembles an immense scorpion in some ways, but with its enormous wings, horn and three fingered claw, it would be nearly impossible to ignore the differences.

Chikata is the unwanted child of the greater scorpionfolk god Huoxopica and a powerful immortal (possibly a deity) from Kara-Tur who undoubtedly had strong ties to the power of thunder and lightning. Huoxopica's wife Ixtilli in fact, knows



Chikata



nothing of this tryst or the child it begot, and a huge shake-up in the politics of the scorpionfolk pantheon could emerge should she become aware. Huoxopica is frightened of that possibility, but does not know of a good way to dispose of the creature without alerting his wife. Therefore, he has simply banished the powerful creature to a forgotten island far off the coast of Maztica where it lives virtually alone and seething in anger over its abandonment.

Chikata will initiate combat with any creature that it senses has trespassed on his island. He fears nothing and knows no mercy. Chikata is particularly vicious when it comes across other scorpionfolk, and will target such creatures first.

Typically, when an intruder is detected, Chikata will use its Staggering Roar feat before casting Call Lightning. Though it has only an animal's intelligence, the creature is unnaturally cunning and it knows to attack caster types first. It also loves to energize its claws and constrict any being it can grab ahold of.

Chikata's mother remains a mystery, though she is known to be an immortal creature or goddess from Kara-Tur. It is also unknown if she would know of her child's demise or care for that matter.

Combat

Constrict (Ex): Chikata deals automatic claw damage on a successful grapple check. The damage from Lightning claws may also apply (see below).

Improved Grab (Ex): To use this ability, Chikata must hit with a claw attack. He uses his Strength modifier (+16) for Grapple checks.

Poison (Ex): The poison sting of Chikata does initial and secondary damage of 1d6 constitution (DC44).

Trample (Ex): Chikata's devastating trample attack does 4d12+16 damage on any creature Gargantuan size or smaller. Trampled opponents may attempt an attack of opportunity but at a -4 penalty. They may also attempt a Reflex save for half damage (DC 51).

Lightning Claws (Su): Chikata's claws may become energized with electricity (appearing as crackling lightning) as a standard action once per minute. This lasts for 1d4+1 rounds and each claw attack deals an extra 3d6 electrical damage during these rounds. This damage is not multiplied on a critical hit.

Thunder Stinger (Su): Once every 1d4 rounds, Chikata may fire a beam of concentrated sonic energy from his tail stinger. He must make a ranged touch attack to hit his target with the ray. The ray itself has a range of 300ft and if it

hits, it causes 15d6 points of energy damage (sonic). The attack, much like Chikata's roar, can be heard throughout his island like a thunderous clap (though it has no effect outside of its target).

Windstorm (Ex): As a standard action, Chikata can blast an area with powerful gusts of wind by flapping its wings. This blast of wind creates a 100-foot-long cone of hurricane force wind. All flames in this region are extinguished. Ranged attacks are impossible to make while the windstorm is in effect (except siege attacks which suffer a -8 penalty to attack). Listen checks are impossible. Creatures of Medium size or smaller are knocked prone and roll 1d4 x 10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures of Medium size or smaller are blown back 2d6 x 10 feet and sustain 2d6 points of subdual damage. Creatures of Large size on the ground must make the same saving throw or be knocked prone. Flying creatures of Large size are blown back 1d6 x 10 feet. Flying creatures of Huge size are blown back 1d6 x 5 feet.

Call Lightning (Sp): Chikata may *Call Lightning* 3x/day as if cast by a 20th level sorcerer.

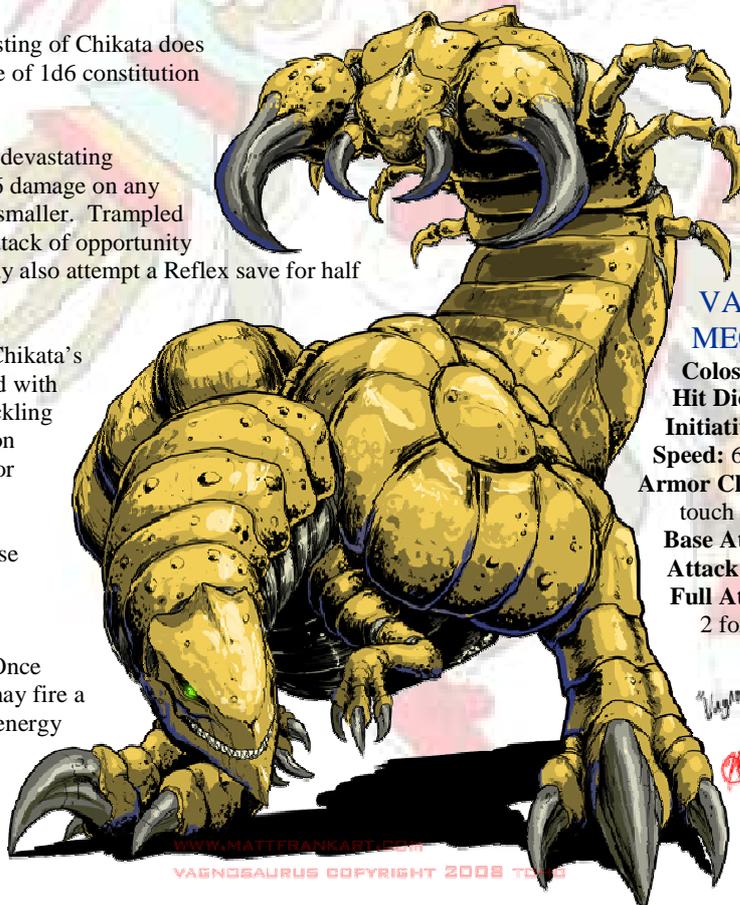
Tremorsense (Ex): Chikata can automatically sense the location of anything within 120ft that is in contact with the ground.

Resistances (Ex): Chikata has Energy Resistance 50 to Fire, Sonic and Electricity.

Immune to Mind-Influencing Effects (Ex): Chikata is immune to charms, compulsions, phantasms, patterns, morale effects and all other mind influencing effects.

See Invisibility (Su): Chikata can continuously *See Invisibility* as the spell cast by a 20th level sorcerer. He can suppress or resume this ability as a free action.

Skills: Chikata receives a +4 racial bonus to hide.



VAGNOSAURUS, KAIJU MEGARAPTOR

Colossal Magical Beast (Augmented)

Hit Dice: 48d10+627 (891 hp)

Initiative: +1 (Dex)

Speed: 60 ft. (12 squares)

Armor Class: 36 (+1 Dex, +33 natural, -8 size), touch 3, flat-footed 35

Base Attack/Grapple: +48/+83

Attack: Talons +59 melee (4d8+19)

Full Attack: Talons +59 melee (4d8+19) and 2 foreclaws +54 melee (2d6+9) and bite +54 melee (4d6+9) and sting +54 melee (2d8+9)

Space/Reach: 30 ft./30 ft.

Special Attacks: Pounce, extra appendage (stinger), battle frenzy, breath weapon

Special Qualities: Death throws,

fast healing 20, immune to mind-influencing effects, resistances, darkvision 120 ft., low-light vision, scent, damage reduction 25/+5, spell resistance 31

Saves: Fort +39, Ref +27, Will +18

Abilities: Str 49, Dex 13, Con 37, Int 2, Wis 15, Cha 30

Skills: Hide +12, Jump +35, Listen +18, Spot +18, Survival +18

Feats: Run, Toughness, Track, Improved Trample, Battle Roar

Climate/Terrain: Warm forest (Maztica)

Organization: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always chaotic neutral

Advancement Range: —

The monstrosity known as the Vagnosaurus superficially resembles a colossal, yellow-skinned dinosaur. The resemblance, however, ends at its massive tail stinger and chitinous exoskeleton. The creature's massive teeth and glowing green eyes would strike fear into the greatest of dragons.

The Vagnosaurus is a perfect example of good intentions gone wrong.

Even with his legendary confidence, when Cordell first encountered the Star-Worm H'Calos, he did not believe the worm could be defeated through conventional means. One of his most powerful wizards, Artur Vagnos, offered a solution after a few disastrous battles. He had discovered the beast Chikata on a remote island and believed that if he could get his hands on some of this beast's tissue, he could infuse a captured dinosaur from the Jungles of Chult with Chikata's essence. The dinosaur, he claimed, would defeat the Star Worm.

Unfortunately, Artur spoke the truth. Heroes in Cordell's employ had a successful mission in obtaining a single shaving of Chikata's claw (that was imbedded in one of their fallen allies). Using an unknown artifact in his possession, Artur did manage to infuse a captured megaraptor. Though he planned on using the same artifact to control his "Vagnosaurus," it failed him. All of its power had been spent in the Vagnosaurus' creation and there was nothing left to influence its actions. Artur was the new being's first victim.

Soon after its "birth" the Vagnosaurus fled into the jungle, not understanding its own existence, but feeling only hunger. It also feels a strange urge to travel west into the sea, though it does not know why.

Combat

Pounce (Ex): If Vagnosaurus charges, it can make a full attack.

Trample (Ex): The trample attack of Vagnosaurus does 4d12+9 damage on any creature Gargantuan size or smaller. Trampled opponents may attempt an attack of opportunity but at a -4 penalty. They may also attempt a Reflex save for half damage (DC 53).

Extra Appendage (Ex): Vagnosaurus' tail has been replaced with a scorpion-like stinger due to its origin and connection to Chikata. He uses this tail during a full round attack for 2d8+9 damage.

Tremorsense (Ex): Vagnosaurus can automatically sense the location of anything within 120ft that is in contact with the ground.

Death Throes (Su): If Vagnosaurus is killed, he will explode in a sonic burst that deals 20d6 points of damage to everything within 100 feet. Creatures in this range may make a Reflex save (DC 47) for half damage.

Immune to Mind-Influencing Effects (Ex): Vagnosaurus is immune to charms, compulsions, phantasms, patterns, morale effects and all other mind influencing effects.

Battle Frenzy (Ex): When Vagnosaurus is reduced to 25% of its maximum hit points, it gains a +4 bonus to Strength and can make an additional melee attack with its talons each round at a -5 penalty. If Vagnosaurus is healed above 25% of its maximum hit points, this benefit ends.

Resistances (Ex): Vagnosaurus has Energy Resistance 50 to Fire, Sonic and Cold.

Breath Weapon (Su): Every 1d4 rounds, Vagnosaurus can breathe a line of fire ten feet wide and ten feet high to a distance of 100 ft. The fire does 10d6 points of fire damage and creatures can make a Reflex save at DC 47 for half damage.

Skills: Vagnosaurus has a +8 racial bonus on Hide, Jump, Listen, Spot and Survival checks.

KAMATLAN

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

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

Base Attack/Grapple: +5/+13

Attack: Claw +7 melee (1d6+4) or snakes +7 melee (1d4 plus poison) or bite +7 melee (1d8+2)

Full Attack: 2 Claws +7 melee (1d6+4) and 6 snakes +2 melee (1d4 plus poison) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft. (10 ft. with snakes)

Special Attacks: Improved Grab, Poison, Pounce, Rake 1d3+2

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +5, Ref +3, Will +2

Abilities: Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9

Skills: Balance +10, Climb +12, Hide +4*, Listen +5, Move Silently +8, Spot +5

Feats: Alertness, Dodge

Environment: Warm forests, deserts, or mountains

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: —

A large, yellow-furred jaguar leaps from the treetops. Pairs of snakes, sandy hued with a darker diamond pattern, extend about three feet from each of its shoulders. Its tail ends in a rattlesnake's rattle.

Believed to be related to kamadans and, more distantly, displacer beasts, kamatlans stalk tropical jungles, mountains, and deserts. Fiercely territorial, these solitary hunters come together only to mate. The female lays a clutch of 1-4 leathery eggs in a shallow hole, which hatch in two months. Kamatlan cubs mature in about six months.

Rumors suggest that kamatlans were created by the Maztican deity Zaltec.

A kamatlan is 6 to 7 feet long and weighs 350 to 400 pounds. Its fur is a medium shade of yellow, with dark spots.

COMBAT

Kamatlans prefer to stalk their prey from treetops, sometimes for hours, waiting for an opportune moment to strike.

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

Poison (Ex): Snakes, Fortitude save DC 14; initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

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

Rake (Ex): Attack bonus +7 melee, damage 1d3+2.

Snakes (Ex): Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamatlan's strength bonus to damage.

Skills: Kamatlans have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Climb checks. A kamatlan can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or undergrowth, the Hide bonus improves to +8.

Kamatlan



Special Attacks: Eldritch blast, warlock invocations
Special Qualities: Armor body, all-around vision, resistances, flight, damage reduction 5/cold iron
Saves: Fort +8, Ref +7, Will +9
Abilities: Str 19, Dex 15, Con 21, Int 11, Wis 10, Cha 21
Skills: Concentration +15, Listen +5, Search +5, Spot +6
Feats: Ability Focus (eldritch blast), Iron Will, Lightning Reflexes, Spell Penetration
Environment: Underground (Maztica)
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always chaotic evil
Advancement: 11-15 HD (Large); 16-23 HD (Huge), 24-30 HD (Gargantuan)
Level Adjustment: —

This horrifying creature is almost too bizarre to describe. It's head is actually the head of two serpents, and its arms are replaced with the same. It wears armor of iron, but a skull-like head protrudes from its center. Their eyes and endlessly twitching hand-like ears give the aberration a look of pure insanity. All of these bizarre features pale in comparison to the "skirt" of snakes that forms the lower half of its body. The creature floats two to three feet above the ground.

Rumored to have been spawned by a dead goddess in millennia past, the Koatlique is a horror to behold. Insanely violent, but far too intelligent to get in over its head, the aberration is known to be a terror in the underground realms.

The creature's true motivations other than pure murderous insanity are unknown, and it does not even associate with other's of its kind. The Koatlique merely wanders the Underdark searching for victims it can overcome.

Koatlique can speak and understand Common and Draconic, but rarely if ever do so.

COMBAT

Koatlique are willing to attack any creature it believes it can kill. They wander the Underdark seemingly at random, and when they come across a potential victim, they will use their eldritch blast to soften up foes before engaging with their many bite attacks. Each snake attack does only bite damage and none are poisoned.

Flight (Ex): A koatlique's body is naturally buoyant, much like a beholder's. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

KOATLIQUE

Large Aberration

Hit Dice: 10d8+50 (94 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 30 ft. (good),

Armor Class: 22 (+2 Dex, +11 natural, -1 size), touch 11, flat-footed 20

Base Attack/Grapple: +7/+15

Attack: 4 Large snakes +7 melee (1d8+4)

Full Attack: 4 Large snakes +7 melee (1d8+4) and 20 small snakes +2 melee (1d4+2)

Space/Reach: 10 ft./10 ft.



Koatlrique

Armor-like Body (Ex): Though the koatlrique's armor seems to be of a normal sort, it is in fact part of the koatlrique's body. The armor is effectively +4 *half plate armor* that the koatlrique suffers no penalties for wearing and it effectively acts like natural armor. It cannot be removed for any reason and when the creature is killed, it rots along with the body.

All-Around Vision (Ex): A Koatlrique's many heads make it very difficult to approach and they are exceptionally alert. They have a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Resistances (Ex): A koatlrique has energy resistance 10 to fire, cold and acid.

Eldritch Blast (Sp): A koatlrique can create an eldritch blast like a warlock which it may alter using its invocations. An eldritch blast is a ray with a range of 60 feet that affects a single target and acts as a touch attack. The base eldritch blast of a koatlrique deals 5d6 points of damage as if the koatlrique were a 10th level warlock. In all ways it acts as a 5th level spell and is subject to spell resistance (modified by the koatlrique's Spell Penetration feat. Because of the koatlrique's Ability Focus feat, all save DC's associated with the eldritch blast are at +2. An eldritch blast deals half damage to objects.

Invocations: A koatlrique uses invocations as a 10th-level warlock.

Typical Warlock Invocations Known: Least— *Hideous Blow*^{CA} (DC18); Lesser— *Brimstone Blast*^{CA} (DC 20)

LUSKA

Colossal Magical Beast (Aquatic)

Hit Dice: 40d10+480 (700 hp)

Initiative: +8

Speed: 10 ft. (2 squares), swim 70 ft.

Armor Class: 26 (+4 Dex, +20 natural armor, -8 size), touch 6, flat-footed 22

Base Attack/Grapple: +40/+71

Attack: Bite +40 melee (4d6+15)

Full Attack: Bite +40 melee (4d6+15) and 8 tentacles +38 melee (2d8+7)

Space/Reach: 50ft./40ft. (60ft. with tentacles)

Special Attacks: Constrict, breath weapon, improved grab, swallow whole

Special Qualities: Amphibious, immune to mind-influencing effects, jet, darkvision 60 ft.

Saves: Fort +34, Ref+26, Will +15

Abilities: Str 41, Dex 19, Con 35, Int 4, Wis 10, Cha 17

Skills: Escape Artist +32, Hide +16, Search +6, Spot +12

Feats: Ability Focus (breath weapon), Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Mobility, Multiattack, Power Attack, Snatch, Swim-By Attack^{SW}

Environment: Warm Ocean (Lopango Payos Islands)

Organization: Solitary

Challenge Rating: 22

Treasure: Triple Standard

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Luska appears as a 90 foot shark at a first look, but behind its dorsal fin, the body type starts to change into the tentacles and texture of a colossal octopus. Including her tentacles, Luska's body is rumored to reach over 150 feet in length! The octopus portion of her body does not have a beak or any other visible octopus anatomy besides the tentacles themselves.

Combine two of the greatest predators of the seas, increase them to colossal size, and you have Luska. She is ever hungry, and will stuff everything from sahuagin to whales to entire pirate ships down her gullet!

Sometimes referred to as "The Tarrasque of the Sea," Luska single-handedly keeps pirates away from the Payos Islands of Lopango. She seems to target these raiders with impunity, and few ships are willing to chance her wrath. Unsurprisingly, the islands are left quite pristine.

Luska's lair is said to be located in a "blue hole" on one of the Payos Islands. Though she generally leaves native islanders alone, the effects of her breath weapon are often observed emanating from these natural formations. Natives know to give her a wide berth.

COMBAT

Luska is an absolute terror of the seas if she is provoked into battle. She considers all of the waters surrounding the Payos

islands as her demesne and will attack both beasts and ships (which are essentially just other creatures to her) that come within range.

She is experienced enough when attacking ships to target individuals on the ships themselves. She will attempt to grapple (using her improved grab ability) both with her tentacles and bite attack. Any creatures grappled by her bite attack are then subjected to her breath weapon. Creatures that are still wriggling (highly improbable) may then be swallowed whole.

Breath Weapon (Su): Luska's breath weapon is a powerful spout of water that crushes her foes with the force of its expulsion. It is a 140 ft. line that she can use once every 1d4 rounds. During one of those rounds, she must also be submerged (for the full round) foregoing any attacks in order to "reload" her breath weapon. Her breath weapon does 24d8 crushing damage and allows a Reflex save for half damage (DC 44).

Constrict (Ex): Luska deals automatic tentacle damage if she is using them to make a successful grapple check.

Improved Grab (Ex): When Luska attacks with either her bite or tentacles she deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Improved grab works only against opponents of gargantuan size or smaller. Luska has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, she takes a -20 penalty on grapple checks, but is not considered grappled herself. Luska does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

Swallow Whole (Ex): If Luska begins her turn with an opponent held in her mouth, she can attempt a new grapple check. If she succeeds, she swallows her prey, and the opponent takes bite damage if the opponent is gargantuan sized or smaller. A swallowed creature is considered to be grappled, while Luska is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon and must do at least 25 hp of cutting damage (AC 20) to her stomach. Each round a creature is in her stomach, it takes 2d8+8 points of bludgeoning damage and 8 points of acid damage. If the swallowed creature escapes the grapple, success puts it back in

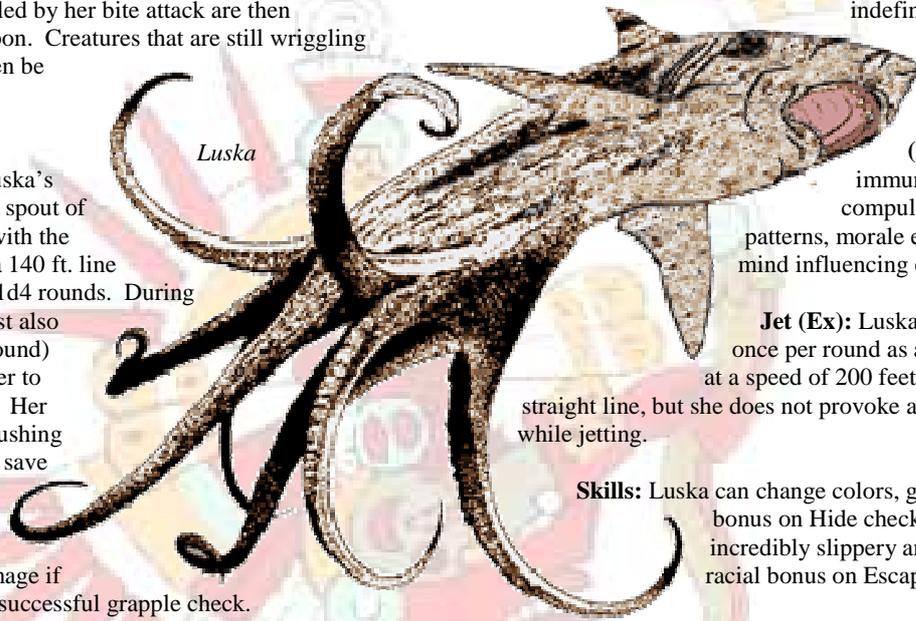
Luska's mouth, where it may be bitten, attacked with Luska's breath weapon (if loaded) or swallowed again. Luska's stomach can hold 1 Gargantuan, 2 Huge, 4 Large, 16 Medium, 64 Small, or 256 Diminutive or smaller sized creatures.

Amphibious (Ex): Luska spends the vast majority of her time in the seas, but she is capable of moving slowly and surviving indefinitely on land.

Immune to Mind-Influencing Effects (Ex): Luska is immune to charms, compulsions, phantasms, patterns, morale effects and all other mind influencing effects.

Jet (Ex): Luska can jet forward once per round as a full-round action, at a speed of 200 feet. She must move in a straight line, but she does not provoke attacks of opportunity while jetting.

Skills: Luska can change colors, giving her a +8 racial bonus on Hide checks. She is also incredibly slippery and receives a +12 racial bonus on Escape Artist.



Luska

LYCANTHROPE

Lycanthropes are quite common in both Maztica and Lopango, and there are a number of unique breeds that exist only in the True World. Though not all are evil, with the exception of the werejaguar and werepanther, they are universally shunned by the common folk.

DIRE WEREBARRACUDA

With an elongated nose, the reek of fish, and slightly slimy skin, even in human form a dire wererbarracuda is easy to identify. When it changes into its hybrid form, the teeth become long and sharp, and the eyes become obviously fishlike. The odor of dead fish surrounds them no matter what form the lycanthrope takes.



Dire Wererbarracuda

"Dire wererbarracuda" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The recipient must also be of Medium, Large, or Huge size. The wererbarracuda template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes).

Few creatures on the shores of Maztica and Lopango are as violent and evil as the dreaded wererbarracudas. They brook no intrusion into their territories and are willing to attack creatures far larger than themselves.

Size and Type: The base creature's type does not change, but the creature

gains the shapechanger subtype. The dire wererarracuda takes on the characteristics of a barracuda, including sharply pointed teeth, a fish's eyes and scales, and a mean disposition. A dire wererarracuda's hybrid form is either Large or the size of the base creature (whichever is larger).

Hit Dice: Add 8d8+16

Speed: Same as the base creature for creature or hybrid form. In animal form the dire wererarracuda has a Swim speed of 80 ft. (16 squares).

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the dire wererarracuda's natural armor bonus is +6 or that of the base creature, whichever is better.

Base Attack/Grapple: Add 6 to the base attack bonus for the base creature. The dire wererarracuda's grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks: Same as the base creature in the creature's base form. In animal form: Bite +9 melee (1d8+6). A dire wererarracuda in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Damage: Same as the base creature if in the creature's or hybrid's form.

Special Attacks: A dire wererarracuda spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural dire wererarracuda's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that dire wererarracuda. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Sprint (Ex): A dire wererarracuda in animal form can move up to three times its normal speed when it makes a charge

Special Qualities: A dire wererarracuda retains all the special qualities of the base creature, and also gains those described below.

Alternate Form (Su): A dire wererarracuda can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only dire wererarracuda form can be assumed. It does not assume the ability scores of the dire barracuda, but instead adds the animal's physical ability score modifiers to its own ability scores. A dire wererarracuda also can assume a bipedal hybrid form as described above. Changing to or from animal or hybrid form is a standard action. A slain dire wererarracuda reverts to its humanoid or giant form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see "Lycanthropy as an Affliction" on page 178 of the *Monster Manual*), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted dire wererarracuda in animal or hybrid form has damage reduction 5/silver. A natural dire wererarracuda in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire barracudas.

This gives them a +4 racial bonus on checks when influencing the barracuda's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A dire wererarracuda has low-light vision in any form.

Scent (Ex): A dire wererarracuda has the scent ability in any form.

Base Save Bonuses: Add Fort +8, Ref +8, Will +5 to the base save bonuses of the base creature.

Abilities: All dire wererarracuda gain +2 to Wisdom. In addition, when in animal form, a dire wererarracuda's physical ability scores improve according to the following: Str +8, Dex +4, Con +2. A dire wererarracuda in hybrid form modifies its physical ability scores by the same amount. In addition, a dire wererarracuda may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A dire wererarracuda gains skill points equal to (2 + Int modifier, minimum 1) x 8, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Listen, Jump, Spot, and Swim are class skills for the dire wererarracuda's animal levels. In any form, a dire wererarracuda also has any racial skill bonuses of the base creature and +8 to Swim, although conditional skill bonuses of the base creature only apply in the creature's form.

Feats: Add Alertness, Iron Will, and Run to the base creature's. If this results in a dire wererarracuda having the same feat twice, the dire wererarracuda gains no additional benefit. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

Environment: Warm aquatic or as base creature

Organization: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature +4

Treasure: Standard.

Alignment: Always chaotic evil

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a dire wererarracuda's character level is increased by 8

WEREJAGUAR/WEREPANTHER

Both werejaguars and wererarracudas are similar in appearance except for the coloration of their hybrid and animal forms. In their base creature form, both lycanthropes typically appear sleek and well muscled. They are always very athletic, and typically capable of great acts of agility and strength.

"Werejaguar" or "Wererarracuda" are templates that can be added to any humanoid or giant (referred to hereafter as the base creature). The recipient must also be of Small, Medium, or Large size. These lycanthrope templates can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes).

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of a great cat, including wiry muscles, slightly spotted skin (for a werejaguar), or dark skin (for a wererarracuda). Male base creatures also tend to grow more facial hair than usual.

Hit Dice: Same as the base creature plus 3d8+6.

Speed: Same as the base creature for creature or hybrid form. In animal form the lycanthrope has a speed of 40 ft. (8 squares) with a Climb speed of 20 ft..

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is +2 or that of the base creature, whichever is better.

Base Attack/Grapple: Add 2 to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks: Same as the base creature in the creature's base form. In animal form: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1). A werejaguar or werepanther in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Damage: Same as the base creature if in the creature's or hybrid's form.

Special Attacks: A werejaguar or werepanther spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural werejaguar or werepanther's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

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

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

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Special Qualities: A werejaguar or werepanther retains all the special qualities of the base creature, and also gains those described below.

Alternate Form (Su): A werejaguar or werepanther can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the lycanthrope form can be assumed. It does not assume the ability scores of the great cat, but instead adds the animal's physical ability score modifiers to its own ability scores. The lycanthrope can also assume a bipedal hybrid form as described above. Changing to or from animal or hybrid form is a standard action. A slain wereoctopus reverts to its humanoid or giant form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see "Lycanthropy as an Affliction" on page 178 of the Monster

Manual), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural werejaguar or werepanther in animal or hybrid form has damage reduction 10/silver.

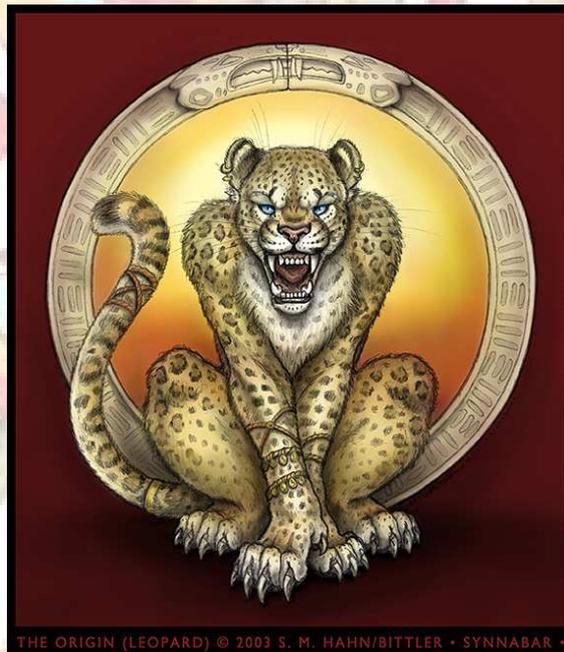
Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire great cats. This gives them a +4 racial bonus on checks when influencing the cat's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A werejaguar or werepanther has low-light vision in any form.

Scent (Ex): A werejaguar or werepanther has the scent ability in any form.

Base Save Bonuses: Add Fort +5, Ref +7, Will +2 to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a werejaguar or werepanther's physical ability scores improve according to the following: Str +4, Dex +8, and Con +4. A lycanthrope in hybrid form modifies its physical ability scores by the same amount. In addition, the lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.



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Werejaguar

Skills: A werejaguar or werepanther gains skill points equal to (2 + Int modifier, minimum 1) x 8, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Balance, Climb, Hide, Jump, Listen, Move Silently and Spot are class skills for the lycanthropes animal levels. In any form, a werejaguar or werepanther also has any racial skill bonuses of the base creature and have a +8 racial bonus on Jump checks, +4 on Hide* and Move Silently checks. Finally, the lycanthrope has a +8 racial bonus on Balance and Climb checks and it can always choose to take 10 on a Climb check, even if rushed or threatened. *In animal form and in areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Feats: Add Alertness and Weapon Finesse to the base creature's. If this results in a lycanthrope having the same feat twice, it gains no additional benefit. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

Environment: Warm forests or as base creature

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature +2

Treasure: Standard.

Alignment: Always nongood (werejaguar) or nonevil (werepanther)

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a wereoctopus' character level is increased by 3.

WEREOCTOPUS

A wereoctopus is often mistaken with the dreaded illithid, but its ability to shift its coloration quickly dispels mistaken identities. They do not appear particularly threatening or vile, but in their base form, they tend to be considered rather ugly due to the clammy feel of their skin and blotchy complexion.

“Wereoctopus” is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The recipient must also be of Tiny, Small, or Medium size. The wereoctopus template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes).

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The wereoctopus takes on the characteristics of an octopus, including slimy, blotchy skin and wiry, rubbery extremities.

Hit Dice: Same as the base creature plus 2d8.

Speed: Same as the base creature for creature or hybrid form. In animal form the dire wereoctopus has a speed of 20 ft. (4 squares) with a Swim speed of 30 ft..

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the wereoctopus' natural armor bonus is +2 or that of the base creature, whichever is better.

Base Attack/Grapple: Add 1 to the base attack bonus for the base creature. The wereoctopus' grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks: Same as the base creature in the creature's base form. In animal form: Arms +5 melee (0) and bite +0 melee (1d3). A wereoctopus in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Damage: Same as the base creature if in the creature's or hybrid's form.

Special Attacks: A wereoctopus spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural wereoctopus' bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that wereoctopus. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Improved Grab (Ex): To use this ability, a wereoctopus must hit an opponent of any size with its arms attack when in octopus form. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Special Qualities: A wereoctopus retains all the special qualities of the base creature, and also gains those described below.

Alternate Form (Su): A wereoctopus can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the dire wereoctopus form can be assumed. It does not assume the ability scores of the octopus, but instead adds the animal's physical ability score modifiers to its own ability scores. A wereoctopus also can assume a bipedal hybrid form as described above. Changing to or from animal or hybrid form is a standard action. A slain wereoctopus reverts to its humanoid or giant form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see “Lycanthropy as an Affliction” on page 178 of the Monster Manual), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted wereoctopus in animal or hybrid form has damage reduction 5/silver. A natural wereoctopus in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire octopus. This gives them a +4 racial bonus on checks when influencing the octopus' attitude and allows the communication of simple

concepts and (if the animal is friendly) commands, such as “friend,” “foe,” “flee,” and “attack.”

Low-Light Vision (Ex): A wereoctopus has low-light vision in any form.

Scent (Ex): A wereoctopus has the scent ability in any form.

Ink Cloud (Ex): A wereoctopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the wereoctopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A wereoctopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Base Save Bonuses: Add Fort +3, Ref +6, Will +1 to the base save bonuses of the base creature.

Abilities: All wereoctopus gain +2 to Wisdom. In addition, when in animal form, a dire werebarracuda's physical ability scores improve according to the following: Str +2, Dex +6. A wereoctopus in hybrid form modifies its physical ability scores by the same amount. In addition, a wereoctopus may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A wereoctopus gains skill points equal to (2 + Int modifier, minimum 1) x 8, as if it had multiclassed into the



Wereoctopus

animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Escape Artist, Hide, Listen, Spot and Swim are class skills for the wereoctopus' animal levels. In any form, a wereoctopus also has any racial skill bonuses of the base creature and +8 to 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. A wereoctopus can also squeeze and contort its body, giving it a +10 bonus on Escape Artist checks.

Feats: Add Weapon Finesse to the base creature's. If this results in a wereoctopus having the same feat twice, the wereoctopus gains no additional benefit. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

Environment: Warm aquatic or as base creature

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature +2

Treasure: Standard.

Alignment: Usually neutral

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a wereoctopus' character level is increased by 2.

DIRE WEREPIRANHA

A dire werepiranha is a gruesome being to behold in its hybrid form. Their beady eyes, patchwork of scales and sharp teeth are more than enough to strike fear in the heartiest of adventurers. Even in their base form, they retain the uncomfortable dark tinge to their eyes.

"Dire werepiranha" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The recipient must also be of Medium, Large, or Huge size. The werebarracuda template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes).

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The dire werepiranha takes on the characteristics of a piranha, including fish-like eyes and most notably rows of sharply pointed teeth.

Hit Dice: Same as the base creature plus 5d8+20.

Speed: Same as the base creature for creature or hybrid form. In animal form the dire werepiranha has a Swim speed of 40 ft. (8 squares).

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the dire werepiranha's natural armor bonus is +6 or that of the base creature, whichever is better.

Base Attack/Grapple: Add 3 to the base attack bonus for the base creature. The dire werepiranha's grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks: Same as the base creature in the creature's base form. In animal form: Bite +9 melee (1d8+6). A dire werepiranha in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Damage: Same as the base creature if in the creature's or hybrid's form. In dire werepiranha form use 1d8+6.

Special Attacks: A dire werepiranha spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural dire werepiranha's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that dire werepiranha. Afflicted lycanthropes cannot pass on the curse of lycanthropy.



Dire Werepiranha

Sprint (Ex): A dire werepiranha in animal form can move up to three times its normal speed when it makes a charge.

Blood Frenzy (Ex): The scent of blood drives a dire werepiranha into a ferocious feeding frenzy when in animal form. If there are any bleeding creatures (such as those affected by the piranha's vicious bite ability, or a wounding weapon), then the piranha is sent into a rage. It gains a +4 bonus to Strength and Constitution, and a +2 bonus on Will saves. However, it takes a -2 penalty to its AC. This rage lasts for as long as the bleeding creature remains within 60 ft., or up to a number of rounds equal to 3 + the dire werepiranha's Constitution modifier, whichever comes first. Once a dire werepiranha has come out of its blood frenzy, then it cannot go back into it for 1d6 rounds.

Vicious Bite (Ex): A dire werepiranha's bite inflicts grievous, bleeding wounds. A creature damaged by a dire piranha's bite attack must make a DC 18 Fortitude save or take 1 Constitution damage. The DC is Strength-based.

Special Qualities: A dire werepiranha retains all the special qualities of the base creature, and also gains those described below.

Alternate Form (Su): A dire werepiranha can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the dire werepiranha form can be assumed. It does not assume the ability scores of the dire piranha, but instead the animal's physical ability score modifiers to its own ability scores. A dire werepiranha also can assume a bipedal hybrid form as described above. Changing to or from animal or hybrid form is a standard action. A slain dire werepiranha reverts to its humanoid or giant form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see "Lycanthropy as an Affliction" on page 178 of the Monster Manual), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted dire werepiranha in animal or hybrid form has damage reduction 5/silver. A natural dire werepiranha in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire piranhas. This gives them a +4 racial bonus on checks when influencing the piranha's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A dire werepiranha has low-light vision in any form.

Scent (Ex): A dire werepiranha has the scent ability in any form.

Base Save Bonuses: Add Fort +9, Ref +5, Will +2 to the base save bonuses of the base creature.

Abilities: All dire werepiranha gain +2 to Wisdom. In addition, when in animal form, a dire werebarracuda's physical ability scores improve according to the following: Str +12, Dex +2, Con +8. A dire werepiranha in hybrid form modifies its physical ability scores by the same amount. In addition, a dire werepiranha may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A dire werepiranha gains skill points equal to (2 + Int modifier, minimum 1) x 8, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Listen, Spot, and Swim are class skills for the dire werepiranha's animal levels. In any

form, a dire werebarracuda also has any racial skill bonuses of the base creature and +8 to 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.

Feats: Add Power Attack and Weapon Focus (bite) to the base creature's. If this results in a dire werepiranha having the same feat twice, the dire werepiranha gains no additional benefit. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

Environment: Warm aquatic or as base creature

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature +3

Treasure: Standard.

Alignment: Always neutral evil

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a dire werepiranha's character level is increased by 5

MANTICORE, MAZTICAN

Large Magical Beast

Hit Dice: 5d10+25 (47 hp)

Initiative: +8

Speed: 50 ft. (10 squares)

Armor Class: 19 (+4 Dex, +6 natural, -1 size), touch 12, flat-footed 15

Base Attack/Grapple: +5/+14

Attack: Stinger +9 melee (1d6+5 plus poison) or claw +7 melee (2d4+2)

Full Attack: Stinger +9 melee (1d6+5 plus poison), 2 claws +7 melee (2d4+2), bite +7 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 20, Dex 19, Con

21, Int 4, Wis 14, Cha 10

Skills: Listen +4, Spot +10, Survival +4

Feats: Ability Focus (poison), Improved Initiative, Multiattack, Track^(B)

Environment: Underground or any warm

Organization: Solitary, pair, or pack (3–9)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 6–10 HD (Large); 11–15 HD (Huge)

Level Adjustment: +3 (cohort)



Maztican Manticore

The Maztican manticore appears similar to its Faerunian counterpart with some notable differences. It

lacks its cousins wings and ability to fly, but is far faster than its cousin. In addition, in lieu of the Faerunian manticores spikes, the Maztican version has a scorpion-like stinger on its tail that drips with a deadly poison. The manticores has pronounced horns atop its head, but it is incapable of using them to attack.

The Maztican manticores is just as cruel and vicious as its Faerunian counterpart, but they are rarely found in the wilds by mankind. In fact, these manticores are the favored pets of the numerous scorpionfolk of Maztica's Underdark. Some sages speculate that this more animalistic creature is in fact the original manticores, from which the more well known species evolved or was magically altered.

Faerunians frequently refer to this creature as a "manticorion" or even a "scorpicores" to avoid confusion with its well known relative.

COMBAT

Maztican manticores are typically pack predators, but tend to attack opponents with the same tactics no matter how many are present. They are aware of the debilitating effects of their poison stingers and when it is their turn to attack, typically use this attack form.

Poison (Ex): A Maztican manticores has a poisonous sting in its tail. Initial and secondary damage is 1d4 Con and the save (DC 19) is Constitution based.

Skills: Maztican manticores have a +4 racial bonus on Spot checks.

OBSIDIAN BUTTERFLY

Medium Outsider (Native)

Hit Dice: 28d8+252 (378 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 70 ft. (good), swim 40 ft.

Armor Class: 40 (+8 Deflection, +12 Dex, +10 natural), touch 30, flat-footed 28

Base Attack/Grapple: +28/+39

Attack: Claw +40 melee (1d6+14 plus energy drain)

Full Attack: 2 Claws +40 melee (1d6+14 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, improved grab, rake 1d6+12, spells

Special Qualities: *summon tzitzimitl*, immunities, resistances, darkvision 60 ft., low-light vision, damage reduction 15/good, spell resistance 35, fast healing 10

Saves: Fort +25, Ref +28, Will +28

Abilities: Str 33, Dex 35, Con 29, Int 30, Wis 35, Cha 31

Skills: Balance +29, Concentration +26, Decipher Script +27, Escape Artist +29, Intimidate +35, Knowledge (history) +27, Knowledge (local) +27, Knowledge (religion) +27, Listen +35, Move Silently +29, Search +27, Sense Motive +29, Spellcraft +27, Spot +29, Survival +31, Swim +28, Tumble +29

Feats: Ability Focus (energy drain), Eschew Materials, Flyby Attack, Hover, Improved Natural Attack (claws), Quickened Spell-Like Ability (*summon tzitzimitl*), Spell Penetration, Weapon Focus (claws), Weapon Specialization (claws), Wingover

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 24

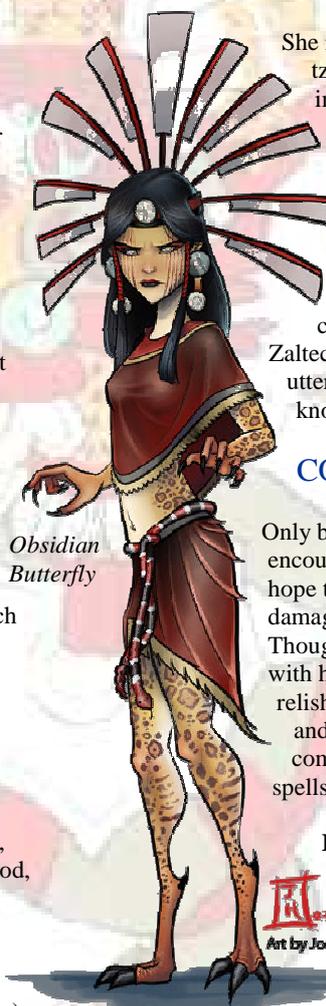
Treasure: Standard

Alignment: Always chaotic evil

Advancement Range: —

Though she may at first appear to be a normal Maztican woman, Obsidian Butterfly has the horrifying features of the creatures of fang and claw. At the bottom of her jaguar spotted legs are deadly taloned feet and her sharp claws are almost always stained blood red. Even in the moments of her greatest triumphs, the Obsidian Butterfly is said to never smile. She knows only pain and hatred.

Obsidian Butterfly has also been known as Itzapapalotl, and she is worshiped by some as a goddess. Whether or not she once truly was a goddess is unknown, but she is currently the closest thing the True World has to its own individual demon lord.



Obsidian Butterfly

She is the patron of witches and queen of the tzitzimitl. Some say she has shared Zaltec's bed in days past, but those who know her ambition realize she is a bitter rival of the god and only craves his power.

Those who encounter the fierce outsider are often slain in the most gruesome ways she can think of. Like the gods she aspires to (once again?) join, the Obsidian Butterfly craves the taste of sacrificed hearts. Unlike Zaltec and his ilk however, Itzapapalotl seeks the utter destruction of the True World. Her hatred knows no bounds.

COMBAT

Only beings of epic power can hope to escape an encounter with this evil and chaotic being, much less hope to defeat her. She is incredibly difficult to damage and is immune to many forms of attack. Though she does not do massive amounts of damage with her natural attacks for her level of power, she relishes the thought of slowly picking apart her foes and her energy drain can weaken the heartiest of combatants. She summons tzitzimitl and uses her spells against truly dangerous foes.

Energy Drain (Su): A living creature hit by one of Obsidian Butterfly's claw attacks or her rake attack gains 1d6 negative levels.

For each negative level bestowed, she heals 5 points of damage. If the amount of healing is more than the damage Itzapapalotl has taken, she gains any excess as temporary hit points. It is a DC 35 Fortitude save to remove a negative level and the save is Constitution based.

Improved Grab (Ex): To use this ability, Itzapapalotl must hit an opponent of medium size or smaller with both claw attacks. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple



Art by Jonathan Higareda

check, she establishes a hold and can automatically rake the grappled opponent.

Summon Tzitzimitl (Sp): As their queen, the Obsidian Butterfly can summon 2d4 tzitzimitl three times per day. This ability is similar to the summon monster spell except as noted (CL20) and is the equivalent of a 9th level spell. In addition, all tzitzimitl follow her command whether summoned or not.

Immunities (Ex): Obsidian Butterfly is immune to electricity, cold, petrification, poison, and all mind-influencing effects.

Resistances (Ex): Obsidian Butterfly has resistance 10 to both acid and fire.

Spells: Itzapapalotl can cast divine spells as a 20th-level cleric. She has access to the Chaos, Destruction and Evil domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/9/9/9/8/7/7/6; save DC 22 + spell level): 0 - create water, detect magic (x2), read magic; resistance, virtue 1st - bane (x2), cause fear (x2), curse water, deathwatch, doom, entropic shield, protection from law*; 2nd - bear's endurance, bull's strength, death knell, desecrate*, eagle's splendor, hold person (x2), owl's wisdom, silence; 3rd - animate dead (x2), contagion*, dispel magic (x2), deeper darkness, invisibility purge, wind wall (x2); 4th - dimensional anchor, dismissal, divine power, freedom of movement, inflict critical wounds (x2), poison, spell immunity, unholy blight*; 5th - greater command, dispel good*, flame strike (x2), slay living (x2), symbol of pain, unhallow; 6th - mass bear's endurance, create undead, greater dispel magic, mass eagle's splendor, harm*, mass owl's wisdom, symbol of fear; 7th - blasphemy (x2), destruction (x2), disintegrate*, mass inflict serious wounds (x2); 8th - antimagic field, cloak of chaos, create greater undead, dimensional lock, earthquake, fire storm, unholy aura*; 9th - implosion (x2)*, miracle (x2), plague of undead^{LM} (x2)
*Domain spell. Domains: Chaos, Destruction and Evil.

OMARA

Large Magical Beast (Psionic)

Hit Dice: 6d10+18 (51 hp)

Initiative: -2

Speed: 10ft. (2 squares), swim 25ft. (5 squares)

Armor Class: 14 (-2 Dex, +6 natural), touch 8, flat-footed 12

Base Attack/Grapple: +6/+12

Attack: Slam +7 melee (5d6+3)

Full Attack: Slam +7 melee (5d6+3)

Space/Reach: 10ft./5ft.

Special Attacks: Psi-like Abilities

Special Qualities: Dance of the Manatee, Fingerless

Saves: Fort +8, Ref +3, Will +8

Abilities: Str 14, Dex 6, Con 17, Int 20, Wis 18, Cha 14

Skills: Autohypnosis +10, Concentration +12, Diplomacy +11, Hide +3, Knowledge (Psionics) +14, Knowledge (Nature) +12, Sense Motive +11, Swim +11

Feats: Iron Will, Psionic Fist, Greater Psionic Fist

Environment: Warm seas

Organization: Solitary, mated pair, family (3-4), or conclave (5-20)

Challenge Rating: 7

Treasure: No coins; double gems; standard goods

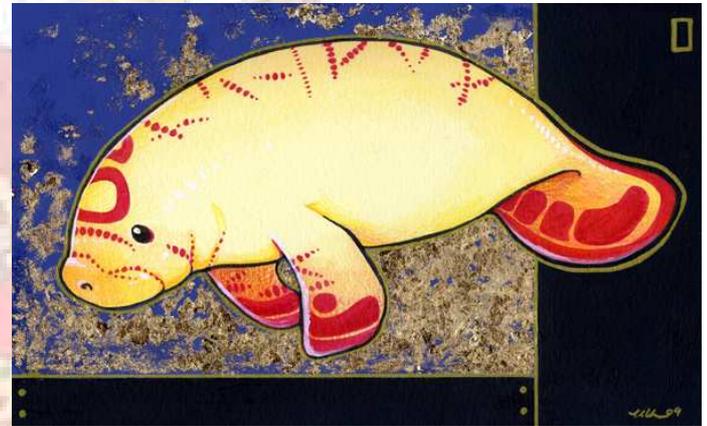
Alignment: Always neutral good

Advancement: By character class

Level Adjustment: +3

The omara would be considered nearly identical to the gentle creatures known as the manatee were it not for their pale coloration and strange markings. Omara like to cover their bodies in geometric tattoos, and only a fool would mistake them for the far less intelligent animals themselves.

The omara are beautiful and peaceful beings that have exceptional powers of the mind coupled with some potent attacks. They are relatives of the equally peaceful omm-wa, and friendships between the two races are common. If there is a pup born of the union of an omara and an omm-wa, the likelihood of the child being born of either race is equal. Unlike the omm-wa, the omara is considered a magical beast, and is far closer in body shape to a manatee than the omm-wa.



Omara

Omara never seek out battle on their own, but they are considered quite delicious to many of the more violent (or hungry) sea races. They appear similar to a manatee and claim some form of kinship with the animal, but are typically colored with beautiful geometric patterns. They are known to pay humanoids to enhance these markings with even more colorful tattoos.

Despite their slow movements and dim-witted appearance, the omara are actually incredibly intelligent creatures and if approached peacefully, are quite willing to share their sage-like knowledge of the sea and shores. The only real way to incite violence in the omara is to leave the creature no option or threaten their young. A female omara will go so far as to seek revenge for an injured or slain pup.

As stewards of the shallow seas, the omara frequently train as druids, even though many of their powers are related to those of a psion.

COMBAT

The omara will always attempt to engage aggressive beings with their Dance of the Manatee ability unless provoked through one of the above reasons. They have only one melee attack form of note, specifically, slamming their entire mass into a swimming creature. With the psionic fist and greater psionic fist feats, the attack can actually heap on damage rather quickly.

Omara save their uses of the mind thrust ability for when they are particularly threatened.

Dance of the Manatee (Su): As a full round action, and only underwater, any omara may begin to swim in complicated curves and circles. The beauty of the "dance" affects all creatures in a 20ft. radius as if they had been affected by a *calm emotions* spell (DC 15). As long as the manatee continues to dance, the effect will remain (typically omara wait until any young are far out of the way of danger) and continues for an additional five rounds after the omara has stopped the Dance. Aggressive creatures also lose interest in pursuing the omara for the duration of the effect.

Fingerless (Ex): An omara does not have fingers on its flippers to effectively grasp a weapon and cannot, therefore, wield a weapon in one hand without taking a -4 penalty to attack rolls even if they are proficient with the weapon (weapons which they are not proficient with receive a -8 penalty). The omara can wield a weapon slightly better by clasping its two flippers together tightly (effectively wielding a weapon two handed), but even this type of attack receives a -2 penalty (-6 if not proficient with the weapon).

Psi-Like Abilities: At will-*defensive precognition* (+3 insight bonus to AC and Saves*, manifests as swift action*), *missive* (range of 55ft.*, DC 16*), *read thoughts*; 3/day-*remote viewing*, *share pain*, *mind thrust* (7d10*, DC 16*)

*Includes augmentation for the Omara's manifester level.

Omara manifest powers as a 6th level manifester.

Skills: Omara receive a +4 racial bonus to swim checks.

CHARACTERS

Omara will occasional adventure will other aquatic races, but typically require some form of water breathing magic due to their non-amphibious mammalian nature. Omara who do adventure, typically do so to prevent threats to their families or conclaves before the threat reaches them. Also, the Omara consider themselves stewards of the sea, and will risk their lives to protect it (particularly those without pups to feed).

Despite their formidable psionic powers, most omara choose to become druids, which is their favored class. They rarely if ever take levels in the more martial classes, but it is not unheard of. Rare elders of the race multiclass as druids/psions. An omara has a level adjustment of +3.

OMM-WA

Large Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 60 ft. (12 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+12

Attack: Spear +7 melee (1d8 +5)

Full Attack: Spear +7 melee (1d8 +5)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60ft., underwater vision,

water dependant

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 20, Dex 13, Con 15, Int 10, Wis 13, Cha 8

Skills: Diplomacy +1, Hide -3, Knowledge (nature) +2, Listen +5, Sense Motive +3, Spot +5, Survival +3, Swim +9

Feats: Alertness, Endurance

Environment: Any aquatic

Organization: Solitary, Pair, Pod (5-20 plus 1 3rd-5th level fighter and 1 1st-3rd level shaman), Shoal (20-60 plus 2 3rd-5th level fighters, 1 5th to 8th level warleader, 3 1st-3rd level shamans and 150% non-combatants), or Great Shoal (60+ plus 5 3rd-5th level fighters, 1 5th to 8th level warleader, 5 1st-3rd level shamans, 1 4th-6th level wisewoman and 150% non-combatants)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: by character class

Level Adjustment: +1

Omm-was bear a strong resemblance to their manatee cousins and are only remotely humanoid. An omm-wa has a grey or black corpulent body, which tapers into a horizontally flattened tail. Its flipper-like forelimbs are set close to the head, with small, webbed hands. An omm-wa does not have external hind limbs. Its disproportionately tiny head has a straight snout and a cleft upper lip with bristly hairs. An omm-wa uses its large, muscular lips for tearing off water plants, and the molars and hard pads at the front of its jaws grind the food. Male also have two small, tusk-like incisors. Adult omm-was are 9 to 11 feet long and weigh up to 1,300 pounds.

The omm-was, or "water-people" as they are sometimes called, are large, intelligent relatives of the manatee. These air-breathing, marine mammals are found in tropical or subtropical waters and can move freely from fresh water to saltwater.

Omm-wa vision is adapted for life underwater. They have large eyes, and can see very far in clear water. In the air, they can see about as well as most humans, but their eyes are very sensitive to light. They are shallow-water creatures, rarely diving deeper than 100 feet. Omm-was may leave the water for no more than thirty minutes at a time.

Omm-was have a strictly matriarchal society. All authority is held by women. The most senior, grizzled, battle-scarred male war leader will unhesitatingly obey the commands of the most junior omm-wa woman (omm-wa females reach maturity at age 12). The mother is head of the family, and lineage is traced from her. Females inherit rank from their mothers.

Omm-was have two major personality types, divided by gender. Females belong to the mother-nurturer type. Most females revere the goddess Kiltzi, whom they call "Mother Ocean." Omm-wa females worship her as the creator and protector of new life. Omm-wa females see it as their duty to nurture and administer omm-wa society.

Omm-wa males are of the warrior-protector mentality and are somewhat fatalistic. Male ranks are open to challenge and change frequently. Omm-wa males tend to die young, since they serve to protect society. They revere the god Tempus, the patron of bravery and war craft. An omm-wa male will gladly sacrifice himself to protect a female or young omm-wa. Female omm-was are well aware of this tendency, regarding it as evidence of male

idiocy. They feel that if the males were not held in check by the females, they would probably kill themselves off in short order.

Omm-was are great aquaculturalists, tending sprawling underwater farms where they grow a great variety of water plants. Omm-was do most of their feeding at night, eating directly in the fields. Most of the plants that the omm-was feed on contain silica, which quickly wears their teeth down. To compensate, omm-wa molars move toward the front of the jaw at a steady rate. The front teeth fall out when completely worn, quickly replaced by new teeth at the back of the jaw. This process has a key effect on omm-wa philosophy. To the omm-wa, the individual has little long-term relevance to the society, although all omm-was must make a contribution while they are able. Like a tooth, the individual will eventually be replaced by another who is equally capable. Individual omm-was do the best they can for the herd, secure in the knowledge that if they fall, others will come forward to take their places. Omm-wa do not wear clothing, but they are tool-users, often wearing a belt or pouch for carrying items. The treasure of the water-people is usually in the form of shells, pearls, coral, and other bounty of the sea. Omm-was harvest the mineral-rich nodules found in patches on the ocean floor near their homes. These potato-sized nodules are rich in metals, including iron, manganese, small amounts of gold, and trace amounts of other metals. The omm-was take only what they need from the nodule beds, which replenish themselves naturally.

Omm-was have a rich and possibly unique "writing" system. For long-term writing, an omm-wa arranges piles of pebbles of varying color and size on the ocean floor. Each individual pebble and its arrangement has a meaning, but this is only the first level of interpretation. With the right training, a viewer looking at an omm-wa book sees a three-dimensional image that contains even more information, usually in the form of a picture.

The omm-was also have a "quick" method of writing, involving knotted strings and colored beads (made from carved bits of shell, pearls, coral, metal, and stone). Each omm-wa lair has a reserve of these "writing materials," which make up most of their treasure. An omm-wa warrior wearing a necklace of beads is carrying a message or making a statement. Outsiders often mistake these necklaces for jewelry, but though they are often quite pretty, this is not the primary purpose. For jokes, omm-was have been known to trade necklaces to land-dweller that have derogatory messages about the wearer.

Omm-wa males rarely die of old age due to their violent lifestyles. An omm-wa female often lives to the age of 40 or 50 and has four to six children during its lifetime.

Omm-wa speak their own language, Common, and Aquan.

COMBAT

Omm-wa favor the use of spears in the water, along with nets and tridents for defense. Some omm-was have underwater crossbows. They are proficient with simple weapons, but not with any form of armor.

Underwater Vision (Ex): In underwater conditions, omm-wa can see three times as far as humans could in similar conditions.

Water Dependant (Ex): Omm-wa may not leave the water for more than thirty minutes at a time. Every five minutes beyond that, they suffer 1d6 non-lethal damage.

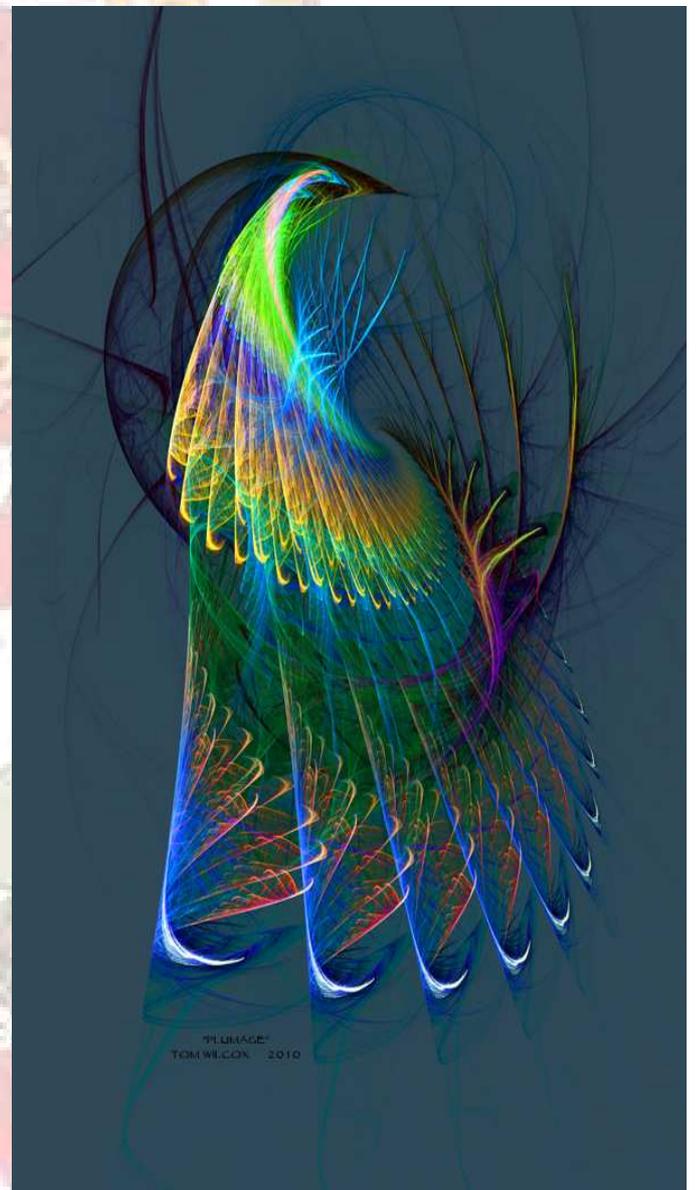
Skills: Omm-was have a +4 racial bonus to all Swim skill checks.

OMM-WA AS CHARACTERS

The favored class of omm-wa females is cleric. The favored class of omm-wa males is fighter. It is also common to see druids among the omm-wa females. Barbarians, rangers, and even a few paladins may be found among the males.

PLUMAZOTL

What appeared to be a bird is actually just a patchwork cluster of brightly-colored feathers in the shape of a bird. The plumage is so bright, that the feathers seem to have a radiance of their own.



Plumuzotl

Plumazotls are living creations of pluma magic, a type of magic native to Maztica. Created by a powerful plumaweaver who was destroyed by the gods for his audacity, these creatures still inhabit remote parts of Maztica.

Plumazotls prefer to live solitary existences, far from civilization. However, they are unafraid of most humanoids, and enjoy short conversations with them. If given feathers or other tokens of pluma magic, a plumazotl happily offers any information to the best of its ability. Plumazotl lairs are safe, peaceful places filled with color and music through the power of pluma magic.

Mating between greater plumazotl involves a dazzling ritual in which they pluck feathers from each other, then form these into small images of birds or humanoids, and finally infuse them with pluma magic. The resulting creature is a lesser plumazotl. A pair usually produces only one or two offspring before parting ways.

Plumazotl feed solely by adding feathers and other items of pluma magic to their bodies, growing larger and eventually metamorphosing into greater plumazotl.

A lesser plumazotl is 3 to 4 feet long and weighs 2 pounds. Although they most commonly take the shape of birds, some plumazotls have been known to take on humanoid forms (this has no effect on game statistics). A greater plumazotl is 5 to 10 feet long and weighs 4 to 8 pounds. Although they most commonly take the shape of birds, some plumazotls have been known to take on humanoid forms (this has no effect on game statistics). Plumazotls speak Payit and other languages native to their regions. Their voices are musical.

Since the recent return of Qotal to the lands of Maztica from his long exile, some plumazotl have offered their services to many of his priests and temples.

COMBAT

Plumazotl prefer to avoid combat, but will defend themselves with bites, claws, and pluma magic.

Consume Magic (Su): A plumazotl advances in hit dice by absorbing magic items into its body. The magic item to be consumed must have feathers or be associated with feathers, such as a *feather token* or a magic arrow. For every 200 gp of magic items that the plumazotl consumes, it gains one hit die. When a lesser plumazotl reaches 6 hit dice, it metamorphoses into a greater plumazotl. Greater plumazotl reach a maximum of 18 Hit Dice.

Additionally, a plumazotl can consume the feathers from magical beasts and outsiders. The plumazotl gains 1 Hit Die for every 5 HD the original creature possessed. A plumazotl may only gain this benefit from a specific creature once, even if additional feathers are consumed. Once a greater plumazotl reaches 18 Hit Dice, it can continue to consume feathers, but gains no additional benefits.

Pluma Magic: A lesser plumazotl casts spells as a sorcerer of a level equal to its Hit Dice and a greater plumazotl as a sorcerer of a level equal to its Hit Dice +2. It may cast spells from the Air, Animal, Magic, and Water domains as arcane spells. Pluma magic can only reproduce spells of up to 6th-level. For spells with material components, the plumazotl instead substitutes a feather of equal value (price based on rarity).

Spell Resistance (Ex): A plumazotl has spell resistance equal to 5 + Hit Dice.

	Lesser Plumazotl Tiny Magical Beast	Greater Plumazotl Medium Magical Beast
Hit Dice:	1d10 (5 hp)	6d10 (33 hp)
Initiative:	+5	+3
Speed:	5 ft. (1 square), fly 30 ft. (good)	25 ft. (5 squares), fly 120 ft. (good)
Armor Class	17 (+2 size, +5 Dex), touch 17, flat-footed 12	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+1/-9	+6/+6
Attack:	Bite +1 melee (1d4-2)	Bite +6 melee (1d6)
Full Attack:	Bite +1 melee (1d4-2) and 2 claws -4 melee (1d4-2)	Bite +6 melee (1d6) and 2 claws +1 melee (1d6)
Space/Reach:	2½ ft./0 ft.	5 ft./5 ft.
Special Attacks:	Pluma magic	Pluma magic
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., low-light vision, spell resistance 6, vulnerability to fire	Damage reduction 10/magic, darkvision 60 ft., low-light vision, spell resistance 11, vulnerability to fire
Saves:	Fort +2, Ref +7, Will +2	Fort +5, Ref +8, Will +5
Abilities:	Str 7, Dex 21, Con 10, Int 12, Wis 14, Cha 15	Str 11, Dex 17, Con 10, Int 14, Wis 16, Cha 17
Skills:	Concentration +4, Listen +6, Spot +6	Concentration +9, Knowledge (arcana) +7, Listen +15, Spellcraft +8, Spot +15
Feats:	Alertness	Alertness, Spell Focus (abjuration), Spell Penetration
Environment:	Any	Any
Organization:	Solitary	Solitary or mated pair
Challenge Rating:	1	8
Treasure:	See text	See text
Alignment:	Always good	Always good
Advancement:	2-3 HD (Tiny), 4-5 HD (Small); see text	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	—	—

QARQACHA

The qarqacha would pass for a large llama were it not for its cruelly glowing eyes and the fact that it has a head at both ends of its body. For its strange body shape, the creature's movements are surprisingly steady and graceful.

Qarqacha is a template that can be added to any small, medium or large sized humanoid. A qarqacha is a cursed creature, but the curse is of a divine nature, and mortal spellcasters have no chance to remove such a powerful curse. Typically the curse is brought down on men and women who have in some way betrayed their own families.

During daylight hours, a qarqacha appears much the same as it did before receiving the curse but they often appear dirty and disheveled. Their odor tends to keep others away, though the qarqacha does not enjoy the company of its (formerly) own kind anyway.

At night, the humanoid is forcefully shapechanged into a creature that appears much like a very large llama, but one with a fully functioning head at each end. Despite its appearance, the body is controlled by its single brain, and it moves in a far more fluid fashion than one could imagine from its body shape.

Once a humanoid takes this template they tend to remove themselves from society and become hermits and wanderers. Typically, the qarqacha will find a small community to terrorize for many nights until it grows bored and moves on to a new one. Qarqachas do whatever they can to avoid combat during daylight hours.

Keep all of the base humanoid's statistics when applying the qarqacha template except for the following changes.

Size and Type: If the base humanoid is Small or Medium a qarqacha's size changes to Large when in llama form. Large humanoids do not change in size. Its type changes to Magical Beast with the shapechanger subtype.

Hit Dice: All of the creatures hit dice, with the exception of class hit dice, change to d10s. In addition, a small sized humanoid gains 2 additional Hit Dice, and a medium base humanoid gains one.

Speed: In its llama form, the qarqacha can move at speeds of 50 ft. (10 squares).

Armor Class: In llama form, the qarqacha gains +4 to natural armor because of its thick fur and skin, but it is no longer proficient in wearing any type of armor. Humanoids who's size changes must adjust their armor class accordingly.



Qarqacha

Attacks: In llama form, the qarqacha replaces all of its attacks with two bite attacks that have a base damage of 1d8 each. It may no longer use a weapon in this form. Each bite gains 1½ times their strength modifier for damage. The qarqacha must adjust its attack modifier if it has changed in size.

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Fearful Howl, disease

Special Qualities: Resistances, spell resistance

Saves: Recalculate the qarqacha's saves using its new type, Constitution, Dexterity and Wisdom scores. Qarqacha have good Fortitude and Reflex saves as magical beasts.

Abilities: Str +2, Dex +4, Con +6, Cha -4

Skills: A qarqacha receives 2 + Int Modifier per (HD+3). Skills that the base humanoid did not have are considered cross-class skills. A qarqacha receives a +4 racial bonus on Bluff and Intimidate.

Feats: Same as base humanoid. If a HD increase for a small or medium creature gives the qarqacha a new feat (as per the 1+ 1 per 3 HD standard), the qarqacha

will take Ability Focus (disease) for a +2 bonus to its save DC.

Environment: Mountainsides

Organization: Solitary

Challenge Rating: As base humanoid +3

Treasure: Standard

Alignment: Always evil. The qarqacha retains the law/chaos axis of its alignment.

QUETZALDAUN

Medium Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +3

Speed: 30 ft. (6 squares), fly 60ft. (12 squares)

Armor Class: 16 (+3 Dex, +3 natural armor), 13 touch, 12 flat-footed

Base Attack/Grapple: +6/+8

Attack: Bite +9 (1d8+2)

Full Attack: Bite +9 (1d8+2), 2 claws +6 (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Summon Couatl

Special Qualities: Darkvision 60ft., DR 5/Piercing

Saves: Fort +4, Ref +8, Will +5

Abilities: Str 14, Dex 17, Con 14, Int 13, Wis 16, Cha 14

Skills: Escape Artist +5, Listen +8, Move Silently +6, Spot +8, Survival +9

Feats: Flyby Attack, Multiattack, Weapon Focus (bite)

Environment: Warm forests or mountains

Organization: Solitary or mated pair

Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful good

Advancement: By character class

Level Adjustment: +2

The quetzaldaun share much in appearance to their distant aarakocra relatives. Though their large beak is prominent, it is their bright plumage and fierce countenance that truly sets them apart.

Long ago before Qotal fled the True World, he came upon the race of aeree. He saw much beauty in the race's form and decided to approach the elders of a small clan. A few years earlier, a powerful green dragon had decimated their population and still harassed the survivors from time to time. Qotal promised to help the aeree if they would pledge themselves to him.

The elders agreed to the kindly deity's request and Qotal gave his new people many gifts. He brightened their plumage and appearance while simultaneously making them hardier than their predecessors. Most incredibly, he gave to the aeree the ability to summon his greatest of servants, the couatl. It was only a tenday before the green dragon's broken body lay at the foot of the newly coined quetzaldaun's jungle roost.

Over the next few years, too many horrible memories caused the quetzaldaun to abandon their roost and head off into the jungles either alone or with their families. Today they remain much in the same state, though they still remember the plumed dragon that had rescued them from extinction.

It is a rare occurrence to find more than two quetzaldaun together randomly unless they are expecting combat. Should one hear of an attack on others of their kind, the quetzaldaun typically become enraged.

COMBAT Quetzaldaun

Much like the aarakocra from which they share a common ancestry, the quetzaldaun prefer to fight almost exclusively from the air. Warrior types will typically swoop in to attack with their powerful beaks while mated pairs stay behind to summon allies. Unlike the typical aarakocra, the quetzaldaun is a fierce combatant and has little fear of hand to hand combat. They also do not share the typical aarakocra claustrophobia.

Summon Couatl (Su): The greatest gift Qotal gave the quetzaldaun was the ability to summon his powerful couatl. Any mated pair of quetzaldaun may perform an intricate dance which will have an effect similar to *summon monster IX* except that it can only summon a single couatl who will remain and fight for 2d4+1 rounds.

CHARACTERS

Quetzaldaun typically choose to be either fighters or clerics and as a deeply religious race, the latter is their favored class. Many quetzaldaun who meet the requirements take the plumaweaver

prestige class and often create magical items of pluma from their own feathers.

SCORPIONFOLK

While the scorpionfolk race known as the tlincalli (see *Monsters of Faerun*) dominate the underground realms of Maztica, few realize that there are other scorpionfolk with nearly as much influence and certainly as much power. The opistacanthi are said to rule the cavern walls in the Underdark, but are also known as arboreal scorpionfolk for their presence in the aboveground trees of Maztica's jungles. The imperatonti are powerful barbarian lords who worship a savage, yet not necessarily cruel god. Even they do not compare in size to the massive palophonti, aquatic scorpionfolk whose scorpion halves are so primeval that they have not even developed a scorpion's stinger. These ancient beings are said to be the progenitors from which all scorpionfolk evolved, including the tlincalli.



AQUATIC, PALOPHONTI

Huge Monstrous Humanoid (Aquatic)

Hit Dice: 12d8+84 (138 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 17 (+1 Dex, +8 natural, -2 size), touch 9, flat-footed 16

Base Attack/Grapple: +12/+26

Attack: Tail lash +16 melee (2d6+12 plus disease) or large trident +17 melee (2d6+12) or large trident +14 ranged (2d6+12)

Full Attack: Tail lash +16 melee (2d6+12 plus disease), 2 claws +14 melee (1d6+6) or large trident +17 melee (2d6+12), 2 claws +14 melee (1d6+6) or large

trident +14 ranged (2d6+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Disease

Special Qualities: Amphibious, darkvision 60 ft., damage reduction 10/+2, spell resistance 20, fast healing 5

Saves: Fort +11, Ref +9, Will +8

Abilities: Str 23, Dex 12, Con 25, Int 10, Wis 10, Cha 10

Skills: Intimidate +6, Knowledge (history) +6, Listen +6, Spot +6, Swim +12

Feats: Ability Focus (disease), Blind-Fight, Combat Reflexes, Multiattack, Weapon Focus (trident)

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always lawful evil

Advancement: 13-24 HD (Huge), 25-36 HD (Gargantuan)

Level Adjustment: —

The scorpion half of the palophonti is not the typical shape most of mankind thinks of when thinking of a scorpion. These massive beings have the torsos of giants, but the scorpion half of a prehistoric predator that once prowled the seas of Toril and is now considered extinct. Instead of a poisoned stinger, the tail of a palophonti is more of a whip-like appendage, but it is no less deadly.

The palophonti are an ancient race said to have been in existence in the time of the Sarrukh, Batrachi and Aeree. Though not considered one of the creator races because of the limited nature of their influence, other scorpionfolk acknowledge the possibility that these beings may have been the original stock from which they were created.

The palophonti do not have a true stinger as their forms are far more primitive than the modern tlincalli. However, the creation of poison requires an enormous investment in energy, and the palophonti have been able to grow to tremendous sizes without it. In addition, while their tail whip does not poison a creature, an equally deadly disease exists within fine filaments in the palophonti's tail and if it is not cured, the disease could easily lead victims to a gruesome death.

Combat

Disease (Ex): Slimy doom—tail lash, Fortitude DC 14, incubation period 1 day; damage 1d4 Con. When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead. The save DC is Constitution-based.

Amphibious (Ex): Palophonti can breathe both air and water, although they rarely travel far from shorelines.

ARBOREAL, OPISTACANTHI

Tiny Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +10

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 20 (+6 Dex, +2 natural, +2 size), touch 18, flat-footed 14

Base Attack/Grapple: +3/-5

Attack: Sting +5 melee (1d2 plus poison) or tiny longbow +11 ranged (1d4 plus poison)

Full Attack: Sting +5 melee (1d2 plus poison), 2 claws +0 melee (1d2) or tiny longbow +11 ranged (1d4 plus poison)

Space/Reach: 2½ ft./0 ft.

Special Attacks: Envenomed arrows, poison

Special Qualities: Great leap, darkvision 60 ft., superior climber

Saves: Fort +3, Ref +9, Will +5

Abilities: Str 10, Dex 22, Con 14, Int 15, Wis 14, Cha 10

Skills: Climb +17, Escape Artist +9, Hide +18, Jump +18, Move Silently +8, Tumble +13

Feats: Improved Initiative^(B), Point Blank Shot, Rapid Shot

Environment: Underground or warm forest

Organization: Solitary, pair, or hunting party (3-18)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

The opistacanthi are small scorpionfolk who are very difficult to detect. Whether they are hidden up against a cavern wall or hopping from tree branch to tree branch, they can become effectively invisible when in their native environment. Almost pixie-like in size, they are also incredibly difficult to hit.

The opistacanthi are deadly archers who rain death upon their enemies from both cavern walls in the Underdark and tree branches in the world above. They are lightning quick creatures who use their poison to envenom their tiny arrows and in groups, they can take down combatants many times their size.

The opistacanthi worship a cruel scorpionfolk deity of venom and he has blessed their poison with the ability to stay potent long after it is removed from their stingers.

Acting as scouts as well as an attacking force for the underground nations of tlincalli, the opistacanthi do quite well in their job and they are difficult to detect if they don't wish to be seen.

Combat

Poison (Ex): Injury or contact, Fortitude DC 13, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Envenom Arrow (Ex): The opistacanthi venom lasts far longer than other scorpionfolk poisons when exposed to air. They use their poison to envenom their arrows. New arrows can be envenomed as a free action. When exposed to air, opistacanthi poison will last an additional 2d4 days before becoming inert.

Great Leap (Ex): Though not generally considered physically very powerful, opistacanthi legs are abnormally powerful for their size. Combined with their light weight, this allows the scorpionfolk subrace to perform some amazing feats of leaping. Once each round, opistacanthi can jump without penalty due to speed. They can jump from standing still as if they were traveling at a speed of 30ft and had been traveling 20 ft. in a straight line. Opistacanthi still accrue bonuses if they are moving faster than 30ft. In addition, they receive a +8 racial bonus to Jump skill checks.

Finally, though they are tiny creatures, the opistacanthi have the vertical reach of a large creature when jumping and may jump up to 16 ft.

Superior Climber (Ex): The opistacanthi have millions of sticky hair like filaments on their legs that allow them to climb with amazing speed. Unlike other creatures with a climbing speed, the Opistacanthi can use a Run action when climbing.

EMPEROR, IMPERATONTI

Large Monstrous Humanoid

Hit Dice: 9d8+45 (85 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (+2 Dex, +6 natural, -1 size), touch 11, flat-footed 15

Base Attack/Grapple: +9/+18

Attack: Stinger +13 (1d6+5 plus poison) melee or large greatsword +13 melee (3d6+5)

Full Attack: Stinger +13 melee (1d6+5 plus poison), 2 claws +11 melee (1d6+2) or large greatsword +13 melee (3d6+5), stinger +11 melee (1d6+2)

Space/Reach: 10 ft./5ft.

Special Attacks: Rage, poison

Special Qualities: Darkvision 60 ft., tremorsense

Saves: Fort +8, Ref +8, Will +11

Abilities: Str 21, Dex 14, Con 21, Int 10, Wis 16, Cha 13

Skills: Balance +8, Intimidate +7, Listen +9, Spot +9

Feats: Cleave, Great Cleave, Multiattack, Power Attack

Environment: Underground or warm forest

Organization: Solitary, pair, or family (3-8)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

Brutish and violent, the imperatonti are wild, tattoo wearing warriors with massive claws and an aggressive disposition. As strong as the more well known tlincalli can be, these barbarians are stronger yet. Their human halves display this strength with impressive musculature.



Imperatonti

As the only known subrace of scorpionfolk that are not wholly committed to evil, the imperatonti are often the targets of their own people's hatred. Many have relocated to the southern lands of Lopango and exist as virtually undisputed masters of the Underdark in that realm. Only a fool would consider them not dangerous however, for the imperatonti think of survival beyond all other considerations. Any perceived threat is ruthlessly dealt with by these powerful barbarians, and mercy is rarely shown.

Combat

Rage (Ex): Imperatonti can fly into a berserk rage identical to the barbarian ability three times per day and once per encounter. The rage lasts 3 rounds plus the imperatonti's Constitution modifier. If the imperatonti takes levels in barbarian, the rage ability stacks with each new level as if the scorpionfolk already had 9 levels of barbarian.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

CHARACTERS

Opistacanthi and Imperatonti often advance using class levels in Ranger and Barbarian respectively, and each applies as their favored class. Lone arboreal scorpionfolk will often take a few levels in Rogue, or possibly even Assassin as well. Spellcasters are rare for both races, but a number of opistacanthi Hishnashapers are rumored to exist. Some imperatonti are deeply religious and unanimously worship their savage barbarian god Vulkoon. Clerics of Vulkoon have access to the War, Protection and Strength domains.

SKINWALKER, COYOTE

Medium-Size Humanoid (Shapechanger)

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (+2 Dex, +3 natural or +3 armor)

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+3) or longbow +4 ranged (1d8 +3)

Full Attack: Bite +4 melee (1d6+3) or longbow +4 ranged (1d8 +3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Alternate form, low-light vision, scent, ranged communication

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 15, Dex 15, Con 11, Int 10, Wis 13, Cha 10

Skills: Escape Artist +5, Handle Animal +1, Hide +10, Listen +6, Move Silently +7, Survival +3

Feats: Great Fortitude (B), Point Blank Shot, Rapid Shot

Climate/Terrain: Warm plains

Organization: Solitary, pair or pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral or neutral

Advancement: By character class

In its human shape, the coyote skinwalker share many of the same features of the other men and women of the northern tribes. A slightly reddish hued skin and high cheekbones are accentuated by their long, fine and nearly jet black hair. In contrast to similar tribes however, the skinwalker is completely draped in the fur and skin of the smallish wolves known in the north as coyote.

In bipedal form, the skin merges with that of the man or woman and many of the animals features become prominent. In animal form, the skinwalker appears to be a normal coyote, but the human intelligence is plainly visible in its eyes.

The coyote skinwalker is remarkably similar to a lycanthrope, but it is not a magical disease and there is no chance of it being “spread” through any form of attack. Coyote skinwalkers can only be created through an extensive ritual known only to other coyote skinwalkers and they all consider themselves as belonging to the same tribe. All skinwalkers have chosen to become what they are, and one cannot be forced into undertaking the ritual, even under magical compulsion. The ritual must be continued uninterrupted for a 12 hour period and is overseen by at least one other coyote skinwalker. When completed, the coyote skinwalker receives a coyote pelt that he or she must wear in order to change form. Should a coyote skinwalker ever lose its pelt, it cannot change form until it creates a replacement pelt. A replacement pelt can be created once the skinwalker captures and kills another coyote and attunes to the new pelt after a full day.

Coyote skinwalkers can change forms quite quickly and have nearly perfect control over their ability to shapechange. They also use their different forms for different reasons, and each has its own advantages. Though they rarely deal with non-skinwalker humanoids, on the rare occasion that they do under peaceful circumstances, it is in humanoid form. Their ability to fight is at its peak in their hybrid form, and they are capable of stalking prey or sneaking away from adversaries in their coyote form.

Alternate Form (Su): A skinwalker can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected (except for its pelt, which merges into its body), it does not regain hit points for changing form, and it may only choose the form of a coyote (dog). Use the statistics of a coyote (dog) when the skinwalker is in this form, keeping only their hit points and non-combat abilities. A skinwalker also can assume a bipedal hybrid form with features reminiscent of a coyote including a dog-like snout and a grayish covering of fur. This is the form a skinwalker will always choose to fight in. Skinwalkers are far quicker at changing forms than are lycanthropes, and they may use a free action to make such a change. A slain skinwalker remains in the form which it was slain and its pelt becomes nonmagical hide armor.

Scent (Ex): A lycanthrope has the scent ability in any form.

Ranged Communication (Ex): Coyote skinwalkers can communicate with each other using yips and yowls that are audible at up to a mile radius. The howls sound exactly the same as normal coyote and it will take a successful DC30 Sense Motive check for non-skinwalkers who hear it to even realize there is intelligence behind the communication.

Skills: Coyote skinwalkers are stealthy and observant and receive a +4 bonus to Hide, Listen and Move Silently.



Coyote Skinwalker

COYOTE SKINWALKERS AS CHARACTERS

Coyote skinwalkers almost always take levels in ranger. Some are quite proficient at lifting items from others and tend to also to multiclass as rogues. Coyote skinwalker clerics worship a being known simply as Coyote and have access to the Animal and Trickery Domains.

Coyote skinwalker characters possess the following racial traits.

— +4 Strength, +4 Dexterity, +2 Wisdom

—Base land speed of 40 feet.

— Alternate form, low-light vision, scent, ranged communication as special qualities

—Skill bonuses of +4 to Hide, Listen and Move Silently

—Favored Class: Ranger

TABAXI

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +2/+4

Attack: 2 claws +5 melee (1d4+2), bite +5 melee (1d3+2); or club +4 melee (1d6+2; or javelin +5 ranged (1d6+2)

Full Attack: 2 claws +5 melee (1d4+2), bite +0 melee (1d3+1); or club +4 melee (1d6+2); or javelin +5 ranged (1d6+2)

Space/Reach: 5 ft/5 ft

Special Attacks: Pounce, improved grab, rake 1d3+1

Special Qualities: Scent, darkvision 60 ft.

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 10

Skills: Balance +10, Hide +8*, Listen +5, Move Silently +10, Spot +6, Swim +4

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Warm forest and

plains

Organization: Solitary or pride (2-8)

Challenge Rating: 2

Treasure: No coins; no goods; standard items

Alignment: Always chaotic neutral

Advancement: By character class

The cat-men are tall and lithe with the smooth-easy grace of cats. Their fine fur is tawny and striped with black, in a pattern similar to that of a tiger. Their eyes are generally yellow with a slit pupil. They have retractable claws.

The tabaxi, or cat-men as other races have come to call them, are a reclusive race of hybrid felines. They live in small prides that roam a large territory. Most prides rarely have anything to do with other prides.

Tabaxi speak Common and Sylvan.



Tabaxi

COMBAT

Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). They will employ their natural weapons or a javelin and club in combat.

Maztican Dragon (Tlalocoatl, Rain Dragon)s by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+4	2d6 (13)	-
Very Young	S	7d12+7 (52)	13	10	13	10	11	10	+7/+4	+9	+6	+5	+5	4d6 (14)	-
Young	M	10d12+20 (80)	15	10	15	12	13	12	+10/+12	+12	+9	+7	+8	6d6 (17)	-
Juvenile	M	13d12+26 (110)	17	10	15	12	13	12	+13/+16	+16	+10	+8	+9	8d6 (18)	-
Young Adult	L	16d12+48 (152)	19	10	17	14	15	14	+16/+24	+19	+13	+10	+12	10d6 (21)	20
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19/+29	+24	+15	+11	+13	12d6 (23)	21
Mature Adult	H	22d12+110 (253)	27	10	21	16	17	16	+22/+38	+28	+18	+13	+16	14d6 (26)	24
Old	H	25d12+125 (287)	29	10	21	16	17	16	+25/+42	+32	+19	+14	+17	16d6 (27)	25
Very Old	H	28d12+168 (350)	31	10	23	18	19	18	+28/+46	+36	+22	+16	+20	18d6 (30)	28
Ancient	H	31d12+186 (387)	33	10	23	18	19	18	+31/+50	+40	+23	+17	+21	20d6 (31)	29
Wurm	G	34d12+238 (459)	35	10	25	20	21	20	+35/+58	+42	+26	+19	+24	22d6 (34)	32
Great Wurm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d6 (36)	33

Pounce (Ex): If a tabaxi leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tabaxi must hit with a claw attack. If it gets a hold, it can rake.

Rake (Ex): A tabaxi that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 damage each. If the tabaxi pounces on an opponent, it can also rake.

Skills: Tabaxi receive a +4 racial bonus to Balance, Hide, Move Silently and Swim checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

TLALOCOATL

Dragon (Air)

Environment: Any tropical and mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wurm, or great wurm: solitary

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wurm 21; great wurm 23

Treasure: Triple standard

Alignment: Always Lawful Evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wurm 35–36 HD; great wurm 38+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Maztican Dragon (Tlalocoatl, Rain Dragon) Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 100 ft. (good)	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Fly, immunity to acid and cold, multiple heads, poison	-	-
Very Young	40 ft., fly 100 ft. (good)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Water breathing	-	-
Young	40 ft., fly 150 ft. (average)	+0	19 (+9 natural), touch 10, flat-footed 19	Constrict, obscuring mist	-	-
Juvenile	40 ft., fly 150 ft. (average)	+0	22 (+12 natural), touch 10, flat-footed 22	Solid fog	-	-
Young Adult	40 ft., fly 150 ft. (average)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	1st	18
Adult	40 ft., fly 150 ft. (average)	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	Call lightning	3rd	20
Mature Adult	40 ft., fly 150 ft. (average)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	5th	22
Old	40 ft., fly 150 ft. (average)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Transmute rock to mud	7th	24
Very Old	40 ft., fly 150 ft. (average)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	9th	25
Ancient	40 ft., fly 150 ft. (average)	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	Control weather	11th	27
Wyrm	40 ft., fly 200 ft. (poor)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	13th	28
Great Wyrm	40 ft., fly 200 ft. (poor)	+0	41 (-4 size, +36 natural), touch 6, flat-footed 42	-	15th	30

*Can only cast cleric spells and those from the Air, Protection, and Water domains as arcane spells.

This serpentine creature is limbless, each end capped by head. One head resembles that of a jaguar, but with reptilian features, while the other is like that of a great snake. The creature's scales are usually turquoise, fading to sky blue on its underbelly. Others are spotted much like an actual jaguar.

Tlalocoats, also known as rain dragons or rain serpents, help dispense rain in Maztica. While the can be beneficent, particularly when appeased with offerings of food or valuables, they can also unleash floods or create droughts if they desire.

Rain dragons usually lair in caves in cloud-shrouded mountains. They are occasionally served by chacs.

Tlalocoats possess both genders, and reproduce supernaturally when the Maztican god Azul grants permission to do so. Rain serpents mature slowly at first, then age rapidly in their twilight years, before passing away naturally at a maximum age of 676 years.

Rain dragons can subsist on anything, but consider cocoa beans, turquoise, and jade particular delicacies. They also enjoy the flesh

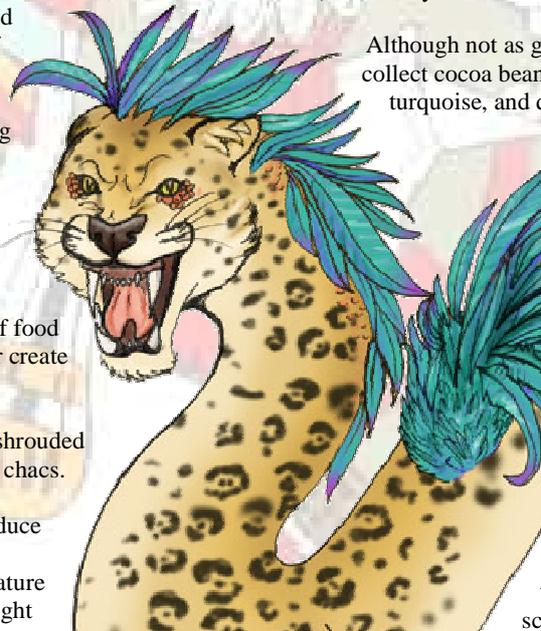
of young animals or human children. Because they consume mass quantities of water, droughts often occur in areas they inhabit (unless they choose to remedy that situation).

Although not as greedy as most true dragons, rain dragons collect cocoa beans, copper blades, coral buds, jade, turquoise, and quills of gold dust.

COMBAT

Because a tlalocoatl has no claws, wings, or tail, its full attack action functions differently than most dragons. It never gains claw, wing, or tail slap attacks, and cannot make a tail sweep. Instead, it has multiple bite attacks and can make constrict attacks (see below).

Breath Weapon (Su): A tlalocoatl's serpent head has one type of breath weapon, a cone of ice crystals that deals half cold damage and half slashing damage. A tlalocoatl's jaguar head has two types of breath weapons, a cone of scalding steam and a cone of cool fog. The scalding steam deals fire damage, while the cool fog does no damage. Both breath weapons function as a fog cloud spell for 1d4+4 rounds thereafter.



Tlalocoatl

Each head may use its breath weapon only once every 1d4 rounds, but both heads may deliver their breath weapons in the same round. If used together in the same round, the breath weapons create rain in addition to their normal effects. This rain lasts for 1 round per age category and extends to a two-mile radius centered on the dragon.

Constrict (Ex): A tlaloatl of Medium size or larger deals damage with a successful grapple check. The amount of damage dealt depends upon the creature's size, as indicated on the following chart. The tlaloatl adds 1-1/2 times its Strength bonus on damage rolls made to constrict.

Size	Constrict Damage
Medium	1d8
Large	2d8
Huge	3d6
Gargantuan	4d8
Colossal	6d6

Fly (Su): Though wingless, tlaloatls can fly magically. The dragon can cease or resume flight as a free action.

Improved Grab (Ex): To use this ability, the rain dragon must hit with its jaguar head's bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold. If it establishes a hold, it can constrict.

Multiple Heads (Ex): Each of a rain dragon's two heads can take a standard action each round. Thus, each round it can take 2 standard actions and one move action or one full round action and one standard action. It adds its Strength modifier to damage for its snake head, and 1-1/2 times its Strength modifier to damage with its jaguar head. Tlaloatls can attack with both their heads at no penalty, even if they move or charge during the round. A tlaloatl cannot use its extra standard action to perform a move-equivalent action.

Poison (Ex): The bite attack from a rain dragon's serpent head delivers a deadly poison. Initial damage and secondary damage are the same. Wyrmling to juvenile rain dragon's poison deals 1d4 points of Constitution damage, young adult to old deal 2d4 points of Constitution damage, and ancient or older deal 3d4 points of Constitution damage. Save DC equals breath weapon save DC.

Spell-Like Abilities: 3/day – *water breathing* (very young and older); 2/day – *call lightning* (adult and older), *obscuring mist*

(young and older), *solid fog* (juvenile and older); 1/day – *control weather* (ancient or older), *transmute rock to mud* (old or older).

Spells: A tlaloatl casts spells as a sorcerer of the indicated level, but can only choose spells from the Cleric spell list, and these spells may only be from the Air, Protection, and Water domains.

Skills: Spellcraft, Survival, and Swim are considered class skills for rain dragons.

Tlaloatls and Tome of Magic: If you use Tome of Magic in your campaign, a tlaloatl has Truespeak as a class skill instead of Spellcraft.

TIGREMOTH

Huge Aberration

Hit Dice: 16d8+80 (152 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 30 ft

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +12/+24

Attack: Bite +14 melee (4d6 +4) or tentacle +12 melee (1d6+2)

Full Attack: Bite +14 melee (4d6 +4), 4 tentacles +12 melee (1d6+2)

Space/Reach: 15 ft./10 ft. (see below)

Special Attacks: Improved grab,

roar, extended reach

Special Qualities: Resistances

Saves: Fort +10, Ref +6, Will +11

Abilities: Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11

Skills: Hide +13, Listen +12, Spot +12

Feats: Alertness, Cleave, Multiattack, Power Attack

Environment: Temperate or warm marsh

Organization: Solitary or mated pair (with 25% chance of 1-4 cubs)

Challenge Rating: 13

Treasure: Standard

Alignment: Always neutral

Advancement: 17-30 HD (Huge); 31-48 HD (Gargantuan)

Level Adjustment: —



Tigremoth

tentacles. The creature also seems to prefer swampy marshes which contrast sharply with its striped coat negating its potentially excellent camouflage.

When the Amnians came to Maztica, many horrors followed. They can be blamed for much evil and suffering, but the terror that is the tigremoth is not their doing.

Centuries before Cordell and his men arrived in the True World explorers from Shou Lung set foot upon its shores, though scholars are uncertain if they came by boat or by magic. Like the

Amnians, they sought to plunder the land and its peoples. Numbering only a few dozen, they were only moderately successful and their arrival was not nearly as world shaking as that of the Amnians.

The Shou left little behind, but the tigremoth would not have existed were it not for them.

In the histories of the jaguar knights, there is mention of the terrible great jaguars of the Shou, referred to as "tigers". Thinking they would be subject to the will of Zaltec, the jaguar knights and hishnashapers sought to exploit these great cats. The interaction of Zaltec's will with the exotic magic of the Shou wu jen somehow altered the beasts. The newly birthed tigremoth destroyed the Shou, but nearly did the same to the jaguar knights and hishnashapers. From that day forward, the tigremoths have inhabited the jungles and marshes of the True World and still prey upon mankind.

COMBAT

Though of only just above animal intelligence, the tigremoth is a cunning predator and can readily distinguish the basic abilities of its opponents. It will use its roar special attack if it notices spellcasting of any sort in order to disrupt the caster. The tigremoth will typically attack multiple targets with its tentacles focusing its abnormally powerful bite on melee attackers. It will also use its improved grab ability on small parties.

Even though the tigremoth is resistant to fire attacks, it retains instincts causing it to fear fire and it will rarely attack parties that carry open flames.

Improved Grab (Ex): To use this ability, the tigremoth must hit with at least one of its tentacles. If it succeeds in a grapple check it can immediately attempt to bite its opponent.

Roar (Su): The roar of a tigremoth has a powerful bass timbre that can be heard for miles and is disrupting to those attempting to concentrate. Any casters must succeed at a Will save (DC 23) in order to cast a spell when the tigremoth is roaring. A tigremoth may use this ability as a free action every 5 rounds.

Extended Reach (Ex): The tigremoth's tentacles are extremely long allowing them to make tentacle attacks at 20 ft if the creature so desires.

Resistances (Ex): The tigremoth has resistances to cold, electricity and fire 10, though it still fears fire and will recoil even from damage that does not overcome its resistance.

Skills: The Tigremoth receives a +4 racial bonus to both Listen and Spot checks.

Medium Outsider (Native)

Hit Dice: 10d8+33 (78 hp)

Initiative: +6

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

Armor Class: 17 (+5 natural, +2 Dex), touch 12, flat-footed 15

Base Attack/Grapple: +10/+13

Attack: Claw +14 melee (1d8+3 and 1d10 fire)

Full Attack: 2 claws +14 melee (1d8+3 and 1d10 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, starfire

Special Qualities: Darkvision 60 ft., damage reduction 5/good, flight, low-light vision, cold and fire resistance 20

Saves: Fort +10, Ref +9, Will +9

Abilities: Str 15, Dex 14, Con 17, Int 11, Wis 14, Cha 21

Skills: Climb +17, Jump +21, Listen +17, Move Silently +17, Search +17, Spellcraft +15, Spot +17

Feats: Empower Spell-like Ability (unholy blight), Improved Initiative, Toughness, Weapon Focus (claw)

Climate/Terrain: Any land and underground (extraplanar)

Organization: Solitary, group (2-12) or Queen's Guard (2-8 and Obsidian Butterfly)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11-20 HD (Medium); 21-30 HD (Large)

Level Adjustment: —

A tzitzimitl is a terrifying star demon. It appears in a skeletal, yet still vaguely female humanoid form. They are armed with vicious claws and glow with a blue fire known as starfire that intensifies when the creature is flying at full speed, or is angered.



Tzitzimitl

Tzitzimitl typically exist just outside the atmosphere of the True World and spend most of their lives dormant. During particular solar events or when called upon by their queen, the Obsidian Butterfly, they speed to earth to wreak havoc.

All tzitzimitl are servants of Itzapapalotl, and they are willing to defend her to the death. Somehow, they are also tied in with the phases of the sun, and end their dormancy during solar eclipses.

COMBAT

A tzitzimitl begins combat with slow or enervation to weaken foes, casts one or two unholy blights, then closes to melee.

Starfire (Su): A tzitzimitl's claw attacks inflict 1d10 additional fire damage from the starfire surrounding their bodies and claws.

Spell-Like Abilities (Sp): At will – *bane, burning hands, darkness, flaming sphere, greater teleport* (self plus 50 pounds of objects only), *ray of enfeeblement, unholy blight*. 1/day – *enervation, slow*.

XIG

Gargantuan Outsider (Native)

Hit Dice: 20d8+140 (230 hp)

Initiative: +4

Speed: 60 ft. (12 squares)

Armor Class: 30 (-4 size, +4 Dex, +20 natural), touch 10, flat-footed 26

Base Attack/Grapple: +20/+43

Attack: Bite +27 melee (4d6+16 plus transformation)

Full Attack: Bite +27 melee (4d6+16 plus transformation)

Space/Reach: 20 ft./15 ft.

Special Attacks: Transformative bite, unnatural aura, improved grab, spell like abilities

Special Qualities: Damage reduction 15/good, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25

Saves: Fort +19, Ref +16, Will +22

Abilities: Str 33, Dex 19, Con 25, Int 25, Wis 30, Cha 29

Skills: Bluff +31, Escape Artist +26, Intimidate +31,

Knowledge (geography) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (nature) +28, Knowledge (religion) +28, Knowledge (the planes) +28, Listen +32, Move Silently +26, Search +29, Sense Motive +32, Speak Language +22, Spellcraft +28, Spot +32

Feats: Ability Focus (Transformative Bite), Cleave, Dodge, Improved Natural Attack (bite), Mobility, Power Attack, Spring Attack

Climate/Terrain: Underground (Ruins of Esh Alakar)

Organization: Found with 1-6 swarms of venomous snakes (50%) or 2-8 half-farspawn pureblood yuan-ti (50%)

Challenge Rating: 17

Treasure: Double Standard

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This massive horned snake being is clearly not part of the natural world and exudes an aura of such pure wrongness that he is almost impossible to look at. Xig undoubtedly has the form of a gargantuan serpent and is in fact almost cobra-like, but the alien geometries that define his body morph and adjust almost too quickly for the mind to accept.



Xig

Few know the origins of this powerful lord of snakes and yuan-ti, but ancient wall paintings of the Dog People unmistakably identify Xig, and ancient legends connect him to a supposed even greater evil known as Sertrous. Faerunian scholars who know of the great snake connect his otherworldly countenance to the Far Realm, and certainly there is, or once was some connection to that realm of madness.

Xig has not been seen for centuries, but his name is often brought up in hushed whispers when Mazticans speak of the Ruins of Esh Alakar.

COMBAT

Despite his power, Xig does not often wade into melee combat in the first few rounds. Instead, he relies on his servitor snake swarms or madly gibbering half-farspawn yuan-ti while his unnatural aura quickly enfeebles his enemies. He will typically try to weaken enemies further using his various offensive spell-like abilities from a distance.

Xig is no coward, however, and will wade into battle when he feels his servitors are no longer having an effect. At this point he will attempt to grapple the most powerful looking enemies and use his Transformative Bite to change enemies into allies.

In desperation Xig will resort to using a quickened teleport to escape if reduced to 25% or less of his maximum hp.

Improved Grab (Ex): To use this ability, Xig must hit a creature at least one size smaller than itself with its bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If Xig wins the grapple check, he establishes a hold and can automatically deal bite damage.

Transformative Bite (Su): Xig's bite injects a unique poison-like substance that can instantly transform humanoid victims. Any creature of the humanoid type that is successfully bitten by Xig must make a DC 37 Fortitude save or permanently transform into a pureblood yuan-ti with the half-farspawn template (see page 151 of *Lords of Madness* or simply use the half-fiend template). The save is Constitution based.

Half-farspawn yuan-ti automatically obey Xig's every verbal command, and Xig may choose to further their transformation into a normal venomous snake should his new servant displease him. Only a *wish* or *miracle* spell may reverse the transformation to either yuan-ti or snake.

Unnatural Aura (Su): Xig's very existence is antithetical to the natural world and all natural creatures (excludes constructs, outsiders and undead) must make a DC 40 Will save each round they are within 30 ft. of Xig or suffer 1d8 points of temporary Wisdom damage and act as if *confused*. Once a creature makes a successful save, it has adjusted to Xig's aura and cannot be affected again for 24 hours. Creatures reduced to a Wisdom score of 0 are not killed, but left in a catatonic state. The save is Wisdom based.

Spell-Like Abilities: At will—*chaos hammer* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 23); 3/day—*blasphemy* (DC 26). Caster level 15th. The save DCs are Charisma-based.

XIUHCOUATL

Large Outsider (Native, Fire)

Hit Dice: 9d8+27 (67 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 23 (-1 size, +3 Dex, +11 natural), touch 12, flat-footed 20

Base Attack/Grapple: +9/+17

Attack: Bite +12 melee (1d8+4 plus 1d6 fire)

Full Attack: Bite +12 melee (1d8+4 plus 1d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 2d8+4, liquid-bane touch

Special Qualities: Darkvision 60ft., spell-like abilities, fire immunity

Saves: Fort +11, Ref +9, Will +12

Abilities: Str 18, Dex 16, Con 17, Int 17, Wis 19, Cha 17

Skills: Bluff +18, Concentration +18, Hide -1, Intimidate +15, Knowledge (history) +13, Knowledge (the planes) +23, Listen +14, Sense Motive +26, Spot +14, Survival +12

Feats: Cleave, Great Fortitude, Iron Will, Power Attack

Climate/Terrain: Warm mountain or underground

Organization: Solitary, pair, or pyre (3-8)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 10-16 HD (Large); 17-23 HD (Huge)

Level Adjustment: —

This cruel mockery of Qotal's beloved children seems to be composed entirely of living flame. Short and stubby arms help the creature drag itself across the ground, and its burning fangs promise a fiery death.

The infamous xiuhcouatl are the polar opposites of the couatl, serpents of flame and hellfire that bring drought and destruction in their wake. These servants of the fire god Tezca have fought with the couatl in the service of Qotal since time immemorial and have been a source of contention between the brother gods for ages. The xiuhcouatl are usually found in or near volcanoes, but rumors hold that their greatest numbers are hidden deep underground near a great portal to the Plane of Fire. Unlike the couatl, xiuhcouatl are land-based serpents and though their stubby arms are useless for combat, they make it easier to half-slither/half-crawl across the ground. They are also violent in the extreme, reveling in killing lawful and good creatures in the most sadistic ways they can dream up. The xiuhcouatl mock the couatl as "weak imitations of true power", and take even more pleasure in creatively killing one of their winged good relatives.

Xiuhcouatl

COMBAT

Xiuhcouatl are not particularly subtle in their combat tactics. They will at first attempt to soften up enemies from a distance using their spell like abilities, but will quickly wade into melee range to use their bite, constriction and desiccation touch.

If multiple xiuhcouatl is encountered, one will typically attack in melee range while the others cast *flaming sphere*, having no fear of harming their ally.

Liquid-Bane Touch (Sp): Any creature whose body consists partly of water that touches the body of the xiuhcouatl in a grapple or melee attack faces its liquid-bane power. The attacker must make a Fortitude save (DC 13, Con based) or instantly be dealt 1d6 points of desiccation damage (see Sandstorm). This damage increases to 3d6 if the attacking creature has the water subtype.

Fire Immunity (Ex): Xiuhcouatl are almost entirely comprised of living flame and thus are completely immune to damage of this sort.

Spell-like Abilities (Sp): At will – *heat metal, flaming sphere*. 3/Day – *blight*. These abilities are as the spells cast by a 10th-level druid (save DC 14 + spell level).

YAGREL, ELDER BRAIN

Huge Aberration

Hit Dice: 26d8+390 (507 hp)

Initiative: +5

Speed: Fly 50 ft. (good) (10 squares)

Armor Class: 35 (-2 size, +5 Dex, +22 natural), touch 13, flat-footed 30

Base Attack/Grapple: +19/+39

Attack: Bite +29 melee (2d8+12/x3)

Full Attack: Bite +29 melee (2d8+12/x3), 4 tendrils +29 melee (1d6+6 plus extract)

Space/Reach: 15 ft./10 ft.

Special Attacks: Extract, improved grab, scream

Special Qualities: Blindsight 240 ft., damage reduction 15/adamantine, regeneration 10, resistances, spell resistance 29

Saves: Fort +25, Ref +15, Will +22

Abilities: Str 35, Dex 21, Con 41, Int 5, Wis 25, Cha 26

Skills: Listen +22, Spot +21

Feats: Improved Natural Attack (bite), Multiattack, Lightning Reflexes, Great Fortitude, Power Attack, Cleave, Improved Multiattack, Hover

Climate/Terrain: Underground

Organization: Solitary

Challenge Rating: 18

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 27–38 HD (Huge); 39–78 HD

(Gargantuan)

Level Adjustment: —

This tentacled horror can only be described as a massive floating brain with a maw full of sword-like teeth and a mass of tentacles on its underside. Hatred and madness fill its three triangularly located eyeballs.

Illithid colonies are feared and reviled throughout the multiverse though they are feared more for their powerful mental and psionic powers than their martial prowess. The illithid subrace known as the yagrel have broken with this norm however, and their elder brains have taken the difference to a whole new level. Savage and violent creatures, the yagrel elder brain has traded its psionic capabilities for raw strength and viciousness.

COMBAT

The yagrel elder brain is no longer the subtle, psionically gifted creature its ancestors once were. Instead of relying on such powers, the elder brain wades into battle almost thoughtlessly, using its powerful bite and extracting brains whenever it succeeds in a grapple.

The yagrel also is aware of the decimating effect of its scream and will use this ability whenever it is available, and almost always at the start of a battle.

Extract (Ex): A yagrel elder brain that begins its turn with a tendril attached to an opponent and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. Extraction is not instantly fatal to foes with multiple heads.

Improved Grab (Ex): To use this ability, a yagrel elder brain must hit a Small to Gargantuan creature with its tendril attack. If it gets a hold, it sinks the tendril into the opponent's head and can try to extract in the next round. The victim can escape with a successful grapple check or Escape Artist check, but the elder brain gets a +2 circumstance bonus for each additional attached tendril as well as another +2 circumstance bonus for the deep attachment. Opponents take 1d6 points of damage from ripping the tendril free.

Scream (Su): Over the centuries of the yagrel's evolution, the illithid elder brain's *mind blast* has evolved into something different. The yagrel may scream at its opponents in the shape

of a cone 60 feet long. Anyone caught in this cone must succeed on a DC 31 Will save or be stunned for 3d4 rounds and suffer 4d6 points of sonic damage. A successful save avoids the stun, but the victim still suffers half of the sonic damage. An elder brain can use this ability once every 1d4 rounds. The save DC is Charisma based. This ability is the equivalent of a 4th-level spell.

Resistances (Ex): The yagrel elder brain has resistance to fire, cold and electricity 10 and is completely immune to sonic effects.



Yagrel Elder Brain

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