

Life-Shaping Handbook

Mastering the Fundamentals Forces of Life

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Introduction

Never in all his years under the crimson sun had Grenith ever imagined he would harbor such hate, but that had been before his failed expedition had departed from Tyr.

The only reason he had not turned back until now was because he knew they would never make it back to Tyr by the path they had taken to get here. Since heading back was not a viable option, the three survivors had trudged onward, until their path was terminated by a vertical cliff. The distance down was obscured by a thick, strange mist and heavy growth clinging to the stones below them.

A group of strange looking, halfling-like people had ambushed Grenith and his remaining teammates. Clinging to the great wall of stone like spiders, each diminutive warrior had a multitude of strange growths literally grafted to their flesh.

Blades on arms, crystal lenses over eyes, and even what looked to be sections of tree bark fused to torsos and arms like armor were the least of the strange things attached to the small frames of the ambushers.

The attack had come quickly and ended in seconds. Now, in the aftermath of the one-sided battle, they were all securely bound. 'Well,' he thought to himself. 'At least I will not have to climb back up the cliff now!'

In the first ages of Athas, the rhulisti worked with living material the way a smith works with iron or a carpenter with wood. The fruits of their labors were tools and machines that lived, grew, and even reproduced. After a long war between them, this age came abruptly to an end.

One small enclave of rhulisti survived the end of the Blue Age, though. Hidden away on the precarious Jagged Cliffs, the rhul-thaun still practice the ancient ways. In the eons since the passing of the Blue Age, the rhul-thaun science of life-shaping has deviated and was somewhat lost since this time. The life-shaped that are truly descended from the Blue Age are much stronger and elaborated, but not so different they bear no resemblance.

Life-shaped items were first introduced in the *Windriders of the Jagged Cliffs* campaign expansion. This book updates the rules to the latest 3.5 version of the *Dungeons & Dragons* game and expands them to further levels.

Life-Shaped in Your Game

Life-shaped items are not so easy to add to a campaign. They are distinctly different from anything the players or PCs have ever seen before, so the DM must be

careful. The methods by which you can introduce life-shaped elements in your campaign are many.

The simplest method is to put a life-shaped item in the hands of a NPC; when the players see it in action, they may start understanding its special nature and figure out how to use them. Another method is to make the characters first encounter the life-shaped in a location far removed from their normal adventuring grounds.

No matter how you choose to introduce life-shaped elements, this book is designed to be your first and best resource. Here, you will find rules for creating new life-shaped items, new feats, equipment, monsters and more.

How to Use This Book

The *Life-Shaping Handbook* is designed for use in any *Dark Sun 3.5* game. You will need the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), *Monster Manual* (MM) as well as the *Dark Sun Core Rules* (DS3) to make use of the material in this book.

The topics covered in this book include:

Chapter 1: The Jagged Cliffs. This chapter describes the terrain and perils of the Jagged Cliffs, a massive two-mile high cliff that separates the Tablelands from the Crimson Savannah, home of the rhul-thaun.

Chapter 2: Races. This chapter describes the principal race of the Jagged Cliffs, the life-shaping race of the rhul-thaun and the rhulisti, the race that originated most of the intelligent races in Athas.

Chapter 3: Supplemental Rules. This chapter presents selection of expanded skills related to life-shaping, feats including several life-shaping feats, and new spells are included here as well.

Chapter 4: Prestige Classes. This chapter introduces eight new prestige classes that are somehow associated with life-shaping and the Jagged Cliffs, including the cliffclimber, life-shaper, life-tender, and the windrider.

Chapter 5: Equipment. Weapons, armor, gear, common to the Jagged Cliffs dwellers and special items needed in the life-shaping process are described in this chapter.

Chapter 6: Life-Shaped Items. This chapter describes the rules for creating and dealing with all kinds of life-shaped items. It also describes the powerful living artifacts, known as the Rhul-tal.

Chapter 7: Monsters. This chapter describes several new creatures that can be created using the life-shaping rules and others that are thematically tied to the Jagged Cliffs and life-shaping.

Chapter 8: Adventure Sites. This chapter presents distinct adventure locales suitable for a campaign in the Jagged Cliffs.

Appendix: Encounter Tables. This appendix provides a set EL-based encounter tables for all your Jagged Cliffs encounter requirements.

Behind the Veil: Introduction

As with the *Dark Sun Core Rules*, this book contains notes entitled "Behind the Veil." These notes discuss rationale for certain decisions and other items of interest. These are notes and comments, and are not necessary to play the game; you can feel free to skip past them.

Chapter 1: The Jagged Cliffs

Just a few miles north of where the Tyr Region ends, great salt flats and expansive sandy wastes form a barrier that severely hinders travel. If you can make it across the barrier (I suggest going around, but that presents its own dangers), you will encounter great wounds in the earth that spew forth noxious fumes and geysers of molten lava. Perhaps the most impressive sight is the miles-high Jagged Cliffs. Standing at that edge is like being at the end of the world...

—The Wanderer's Chronicle

From the top of the Jagged Cliffs, sheer rock walls drop two miles to the lowlands. These vertical monoliths descend in straight lines. No gradual slopes slide to the bottom; no layered steppes ease the descent. Instead, each portion of the rock wall is as steep as the walls of any city-state, though definitely on a more massive scale. The name of the Cliffs comes from the irregular, jagged nature of the horizontal plane, which from above appears as a rip across the earth.

Powerful currents of air rush over the top of the Cliffs to spill across the highlands. These air currents race at high altitudes and affect the weather patterns farther inland, but the climate around the Cliffs themselves is relatively stable. A wall of fog that those who live near the Cliffs call the Misty Border rises from the base of the rock wall to just above its pinnacle, where it dissipates into the sky as long, thinning tendrils of vapor. Produced by a combination of water, magma pools, and ancient magic, the Misty Border clings to the face of the Cliffs. It is dense enough to hide the lowlands from those on or atop the Cliffs. Occasionally a patch of the mist breaks open to reveal the lowlands, but such breaks seal themselves after a few moments.

Jagged Cliffs Environment

The most significant feature of the Jagged Cliffs is the abundance of water. It forms clouds of mist that shroud the Cliffs. It spills from underground sources and runs down the rock face with amazing exuberance. It coats trees and stones with sparkling droplets that grow as large as vel fruit as they slide toward the ground. Water trapped beneath the arid highlands finds freedom at the Jagged Cliffs.

This section outlines some of the most commonly encountered types of environments found within the Jagged Cliffs.

Natural Hazards

This section builds on the information provided in Chapter 3 of the *Dungeon Master's Guide*, detailing the hazards character might face on the Jagged Cliffs. Environmental hazards specific to a type of terrain are discussed in the Jagged Cliffs Terrains, later in this chapter.

Wind and Weather

Winds in the Jagged Cliffs can be violent or even deadly. Worse still, winds laden with hot vapor pose a variety of hazards.

The average wind speed on the Cliffs is 15 mph, however during windstorms, this speed can go up to 40 mph. Along with the dangers presented on pages 93-95 of the *Dungeon Master's Guide*, this poses an increased threat to flying creatures, because they may be thrust against the Cliffs, and it also increases the chances of being forced near the hot mists (see below).

Other Dangers

Even without the dangers of dehydration, heatstroke, or sandstorms normal Athasians deal with, the Jagged Cliffs can be deadly.

Flash Floods

Waterfalls create impressive visual spectacles along the cliff wall, but also present many dangers. The falling water can create flash floods in the vertical forests, and even burst unexpectedly from the rock to catch climbers by surprise and wash them away. Characters who stay below the water flow may drown (DMG 304). See Aquatic Terrain, page 92 of the *Dungeon Master's Guide*, for more information about being swept away.

Along with the hazards of the falling water, the water can also cause parts of the wall to crumble and slide. Characters struck by flash flood must make a successful DC 15 Reflex save or take 3d4 points of bludgeoning damage. A flash flood passes through an area in 3d4 minutes.

Getting Lost

As discussed on chapter 3 of the *Dungeon Master's Guide*, adventurers might become lost while traversing through the Cliffs. Refer to that chapter for more information regarding the chances and effects of becoming lost as well as regaining one's bearings.

Table 2—1: DCs to Avoid Getting Lost

Terrain	Survival Check DC
Barren rock	17
Vertical forest	12

Additionally, mists and steam clouds can easily confuse and disorient characters. Disorientation or even

hallucination from heatstroke can also cause a character to be lost.

Table 2—2: DCs Modifiers to Avoid Getting Lost

Condition	Survival Check Modifier
Map	-4
Mist or steam	+2
Trackless*	+2
Tyr-storm	+4

*See Overland Movement, page 164 of the *Player's Handbook*.

Steam and Mist

The temperature of the mists ranges from 85°F (29°C) near the top of the Cliffs to around 130°F (54°C) at the bottom. Clouds of scalding steam float within the Misty Border, welling up from hidden sources to pose a hazard to those who dwell along the Cliffs. These clouds of steam normally cool to tolerable levels before reaching the interior of the vertical forests that grow on the rock face, but they can be deadly to the characters.

Areas with hot mist increase the effective temperature by one category (see Athasian Heat, page 59 of the *Dark Sun Core Rules* for more information). There are areas where superheated steam burst within the Misty Border, dealing 1d6 points of **lethal** damage (no **save**) per round of exposition. Mist or steam obscures vision and provides **concealment**.

Supernatural Hazards

Most supernatural hazards on the Cliffs come from the Cliffs itself, the volcanic activity and the swamp below.

Avoiding Supernatural Hazards: Unless otherwise noted in a hazard's description, a character approaching an area of magical terrain at a normal pace is entitled a **Survival** check to notice the danger before entering the area. The **DC** of this check varies with a particular terrain. Charging or running characters, or characters whose rate of movement exceeds the extent of their current vision, don't have a chance to detect the threat before blundering in. Usually, characters who enter dangerous terrain without noticing the danger complete their intended movement becoming aware of it.

Disease

A character in the Jagged Cliffs who touches a diseased creature, or ingests contaminated food or drink, might contract one of the following diseases. See page 292 of the *Dungeon Master's Guide* for explanations of the infection, **DC**, incubation, and damage entries in the following table.

Chitin Rot: Because of excess humidity, the chitin becomes dull and streaked with gray, itching painfully.

Cliff Disease: A breathing disorder disease caused by the mists.

Lung Infection: It causes chest pain, fever, and difficulty breathing due to excess humidity.

Table 2—4: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Rubelu mushroom	Ingested DC 19	2d6 Con	1d6 Con + 1d6 Dex	350 Cp
Volcanic fume	Inhaled DC 13	Nauseated	1d4 Con	—

Yellow Fever: This disease spreads through the bite of a mosquito, causing fever, muscle aches, headache, backache, and a yellowing of the skin, the white of the eyes, and mucous membranes.

Table 2—3: Diseases

Disease	Infection DC	Incubation	Damage
Chitin rot	Contact 14	1 day	1d4 Dex ¹
Cliff disease	Contact 13	1 day	1d4 Cha
Lung infection	Contact 17	1d3 days	1d3 Dex , 1d3 Con ¹
Yellow fever	Injury 15	2d3 days	1d6 Con ²

¹ Kreen only.

² Victim must make three successful **saving throws** in a row to recover.

Poison

The poisons described in Table 2—4 can be found in other areas, although they are more common in the Jagged Cliffs.

Rubelu Mushroom: This rare milky white mushroom grows only in certain areas of Rajaat's Swamp.

Volcanic Fume: The magma pools on the base of the Cliffs often vent a poisonous gas.

Rajaat's Swamp

At the bottom of the Jagged Cliffs, two miles below the level of the Tablelands, a fetid swamp stretches along the base of the rock wall. This is the result of experiments Rajaat made thousands of years ago while trying to develop arcane magic.

Hot springs, open lava tubes, and magma pools heat the waters in the swamp, producing clouds of steam and mist that rise toward the top of the rock wall to create the Misty Border. The residual magic produces twisted creatures and monsters stained by the evil of defiling magic. For this reason, the cliff dwellers hesitate to travel deeper than the one-mile mark, and most refuse to get within one half-mile of the swamp.

Movement inside the swamp is often considered hampered (*DMG* 88).

The swamp is a dangerous place; the effects of its uncontrolled magic are unpredictable, lurking everywhere to mutate the unwary. One of these effects is even more dangerous than shedding blood near the Pristine Tower — just being inside this area is enough to trigger wild mutations.

Mutagenic Areas: Mutagenic areas in Rajaat's Swamp are extremely difficult to detect because of the surrounding mists and the overgrown vegetation common to the swamp. A character approaching a mutagenic area at a normal pace is entitled to a **DC** 20 **Survival** check to spot the danger before stepping into it. A typical mutagenic area is anywhere from 1d100x100 feet in diameter.

Characters in a mutagenic area must make a **Fortitude save** (**DC** 10, +1 per consecutive minute of being inside the

mutagenic area) every minute or suffer the same effects of having being damaged once in the vicinity of the Pristine Tower (see the *Dregoth Ascending III* adventure for more details). Characters must continue to make **saves** for all the time spent inside the mutagenic area, gaining more mutations for every failed **save**, regardless of the number of mutations they gain.

Characters drinking from the waters inside a mutagenic area automatically become **nauseated** for one round and must make a **DC 20 Fortitude save** or become afflicted by a random mutation.

Jagged Cliffs Terrains

The Jagged Cliffs have a variety of terrain types. Some are similar to those found in many places on Athas, others are unique to the area, but all have special twists that reflect the nature of the Cliffs themselves.

This section discusses the different terrains adventurers might come upon in the Jagged Cliffs. Many of these terrains can exist simultaneously in the same environment.

Vertical Forest Terrain

Vertical forests are much the same as those found in the Forest Ridge, except that they cling to the side of the Cliffs or rest atop and spill over jutting ledges of rock. These tropical forests range in size from a few dozen square feet to several miles across.

Table 2–5 lists the most common features found in each of the two vertical forest categories. It is not necessary to roll for each square; rather, these percentages are presented as a guide for drawing maps. Typical and medium trees are mutually exclusive. However, undergrowth and trees are not.

Table 2–5: Vertical Forest Features

	—Vertical Forests Category—	
	Sparse	Dense
Typical trees	70%	80%
Medium trees	10%	20%
Light undergrowth	70%	50%
Dense undergrowth	20%	50%

Trees: Tall, twisting trees grow out and up from the undergrowth of the Cliffs, reaching for the sun and creating a thick canopy to cover the forest below. Plants, bushes, and flowers of all descriptions cling to the roots and branches of the twisting trees, filling the space between the canopy and the undergrowth with thriving vegetation. A creature standing in the same square as a tree gains a +2 bonus to **Armor Class**. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed the creature is using the tree to its advantage when it can. The trunk of a typical tree has **AC 5**, **hardness 5**, and **100 hp**. Dense forests have medium trees as well. These trees take up an entire square and provide cover to anyone behind them. They have **AC 4**, **hardness 5**, and **300 hp**. A square with typical or medium trees is considered as having handholds and footholds.

Undergrowth: **Small**, sturdy shrubs and vines sprout from cracks in the cliff face, forming a dense undergrowth in which other plants can blossom. A space covered with light undergrowth costs 2 squares of movement to be climbed, and it provides **concealment**. Undergrowth increases the **DC** of **Climb** and **Move Silently** checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides **concealment** with a 30% miss chance (instead of the usual 20%). It increases the **DC** of **Climb** and **Move Silently** checks by 5. Heavy undergrowth is easy to hide in, granting a +5 **circumstance bonus** on **Hide** checks. Accelerated climbing is impossible. Squares with undergrowth are often clustered together.

Cave Entrance: Cave entrances on the Jagged Cliffs are typically between 5 and 20 feet wide and 10 feet deep. Beyond the entrance, caves of all sizes and shapes can be found. Some are no more than narrow, shallow depressions, others open into elaborate natural mazes that twist and turn for miles toward the Silt Sea. Most caves are dry, providing some relief from the hot, wet mist. A few caves appear almost organic in nature, as though shaped by some intelligent being instead of by **natural** erosion. Caves used as monster lairs typically have 1d4 rooms that are 1d4×10 feet across.

Stealth and Detection in Vertical Forests: As a guideline, the maximum distance in vertical forest terrain at which a **Spot** check for detecting the nearby presence of others can succeed is 3d8×10 feet. In a dense forest, this distance is 2d8×10 feet. However, during mist conditions, the distance drops to 1d6×10 feet.

It's easier to hear faraway sounds in the vertical forests. The **DC** of **Listen** checks increases by 1 per 15 feet between listener and source, not per 10 feet.

Rockslides

The continuing tremors affecting the land since the day of the Great Earthquake cause natural passages in the Cliffs to shift or collapse. For the effects of rockslides, see *Avalanches*, page 90 of the *Dungeon Master's Guide*.

Barren Rock Terrain

Desolate tracts of bare stone run for miles in every direction before another type of terrain intrudes. The kind of rock and its angle varies greatly. The only constant is the wet, slick coating that paints the stone with shiny droplets—a result of the high concentration of water vapor. This condensation makes even the roughest portions of the Cliffs slippery and harder to climb. Barren rock is the most prevalent terrain type along the Cliffs.

Table 2–6 lists the most common features found in each of the two barren rock categories. It is not necessary to roll for each square; rather, these percentages are presented as a guide for drawing maps.

Table 2–6: Barren Rock Features

	Barren Rocks (Sheer)	Barren Rocks (Jagged)
Cliff	20%	25%
Chasm	5%	10%
Rock wall	65%	65%

Cliff: A cliff typically requires a **DC 15 Climb** check to scale and is 2d8×10 feet tall. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 20-foot squares if it's 80 feet or taller.

Chasm: Chasms function like pits in a dungeon setting (*DMG* 68). Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a **DC 15 Climb** check to climb out of a chasm.

In jagged barren rock terrain, chasms are typically 2d8×10 feet deep.

Rock Wall: A vertical plane of stone, rock walls require **DC 25 Climb** checks to ascend. A typical rock wall is 2d6×10 feet tall in sheer barren rock and 2d10×10 feet tall in jagged barren rock. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Caves entrances function as described under Vertical Forest Terrain, above.

Stealth and Detection in Barren Rock: The maximum distance in barren rock terrain at which a **Spot** check for detecting the nearby presence of others can succeed is 3d10×10 feet. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin.

It's easier to hear faraway sounds in barren rock. The **DC** of **Listen** checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Rockslides

Rockslides function as described under Vertical Forest Terrain, above.

Chapter 2: Races

“To hold a living creature in your hand, and truly understand the power and majesty of what you grasp. To shape and create not a tool or an object, but a creature to work for you. To see that what you have wrought is what others see as the purview of nature itself. This is what you must desire above all things.”

—An excerpt from the Exhortation of Apprentices, by life-shaper Ges-afith

Life in the Cliffs

The vertical arrangement of rhul-thaun cities is their answer to the limitations of space on many of the cliffs. Additionally, the cliffs themselves have conditioned the rhul-thaun to think more in terms of an upright orientation than a horizontal one. Their buildings are stacked one upon the next and connected by ladders and stairs as often as by horizontal walkways or bridges.

Newcomers visiting from the Tyr Region will find this minor quirk to be confusing at first, but should soon adapt.

Water, Food, and Settlement

Unlike other places on Athas, thirst is not an issue on the Cliffs, and because of the ever-constant Misty Border, water is never scarce. Rain is much more common than in the Tablelands, and several springs and lakes can be found thorough the region. Close to the Misty Border, a simple cloth is more than enough to collect moisture from the air.

The life-shaped food producers, now complemented by vertical forests due to the fact their populations has outgrown their production capacity, supply the rhul-thaun with all the food they need.

Adventurers that somehow manage to deal with the Cliff Dweller’s xenophobia can find rest at various places called safehomes, a rhul-thaun equivalent of tavern and inn. Paying for its services might be a bit complicated, since the Tableland’s coins aren’t used as currency by the rhul-thaun, which instead use a leaf-like oval growth known as ghav-egoth (“the value of life”).

Travel

There are only a few ways to descend to the Jagged Cliffs in the northern region. These include climbing, flying, or via magic or psionic means. The trip is dangerous, long, and frequently fatal. Those who have no other means at their disposal and have a dire need to descend the Cliffs must resort to climbing. The safest mode of transport, however, is windriding. Using the life-shaping arts of their ancestors, the rhul-thaun make creatures they call ber-ethern, gon-evauth, and yihn-eflan

(see page 50).

There are three basic ways for a traveler to reach the Jagged Cliffs, which depends where he comes from. The first and least recommended way is coming through the Scorpion Plains/Glowing Desert, which although is the fastest, has both the dangers of the desert and the menace the bandit lords. Secondly, there is the perilous trip from the Crimson Savannah, and requires either climbing up the two miles of rock or passing through the Si’jidzak, which can be very troublesome if you are not a tohr-kreen. Finally, the most common method is traveling from the Tablelands, which is probably the safest and longest way of reaching the cliffs.

See Chapter 3 of *The Wanderer’s Chronicle* for more information on methods of travel to the Jagged Cliffs.

Hospitality

The rhul-thaun have lived in isolation for so long they have become very xenophobic; they avoid dealing with any other race unless necessary. The fact most rhul-thaun do not speak Common doesn’t help either.

Life-Shaping Races

Rhulisti

The rhulisti is the original race and the true masters of Athas. All rest is abomination.

—Uvher-onos Gothe, rhulisti nature-master

The rhulisti is the long gone race responsible for some of the most profound changes Athas has ever suffered and that spawned all the Rebirth races. They are a small and proud race, with the richest and most ancient culture Athas has ever seen.

Personality: Rhulisti have a very profound respect for nature, even though they were able to manipulate life in every single aspect, they rarely did it in reckless ways, having several rules that guided their craft.

Rhulisti are also very proud of their heritage, extolling the virtues of rhulisti in general and their mastery of Nature for everyone that will listen.

Physical Description: Rhulisti look like a taller and more sophisticated rhul-thaun (or a very civilized tall

Table 3—1: Racial Ability Adjustments

Race	Type	LA	Ability Adjustments	Favored Class	Automatic Languages
Rhulisti	Humanoid	+0	+2 Wisdom, —2 Strength	Bard	Rhulisti
Rhul-thaun	Humanoid	+0	+2 Dexterity, +2 Wisdom, —2 Strength	Rogue	Rhul-thaun

halfing)—small, pale-skinned creatures that never show signs of their age. They stand a little over 3 feet tall and usually weigh between 60 and 70 pounds. Most rhulisti have brown hair cropped short (or sometimes shaven, because it interferes with grafting), but blond or red hair is not rare. They have no facial hair whatsoever.

Rhulisti prefer to wear their life-shaped creations. Those who cannot afford or cannot wear them for some reason, wear elegant, colorful tabards and cosmetic grafts that show their family affiliation.

Relations: Rhulisti do not try to get along with other races, in fact because of their self-proclaimed superiority, they consider themselves the only true sentient race. Every other intelligent creature is nothing but a beast to them.

Most rhulisti abhor psionic and undead creatures, considering them abominations of nature, banning or destroying them as soon as discovered. They tend to respect outsiders connected to the elemental planes, because of their close relationship with nature, but distrust them because of their supernatural abilities.

Alignment: The shapers and masters of nature that tend to form the backbone of rhulisti society have developed several rituals for their creations, which end upon influencing everyone else, so rhulisti have a tendency toward lawful alignments. Most nature-benders tend to be of evil alignment, showing no respect for the laws of nature or rhulisti society.

Rhulisti Lands: Rhulisti, during their gold age, managed to rule almost the entire known regions of Athas. They lived on enormous, self-contained, floating cities, completely grown using their porous, rock-like plant. Their cities had not roads, but canals filled with long, slender living boats. The largest and most developed rhulisti city was Tyr'agi, located where now the city-state of Tyr lies.

Religion: Rhulisti usually worship nature, usually in the form of the elements, especially Water. However, some communities had deities of their own, all of which are now long forgotten.

Psionics: Rhulisti do not trust those whom are born with psionic abilities, seeing it as some sort of defect and latent wickedness. Young rhulisti who develop psionic powers are usually killed or exiled as soon as discovered.

Magic: Most rhulisti have never witnessed magic at all, except for a few elemental clerics and druids, and those who did usually did so in horror. A rhulisti witnessing arcane magic, especially defiling would be profoundly disgusted and horrified.

Language: Rhulisti speak their own language, which has a unique writing system. The rhulisti writing system was a combination of phonetic symbols and logograms. The system has in total more than a thousand different glyphs, although a few are variations of the same sign or

meaning, and many appear only rarely or are confined to particular cities. Individual glyphs could represent either a word or a syllable; indeed, the same glyph could often be used for both. Spoken rhulisti is a breathy, elegant tongue, and very pleasant to the ears.

Rhulisti never consider any other language worth learning beside their own.

Names: A rhulisti usually receives a short name during infancy and another later on during their puberty, which reflects a positive behavior or talent they showed during their early years. Receiving their definitive name is a great event in the life of a rhulisti, and it is usually made in a special ceremony, which represented entering adulthood.

Male Names: Ahsi-orthe, Char-omak, Fih-outh, Han-othal, Lesh-orath, Prish-ohre, Yahn-opar, Uvher-onos.

Female Names: Bish-ahir, Glerra-anil, Masha-anos, Nush-auhn, Puhl-arhi, Sul-avehr, Yagis-auth, Vhar-anosh.

Family Names: Bale, Dare, Geshe, Gothe, Ghoune, Hane, Sule, Zohre.

Adventurers: Rhulisti travel to learn more about the surrounding world and increase their life-shaping techniques, sometimes even undertaking dangerous missions on behalf of their nature-master leaders, usually battling against the flying kreen or nature-benders, or to execute a psionic aberration. Several rhulisti were cast off from their cities and communities because they showed signs of spellcraft, psionics, or nature-bending, but it is far more likely that an adventuring rhulisti left voluntarily, hoping to gain enough knowledge to establish his own life-shaping facility.

Rhulisti Society

Rhulisti societies exhibit the same psychological traits individual rhulisti do—ambitious, inventive, and arrogant. Some traits are stronger in a given society than others, of course. One society could harbor the greatest rhulisti minds of their generation, but be unable to perceive the changes in their culture and environment. Another society could be significantly less advanced in life-shaping technology than others, but show greater concerns about its inhabitants.

Rhulisti societies, no matter how organized, are overly dependent on their life-shaping devices and the ocean. Together, the two supply them with all raw materials required for their survival and way of life. Because of this, every rhulisti holds a great deal of reverence for both.

Role-Playing Suggestions

Bear in mind that the rhulisti culture described above: considers every other race inferior; proudly wear your life-shaping items, since they represent your race's highest achievement. Take nature into the highest regards; consider all forms of magic and psionic an

Behind the Veil: Brown Age Rhulisti

The rhulisti as described here have not been known on Athas for about 10,000 years. However, the DM might want to run a campaign on the Green or Blue Age, or might even want to include an undead rhulisti as a NPC (some undead rhulisti are already described in Chapter 8). Some of these undead might even retain their life-shaping capabilities.

Some shadow giants might still have the ability to life-shape as well, but probably prefer to use their new abilities, since very few life-shaped items would endure in the Black.

abomination of the sacred laws of nature.

Rhulisti Racial Traits

- Humanoid (rhulisti): Rhulisti are humanoid creatures with the rhulisti subtype.
- +2 **Wisdom**, –2 **Strength**. Rhulisti have purity of mind, but their bodies are not very strong.
- **Small**: As a **Small** creature, a rhulisti gains a +1 size bonus to **Armor Class**, a +1 size bonus on **attack rolls**, and a +4 size bonus on **Hide** checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a **Medium** character.
- Rhulisti base land speed is 20 feet.
- +1 **racial bonus** on all **saving throws**: Rhulisti are surprisingly capable of avoiding mishaps.
- +2 **racial bonus** on **saving throws** against spells and spell-like effects: Rhulisti have an innate resistance to magic spells.
- +2 **racial bonus** on **saving throws** against psionics and psi-like effects: Rhulisti have an innate resistance to the Way.
- +2 **racial bonus** on **Craft** (life-shaped) checks: Rhulisti truly master the craft of life-shaping.
- +2 **racial bonus** on all **Knowledge** (life-shaping) checks: Rhulisti society is filled with those items. **Knowledge** (life-shaping) is always a class **skill** for rhulisti.
- Automatic Languages: Rhulisti. Bonus Languages: None. Rhulisti do not consider other languages worth learning.
- Favored Class: **Bard**. A multiclass rhulisti's **bard** class does not count when determining whether he takes an experience point for multiclassing.
- Level Adjustment: +0

Rhul-Thaun

And so I found myself learning about a folk I had never heard described even in rumors. These halflings are an ancient people—in fact, they gave me a new measuring stick for “ancient.”

—The Wanderer’s Chronicle

Like most of the other major humanoid races of Athas, the rhul-thaun are the descendants of the rhulisti. While all of the other races have changed and mutated radically, the rhul-thaun closely resemble the rhulisti in almost every respect.

The present-day rhul-thaun retain some of their ancestors’ knowledge, although much of it is buried in the rituals and traditions that govern the rhul-thaun society.

Personality: The rhul-thaun look upon the world much as the rhulisti did: all life is sacred, and nature is a force to be respected. So extreme have these notions become that most rhul-thaun venerate the elements as unknowable and uncontrollable forces.

Even though they look upon the random, indomitable forces inherent in the world, the rhul-thaun seek at least a thin veneer of reason to give the appearance of control. To accomplish this, and to preserve what was left of their

ancestors’ knowledge, they devised a complex set of rituals, one for virtually every conceivable event and activity in their lives: greeting, meals, dressing, trade, war, dance, and all aspects of life requiring relationships with others.

Physical Description: Rhul-thaun are small with light and nimble bodies. The average height for rhul-thaun males is 3 feet, while females are an inch or two shorter. Light of bone and build, the physique of the people of the cliffs is sinewy and tough. Their skin is fairer than most Athasians and appears to be smooth and wrinkle-free throughout most of their lives. Unlike other halflings, rhul-thaun have pointy ears.

Rhul-thaun hair color is black or brown, but rare individuals are blond or, more rarely, red heads. A typical rhul-thaun has virtually no body hair other than on his head and the presence of facial hair on other races would probably cause them to believe that person to be an animalistic, monstrous, or barbaric individual. Eye color varies greatly, with green, gray, and brown being most common.

Relations: The Jagged Cliffs dwellers have almost no contact with the exterior world. Some explorers have encountered reggelids in the Swamp below, but all those finished in bloodshed, as the two races share a mutual hatred. With a few occasional kreen attacks from the grasslands or an occasional pyreen who comes to visit, the rhul-thaun have no notion of what happens beyond the Misty Border of their domain. When they meet other races of the highlands, their reactions can vary from curiosity to fear, since nothing in their myths or legends can prepare them for such encounters.

Alignment: Rhul-thaun tend to be lawful, in general good or neutral. Their devotion to repetition of familiar rituals gives them the assurance that they are imposing order on chaos and allows them to conceal their own feelings, hidden behind the mask that formality provides.

Rhul-thaun Lands: On the western end of the Glowing Desert, the land drops to form a fertile ledge on the edge of the Jagged Cliffs. Primeval forest surrounds a large lake and a lush clearing where the halfling city of Thamasku resides. Thamasku is formed from the porous, almost-organic stone of the ancient halflings and shaped by those members of the community who still possess at least a small fraction of the power once wielded by the nature-masters.

Religion: Despite their universal passion for ritual, the rhul-thaun know no gods. While nature is revered and respected, the rhul-thaun seldom worship its attributes—except for a rare few. These individuals follow the paths of the elemental priests who pay homage to the power of the forces of earth, air, and water; fire is avoided by almost all rhul-thaun.

Some venerate the memory and promises of High Lord Rhan Thes-one1. Indeed, he has become a minor deity of a sort. They wait for his return with the fanatical assurance that he will bring with him a purpose for his people.

Psionics: Rhul-thaun have long recognized the existence of psionics and many individuals have

displayed natural mental powers. Those with powers learn to use them subtly, when alone, or not at all, since it is generally associated as a mutation with Rajaat's Curse. No one has ever done an in-depth study of the nature of psionics or learned the secrets of the Way—most likely, none ever will.

Magic: Arcane magic remains a mystery among the rhul-thaun. Their culture entered its cloistered isolation before the power of sorcery was developed so the vast majority of rhul-thaun continues completely ignorant of the power of magic, its effects, and its practitioners—the words wizard and magic are not even in their language. When they experience the power of magic, their response is to react with horror.

Language: The language of the rhul-thaun is directly descended from the speech of the ancient rhulisti. Time has modified the language, but it still sounds like its forbearer. Both are breathy, elegant tongues, pleasant to virtually every ear. To represent the breathy forms of the spoken language, an “h” is often inserted between a consonant and vowel when words are written.

Names: Names are determined in a special naming ritual known as rhin-noss, the Rite of Beginning. Rhul-thaun names are usually formed by combining two existing words to describe that which is being designated. For example, those in charge of keeping law and order are the vher-elus, or lawkeepers.

Rhul-thaun names always have their gender determined by the first word of its second half. “A” for female names, “o” for male names, “e” for neuter, and “u” is reserved for words the rhul-thaun consider sacred.

Male Names: Bal-orean, Bal-olech, Del-omihn, Dhev-ovaun, Rhan Thes-onel, Ser-ogoth, Thar-osul, Ther-onos.

Female Names: Cal-adek, Fen-aghoun, Hiv-anad, Yihn-aruth, Wir-avios, Tel-amen, Val-agoth, Vher-asach.

Clan Names: Bein, Glahr, Taen, Sul.

Adventurers: Many rhul-thaun are curious to discover what lies beyond the Misty Border. Even though they have great difficulty in understanding the language and practices of the “horizontal dwellers”, their natural curiosity enables them to learn and interact with others, albeit with difficulty.

Rhul-thaun Society

The significance of ritual is deeply rooted in the culture of the cliff dwellers and ceremonial behavior is ingrained into every aspect of rhul-thaun life. Everyday activities, communications, economics, special events, and even lawmaking involve highly developed protocols. In fact, the ritualistic movement defines the rhul-thaun so greatly has it shaped their societal and individual characters that it cannot be separated from either of them.

Their need for structure is intense, and their interpretation of the world's design is centered around the steps they take to define and control it. Their culture, based on ideas they do not truly understand (life-shaping), involves rituals designed to organize and interpret the world in their own terms.

Role-Playing Suggestions

Remember to consistently take your height into account. Role-play the rhul-thaun culture: make ritualistic activities that other consider strange and possibly silly; see life, the forces of nature and even horizontal distances in a different way. Witness arcane magic with amazement and terror.

Rhul-thaun Racial Traits

- **Humanoid (rhulisti):** Rhul-thaun are humanoid creatures with the rhulisti subtype.

- **+2 Dexterity, +2 Wisdom, –2 Strength.** Rhul-thaun have quick and nimble forms and purity of mind and spirit.

- **Small:** As a **Small** creature, a rhul-thaun gains a +1 size bonus to **Armor Class**, a +1 size bonus on **attack rolls**, and a +4 size bonus on **Hide** checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a **Medium** character.

- Rhul-thaun base land speed is 20 feet.

- **+4 racial bonus** on **Climb** checks: since they have lived on the Jagged Cliffs since before records were kept they developed an affinity with vertical thinking and positioning.

- **+2 racial bonus** on **saving throws** against poison and **saving throws** against spells and spell-like effects.

- **+1 racial bonus** on **attack rolls** with thrown weapons and slings.

- **+2 racial bonus** on **Move Silently** checks: Rhul-thaun are sneaky.

- **+2 racial bonus** on all **Knowledge (life-shaping)** checks: Rhul-thaun society is filled with those items. **Knowledge (life-shaping)** is always a class skill for rhul-thaun.

- **Rhulisti Blood:** For all effects related to race, a rhul-thaun is considered a rhulisti. Rhul-thaun, for example, are just as vulnerable to special effects as their rhulisti ancestors are, and they can wear life-shaped items just as easily as those worn by rhulisti. (See [Grafting and Removal](#), page 53, for more information.)

- **Automatic Languages:** Rhul-thaun. Bonus Languages: Bvanen, Pterran, Reggelid, Rhulisti, Tohr-kreen. Most rhul-thaun do not speak any language but their own.

- **Favored Class:** Rogue. A multiclass rhul-thaun's **rogue** class does not count when determining whether he takes an experience point penalty for multiclassing.

- **Level Adjustment:** +0

Age, Height, and Weight

The details of your character's age, gender, height, weight, and appearance are up to you. However, if you prefer some rough guidelines in determining those details, refer to Tables 3–2, 3–3, and 3–4.

Character Age

Your character's age is determined by your choice or race and class, as summed up on Table 3–2: Random Starting Ages.

Table 3—2: Random Starting Ages

Race	Adulthood	Barbarian Rogue	Bard, Fighter, Gladiator, Psychic Warrior, Ranger	Cleric, Druid, Psion, Templar, Wizard
Rhulisti	25 years	+2d4	+3d6	+4d6
Rhul-thaun	20 years	+2d4	+3d6	+4d6

As your character ages, his or her physical abilities scores change, as described on page 109 of the *Player's Handbook*.

Table 3—3: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Rhulisti	60 yrs.	90 yrs.	120 yrs.	+5d10 yrs.
Rhul-thaun	60 yrs.	90 yrs.	120 yrs.	+3d10 yrs.

1 —1 to **Str**, **Dex**, and **Con**; +1 to **Int**, **Wis**, and **Cha**.

2 —2 to **Str**, **Dex**, and **Con**; +1 to **Int**, **Wis**, and **Cha**.

3 —3 to **Str**, **Dex**, and **Con**; +1 to **Int**, **Wis**, and **Cha**.

Height and Weight

Choose your character's height and weight from the ranges mentioned on the racial description, or roll randomly on Table: 3—4 Random Height and Weight. The information given here supplements those on page 20 of the *Dark Sun Core Rules*.

Table 3—4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Rhulisti, male	3'2"	+2d4	40 lb.	x 1 lb.
Rhulisti, female	3'	+2d4	35 lb.	x 1 lb.
Rhul-thaun, male	3'	+2d4	35 lb.	x 1 lb.
Rhul-thaun, female	2'8"	+2d4	30 lb.	x 1 lb.

Chapter 3: Supplemental Rules

Even though the choice of races and base classes are the starting point for a player, it's the player's choice of skills, feats, spells and other supplemental rules that define and differentiate each character. This chapter presents many new such options for the players of life-shaping characters.

New Skills

The skill covered in this chapter relate to the construction and use of life-shaped item. A new category is provided for the **Craft**, **Heal**, and **Knowledge** skills.

The skill descriptions here follow the format as defined in the *Player's Handbook*.

Skill Synergy

As described in the *Player's Handbook* (see Skill Synergy on page 66), in general, having 5 or more ranks in one skill gives you a +2 bonus on skills checks with its synergistic skills. Table 4–5: Skill Synergies indicates the synergies that apply to skills discussed in this chapter.

Table 4–5: Skill Synergies

5 or more ranks in...	Gives a +2 bonus on...
Craft (life-shaped)	Life-shaped item Appraise checks
Knowledge (architecture and engineering)	Craft (structure) checks
Knowledge (architecture and engineering)	Profession (mason) checks
Knowledge (life-shaping)	Craft (structure) checks made to build structures out of nen and rahn-rath
Knowledge (life-shaping)	Craft (life-shaped) checks

Craft (Life-shaped) (Int, Trained Only)

Like **Knowledge**, **Perform**, and **Profession**, **Craft** is actually a number of separate skills. This entry specifically relates to creating life-shaped items; see page 70 of the *Player's Handbook* for other **Craft** categories and for guidelines on making **Craft** checks.

Craft (life-shaped) allows you to create and improve life-shaped creatures, tissues and tools.

This is a very unusual skill, difficult to learn and harder to master, and the **DM** should take great care to see that this skill is not treated casually.

Special: A rhulisti has a +2 racial bonus on **Craft** (life-shaped) because their society truly masters life-shaping.

A character without a healer's or botanist's kit takes a –2 penalty on **Craft** (life-shaped) checks.

A character with the Shaper of Life feat gets a +2 bonus on all **Craft** (life-shaped) checks.

To make an item using **Craft** (life-shaped), you must possess life-shaping equipment and be trained into the **Knowledge** (life-shaping) skill. If you are working on a large rhul-thaun settlement, you can buy what you need

as part of the raw materials cost (usually nen, pith or rahn-rath) to make the item, anywhere else is practically impossible to find it. Purchasing and maintaining a shaper's lab (page 50) grants a +2 **circumstance bonus** on **Craft** (life-shaped) because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

You can only make **masterwork** life-shaped items if you have the **Mastershaper** feat.

Synergy: If you have 5 or more ranks in **Craft** (life-shaped), you get a +2 bonus on **Appraise** checks related to life-shaped items.

If you have 5 or more ranks in **Knowledge** (life-shaping), you get a +2 bonus on **Craft** (life-shaped) checks.

Untrained: Unlike other **Craft** skills, **Craft** (life-shaping) is trained only. An untrained **Craft** (life-shaping) check is simply an **Intelligence** check.

Craft (Structure) (Int)

Like **Knowledge**, **Perform**, and **Profession**, **Craft** is actually a number of separate skills. This entry specifically relates to creating buildings and structures; see page 70 of the *Player's Handbook* for other **Craft** categories and for guidelines on making **Craft** checks.

Craft (structure) allows you to build structures from scratch, including moats, walls, bridges, houses, and so forth.

Type of Structure (Examples)	Craft DC
Simple (bookcase, wall)	15
Moderate (catapult, shed)	20
Complex (house, warehouse)	25
Advanced (arena, bridge, palace)	30

When building a structure, you describe the kind of structure you want to construct; the **DM** then decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Synergy: If you have 5 or more ranks in **Knowledge** (life-shaping), you get a +2 bonus on **Craft** (structure) checks made to build structures out of nen and rahn-rath.

Heal (Wis)

In addition to the uses of this skill covered in the *Player's Handbook*, the **Heal** skill can be also used to repair life-shaped creatures and tissues.

Check: The **DC** and effect depend on the task you attempt.

Task	Heal DC
Long-term care (life-shaped)	18
Repair creature or tissue	20

Repair Creature or Tissue: Repairing damage to a tissue or creature takes 1 hour of work, requires a healer or

botanist's kit, and a proper facility. (Without one or another, a character takes a -2 penalty on the check; without both kits, the penalty increases to -4 .) At the end of the hour, if your **Heal** check is successful, the creature recovers 1d8 points of damage. If damage remains, you may continue to make repairs for as many hours as it takes to restore the tissue or creature to full **hit points**.

Long-Term Care: You can provide long-term care to life-shaped creatures. It works the same way as described on page 75 of the *Player's Handbook*, except you can tend up to twice your character level and the **DC** is increased by 3.

Action: Repairing damage to a life-shaped tissue or creature takes 1 hour of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a **Heal** check again without proof of the original check's failure.

Special: A life-shaped creature or tissue that is reduced to 0 **hp** cannot be repaired. It can be recycled, however (see the **Recycler** feat description, page 22).

A character with the Tender of Life feat gets a $+2$ bonus on **Heal** checks.

Knowledge (Architecture and Engineering) (Int; Trained Only)

Like the **Craft**, **Perform**, and **Profession** skills, **Knowledge** actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with buildings, structures, and fortifications in all its forms; see page 78 of the *Player's Handbook* for other **Knowledge** categories and for guidelines on making **Knowledge** checks.

Knowledge (architecture and engineering) covers the planning, construction, maintenance of fixed structures or public works, including the relevant terminology.

Synergy: If you have 5 or more **ranks** in **Knowledge (architecture and engineering)**, you get a $+2$ bonus on **Craft** (structure) and **Profession** (mason) checks.

Untrained: An untrained **Knowledge** check is simply an **Intelligence** check. Without actual training, you know only common knowledge (**DC** 10 or lower).

Knowledge (Life-shaping) (Int, Trained Only)

Like the **Craft**, **Perform**, and **Profession** skills, **Knowledge** actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with life-shaped creation in all its forms; see page 78 of the *Player's Handbook* for other **Knowledge** categories and for guidelines on making **Knowledge** checks.

Knowledge (life-shaping) covers all of the rituals needed to create life-shaped items and entails the knowledge of what creatures needs for sustenance, preferable temperatures and humidity, and other specifics necessary for tending the life-shaped.

This is a very unusual skill, difficult to learn and harder to master, and the **DM** should take great care to see that this skill is not treated casually.

Check: You can make a **Knowledge** (life-shaping) check to correctly identify tools and tissues and, as well as identify unfamiliar life-shaped creatures.

When confronted with an unfamiliar life-shaped item, you can make a **Knowledge** (life-shaping) check to correctly surmise the primary (if not singular) purpose of the item. A successful check result does not enable you to use the item, nor does it make you proficient with it. The **DC** check depends on the item being identified, as shown on the table below:

Life-Shaped Item	Knowledge DC
Basic tool or instrument	10
Tissue or creature manipulator	15
Life-shaped graft	20
Rhulisti artifact	40

Special: A rhul-thaun or a rhulisti has a $+2$ **racial bonus** on **Knowledge** (life-shaping) because their society is saturated by then.

A character with the Shaper of Life feat gets a $+2$ bonus on all **Knowledge** (life-shaping) checks.

Synergy: If you have 5 or more **ranks** in **Knowledge** (life-shaping), you get a $+2$ bonus on **Craft** (life-shaped) checks.

If you have 5 or more **ranks** in **Knowledge** (life-shaping), you get a $+2$ bonus on **Appraise** checks related to life-shaped items.

Untrained: An untrained **Knowledge** (life-shaping) check is simply an **Intelligence** check. Without actual training, you know only common knowledge (**DC** 10 or lower).

New Feats

Although these new feats are generally more useful for Jagged Cliffs characters, many of them retain their usefulness in other regions. An **NPC** encountered in the Cliffs often has one or more of the feats found in this section. The new feats described in this chapter are summarized on Table 4–6: New Feats.

Additional Body Slot [Epic]

Benefit: Choose a body slot region. You can now wear one more graft on that body slot and gain its benefit without receiving a **negative level**.

Normal: Without this feat, a character is limited to one graft per foot, one per hand, one per head, two on the torso, two on each arm and two on each leg (see **Body and Graft Slots**, page 54).

Special: A character can gain this feat multiple times. Each time the character takes the feat, it applies to a new body slot.

Blessed by Rajaat [Racial]

You were positively affected by the energies from the swamp at the base of the Jagged Cliffs.

Prerequisite: Rhul-thaun, being born within 2 miles of the Swamp.

Benefit: Because of the mutating nature of their rhulisti ancestors, rhul-thaun are especially susceptible to the swamp energies, known as “Rajaat’s Curse”. The creatures with this feat have inherited this capacity to react positively and suffer mutations according to the following table.

d%	Mutation
1-8	You were born with a fully usable extra limb (typically an arm). Although the limb is fully useable, the difficulties involved in coordinating its use with other limbs mean the character’s ability scores are unaffected. The character could, however, use it to wield an additional secondary weapon, for example, and could benefit from the Multiattack feat. If it’s a leg, your base speed increases by 5 ft.
9-15	You were born with claws instead of hands, receiving a claw attack, which deals 1d3 damage
16-20	Reinforced muscles and bones, +1 Strength bonus
21-25	Reinforced heart and organs, +1 Constitution bonus
26-30	Flexible bones and improved reflexes, +1 Dexterity bonus
31-38	Acute sight, +3 bonus on Search checks
39-46	Acute hearing, +3 bonus on Listen checks
47-57	Nocturnal sight, darkvision up to 30 ft.
58-65	Thick skin, +2 natural armor bonus
66-73	Reinforced muscles and tendons, +3 bonus on Jump checks
74-80	Primitive gills, ability to breathe underwater for up to 1 hour/day
81-86	Altered immunologic system, +2 bonus on Fortitude saves against poison
87-92	Altered immunologic system, +2 bonus on Fortitude saves against diseases
93-00	Roll twice.

Special: This feat must be selected at 1st level.

Builder (General)

You have a knack for building things.

Benefit: Pick any two **Craft** skills. You get a +2 bonus on all checks involving those skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of **Craft** skills.

Cliff Combat (General)

You are skilled in fighting while climbing.

Prerequisite: **Climb** 1 rank.

Benefit: While climbing, you retain half your **Dexterity** bonus to **AC** (if any). In addition, you can use a buckler while climbing without penalty.

Special: A **fighter** may select **Cliff Combat** as one of his fighter bonus feats.

Cliff Hanger (General)

You are hard to make fall while climbing.

Prerequisite: **Climb** 7 ranks.

Benefit: If you take damage while climbing, you gain a +4 bonus to your **Climb** check to see if you avoid falling. In addition, the **Climb** check **DC** to catch yourself while

falling from a wall is the wall’s **DC** + 10. The **DC** to catch yourself from a slope is the slope normal **DC**.

Normal: The **Climb** check **DC** to catch yourself from falling from a wall is the wall’s **DC** + 20 and from a slope is the slope’s **DC** + 10.

Efficient Shaper (Epic)

Prerequisites: Any **Shape** feat, **Craft** (life-shaped) 24 ranks, **Knowledge** (life-shaping) 24 ranks.

Benefit: Creating a life-shaped item using that feat requires half the normal time, with a minimum of one day.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different **Shape** feat.

Epic Mastershaper (Epic)

You shape **masterwork** items of epic proportions.

Prerequisites: **Mastershaper**, **Craft** (life-shaped) 24 ranks.

Benefit: You can shape **masterwork** items that have **enhancement** bonuses up to +6. Additionally, you can shape as many **masterwork** features on a single item as you desire (as long as the total bonus does not exceed +6)

Apply the following modifiers to the **Craft** (life-shaped) check **DC** for **masterwork** items:

Mastershape Feature	DC Modifier
Mastercraft (+4)	+15
Mastercraft (+5)	+20
Mastercraft (+6)	+30

Epic Nature-Bender (Epic)

You can alter living creatures in epic proportions.

Prerequisites: **Craft** (life-shaped) 24 ranks, **Nature-bender**.

Benefits: You can use your ability to alter living creatures exceeding the normal limits for the **Nature-bender** feat. For instance, you could change a target into a creature whose **Hit Dice** is greater than 15 or change the target into any creature type you want.

Epic Shaper (Epic)

You can create life-shaped items of epic proportions.

Prerequisites: **Shape Creature**, **Craft** (life-shaped) 24 ranks, **Knowledge** (life-shaping) 24 ranks.

Benefit: You can create life-shaped items that exceed the normal limits for such items (see **Chapter 6: Life-Shaped Items** for more details). For instance, you could create a **Medium** life-shaped **Body** with a **Hit Dice** total greater than 4 or a locomotion mode with quadruple speed.

Focused Shaping (Psionic)

Your mental focus helps you create life-shaped items.

Benefits: While psionically focused, you receive a +3 bonus on all **Craft** (life-shaped) checks and **Knowledge** (life-shaping) checks.

Gifted Shaper [General]

Your life-shaped items last longer.

Prerequisites: *Craft* (life-shaped) 1 rank.

Benefits: When rolling to determine the life-shaped item's maximum age, increase the result by one-half.

Graft Awareness [General]

You are very careful with you grafts and are able to protect them from attacks.

Benefits: Grafts on you receive a +4 bonus to *AC* to resist *sunder* attempts. If a graft takes damage, you may make a *Reflex save DC 10 + the amount of damage the item takes (after subtracting hardness)* to transfer the damage to yourself.

Special: A *fighter* may select Graft Awareness as one of his fighter bonus feats.

Graft Concealment [General]

You are able to better conceal and disguise life-shaped grafts on your body.

Prerequisite: *Disguise* 5 ranks.

Benefits: On a successful *Disguise* check, you are able to reduce the penalty to *Bluff*, *Diplomacy*, *Gather Information*, and *Handle Animal* checks because of your grafts worn by one half (round up). The base *DC* for this check is 15 + the number of life-shaped grafts on your body.

Graft-Taker [General]

You can have more grafts attached than normal without suffering ill effects.

Benefit: The maximum number of grafts you can have without suffering *negative levels* increases by 1.

Special: You can gain this feat multiple times. Its effects stack.

A *fighter* may select Graft-taker as one of his fighter bonus feats.

Har-Etuil [Racial]

You belong to the Har-etuil, the rhul-thaun clan leaders.

Prerequisites: Rhul-thaun.

Benefit: You get a +3 bonus on all *Diplomacy* checks and *Knowledge (local)* checks.

Improved Climbing [General]

You can climb faster than you normally could.

Prerequisites: *Climb* 7 ranks.

Benefit: You can climb at half your speed or at your normal speed while using the accelerated climbing option.

Normal: You climb at one-quarter your speed.

Mastershaper [General]

You are adept at creating *masterwork* life-shaped

items (including tools, grafts, weapons, creature manipulators, and *armor*).

Prerequisites: *Craft* (life-shaped) 8 ranks, *Knowledge* (life-shaping) 8 ranks.

Benefit: When successfully completed, a *masterwork* life-shaped item provides an *enhancement bonus* on *skill checks* made to use the item. A *masterwork* weapon provides an *enhancement bonus* on attack or damage rolls (player's choice). A *masterwork* suit of *armor* provides an *enhancement bonus* to *AC* or lessens its *armor* check penalty by 1 (player's choice). In each case, the bonus can be +1, +2, or +3, and no single item can have more than one *masterwork* feature. (For instance, you cannot shape a *masterwork* weapon that gains a bonus on *attack rolls* and *damage rolls*.)

On average, it takes twice as long to shape a *masterwork* item as it does to shape an ordinary item of the same type. The cost to shape a *masterwork* item is equal to the price for the item (or its components) × the bonus provided by the *masterwork* feature (+1, +2, or +3). In addition to the price, you must also pay a *XP* cost equal to 250 × the bonus provided by the *masterwork* feature.

Apply the following modifiers to the *Craft* (life-shaped) check *DC* for *masterwork* items:

Masterwork Feature	DC Modifier
Masterwork (+1)	+3
Masterwork (+2)	+5
Masterwork (+3)	+10

You can add the *masterwork* feature to an existing ordinary item or a lower-grade *masterwork* item by paying the cost and then making the *Craft* (life-shaped) check as though you were shaping the item from scratch.

Nature-Bender [General]

You can use your life-shaping abilities on living creatures.

Prerequisites: Life-shaping improvement class feature.

Benefits: You can use your ability to life-shape to alter living creatures. This ability works just like the *polymorph* spell, except you can alter an unwilling creature on a failed *Fortitude save* (*DC 10 + 1/2 your ranks in Craft* (life-shaped) + your *Int* modifier), you use your *ranks* in the *Craft* (life-shaped) skill as your caster level, the target does not regain *hit points*, and the duration is permanent. Altering a creature takes one day per *Hit Dice* of the affected creature, requires a shaper's lab (see page 50), and provokes an *attack of opportunity*. At the end of this time, make a *Craft* (life-shaped) check (*DC 12 + the target's Hit Dice*), failure means that you must start over. If you fail by 5 or more, the target dies.

Pahr-Even [Racial]

You excel at destroying the "hated destroyers", the reggelids.

Prerequisites: Rhul-thaun.

Benefits: You receive a +1 *racial bonus* on *attack rolls* against reggelids. Furthermore, you receive a +2 *racial bonus* on *saving throws* against spells and spell-like effects cast by reggelids.

Table 4—6: New Feats

General Feats	Prerequisite	Benefit
Builder ³	—	+2 bonus in two Craft skills
Cliff Combat ¹	Climb 1 rank	Retain half your Dexterity bonus to AC while climbing
Cliff Hanger	Climb 7 ranks	+4 bonus to negate falling while hit while climbing
Gifted Shaper	Craft (life-shaped) 1 rank	Increase life-shaped item's maximum age by 50%
Graft Awareness ¹	—	+4 bonus to AC to resist sunder attempts on your grafts
Graft Concealment	Disguise 5 ranks	Reduce the penalty to interaction skills because of your grafts by 50%
Graft-taker ^{1,2}	—	Increase the number of maximum grafts worn without penalty
Improved Climbing	Climb 7 ranks	Double your climbing speed
Mastershaper	Craft (life-shaped) 8 ranks, Knowledge (life-shaping) 8 ranks	Create masterwork life-shaped items
Nature-bender	Life-shaping improvement class feature	Use life-shaping on living creatures
Prolific Shaper	Any Shape feat	Reduce cost for life-shaped items by 25%
Recycler	Knowledge (life-shaping) 1 rank	Transform dead life-shaped items in raw materials
Shaper of Life	—	+2 bonus on Craft (life-shaped) and Knowledge (life-shaping) checks
Tender of Life	—	+2 bonus on Handle Animal and Heal checks
Psionic Feats		
Focused Shaping	—	+3 bonus on Craft (life-shaped) and Knowledge (life-shaping) checks while psionically focused
Racial Feats		
Blessed by Rajaat	Rhul-thaun	Receive beneficial mutation
Har-etuil	Rhul-thaun	+3 bonus on Diplomacy and Knowledge (local) checks
Pahr-even	Rhul-thaun	+1 bonus on attacks against reggelids and +2 bonus against reggelid spells
Rhulisti Heritage	Any Rebirth race	Gain bonus on saves and increase graft success rate
Take the Heat	Jagged Cliffs region	+2 bonus on saves against fire , treat extreme heat as if it were very hot
Vertical Orientation	Rhul-thaun	+2 bonus on Climb and Jump checks, increased vertical reach
Epic Feats		
Additional Body Slot ³	—	Wear more grafts on the same region
Efficient Shaper	Any Shape feat, Craft (life-shaped) 24 ranks, Knowledge (life-shaping) 24 ranks	Reduce the time to create life-shaped items by 50%
Epic Mastershaper	Mastershaper, Craft (life-shaped) 24 ranks	Create masterwork life-shaped items that exceed normal limits
Epic Nature-bender	Nature-bender, Craft (life-shaped) 24 ranks	Alter living creatures exceeding the normal limits
Epic Shaper	Shape Creature, Craft (life-shaped) 24 ranks, Knowledge (life-shaping) 24 ranks	Create life-shaped items that exceed normal limits
Shape Feats		
Shape Creature	Craft (life-shaped) 15 ranks, Knowledge (life-shaping) 15 ranks	Create life-shaped creatures
Shape Tissue	Craft (life-shaped) 10 ranks, Knowledge (life-shaping) 10 ranks	Create life-shaped tissues
Shape Tool	Craft (life-shaped) 5 ranks, Knowledge (life-shaping) 5 ranks	Create life-shaped tools

1 A **fighter** may select this feat as one of his **fighter** bonus feats.

2 You can gain this feat multiple times. Its effects stack.

3 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new body slot, feat, or to a new set of skills.

Prolific Shaper [General]

You are adept at making life-shaped items at a lower cost than usual.

Prerequisites: Any Shape feat.

Benefits: When determining the ceramic piece cost in raw materials you need to shape an item, reduce the base price by one-quarter.

Recycler [General]

You can recycle material from destroyed life-shaped creatures and tissues.

Prerequisites: **Knowledge** (life-shaping) 1 rank.

Benefit: You can re-use dead life-shaped creatures and tissues. The table below gives the amount of time needed,

DCs for specific items, and the amount of money obtained on a successful check.

Recycled Item	Time Required	Search DC	Cp Obtained
Creature			
Tiny or smaller	5 min.	15	30 Cp
Small to Large	15 min.	20	40 Cp
Huge or bigger	30 min.	25	55 Cp
Tissue			
Regular	5 min.	15	20 Cp
Graft	15 min.	20	30 Cp

At the end of the listed time, make a **Search** check. If the check is successful, you receive an amount of ceramic pieces equal to the amount listed, either by selling the parts or using them to offset the raw material cost of future life-shaped creations.

Special: A particular life-shaped creature or tissue can be successfully recycled only once. Any further attempts to recycle the remains fail automatically.

Rhulisti Heritage [Racial]

You come from a family with a particular strong rhulisti ancestry.

Prerequisites: Any Rebirth race.

Benefits: You gain a +1 racial bonus on [saving throws](#) against spells, powers, spell-like abilities, and psi-like abilities. In addition, your graft success rate increases +15% (see [Grafting and Removal](#), page 53).

Special: This feat must be selected at 1st level.

Shape Creature [Shape]

You can create life-shaped creatures.

Prerequisites: [Craft](#) (life-shaped) 15 ranks, [Knowledge](#) (life-shaping) 15 ranks.

Benefits: You can create life-shaped creatures. To shape a creature, you must use up raw materials costing one-third of the item's price. Use the standard [Craft skill](#) rules (see page 70 of the *Player's Handbook*), except the time and [DC](#) of the [Craft](#) (life-shaped) check to create a life-shaped creature depends on its size and features (see [Body](#), page 65). If both checks succeed, the life-shaped creature functions properly. If either or both checks fail, the life-shaped's design is flawed; another 24 hours must be spent fixing the problems, and two new checks must be made at the end of that time. If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Shape Tissue [Shape]

You can create life-shaped tissues.

Prerequisites: [Craft](#) (life-shaped) 10 ranks, [Knowledge](#) (life-shaping) 10 ranks.

Benefits: You can create life-shaped tissues. To shape a tissue, you must use up raw materials costing one-third of the item's price. Use the standard [Craft skill](#) rules (see page 70 of the *Player's Handbook*) to determine the time to create a tissue (put the item's price in ceramic bits instead of sp). At the end of that time, you must succeed at a [Craft](#) (life-shaped) check ([DC](#) 18). If the check succeeds, the life-shaped tissue functions properly and if it is a graft it can be grafted any time. If it fails, the life-shaped's design is flawed; another 24 hours must be spent fixing the problems, and a new check must be made at the end of that time. If you fail the check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Shape Tool [Shape]

You can create life-shaped tools.

Prerequisites: [Craft](#) (life-shaped) 5 ranks, [Knowledge](#) (life-shaping) 5 ranks.

Benefits: You can create life-shaped tools. To shape a tool, you must use up raw materials costing one-third of the item's price. Use the standard [Craft skill](#) rules (see page 70 of the *Player's Handbook*) to determine the time to create a tool (put the item's price in ceramic bits instead of sp). At the end of that time, you must succeed at a [Craft](#) (life-shaped) check ([DC](#) 12) and a [Knowledge](#) (life-shaped) check ([DC](#) 12). If both checks succeed, the life-shaped tool functions properly. If either or both checks fail, the life-shaped's design is flawed; another 24 hours must be spent fixing the problems, and two new checks must be made at the end of that time. If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Shaper of Life [General]

You have a knack for life-shaping endeavors.

Benefits: You get a +2 bonus on all [Craft](#) (life-shaped) checks and [Knowledge](#) (life-shaping) checks.

Take the Heat [Racial]

After a long time living close to the hot mists, you can easily resist high temperatures

Prerequisites: Jagged Cliffs region.

Benefit: You gain a +2 bonus on [saving throws](#) against fire effects. You treat extreme heat as if it were very hot, (*DMG* 303) but suffer normally from abysmal heat, or from supernatural heat.

Tender of Life [General]

You have a knack for caring for life-forms.

Benefits: You get a +2 bonus on all [Handle Animal](#) checks and [Heal](#) checks.

Vertical Orientation [Racial]

You excel at activities that require vertical displacement.

Prerequisites: Rhul-thaun.

Benefit: You get a +2 bonus on [Climb](#) and [Jump](#) checks. Additionally, when making a high jump, your vertical reach is 6 feet.

New Spells

Although almost all rhulisti and rhul-thaun shun magic in all of its forms, their enemies do not. These spells were devised by the reggelid to be used against the people of Jagged Cliffs, but some of them retain their usefulness in other regions. A reggelid encountered at the swamp in the base of the Cliffs often has one of more of the spells found in this section.

Command Life-Shaped

[Transmutation](#)

Level: [Drd](#) 3, [Wiz](#) 3

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of life-shaped creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

Reaching out with your thoughts, you grasp the mind of your life-shaped foes, making them befriend you.

This spell allows you some degree of control over one or more life-shaped creatures. Affected life-shaped creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed **Charisma** check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded life-shaped never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of life-shaped creatures whose combined level or **HD** do not exceed twice your level.

Material Component: A drop of cam-rah.

Control Life-Shaped

Transmutation

Level: Drd 8, Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of life-shaped creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

Calling upon your reserves of personal power, you utter the enchantment and gain control of the will of your life-shaped foes.

This spell enables you to control the actions of one or more life-shaped creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled life-shaped do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Material Component: A drop of cam-rah.

Detect Life-Shaped

Divination

Level: Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Using your hatred for the life-shaped, your reach out with your mind to sense the presence of your enemies.

You can detect the presence of life-shaped creatures in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of life-shaped items (including creatures with the life-shaped construct subtype, or creatures wearing life-shaped items) in the area.

2nd Round: Number of life-shaped creatures or items in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each life-shaped item present. If a life-shaped item is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal **hit points**, free of disease.

Fair: 30% to 90% of full normal **hit points** remaining.

Poor: Less than 30% of full normal **hit points** remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer **hit points** remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect life-shaped items in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Organic Corruption

Necromancy [Death]

Level: Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Organic material within a 10-ft.-cube

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

After smearing the acid on your finger, you point it toward your enemy. A sickly-green sphere of energy briefly engulfs him and his surroundings. You watch satisfied as pain shows on his face and his equipment sprouts molds and visibly rots.

Organic corruption causes a partial decomposition of living matter within its area of effect. The spell corrupts all organic material within the area, permanently reducing the **hardness** of these materials by 2 (minimum

0) and halving their **hit points** (minimum 1) per inch of thickness. Armors and shields made of organic materials (bone, chitin, hide, leather, wood, and life-shaped items) lose 1d4 points of **Armor Class** (minimum 0) through decomposition. Magical and psionic items are unaffected by *organic corruption*.

All living creatures within the area take 1 point of damage +1 point per caster level (maximum +10).

Material Component: A drop of **acid**.

Organic Disruption

Necromancy [Death]

Level: Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Organic tissue within a 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: **Fortitude** negates or **Fortitude** half; see text

Spell Resistance: Yes

A sphere of dark energy appears out of nowhere and disappears just as quickly. In its place, all organic life is turned to dust.

Organic disruption snuffs out the life force of life-shaped creations and those who use them.

The spell destroys all organic material (including life-shaped items) and 1d4 **HD** worth of life-shaped creatures per caster level (maximum 10d4), turning it to dust. Life-shaped creatures with the fewest **HD** are affected first; among creatures with equal **HD**, those who are closest to the burst's point of origin are affected first. No life-shaped creature of 9 or more **HD** can be affected, and **Hit Dice** that are not sufficient to affect a life-shaped creature are wasted.

All other organic creatures take 2d6 points of damage +1 point per caster level (maximum +10).

Material Component: A drop of **acid**.

Chapter 4: Prestige Classes

“Life shapers are the wondrous tools of our ancient past. They are our heritage, our birthright. Cast off the dead. Use not the unliving tool. Our ancient glory can only be restored by embracing life, not death.

We are all that is left. We hold in our hands the fate of our people. The rhul-thaun are the true fruit of the rhulisti tree. The life shapers are what set us above the other races. Only we still know the secrets of life and how to shape it. Heed not the temptations of the powers of the mind, for they are anathema. Spurn the lesser races for they are not of the true blood. Believe in the life shapers, for only they can deliver you to the glory that is our birthright.”

—Loi Far-oneth, master life-shaper

This chapter presents prestige classes that support life-shaping characters and characters wishing to benefit from life-shaped items.

Prestige classes included in this chapter include the life-shaper, who is a master of creating life-shaped items; the graftwarrior, whose grafts evolve along with him; the cliffclimber, a master of vertical movement; the life-tender, who specializes in caring for all life forms; and the windrider, the flamboyant rider of life-shaped creations.

If you are interested in a prestige class, examine its entry requirements carefully. Most of the classes in this book have stringent requirements that require some or much knowledge about life-shaping or the Jagged Cliffs. The prestige classes found in this chapter are described below in broad terms that can help you narrow your choices.

Class	Description
Cliffclimber	Cliffs and mountains expert
Gahv-Erahn	Miraculous healer
Graftwarrior	Uses grafts to become the perfect weapon
Life-Shaper	A master of creating life-shaped items
Life-Tender	Specializes at handling life-shaped creations
Nature-Master	The expert on all life-shaped matters
Windancer	Acrobatic performer
Windrider	Airborne rider extraordinaire

Cliffclimber

*“Strong of back and sturdy limbs,
Blackened hair and fair of skin,
Nimble fingers grip the stone,
I must face the cliffs alone.”*

—Verse 117 of the Cliffclimber's Chant

Cliffclimbers are those who make their living by scaling cliff walls and crossing the distances between villages found on the ledges. They use ropes, hooks, harnesses, and even some life-shaped climbing gear as secondary equipment, but prefer to scale amazing distances up the sheer cliffs employing nothing but their bare hands and feet.

Obviously, cliffclimbers are essential in a society that dwells on the ledges of these imposing cliffs. Cliffclimbers not only scale the cliffs vertically, but travel along them laterally, back and forth between the various halfling

settlements and the vertical forests. Cliffclimbers normally use well-traveled routes across the face of the Jagged Cliffs.

Becoming a Cliffclimber

Most cliffclimbers are fighters, though some barbarians and rangers might take some levels in this class. The fighter bonus feats helps the cliffclimber further improve his combat abilities, while the ranger favored terrain helps the cliffclimber thrive in his locale of choice. The barbarian's fast movement and ability to rage greatly improves the cliffclimber's **Climb** speed.

Entry Requirements

Base attack bonus: +2

Skills: Climb 5 ranks, Survival 4 ranks

Feats: Cliff Combat, Endurance

Race: Rhul-thaun.

Class Features

Cliffclimbers master the art of vertical combat and cliff reconnaissance. A cliffclimber uses this ability to move quickly and unnoticed in the face of the Cliffs. All of the following are class features of the cliffclimber prestige class.

Cliff Stride (Ex): You gain a **competence bonus** equal to your cliffclimber level on all **Climb** checks.

Tools of the Trade: At 1st level, you receive a climber's kit, a grasping hook, and 50 ft. of rope.

Cliff Fighting (Ex): The ability to fight, maneuver, and evade while standing on or clinging to the narrow ledges of the sides of the cliffs are necessary survival skills for cliffclimbers. You gain a +2 bonus on **attack rolls** and a +1 **competence bonus** to **Armor Class** while fighting on cliff faces and ledges. At 8th level, the bonus on **attack rolls** increases to +4 and the **AC** bonus increases to +2.

Track: You gain **Track** as a bonus feat.

Quick Climber (Ex): You can move at half-speed while climbing without taking the normal -5 penalty. Additionally, you can pound two pitons into a wall per minute.

Swift Tracker (Ex): Beginning at 5th level, you can move at your normal speed while following tracks. See

the [ranger](#) class feature, page 48 of the *Player's Handbook*.

Sureclimber (Ex): Beginning at 6th level, you become well acquainted with the dangers of hills and mountainous terrain. You can ignore DC modifiers on [Balance](#), [Move Silently](#), and [Tumble](#) checks derived from scree, steep slopes, or light undergrowth (*DMG* 89).

Sturdy Limbs (Ex): Because of your sturdy nature and special packing techniques, your lifting and carrying limits are considered as though as you were one size category greater.

Hide in the Mists (Ex): While in any hill or mountainous terrain, you can use the [Hide](#) skill even while being observed.

Playing a Cliffclimber

As a cliffclimber, you adventure to practice your abilities and gain further knowledge of special refuges in the Cliff walls and routes. You also adventure as a way to make your ends meet, since cliffclimbing is a lucrative profession.

The life of a cliffclimber is a wandering one. You are constantly traveling between settlements, delivering messages and parcels or exploring the vertical forests.

Combat

In combat, you use your [Cliff Combat](#) feat along with the cliff fighting ability to attack your opponents, and since they are not as adept at fighting while climbing, you have the advantage, and perhaps even the possibility of plunging them to their deaths.

Your ability to track opponents when you reach 4th level and to use it more quickly beginning at 5th level, makes you a very reliable tracker and scout when adventuring in parties.

Once you gain the [hide in the mists](#) ability at 10th level, it becomes almost impossible to detect your approach, especially if you invest a few [ranks](#) in [Move Silently](#).

Advancement

You love to hang from the Cliffs and to climb the vertical forests using nothing but your naked hands. As you train to become a cliffclimber, you find yourself craving more and more for the quietude and seclusion of the rock walls. To outsiders, this might seem insane. To you, though, these moments are as good as they can get.

Resources

After finishing the two-year apprenticeship, you're pretty much on your own. A good relationship with your former master might give you some resources you could call upon in time of need and even point you out to potential customers. Cliffclimbers that belong to the same guilds usually are very cooperative with each other when necessary.

Cliffclimbers in Athas

"A bunch of clumsy brutes if you want my opinion."

—Dhev-ovaun, windrider.



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Life in the Jagged Cliffs without the cliffclimbers would be very difficult, perhaps impossible. They gather valuable plants used for food, medicine, and a variety of other purposes. Harvesting the forests has become necessary within the last few hundred years, ever since the rhul-thaun population outgrew their capability to produce life-shaped crops.

Players who enjoy wilderness adventures will likely enjoy playing cliffclimber characters. Characters who embrace the introspective side of life also make good climbers, as do those who enjoy showing off their

physical abilities.

Organization

There are cliffclimbers who work as independents, but most belong to organizations and guilds that encourage them to work in teams. These associations are small, often consisting of a few family members and friends.

Table 5—1: The Cliffclimber

Level	BAB	Fort	Ref	Will	Hit Die: d8 Special
1st	+1	+2	+0	+0	Cliff stride, tools of the trade
2nd	+2	+3	+0	+0	Cliff fighting (+2, +1 AC)
3rd	+3	+3	+1	+1	Track
4th	+4	+4	+1	+1	Quick climber
5th	+5	+4	+1	+1	Swift tracker
6th	+6	+5	+2	+2	Sureclimber
7th	+7	+5	+2	+2	Sturdy limbs
8th	+8	+6	+2	+2	Cliff fighting (+4, +2 AC)
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Hide in the mists

Class Skills (4 + Int modifier per level): [Balance](#), [Climb](#), [Craft](#), [Hide](#), [Jump](#), [Knowledge \(geography\)](#), [Knowledge \(nature\)](#), [Move Silently](#), [Profession](#), [Search](#), [Spot](#), [Survival](#), and [Use Rope](#).

Occasionally guilds become larger, having 20-30 members, but always limiting membership to citizens of a single community. Guild cliffclimbers usually have their fees-for-service set by the guild. Guild cliffclimbers are usually cheaper, but unaffiliated cliffclimbers are more willing to take larger risks for larger fees.

Although many cliffclimbers live in the large rhul-thaun communities, some live in camps situated on the smaller ledges and in the caves of the Cliffs. The camps consist of a few cliffclimbers and their families, usually numbering less than twenty.

NPC Reactions

Cliffclimbers provide a vital role in rhul-thaun society, and most people regard them as rough, rugged, and extremely capable. Many rhul-thaun settlements have safehomes that cater specifically to climbers and their generally rough tastes.

Cliffclimber Lore

Characters with ranks in Knowledge (local) can research cliffclimbers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Cliffclimbers are master of climbing cliffs and mountains.

DC 15: The most experienced cliffclimbers can climb using nothing but their bare hands. They are fierce business competitors of the windriders.

DC 20: A cliffclimber achieves a degree of mastery that he can vanish from sight while in the Cliffs.

PCs who try to establish contact with a cliffclimber should make a DC 15 Gather Information check to find a safehome, through which contact can be arranged, or a DC 20 Gather information to track a cliffclimber down directly. If the PCs are trying to hire a cliffclimber, give them a +2 circumstance bonus on the check.

Cliffclimbers in the Game

Because cliffclimbers are essentially martial characters and such a crucial part of rhul-thaun life, it shouldn't be hard for you to fit player character climbers in your game. Your player characters might also encounter a cliffclimber as either an ally or enemy.

Sample Encounter

Player characters might stumble with a cliffclimber anywhere around the Jagged Cliffs region. A cliffclimber could serve the characters as a guide or guard while traveling through rhul-thaun cities and villages.

EL 7: While on a typical assignment, Yihn-oruth was ambushed by a gang of magera. He is severely wounded and is cornered, and probably won't make it unless the PCs help him. If the PCs help him, he will be forever grateful to them and will be a very good contact for later adventures.

Yihn-oruth

CR 7

Male rhul-thaun fighter 2/cliffclimber 5

N Small humanoid (rhulisti)

Init +3; Senses Listen +2, Spot +2

Languages Rhul-thaun

AC 21, touch 14, flat-footed 18

(+1 size, +3 Dex, +5 armor, +2 shield)

hp 56 (7 HD)

Fort +11, Ref +4, Will +1; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee clawgraft +11/+6 (1d4+3) or

Ranged composite shortbow [+3 Str] +12 (1d6+3/x3) or

Ranged grapppler +12 touch (entangle, PH 119)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +6

Special Actions quick climber, swift tracker

Atk Options Cliff Combat

Combat Gear 2 healing patches

Abilities Str 17, Dex 17, Con 14, Int 12, Wis 10, Cha 8

SQ Cliff fighting

Feats Alertness, Cliff Combat*, Great Fortitude, Endurance, Rapid Metabolism, Track^B

*New feat described on page 19

Skills Climb +20 (+22 involving climbing ropes), Hide +3, Knowledge (geography) +6, Move Silently +1, Profession (climber) +5, Survival +5 (+7 to keep from getting lost), Use Rope +8

Possessions combat gear plus climber's kit, grasping hook, 50 ft. of rope, dry anchor, ironthread (50 ft.), masterwork climber's shield, masterwork chitin armor

Cliff Fighting (Ex) Yihn-oruth gains a +2 bonus on attack rolls and a +1 competence bonus to AC while fighting on cliff faces and ledges.

Hook "So you call climbing slippery rocks barehanded impossible? I call it work."

Gahv-erahn

"I will care for the good of my patients according to my ability and my judgment and never do harm to anyone. To please no one will I prescribe a deadly drug nor give advice which may cause his death. If I keep this oath faithfully, may I enjoy my life and practice my art, respected by all rhul-thaun and in all times; but if I swerve from it or violate it, may the reverse be my lot."

—Gahv-erahn's Oath

Since divine magic is rare and arcane magic is unknown among the rhul-thaun, they do not rely on them to heal their wounds and cure their diseases. The gahv-erahns, or nurturers of life, set broken limbs, assist during childbirth, instruct the sick in various cures and remedies, and administer herbal and life-shaped medicines.

Although they no longer remember all the principles behind life-shaping, many details of that art have given the rhul-thaun a better understanding of the operation of the body than most other Athasian races. Few of these

healers' cures are based on superstitions or deceptive nostrums.

Becoming a Gahv-erahn

Any character committed to heal his peers may take this class, although experts and rangers are natural candidates, since **Heal** is a class skill for them. Constantly looking to assist his fellow rhul-thaun in both everyday activities and major healing tasks, gahv-erahns sacrifice offensive power for better chances of survival.

Entry Requirements

Skills: **Heal** 5 ranks, **Knowledge** (Nature) 3 ranks.

Feats: **Combat Expertise**, **Skill Focus** (Heal).

Race: Rhul-thaun or rhulisti.

Class Features

Gahv-erahns devote themselves in mastering the healing arts. All of the following are class features of the gahv-erahn prestige class.

Healing Prowess: You gain a bonus on your **Heal** checks equal to your gahv-erahn class level.

Healing Touch: Your ability to restore damage when providing long-term care with a successful **Heal** check increases by +2 **hit points**. Additionally, when providing first aid care, you heal the character of 1d4 **hit points**. At 4th level, this ability increases to +4.

Healing Mastery: When making a **Heal** check, you may **take 10** even if stress and distractions would normally prevent you from doing so.

Healing Miracle (Ex): At 10th level, you can revive a character reduced to **-10 hit points** or lower if you're able to administer aid within 3 minutes of the character's death. On a successful **DC 30 Heal** check, the dead character can make a **Fortitude save** (**DC 20**) to stabilize and be restored to 0 **hit points**. Any ability scores damaged to 0 are raised to 1. Characters brought back in this fashion do not lose a level or points of **Constitution**. If you fail the **skill check** or the patient fails the **Fortitude save**, only powerful spells and psionics are able to revive the dead character.

A character who died with spells prepared has a 50% chance of losing any given spell upon being revived. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A psionic character has all his daily power points wiped away from his mind.

Playing a Gahv-erahn

You adventure in order to help those who need your

services and to gain a further understanding of the life forces, and how to keep it pulsating. You have dedicated yourself to the study and preservation of life first and foremost—even the Gahv-rah Order, though you consider the oath you've taken the highest of callings, so there is no conflict in your mind.

Every practicing gahv-erahn is a member in good standing or the Gahv-rah Order. So, keep the Gahv-erahn's Oath in mind, and never use your superior knowledge of life to wantonly take someone's life.

Combat

Your character's strengths and weakness in combat won't be significantly changed by taking gahv-erahn levels. If you were a skilled spellcaster, you remain one. If you were a skilled melee combatant, you still are now. Do not expect a few gahv-erahn levels to change the way you handle yourself in combat.

A gahv-erahn rarely seeks out direct combat—he prefers to stand behind and help those who become hurt. Your best attribute is **Armor Class**—you win fights by avoiding damage. Combine your **Combat Expertise** feat in conjunction with fighting defensively to occupy your enemy while your injured allies have time to withdraw and his other companions wear the enemy down.

Advancement

You must continue to max out your **ranks** in the **Heal** skill, since it is your main asset, but skills as **Craft** (alchemy) and **Spot** are important too. Choose feats such as **Blind-fight**, **Dodge** (and related feats), and **Mobility** that help you keep out of enemies' reach, or that let you move easily around the battlefield to reach any ally that might be in need of your healing.

Your chances of success are best when you don't need to worry about your own injuries. At first opportunity, upgrade your current armor to the best one you can afford, such as platons or sheathed armor.

Taking a level in the **cleric** class (because of your high **Wisdom**) can be a smart choice, since it will further enhance your healing abilities.

Resources

Most Air and Water temples are cordial and kind to gahv-erahns, for they believe that they are following their elements' beliefs, whether they are aware of it or not. The Gahv-rah Order also provides shelter and a hot meal for those gahv-erahns that had to go away for an assignment.

The Gahv-rah Order is a tightly kept organization that mainly monitors if all members are upholding their vows and charging reasonable fees.

Table 5—2: The Gahv-erahn

Level	BAB	Fort	Ref	Will	Hit Die: d6 Special
1st	+0	+0	+0	+2	Healing prowess
2nd	+1	+0	+0	+3	Healing touch (+2)
3rd	+1	+1	+1	+3	Healing mastery
4th	+2	+1	+1	+4	Healing touch (+4)
5th	+2	+1	+1	+4	Healing miracle

Class Skills (4 + Int modifier per level): **Craft**, **Diplomacy**, **Heal**, **Knowledge** (nature), **Profession**, and **Spot**.

Gahv-erahns in Athas

“Val-alind is truly gifted. I have never seen so many people receive their second breath of life.”

—Thim-obec, leader of the Air Temple of Thamasku

Gahv-erahns are common only in rhul-thaun communities, since in places where divine magic isn't feared, their services would not be very much required.

Players who enjoy helping other characters, while staying in a secure position during combat will likely enjoy playing with gahv-erahn characters.

Organization

Gahv-erahns are free to join any organization, but the organization most associated with the prestige class is the Gahv-erahn Order. The Gahv-erahn Order is an organization dedicated to assuring that gahv-erahns are upholding their beliefs, training apprentices, and helping senior gahv-erahns further increase their training. After finishing the two-year apprenticeship, where they are required to give 50% of their earning to their mentors, a gahv-erahn is entitled to wear a cosmetic graft, symbolizing their achievement, a red heart.

Besides the general recognition from the populace, a Gahv-erahn is able to buy components for healer's kit for half price.

NPC Reactions

The initial attitude for a NPC who encounters a gahv-erahn, especially if he's wearing the class' cosmetic graft, is usually one step better, since many were helped directly or indirectly by one of them.

If it possible for a reggelid to hate even more a rhul-thaun, gahv-erahns manage to accomplish this feat with honors. Their ability to avoid harm and return recently fallen rhul-thaun back to life is something they just can't bear.

Gahv-erahn Lore

Characters with ranks in Knowledge (local) can research gahv-erahns to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Gahv-erahns are the rhul-thaun healers. They use neither magic nor psionics in their craft.

DC 15: Using the accumulated knowledge of rhul-thaun shapers about the forces of life, a gahv-erahn is a healer unmatched in all Athas.

DC 20: The most successful gahv-erahns were able to bring back to life recently deceased creatures.

Gahv-erahns in the Game

Any rhul-thaun expert or ranger might turn out to be a nurturer of life. Gahv-erahns make excellent NPC allies who might aid the PCs against dangerous threats, or even the leader of a rhul-thaun community.

Characters who enjoy playing supportive classes and who enjoy strategic combat are likely to find this prestige

class a welcome occupation. Since gahv-erahns live to heal, in times of peace, many seek a place in adventuring parties to provide their services to those who would need them the most.

Sample Encounter

Most encounters with gahv-erahn happen while in rhul-thaun markets or whenever a cliffclimber expedition is happening, since their healing abilities are highly needed by them.

EL 5: Val-alind is a former adventurer who after losing her husband during an pterrann raid, decided to devote her life to helping the wounded, so less people would share her unfortunate fate. Now she sells her skills as a wandering healer, especially for cliffclimbers and other groups who are in constant risk of death.

Val-alind

CR 5

Female rhul-thaun ranger 2/gahv-erahn 3

NG Small humanoid (rhulisti)

Init +1; Senses Listen +3, Spot +8

Languages Rhul-thaun

AC 14, touch 12, flat-footed 13; Combat Expertise

(+1 size, +1 Dex, +2 armor)

hp 23 (5 HD)

Fort +4, Ref +4, Will +6; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee dagger +3 (1d3/19-20) or

Ranged shortbow +4 (1d4/x3) or

Ranged shortbow +2/+2 (1d4/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +2

Special Actions healing touch (+2), Teamwork

Atk Options Rapid Shot

Combat Gear 3 bloodclots, 2 detoxifiers, 1 healing patch

Abilities Str 11, Dex 13, Con 12, Int 15, Wis 16, Cha 14

SQ favored terrain (Jagged Cliffs), healing mastery, wild empathy +4 (+0 magical beasts)

Feats Combat Expertise, Rapid Shot^B, Skill Focus (Heal), Track^B

Skills Climb +9, Heal +14, Hide +9, Knowledge (geography) +7, Knowledge (life-shaping) +4, Knowledge (nature) +10, Move Silently +7, Profession (gahv-erahn) +9, Search +7, Spot +8, Survival +9

Possessions combat gear plus leather armor, 50 arrows

Favored Terrain (Jagged Cliffs) Val-alind receives a +4 bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within the Jagged Cliffs. *Dark Sun Core Rules 36*

Healing Touch Val-alind increases +2 hit points on a successful Heal check when providing long-term care. When providing first aid care, Val-alind heals a character of 1d4 hit points.

Healing Mastery Val-alind may take 10 on Heal checks even if stress and distractions would normally prevent her from doing so.

Hook “No one dies on my watch.”

Graftwarrior

"It is too easy to just wield weapons to slay your foes. Becoming one is an entirely different matter."

—Bal-orean, graftwarrior

A graftwarrior is an integrated killing machine, a combination soldier and living weapon. Armed with impressive graft augmentation, graftwarriors can fight with little need for support or supply. A graftwarrior is set apart from other graft users by the invasive and preminent nature of his grafts. They are not mere tools for his use; they're a growing and dominant part of his body. As a graftwarrior grows more experienced, his grafts literally grow with him, become more and more symbiotic.

Other warriors seek to further develop their fighting skills, usually focusing on some set of abilities. A graftwarrior focuses more on his own body, for he believes that only by expanding his relationship with his life-shaped tissues that he can achieve true perfection.

Becoming a Graftwarrior

Any character with the desire to become a master of graft augmentation, combining both physical study and a deep symbiotic relationship with his life-shaped grafts might be drawn to train as a graftwarrior. Most of them come from the fighter class, since it is the quickest path, but any combat oriented class will do.

Entry Requirements

Base Attack Bonus: +3

Skills: Knowledge (Warcraft) 3 ranks

Feat: Graft Awareness

Special: Must have at least two grafts without receiving a negative level.

Class Features

A graftwarrior specializes in enhancing his grafts. His abilities focus on melee combat. All of the following are class features of the graftwarrior prestige class.

Expanded Graft: At 1st, 2nd, 4th, 7th, and 10th level, you gain an additional life-shaped graft. The graft grows from your existing grafts, drawing material from your body and equipment. No adaptation period is necessary nor do you receive any damage. You select the graft, and the graft's price cannot be more than 250 x your graftwarrior level.

The expanded graft must follow all normal rules for graft slots, but it doesn't count towards the normal maximum number of grafts a character can have before receiving a negative level (see [Number of Grafts](#), page 54). In addition, an expanded graft doesn't die of old age, as long as it is in the graftwarrior's body, if removed, it lives the normal amount.

Bonus Feat: You receive a bonus feat at 3rd, 6th and 9th level. This feat can be chosen only from the fighter bonus feat list.

Hardened Grafts (Ex): At 5th level, each of a graftwarrior's grafts draws upon your resources and your other grafts to toughen themselves. Each graft you have gains 25% more **hardness** (if it has a **hardness** rating) and 2 additional **hit points**.

Unified Grafts (Ex): At 8th level, your grafts are such an accepted part of your body that they actually draw upon your **natural** resources to heal themselves. You can heal up to your graftwarrior level in **hit points** of damage to your grafts each day, spreading the healing among all your damaged grafts.



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Playing a Graftwarrior

As a graftwarrior, you have learned how to make the most out of your grafts, benefiting from their abilities and make them more resilient. However, you do not need to purchase them, since they actually grow from your body and the other grafts on it.

Other fighters look upon this ability with some envy, since they actually need to buy their

equipment and pay someone to repair them after it gets damaged in battle.

Combat

You rely on a combination of martial prowess combined with the power of your grafts to defeat your enemies. As you gain levels, you develop more grafts and more ways to protect them.

At higher levels, the sheer amount of grafts your body will have developed will be enough to handle even the toughest adversaries, but make sure to keep track of your damaged grafts to ensure they will not be destroyed.

Advancement

You were most likely a regular warrior, using only one of two combat-enhancing grafts before you understood the special relationship between grafter and graftee and decided to become a graftwarrior.

Table 5—3: The Graftwarrior

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Expanded graft
2nd	+2	+3	+3	+0	Expanded graft
3rd	+3	+3	+3	+1	Bonus feat
4th	+4	+4	+4	+1	Expanded graft
5th	+5	+4	+4	+1	Hardened grafts
6th	+6	+5	+5	+2	Bonus feat
7th	+7	+5	+5	+2	Expanded graft
8th	+8	+6	+6	+2	Unified grafts
9th	+9	+6	+6	+3	Bonus feat
10th	+10	+7	+7	+3	Expanded graft

Class Skills (2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Knowledge (Warcraft), Ride, and Survival.

Because you gain fewer feats than a fighter, you must choose them wisely, so pay attention to both your strengths and the kind of scenarios you typically face. **Combat Reflexes** can be very useful to further protect you grafts.

Just because you get several grafts for free, it doesn't mean you'll never need to pay for life-shaped items. Consider making upgrades to your existing grafts, increasing the damage of your weapons or the defense of your armor.

Resources

If you are in the service of the life-shapers, this is your greatest resource. You can usually count on your Sanctuary for food and shelter, as well a place to heal your damaged grafts or to acquire more in case they are destroyed.

Graftwarriors in Athas

"Bal-orean is starting to ask too many questions. I don't care if he is the best ghav-nosh we have, he must be silenced!"

—Gil-ogres, assistant to the master life-shaper

A graftwarriors need not be directly tied to a life-shaper organization. One might have discovered the secret of growing grafts on his own or by carefully examining other graftwarriors.

If you need an organization that promotes the use of life-shaped items, the life-shapers in the Sanctuary of Sahr-tosh are a perfect choice. Its leaders can serve as a source of adventures as well as provide better grafts and improved ways of healing them.

Organization

Some graftwarrior are part of an organization under the employ of the life-shapers called the ghav-nosh, the takers of life. They are the life-shapers' personal assassins, ensuring the grip they hold on the rhul-thaun society is never lost. They live on the Sanctuary of Sahr-tosh, far away from prying eyes.

The Sanctuary of Sahr-tosh is disproportionately large for the community in which it finds itself. The life-shapers of Sahr-tosh have total political control of the village, and therefore are rarely taken to task for the excesses of their actions. They use their sanctuary to carry out extremely dangerous experiments, to hide their failures and deepest secrets, and to hide their ghav-nosh servants away from prying eyes.

Hit Die: d10

Those wishing to become affiliated with the ghav-nosh must first prove their fighting and stealth skills to the life-shapers; their loyalty is also constantly tested during this period, since a ghav-nosh must be completely loyal, and have no qualms about killing or committing any loathsome actions their masters call upon him to perform. After succeeding in all those tests, they receive their specially shaped black cloaks and red facemasks. The Sanctuary of Sahr-tosh is under the authority of a life-shaper named Rel-anir, who is also the city administrator.

Those who are not part of the ghav-nosh often eschew organizations altogether, choosing a small band of companions to help them proceed in their chosen quests.

NPC Reactions

The freakish appearance of most graftwarriors might startle even some rhul-thaun who are accustomed to seeing life-shaped grafts on his peers. Most NPCs familiar with life-shaped items suspect all graftwarriors are hired thugs for the life-shapers.

Graftwarrior Lore

Characters with ranks in Knowledge (life-shaping) can research graftwarriors to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A graftwarrior is a warrior that uses life-shaped grafts to improve his fighting skills.

DC 15: A graftwarrior develops a special relationship with his grafts that strengthens them.

DC 20: Graftwarriors grow their grafts from their own bodies, forming a symbiotic relationship. Many are part of the ghav-nosh (life-takers), professional assassins in the employ of the life-shapers.

Graftwarriors in the Game

Because graftwarriors are essentially martial characters, it should be easy enough to fit player characters graftwarriors in your game, even outside of the Jagged Cliffs, as long as you allow life-shaped rules. Your player characters might even meet a graftwarrior as either an ally or enemy.

Sample Encounter

Player characters might stumble with a graftwarrior anywhere around the Jagged Cliffs region. On the other hand, they could be on the wrong end of an assassination

attempt designed by a life-shaper if the PCs somehow managed to anger one of them.

EL 11: While roaming through the Hinterlands, the PCs hear very loud roars. If they go to investigate, they come upon a graftwarrior (Bal-orean) fighting a pack of three tigonos. Whether they help or not, this is a good way to bring a graftwarrior into play.

Bal-orean

CR 13

Male rhul-thaun fighter 3/graftwarrior 10

LN Small humanoid (rhulisti)

Init +6; **Senses** Listen +6, **Spot** +6

Languages Rhul-thaun

AC 16, **touch** 13, **flat-footed** 14

(+1 **size**, +2 **Dex**, +3 **armor**)

hp 115 (13 HD)

Fort +12, **Ref** +10, **Will** +5; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee **mwk** armlade +14/+9/+4 (1d8+2/17–20 plus poison) and quickstrike +12 (1d4+2/19–20) or

Ranged **heavy crossbow** +16 (1d10/19–20 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +15

Special Action unified grafts

Atk Options **Cleave**, **Great Cleave**, **poison** (black mastyrial, DC 18, 1d6 **Con**/1d6 **Con**), **Power Attack**

Combat Gear 2 doses of black mastyrial poison, 2 healing patches, detoxifier

Abilities **Str** 14, **Dex** 15, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8

SQ expanded graft, hardened grafts, unified grafts

Feats **Cleave**, **Graft Awareness***, **Graft-taker*** (3), **Great Cleave**, **Improved Critical** (armlade), **Improved Initiative**, **Weapon Focus** (armlade), **Power Attack**, **Two Weapon Fighting**

*New feats described on page 20

Skills **Bluff** –8, **Climb** +13, **Diplomacy** –8, **Gather Information** –8, **Hide** +6, **Intimidate** +6, **Knowledge** (warcraft) +12, **Listen** +6, **Move Silently** +4, **Spot** +6, **Survival** +8

Possessions combat gear plus **masterwork** armlade (+1 bonus to **attack rolls**), quickstrike, heavy crossbow with 20 bolts, coolcloak, flexar, platon (body, limb, head)

Hardened Grafts (Ex) Each graft Bal-orean has gains 25% more **hardness** (if it has a **hardness** rating) and 2 additional **hit points**.

Unified Grafts (Ex) Bal-orean can heal up 10 **hit points** of damage to his grafts each day, spreading the healing among all his damaged grafts.

Hook “I am the ultimate weapon.”

Life-Shaper

“Fear the future, revere the past. All good things are ancient of days, Life now is dark and hard compared to our time of glory and power. It is our duty to bring back the days of triumph. We

must return to the ways of the past. We must recapture the essence of the old ones, the essence of ourselves.

—Portion of a frequently quoted speech given by Loi Far-oneth

Only children of the highest intelligence are encouraged to focus their studies toward life-shaping. These studies require a precise knowledge of hundreds of different rituals and a detailed, specialized knowledge of the care and handling of life-shaped creations and the raw materials needed to produce them.

However, study and dedication are not enough to make one a life-shaper. There is a strange and secret initiation for candidates who wish to become life-shapers, involving a process in which they immerse the aspirant in biological fluids and creation matter, in a life-shaped device called a womb, to see whether he or she is accepted “by the fundamental forces of life.” Once accepted, the new apprentices are allowed to begin their work, directed and guided by their superiors. They leave rhul-thaun society and join isolated life-shaper communities.

Becoming a Life-Shaper

Qualifying to be a life-shaper usually requires the character to take some levels in either **bard** or **rogue** because of the skill requirements. Because of their isolation, many life-shapers also come from **NPC** classes, such as aristocrats and experts.

Entry Requirements

Skills: **Craft** (life-shaped) 6 ranks, **Heal** 4 ranks, **Knowledge** (life-shaping) 6 ranks.

Feat: Shape Tool.

Race: Rhul-thaun or rhulisti.

Special: Must have passed the womb immersion.

Class Features

A life-shaper specializes even further in manipulating the life forces involved in life-shaping. His abilities let him quicken and improve the process. All of the following are class features of the life-shaper prestige class.

Shaper of Life: At 1st level, you gain Shaper of Life as a bonus feat.

Improve Kit: You can use your know-how to improve a botanist or healer’s tool kit, granting a **circumstance bonus** total of +3 at 1st level at no additional cost. At 4th level, the **circumstance bonus** increases to +4 and at 7th level, the **circumstance bonus** increases to +5.

Botanist’s Kit: For the cost of a botanist’s kit, you can assemble an improved version of the kit that grants the listed bonus on all **Heal** checks made on living plants.

Healer’s Kit: For the cost of a healer’s kit, you can assemble an improved version of the kit that grants the listed bonus on all **Heal** checks made on living creatures and life-shaped constructs.

Table 5—4: The Life-Shaper

Level	BAB	Fort	Ref	Will	Craft XP Reserve	Special
1st	+0	+0	+0	+2	0	Shaper of Life, improve kit (+1)
2nd	+1	+0	+0	+3	0	Quick shape (reduce 25% time), superior heal
3rd	+1	+1	+1	+3	0	Bonus feat
4th	+2	+1	+1	+4	0	Improve kit (+2)
5th	+2	+1	+1	+4	500	Quick shape (reduce 50% time, masterwork)
6th	+3	+2	+2	+5	600	Bonus feat
7th	+3	+2	+2	+5	700	Improve kit (+3)
8th	+4	+2	+2	+6	800	Quick heal
9th	+4	+3	+3	+6	900	Bonus feat
10th	+5	+3	+3	+7	1000	—

Class Skills (6 + Int modifier per level): Appraise, Craft (life-shaped), Diplomacy, Handle Animal, Heal, Knowledge (architecture and engineering, life-shaping, nature, structure), and Profession.

Quick Shape (Ex): At 2nd level, you learn how to shape ordinary items more quickly than normal. When using the Craft (life-shaped) skill to shape such an item, you reduce the building time by one-quarter. At 5th level, the life-shaper reduces the shaping time of ordinary items and mastercraft items by half.

Superior Heal: At 2nd level, you learn improved ways of healing life-shaped creatures, tissues and tools. With 1 hour of work, you can heal a number of hit points based on your Heal check result, as shown in the table below. If damage remains, you can continue to heal for as many hours as needed to fully heal the damaged creature, tissue and tool.

Heal Check Result	Damage Healed
Less than 20	none
20—29	1d8 + life-shaper class level
30—39	2d8 + life-shaper class level
40+	3d8 + life-shaper class level

Bonus Feat: At 3rd, 6th, and 9th level, you get a bonus feat. The bonus feat must be selected from the following list: Animal Affinity, Gifted Shaper, Graft-taker, Mastershaper, Prolific Shaper, Recycler, Shape Creature, Shape Tissue, Skill Focus, Tender of Life. You must meet all the prerequisites of the feat to select it.

Craft XP Reserve: Starting at 5th level, if you have the Mastershaper feat, you can build mastercraft life-shaped items without investing as much of yourself in the process.

At 5th level and every level thereafter, you gain a special reserve of experience points, as shown on Table 5—4. These extra experience points are separate from experience gained through level advancement and can only be used to shape mastercraft items; they do not count toward level gain.

You must spend the extra experience points you gain at each level, for when you gain a level, you lose any unspent experience points in your reserve.

Quick Heal (Ex): At 8th level, you can heal a life-shaped item in half the normal time; see the Heal skill description for normal heal times. However, cutting the healing time increases the Heal check DC by 5.

Playing a Life-Shaper

You normally don't seek adventure, but when you do, it is to test your creations against the danger the Cliffs can offer. You purposely seek out conflicts that let you progressively create tougher and more lethal creatures, tools and tissues.

The power life-shapers have over the forces of life is intoxicating, and most life-shapers tend to have an exaggerated view of their own importance, becoming stern and arrogant over time.

Life-shapers usually work in groups, in life-shaping facilities known as Sanctuaries. There, they use collaborative efforts to maximize efficiency, while trying to come up with new profitable innovations.

Combat

If you have more than one Shape feat, you have access to a variety of specialized life-shaped items to use in combat, although you prefer to stand back and let others fight for you, using the life-shaped creations you made. The knowledge you carry is too important to be endangered.

Advancement

Life-shaping is a skill considered innate by life-shapers. No one asks you if you'd like to become a life-shaper; you can seek out training, but it is your choice to do so. Training to become a life-shaper is training to become a master artisan. You practice your art as an eternal quest for perfection, like a rhuisti master would do. Apprenticeships inside life-shaping sanctuaries are common, as young adepts work to master the skills necessary for advancement. Each life-shaper has his own area of expertise. It is the perfection of this style that gives life-shaping adepts true realization.

As a life-shaper, you realize that your knowledge of all things are paramount for your success. Thus, investing your skill points in ranks of Craft (life-shaped), Knowledge (architecture and engineering, life-shaping, nature), and other skills that enable you to turn your knowledge into influence is a good idea.

Behind the Veil: Lost Clans

Among the rhu-thaun are rumors of a disgruntled group of rhu-thaun clans that went to the far north and lost contact with the rest of society. The surmised existence of the so-called "lost clans" has never been confirmed. However, during the thousands of years of separation, they may have lost some of their xenophobic nature and even developed new life-shaping techniques. The DM might allow non-rhu-thaun races to acquire the knowledge of life-shaping in this scenario.

The path a life-shaper must follow to succeed is pretty straightforward—learn as much about the construction and enhancement of life-shaped items as possible. Feats such as Mastershaper and Prolific Shaper are mainstays to an adept.

Resources

Once you leave your adept apprenticeship, you will always be able to rely on the dependency rhul-thaun society has developed for life-shaped items. You can name your own price—and only the wealthy can afford you. This is one of the main reasons for life-shapers to use cosmetic grafts symbolizing their affiliation. In addition, one of the best resources available to you is the sanctuary where you were trained. A life-shaper sanctuary will at least provide you a place to sleep and basic shelter.

Life-Shapers in Athas

“Dar-otuil is showing much progress, especially with shaping grafts. We must consider sending him to Sabr-tosh.”

—Life-shaper supervisor Mag-aven, report #213

Anywhere a rhul-thaun settlement exists, a life-shaper will always find employment. Whether he becomes **rogue** and joins an adventuring party, becomes a freelancer artisan, or secludes himself in a life-shaper sanctuary, a life-shaper has talents that are useful in a variety of situations.

A life-shaper spends his days in study and practice, crafting life-shaped items for the goodness of his peers. Perfection isn't always found in the form of a life-shaped item, but in its function and usefulness.

Organization

The life-shaper goals include the preservation and proliferation of their art. Many shapers believe that if situations were different, they could even regain some of the skills and bits of knowledge lost over the centuries. They believe they are the keys to recovering and rebuilding their civilization to its former glory, to the splendor it possessed during the Blue Age of Athas. The restoration of ancient greatness is their ultimate goal.

To further their ends, they believe manipulating the larger society to foster life-shaping is necessary, as is the reconstruction of the past. Some life-shaper masters believe the complete domination of rhul-thaun society is mandatory if the shapers are to be allowed to properly fulfill their ambitions. Beyond the loftier goal, of course, lies the interest of accruing personal power.

NPC Reactions

Anyone who has seen life-shaped items in action is likely to know a little about the prestige class. The ability that life-shapers have to create almost everything their society needs guarantees that the class' reputation precedes it wherever it is known. Rhul-thaun **NPCs** who are aware of the class typically have a starting attitude of friendly toward a shaper, if only to avoid persecution by them. The exception to this is if the **NPCs** are associated

with the Har-etuil, and know of the schemes life-shapers constantly participate in, in which case his initial reaction is unfriendly at best.

Life-Shaper Lore

Characters with **ranks** in **Knowledge** (life-shaping) or **Knowledge (local)** can research life-shapers to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower **DCs**.

DC 10: Life-shapers are rhul-thaun that create living tools and creatures from scratch. Their skills provide food, clothing, shelter, tools, weapons, and transportation to the rhul-thaun.

DC 15: The life-shapers are a powerful and influential circle in rhul-thaun society. Each shaper is rigorously trained and vigorously indoctrinated.

DC 20: Life-shapers are actually trying to completely rule the entire rhul-thaun civilization. People who become aware of this are usually assassinated by the life-shapers personal assassins, the ghav-nosh.

DC 30: Characters who achieve this level of success can learn important details about specific life-shapers, including notable members, the areas where they operate, and details about the life-shaping rituals.

PCs who try to establish contact with a life-shaper should make a **DC 15 Gather Information** check to find the local life-shaping sanctuary, through which contact can be arranged, or a **DC 20 Gather information** to track a life-shaper down directly. If the **PCs** are trying to purchase life-shaped items, give them a +2 **circumstance bonus** on the check.

Life-Shapers in the Game

Whether as a valuable member of an adventuring party or as part of a life-shaper sanctuary, a life-shaper is easy to fit in any campaign where the life-shaping rules are used. Life-shapers can easily be rhul-thaun saviors, as they can become their tyrants and oppressors.

For player characters, this prestige class appeals to players who enjoy building or improving things or to use the prestige of being a life-shaper in order to gain power in the rhul-thaun society.

Sample Encounter

Dar-otuil is a talented life-shaper and is rising quickly among their **ranks**. He usually is chosen for delivering messages and finished products for merchants.

EL 8: Dar-otuil is going on an inter-community errand and needs the **PCs** as bodyguards, since he is supposed to deliver a large shipment of life-shaped items.

Dar-otuil

CR 8

Male rhul-thaun **expert** 3/life-shaper 5

LN Small humanoid (rhulisti)

Init +2; **Senses** Listen +2, **Spot** +2

Languages Rhul-thaun

AC 16, touch 13, flat-footed 14
 (+1 size, +2 Dex, +3 natural)
 hp 28 (8 HD)
 Fort +2, Ref +4, Will +9; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)
 Melee mwk quickstrike +4 (1d4/19-20)
 Space 5 ft.; Reach 5 ft.
 Base Atk +4; Grp +3
 Special Actions quick shape
 Combat Gear 1 detoxifier, 1 healing patch

Abilities Str 8, Dex 14, Con 10, Int 16, Wis 15, Cha 14
 SQ Craft XP reserve, improve kit (+2), superior heal
 Feats Graft-taker*, Mastershaper*, Shape Tool*, Shaper of Life^{B*}, Shape Tissue*
 *New feats described on page 20
 Skills Appraise +10, Bluff +0, Craft (life-shaped) +18, Climb +9, Diplomacy +8, Gather Information +0, Handle Animal +6, Heal +4, Knowledge (architecture and engineering) +10, Knowledge (life-shaping) +16, Knowledge (nature) +10, Profession (life-shaper) +8
 Possessions combat gear plus healer's kit (9 uses left), masterwork platon (+2 armor bonus), masterwork quickstrike (+1 damage)

Craft XP Reserve Bal-olech has 100 extra XP that can be used only to shape **mastercraft** items
 Quick Shape (Ex) Bal-olech takes only half the time to shape ordinary and **mastercraft** life-shaped items

Hook "Life itself is my clay."

Life-Tender

Tenders are the people responsible for life-shaped creatures once they have been created and have matured.

Tenders are not life-shapers but rather shepherds of their strange flocks. Many of the life-shaped creations need to be cared for when placed into service, whether the needs are simple watering and feeding or more specialized treatment.

Becoming a Life-Tender

Those who become tenders are usually caring, nurturing sorts who prefer occupations with fewer risks. A great deal come from NPC classes, such as commoner and expert, others are druids and rangers who are fond of life-shaped creatures.

Entry Requirements

Skills: Handle Animal 3 ranks, Heal 3 ranks, Knowledge (life-shaping) 4 ranks.

Race: Rhul-thaun or rhulisti.

Table 5—5: The Life-Tender

Level	BAB	Fort	Ref	Will	Hit Die: d6 Special
1st	+0	+0	+0	+2	Tender of Life, shaped empathy
2nd	+1	+0	+0	+3	Remove disease 1/week
3rd	+1	+1	+1	+3	Expert healer
4th	+2	+1	+1	+4	Remove disease 2/week
5th	+2	+1	+1	+4	Healing mastery

Class Skills (4 + Int modifier per level): Appraise, Climb, Craft, Handle Animal, Heal, Knowledge (architecture and engineering, life-shaping, nature), Ride, Profession, and Use Rope.

Class Features

All of the following are class features of the life-tender prestige class.

Tender of Life: At 1st level, you gain Tender of Life as a bonus feat.

Shaped Empathy (Ex): This ability works just like the druid wild empathy class feature (see page 35 of the *Player's Handbook*), except you can apply it only to life-shaped creatures.

Remove Disease (Ex): Beginning at 2nd level, you can produce a *remove disease* effect, as the spell, once per week, but only for life-shaped items. At 4th level and higher, you can use this ability twice per week.

Expert Healer: At 3rd level and higher, your ability to heal life-shaped creatures improves. On a successful Heal check, the life-shaped creature recovers additional hit points or ability score points at a rate half again as much as normal (3 hit points per HD for a full 8 hours of rest in a day, or 6 hit points per HD for each full day of complete rest).

Healing Mastery: When making a Heal check for a life-shaped, you may take 10 even if stress and distractions would normally prevent you from doing so.

Playing a Life-Tender

Ever since you were little, you were always found living creatures, but especially of life-shaped creatures, and nurturing them. With time, you seemed to develop some sort of connection with them. You seek adventure as collateral effect, since tending for life forms usually sends you out on perilous errands.

Some life-tenders are in fact life-shapers that fail to pass on the womb immersion test, caring for life-shaped the closest they could get from their dreams.

Combat

As a life-tender, you are an unusual combatant, since you focus more on healing than harming those around you. Therefore, you usually stay away from action, either healing the life-shaped mounts of your companions or healing the life-shaped creatures you yourself trained to fight in your stead.

Advancement

You don't become a life-tender so much as realize you've always been one. From your earliest days, you always had a knack for tending those around you, and probably even kept a few life-shaped pets around. As you grew older this gift only grew. Eventually you realized that you could turn this into a living.

As you advance in this prestige class, focus on enhancing the talents that make you most effective. Add ranks to **Handle Animal**, **Heal**, and **Knowledge (nature)** to help you excel at your tending. Consider picking up feats that also help you in combat situations, such as **Skill Focus (Heal)**, **Self-Sufficient** and **Toughness**.

Resources

Outside your very small circle of adventuring companions, you belong to no organization. In times of need, you can acquire resources from your talents, selling your healing and training abilities for those who can pay.

Life-Tenders in Athas

“That Pish-avios lady wouldn’t recognize a life-shaped disease even if it bit her in the buttocks! My services are much more reliable, for only a few extra ghav-egoths.”

—Fen-olind, rival life-tender

Life-tenders make good allies for PC parties thanks to their ability to train life-shaped creatures, as well as heal them in almost any kind of situation.

Organization

Tenders generally work alone, taking on only as much responsibility as they can handle by themselves. Their work can normally be done at home with a minimum of tools.

Life-tenders are often associated with gahv-erahns, since their beliefs and aptitudes are similar, but not close enough to compete for clients.

NPC Reactions

Most people can’t tell the difference between a life-tender from a regular animal handler. However, a NPCs attitude is one step better towards a known life-tender, because their trade is very useful and required in rhul-thaun communities.

Life-Tender Lore

Characters with ranks in **Knowledge (life-shaping)** can research life-tenders to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

DC 10: Life-tenders are those who care for sick life-shaped creations and groom the healthy ones.

DC 15: Many life-tender are in fact, failed life-shapers. In a way, this is the closest they can get to their dreams.

DC 20: Life-tender form a special bond with their patients, and some are even able to heal them just by laying their hands on them.

Life-Tenders in the Game

Mountebanks can easily fit into any campaign that has a relative high number of life-shaped items, serving as an ally to the PCs.

Sample Encounter

Player characters might encounter a life-tender simply by hanging around any large rhul-thaun settlement, especially around markets.

EL 3: While the PCs are walking around a rhul-thaun city, a crazed dhev-sahr starts thrashing around in a market nearby. The life-tender (Pish-avios) does not seem able to control the beast.

After a brief intervention of the PCs, it is discovered the creature is suffering from some sort of new disease she cannot cure. Pish-avios then asks the PCs help to discover the cause of this disease.

Pish-avios

CR 6

Female rhul-thaun **expert** 2/life-tender 4

LN Small humanoid (rhulisti)

Init +0; **Senses Listen** +4, **Spot** +4

Languages Rhul-thaun

AC 15, **touch** 11, **flat-footed** 15

(+1 **size**, +4 **armor**)

hp 23 (7 HD)

Fort +1, **Ref** +1, **Will** +9; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee shockwand +2 (1d5–1 plus 1d6 **electricity** damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Special Actions *remove disease* 2/week

Combat Gear 2 bloodclots

Abilities **Str** 9, **Dex** 11, **Con** 10, **Int** 13, **Wis** 14, **Cha** 9

SQ expert healer, shaped empathy +5

Feats **Alertness**, **Animal Affinity**, **Skill Focus** (Profession [life-tender]), **Tender of Life**^{B*}

*New feat described on page 22

Skills **Appraise** +7, **Climb** +8 (+10 with ropes), **Handle Animal** +9, **Heal** +10, **Knowledge** (life-shaping) +7, **Knowledge** (nature) +8, **Ride** +9, **Profession** (life-tender) +16, **Use Rope** +5

Possessions combat gear plus sheath **armor**, shockwand

Expert Healer On a successful **Heal** check, any life-shaped creature Pish-avios is tending recovers 3 **hit points** per HD for a full 8 hours of rest, or 6 **hit points** per HD for a full day of rest.

Remove Disease (Ex) As the spell, 2/week.

Hook “Caring is my business”

Nature-Master

“The rhulisti is the perfect form. We cannot abide while thesers benders of the sacred laws of nature go unpunished!”

—Ush-avan, rhulisti nature-master, fragment from the *Rally for the First of Wars*

Nature-masters are those who become so skilled at shaping the forces of life that there are almost no limits to what they can accomplish with their craft. Unlike life-shapers, nature-masters truly understand the basic

process of creation, gaining insight beyond the reach of any mere life-shaper. Many nature-masters become so obsessed with manipulating the forces of nature, that they become instead nature-benders, experiment recklessly with intelligent life forms.

Becoming a Nature-Master

Nature-master is a very specialized class and requires dedication and study. The best way to become a nature-master is to be a **bard** or **rogue** (because of the high **skill points** per level), taking levels in life-shaper from 5th to 13th level, and then take 1st level in the prestige class as your 14th character level. Then you can advance through all five levels of the class and, after completing it at 18th level, either return to **bard** or **rogue**, or move on to another prestige class such as **dune trader**.

Entry Requirements

Skills: **Craft** (life-shaped) 15 ranks, **Knowledge** (life-shaping) 15 ranks.

Feats: **Skill Focus** [**Craft** (life-shaped)], any two Shape feats.

Race: Rhulisti.

Class Features

A nature-master is the supreme shaper of life. His abilities let him improve life-shaped items and creatures to even further levels. All of the following are class features of the nature-master prestige class.

Craft XP Reserve: Starting at 1st level, if you have the **Mastershaper** feat, you can build **mastercraft** life-shaped items and make life-shaped improvements without investing as much of yourself in the process. You gain a special reserve of **experience points**, as shown on Table 5–6. These extra **experience points** are separate from experience gained through level advancement and can only be used to shape **mastercraft** items and for the life-shaped improvement ability; they do not count toward level gain.

You must spend the extra **experience points** you gain at each level, for when you gain a level in the class, you lose any unspent **experience points** in your reserve.

Life-shaping Improvement: At every level, you gain the opportunity to select a special improvement from among those described below. All improvements have a **XP** cost required, as specified in its description.

Armor Expert: Each armor you create using the **Shape Tool** feat gains a +1 **enhancement bonus** to **AC** and its armor check penalty is lessened by 1. This ability costs 1,000 **XP**.

Creature Lord: Each creature you create with the **Shape**

Creature feat gains a +4 **enhancement bonus** to **Strength** and +2 **hit points** per **Hit Dice**. This ability costs 1,000 **XP**.

Graft Dissembling: Each graft you create using the **Shape Tissue** feat blends so well with the recipient's skin that it does not impose the standard penalty to **Bluff**, **Diplomacy**, **Gather Information**, and **Handle Animal** checks. This ability costs 1,500 **XP**.

Graft Opificer: Each graft you create using the **Shape Tissue** feat does not need an adaptation period. In addition, its **hit points** are increased by one-quarter. This ability costs 750 **XP**.

Shaping Mastery: You can **take 10** when making a **Craft** (life-shaped) or **Knowledge** (life-shaping) even if stress and distractions would normally prevent you from doing so. This ability costs 500 **XP**.

Weapons Master: Each weapon you create using the **Shape Tool** feat gains a +1 **enhancement bonus** on attack and damage rolls. This ability costs 1,000 **XP**.

Feat: You may gain a bonus feat in place of a life-shaping improvement. The bonus feat must be selected from the following list: **Gifted Shaper**, **Graft-taker**, **Mastershaper**, **Nature-bender**, **Prolific Shaper**, **Recycler**, **Shape Creature**, **Shape Tissue**, **Shape Tool**, **Shaper of Life**. The nature-master must meet all the prerequisites of the feat to select it.

Playing a Nature-Master

From an early age, you were fascinated by all aspects of nature, from the most insignificant creature to nature's most flashy demonstration of wrath. It took years of constant study to get where you are today.

Although you might appear similar to a life-shaper, it would be the same as comparing a wood stake to a glistening steel sword. Nature-masters truly excel and understand all the process involved in the creation of the life-shaped.

Preparation and care are the keys to your survival. You have great respect for life-shaping and what it can accomplish, so you never rush headlong into any new area of study without careful understanding of its dangers and applications.

Combat

You avoid combat as much as possible, you usually prefer to stay in your life-shaping sanctuaries, perfecting your creations instead of risking yourself in barbaric ways. You have your creations and less important people to get their hands dirty for you.

Advancement

You have reached the point where you are an

Table 5–6: The Nature-Master

Level	BAB	Fort	Ref	Will	Craft XP Reserve	Hit Die: d6 Special
1st	+0	+0	+0	+2	1000	Life-shaping improvement
2nd	+1	+0	+0	+3	1200	Life-shaping improvement
3rd	+1	+1	+1	+3	1500	Life-shaping improvement
4th	+2	+1	+1	+4	1900	Life-shaping improvement
5th	+2	+1	+1	+4	2400	Life-shaping improvement

Class Skills (2 + Int modifier per level): **Appraise**, **Craft** (life-shaped), **Heal**, **Knowledge** (architecture and engineering, life-shaping, nature, structure), **Profession**, and **Search**.

acknowledged expert in your field, but you have a little way to go before you become undisputed in the level of power and understanding you desire. You spend much of your time in study and research, and you are likely to adventure less than a traditional shaper of life.

Even though you have reached a high degree of proficiency, you must continue to hone your craft. Max out your **ranks** in **Craft** (life-shaped), as well as in **Knowledge** (life-shaping). If you have the skill points to spare, consider investing in **Knowledge (architecture and engineering)** or **Knowledge (nature)**, to truly understand and master all areas of life-shaping.

As you advance as a nature-master, consider feats that enhance even further your skills, Mastershaper and other life-shaping related feat, but also increase your influence and power—such as **Leadership** and **Negotiator**.

Resources

As a nature-master, you're as skilled at crafting life-shaped as a life-shaper with many other feats. Thus, your best resource is your ability to custom-built the items or creatures you want to use. Because you can only pay the cost to create rather than the market price of the desired item or creature. Make much use of this ability and make the best items for yourself.

You rarely need money or equipment, since you can make the items yourself and earn a living through your craft.

Nature-Masters in Athas

"How can you expect to defeat someone who can master Nature itself?"

—Nam-onesh, Ush-avan's political rival, last words heard before a mysterious fatal accident

The nature-master in the perfect example of the rhulisti's dominance of life-shaped creations, their superior knowledge managed to make the rhulisti race rule an entire world for eons.

Nature-masters are not only capable of shaping creatures and items; they are also capable of shaping their society. They usually use their prestige, wealth and influence to mold their societies into what they consider good and right.

Organization

The Conclave of Natural Harmony is led by a group of grand nature-masters who meet once every month to exchange new insights and discoveries about life-shaping, as well as other areas of common interest. The conclave also maintains and updates the strict codes of ethics life-shaping must obey. They have the power to revoke the license of practicing life-shaping to anyone who broke their rules.

The Conclave has few, if any, open adversaries. No one in his right mind is willing to directly oppose such a powerful group, capable of turning entire groups against him, or using horrific life-shaped weapons against him.

NPC Reactions

Rhulisti hold the nature-masters in very high regard indeed. As the personification of rhulisti superior knowledge and culture, he is regarded much as a famous gladiator in the Tablelands or a skilled healer would be. Rhulisti therefore begin with a friendly attitude towards a known nature-master, though anyone associated with the nature-benders is an exception. Their clashing ideologies and worldview makes them natural rivals.

Nature-Master Lore

Characters with **ranks** in **Knowledge (life-shaping)** or **Knowledge (history)** can research nature-masters to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

DC 20: Nature-masters are the ancient rhulisti life-shapers.

DC 30: Nature-masters can control even the most basic aspects of life. They are capable of doing almost everything with life-shaped components.

DC 40: There is a controversial sect of life-shapers that alter life in ways that most nature-masters consider immoral. They are called nature-benders.

Nature-Masters in the Game

Anytime your players need a very powerful or custom-built life-shaped item, or a strong life-shaped creature, you have an excellent opportunity to introduce a nature-master in your campaign.

A single nature-master NPC can make an interesting series of encounters, attacking the PCs with powerful and exquisite life-shaped creatures and grafts. The party faces a substantial challenge in putting a stop to the interference, especially if the nature-master has an influential position in society.

Sample Encounter

A nature-master most often serves as an ally or associate of the player characters, but he is first and foremost concerned about his people and their own agendas. Should the heroes' interest conflict with those of the nature-masters, he will not hesitate to confront the PCs.

EL 15: Ush-avan Zohre is a nature-master with political ambitions. She is using the recent nature-bender threat, as well as her charms, to quickly rise in the nature-master's ranks and she does not hesitate to murder any of her rivals.

Ush-avan Zohre

CR 15

Female rhulisti bard 3/life-shaper 9/nature-master 3

LN Small humanoid (rhulisti)

Init +6; **Senses** Listen +6, **Spot** +1

Languages Rhulisti

AC 13, **touch** 13, **flat-footed** 11

(+1 **size**, +2 **Dex**)

hp 52 (15 HD)

Fort +6, **Ref** +8, **Will** +15; +2 against spell and spell-like effects, +4 against powers and psi-like effects

Speed 20 ft. (4 squares)

Melee *mwk* quickstrike +10 (1d4-1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +6

Atk Options poison (cistern fiend, DC 25, 1d6 *Dex*/2d6 *Dex*), *Quickdraw*

Special Actions bardic music 3/day (countersong, *fascinate* 1 creature, inspire courage +1, inspire competence), improve kit (+3), quick heal, quick shape

Combat Gear 2 detoxifiers, 2 doses of cistern fiend poison

Abilities *Str* 8, *Dex* 15, *Con* 11, *Int* 20, *Wis* 13, *Cha* 17

SQ bardic knowledge +8, life-shaping improvement (graft dissembling, graft opificer, shaping mastery), poison use, superior heal

Feats *Closed Mind*, *Gifted Shaper**, *Improved Initiative*, *Iron Will*, *Leadership*, *Mastershaper*, *Negotiator*, *Prolific Shaper**, *Quickdraw^B*, *Shaper of Life^{B*}*, *Shape Creature**, *Shape Tool**, *Skill Focus* [*Craft* (life-shaped)], *Trader*

*New feats described on page 19

Skills *Appraise* +17 (+19 related to life-shaped), *Bluff* +25, *Craft* (life-shaped) +30, *Diplomacy* +24, *Gather Information* +19, *Heal* +6, *Intimidate* +19, *Knowledge* (life-shaping) +27, *Knowledge* (local) +17, *Knowledge* (nature) +18, *Listen* +6, *Perform* (oratory) +18, *Sleight of Hand* +11, *Sense Motive* +21

Possessions combat gear plus *masterwork* quickstrike (+3 to attack rolls), *dulcet mysk*

Quick Shape (Ex) When using the *Craft* (life-shaped) skill, Ush-avan reduces the building time of ordinary items and *mastercraft* items by half.

Quick Heal (Ex) Ush-avan can heal a life-shaped item in half the normal time (DC increases by 5).

Hook "Life is sacred. Its purity must be maintained even if requires sacrificing a few lives."

Windancer

Windancing is an art form that combines dance and acrobatics into one graceful, athletic frolic between the spires and up the walls of the cliff towns. Windancers seem to sail up, and up, and up at heart-stopping speeds, tumbling, hands hardly touching stair rails; leaping, feet skimming over bridge supports, and always, always, climbing toward the stone-covered sky.

Fearless and colorful performers, windancers are at the heart and spirit of rhul-thaun society. They embody both the structure of ritual and freedom from its

Table 5—7: The Windancer

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Fast acrobatics, agile dancer
2nd	+1	+0	+3	+0	Dancing mastery
3rd	+2	+1	+3	+1	Acrobatic charge
4th	+3	+1	+4	+1	Sustained performance
5th	+3	+1	+4	+1	Persuasive performance

Class Skills (6 + *Int* modifier per level): *Balance*, *Climb*, *Escape Artist*, *Jump*, *Move Silently*, *Perform*, *Profession*, *Tumble*, and *Use Rope*.

constraints. Some windancers add storytelling, song, or mime to their acts, the conclusions always leading to a point where they leap into air and begin their rise to the pinnacles.

Becoming a Windancer

Bards most often and most easily become windancers, although a substantial number of rogues and some fighters also enter the prestige class.

Entry Requirements

Skills: *Balance* 5 ranks, *Climb* 5 ranks, *Jump* 5 ranks, *Perform* (dance) 8 ranks, *Tumble* 5 ranks.

Feats: *Vertical Orientation*.

Race: *Rhul-thaun*.

Class Features

All of the following are class features of the windancer prestige class.

Fast Acrobatics (Ex): You can avoid the normal penalties for accelerated movement while using acrobatics. You ignore all penalties for moving more than the normal speed when making *Balance*, *Climb*, and *Tumble* checks.

Agile Dancer (Ex): You are able to stand on your feet even in the most difficult situations. You are not considered *flat-footed* while balancing or climbing, and add your windancer level on *Balance* and *Climb* checks to remain balancing or climbing when you take damage.

Dancing Mastery (Ex): When making a *Perform* (dance) check, you may *take 10* even if stress and distractions would normally prevent you from doing so.

Evasion (Ex): Starting at 3rd level, you become so agile you can avoid even magical and unusual attacks. This is exactly like the *rogue* ability of the same name.

Sustained Performance (Ex): Starting at 4th level, your rigorous training enables you to endure in situations where others would give up. You add your *Charisma* bonus (if any) to your *Concentration* checks and *Fortitude* saves.

Persuasive Performance (Ex): At 5th level, you become so skilled in your presentations you are able to improve the attitudes of *NPCs*. After a *NPC* within 30 feet of you has observed you for at least for a minute, make a *Perform* (dance) check. You can use this result instead of a *Diplomacy* skill check for influencing *NPC* attitudes (see pages 71-72 of the *Player's Handbook*). The same *NPC* can be so influenced only once every 24 hours.

Playing a Windancer

You are the center of attention, the person everyone wants to talk to, the “face” of the party. Even if you aren’t the most attractive or charismatic member of your group, your unequaled skill at dance creates an irresistible appeal born of justified confidence and supernatural influence.

Combat

You have two roles in combat: distracter and killer. When your group’s plan calls for a diversion, you shine. You draw the attention of opponents, allowing your allies to position themselves for their most devastating attacks. You can perform this role near the front lines of battle, but you have a better chance of survival if you stay near the back. As the killer, you use your speed to quickly close in, drawing the enemy’s eye, and potentially deliver a poisonous or sneak attack blow that turns the tide of battle.

Because of your acrobatic talents, you can easily reach locales other party members would not be able to, at least without resorting to supernatural means.

Advancement

An exquisite physical specimen, you drew the attention of patrons and audiences as often with your unquestionable attractiveness as with your extraordinary artistic talents. Perhaps you sought to give your art a more unique approach, one requiring both talent and superior physical condition, or perhaps you were just bored at doing the same as everyone else, but eventually you brought together your love of dance with your natural climbing talents.

Obviously, you must continue to max out your **ranks** in **Perform (dance)**, but don’t forget other useful skills such as **Balance**, **Climb**, and **Tumble**. Choose feats such as **Cliff Combat** and **Cliff Hanger** that further enhance your climbing skills.

Resources

You rarely work alone, yet your involvement with an organization is transitory at best. As your needs or whims dictate, you flit from town to town, dance troupe to dance troupe. For the short time you join such groups, you can rely on whatever resources they provide. Most of the time, however, you are on your own. You simply don’t like sharing the attention of others.

Windancers in Athas

“I think I have seen air elementals with less grace than her.”

—Fen-adan, air cleric and Ghoun-anos’ fan

In any city where entertainment receives high praise and a proper facility where to perform can be arranged, windancers can comfortably earn their living. They can act as alternative scouts or as especially influential bards who focus on their love of dance.

Organization

Windancers typically work with trusted partners or small groups, making them well suited to adventuring parties. On entering a new town or village, a windancer who expects to stay for more than a few days usually joins a dance troupe. These alliances are rarely permanent, lasting just long enough to benefit both parties. A windancer who travels regularly between a small number of cities might have membership in several organizations but no loyalty to any of them.

NPC Reactions

Reactions to a known windancer vary widely. The nobility prize them, since having one perform brings much prestige. Lawkeepers dislike them for the commotion that inevitably follows their performances. Common folk strain to catch glimpses of their performances, treating them with the awe and jealousy that accompany celebrity.

Windancer Lore

Characters with **ranks** in **Knowledge (local)** can research windancers to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower **DCs**.

DC 10: Windancers are entertainers who perform vertical plays or musicals.

DC 15: Windancers can be just as fast and gracious climbing as a windrider flying over the skies.

DC 20: A windancer’s performance is so charming that he can literally befriend everyone that watches him.

DC 30: Characters who achieve this level of success can learn important details about specific windancers in your campaign, including a notable individual, the area in which he operates, and the kinds of performances in which he specializes.

Windancers in the Game

A windancer can be attractive to the player who enjoys playing a **bard** or **rogue**, but does not want to fall into the typical archetypes, or who just likes being the center of attention.

Introducing windancers into your campaign should not be difficult. Famous windancers probably already exist in any rhul-thaun settlement.

Sample Encounter

Every major rhul-thaun settlement has at least a handful of windancers making regular presentations. The characters are most likely to find a windancer during one.

EL 7: Ghoun-anos is a popular performer and frequently makes special presentations for the rich rhul-thaun that are able to afford it. She can turn into a valuable source of information if the **PCs** are able to convince her to do so.

Ghoun-anos

CR 7

Male rhul-thaun **rogue** 5/windancer 2

LN Small humanoid (rhulisti)

Init +3; **Senses** Listen +3, Spot +3

Languages Rhul-thaun

AC 14, touch 14, flat-footed 11; **uncanny dodge** (+1 size, +3 Dex)

hp 32 (7 HD)

Resist evasion

Fort +2, **Ref** +10, **Will** +2; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares); **Run**

Melee mwk bone dagger +6 (1d3+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +1

Atk Options sneak attack +3d6

Special Actions fast acrobatics

Abilities Str 12, Dex 17, Con 12, Int 8, Wis 12, Cha 14

SQ agile dancer, **trapfinding**, **trap sense** +1

Feats Acrobatic, Vertical Orientation*, **Run**

*New feat described on page 23

Skills **Balance** (+13) (+14 to remain balancing when damaged), **Climb** (+17) (+18 to remain climbing when damaged), **Disguise** +6, **Hide** +7, **Jump** +15, **Knowledge (local)** +3, **Listen** +3, **Move Silently** +8, **Perform (dance)** +12, **Profession (windancer)** +7, **Spot** +3, **Tumble** +15

Possessions masterwork bone dagger, climber's kit, 10 pitons, 50 ft. of rope

Agile Dancer (Ex) Ghoun-anos is not considered flat-footed while balancing or climbing.

Dancing Mastery (Ex) When making a **Perform (dance)** check, Ghoun-anos may **take 10** even if stress and distractions would normally prevent her from doing so.

Hook "The wind itself isn't as gracious as I am."

Windrider

*Sing to me gently, rising wind,
and carry me where I will.*

*Every thought now given flight,
life-wine flows through my ride.*

*My focus fast upon my task
the powers of life to guide me.*

*I have the will to stay my creed
let none my way impede!*

—The Mantra of the Windrider

Besides life-shaper, there is no more enviable position in rhul-thaun society than the riders of the wind. Soaring the skies on the back of a steed specifically designed and grown to serve its master and maneuver within the restrictions of the cliffs and mist is the dream of most young rhul-thaun.

Windriders are carefully trained and highly talented. Mounted hunters, harvesters, and couriers, these individuals are capable, daring, and flamboyant.

Becoming a Windrider

Most windriders are rangers, though some barbarians and rogues may train to become one. The required **Mounted Combat** and **Weapon Focus** feats, as well as **skill ranks** in **Ride** and **Handle Animal**, are important to focus on the class' abilities and show commitment to the trade.

Entry Requirements

Skills: **Handle Animal** 4 ranks, **Knowledge (geography [Jagged Cliffs])** 2 ranks, **Ride** 8 ranks.

Feat: **Mounted Combat**, **Weapon Focus** (any ranged weapon).

Race: Rhul-thaun.

Special: Must have sworn the Windrider's Oath.

Class Features

All of the following are class features of the windrider prestige class. A windrider focuses mainly in riding his mount and mounted combat.

Windrider Mount (Ex): Windriders receive a specially, custom-designed flying life-shaped creature to serve as their mount.

A windrider's mount is more powerful than a typical life-shaped representative is, and it grows stronger as you gain class levels. See the table below for details.

Mount Advancement

Class Level	Bonus HD	Natural Armor Adj.	Dex Adj.
1st—2nd	+0	+0	+1
3rd—4th	+1	+2	+2
5th—6th	+2	+4	+3
7th—8th	+3	+6	+4
9th—10th	+4	+8	+5

You may use the **Handle Animal** skill or the **wild empathy** class ability on your mount as though as it were an animal.

Popular: Windriders are envied and respected. Whenever interacting with other rhul-thaun, you gain a +2 bonus on **Bluff**, **Diplomacy**, **Intimidate**, and **Gather Information** checks.

Ride Bonus (Ex): You gain a **competence bonus** equal to your windrider level on all **Ride** checks made on flying creatures.

Bonus Feat: At 2nd, 6th and 9th levels, you gain a bonus feat from the following list: **Lightning Reflexes**, **Mounted Archery**, **Ride-By Attack**, **Spirited Charge**, **Skill Focus**. You must qualify for any feat requirements.

Airborne Rider (Ex): At 3rd level and higher, you can make one extra **Ride** check per round whenever using the **Mounted Combat** feat to negate a hit on your flying mount (see the **Mounted Combat** feat description, page 98 of the *Player's Handbook*, for details). In addition, you receive a +2 bonus on **Ride** checks to negate an opponent's **attack roll** on your windrider mount.

Flying Tracker: Beginning at 4th level, you can move at your flying mount's normal speed while following tracks on your mount without taking the normal -5 penalty. You take only a -10 penalty (instead of the

normal -20) when moving at up to twice your mount's normal speed while tracking.

Prestigious: Beginning at 5th level, you become known by the general population and are able to receive food and shelter whenever necessary. Additionally, you can get a discount when purchasing goods and services (3% per windrider class level) on the Jagged Cliffs.

Stand on Mount (Ex): At 6th level, you become able to stand on your windrider mount's back even in the hardest situations, taking no penalties while doing so, by making a DC 20 Ride check. While on your mount, you receive only half the penalty for using a ranged weapon while your mount is taking a double move or running (or none at all, if you have the Mounted Archery feat).

Full Mounted Attack (Ex): At 8th level and higher, you can make a full attack action when your flying mount moves more than 5 feet but no more than a single move action. You cannot combine this full attack with a charge action.

Supreme Rider (Ex): At 10th level, you become so adept at riding your life-shaped mount that you can make some tasks more easily.

Spur Mount: You deal only half damage when increasing your windrider mount's speed (minimum 1 damage).

Control Mount in Battle: You can use this as a free action with any life-shaped flying mount.

Fast Mount or Dismount: You can mount or dismount a mount of up to two size categories larger than you as a free action.

Windrider's Oath: A windrider's oath requires that he swears to the importance of his skill, acknowledges the value of their mounts, and pledges duty while on accepted missions.

Ex-Windrider

A windrider who grossly violates his oath loses the service of his windrider's mount, the popular and prestigious features, and may not progress any farther in levels as a windrider.

Playing a Windrider

The living creatures the windriders use are finest creations of the life-shapers. Because of this, those who possess the potential to become windriders are observed closely, tested, and trained very carefully. Only the most able and talented are allowed to join the select ranks of

this unique company.

Once young hopefuls are declared windriders, they are allowed to wear the cosmetic graft showing they have earned the right to soar the skies. The light blue graft is in the shape of a flying bird.

Obviously, there is a great deal of competition between windriders and cliffclimbers, since both occupations have a similar focus. The windriders can do anything the climbers can do and do it faster and deliver larger payloads. Windriders can handle more cargo, harvest more plants, and take bigger game. Nevertheless, there are far more climbers than windriders, and their rates are much lower. Then too, cliffclimbers hunt rarer plants and more exotic game animals—they seek quality not quantity.

Combat

Hunting from the backs of flying beasts is difficult, but often rewarding. Using ranged weapons, a windrider can bring down prey without ever getting near dangerous claws or slashing teeth. Remember to use high ground to your advantage.

At 3rd level, you are able to make lightning fast maneuvers with your flying mount, effectively making your mount very hard to be hit.

Consider wielding a lance when mounting smaller mounts such as the ber-ethern—a charging mount can cause even the strongest foe to tremble, especially if you taken the Spirited Charge feat and reached the 8th level, when you gain the full mounted attack class feature.

When necessary, you can dismount to engage in hand-to-hand combat, but you prefer the advantages you gain from fighting in the saddle.

Advancement

You fight from your windrider mount. To this end, use the feats you gain every four levels, as well as the bonus feats offered by the windrider class, to enhance your mounted fighting ability. Your life-shaped mount is a weapon in its own right, so the bonus feats you select determine how you put your mount to good use.

At first, your bond with your life-shaped mount is very good, so you stick to simple maneuvers, but as your riding abilities and your mount's agility increases, you are able to make ever increasing complex maneuvers, both for protection and display.

Table 5—8: The Windrider

Level	BAB	Fort	Ref	Will	Hit Die: d8 Special
1st	+0	+0	+2	+0	Windrider mount, popular, Ride bonus
2nd	+1	+0	+3	+0	Bonus feat
3rd	+2	+1	+3	+1	Airborne rider
4th	+3	+1	+4	+1	Flying tracker
5th	+3	+1	+4	+1	Prestigious
6th	+4	+2	+5	+2	Bonus feat
7th	+5	+2	+5	+2	Stand on mount
8th	+6	+2	+6	+2	Full mounted attack
9th	+6	+3	+6	+3	Bonus feat
10th	+7	+3	+7	+3	Supreme rider

Class Skills (4 + Int modifier per level): Craft, Handle Animal, Knowledge (geography), Knowledge (nature), Profession, Ride, Spot, and Survival.

Resources

Acquire the best ranged weapon you can afford, and remember to always bring a spare, since you won't be able to fly down to the bottom of the Cliffs during combat to retrieve it.

The windrider mount class feature assures you will always be able to obtain a life-shaped mount. However, your best bet for procuring particulars associated with windrider mounts are the priests from the Air temple in Thamasku. The Air temple serves as a place where windriders can find berths for their mounts to roost and be cared for as well as free food and lodging for their mounts and themselves.

Windriders in Athas

"Fellow windriders make haste! We have a rogue rider to catch."

—Windrider Ther-adar, about Wir-avios

Windriders glide on the air currents of the Jagged Cliffs, but some may end up adventuring a little further. Without fellow windriders, a windrider would lack someone to teach him his skills.

Organization

Although there seems to be a rigid structure among them, the windriders have no guild organization—there is no leader and no special regulations. However, an oath is sworn when they learn the craft, and that they follow closely.

After successfully using their life-shaped mount to pass a test flight conducted by the most senior windrider in the community, they receive their cosmetic graft, which they proudly bear in their faces and bodies. For every five years a windrider plies his craft, he earns a new graft in a deeper shade of blue, which is usually done in a specially held celebration. The oldest and most experienced among them wear grafts so dark they appear to be black.

NPC Reactions

Your reputation precedes you wherever you go, in every rhul-thaun community

Windriders have a very prestigious role in rhul-thaun society. In general, the reaction of the populace is friendly as long as your reputation is good. On the other hand, if you have a reckless or distrustful reputation, the populace is likely to be unfriendly.

The populace, despite your fees being much higher than climbers have, eagerly seeks your skills. Because of

that, windriders and cliffclimbers (see page 25) often become lifelong nemesis, fiercely disputing clients and territory.

Windrider Lore

Characters with ranks in **Knowledge (local)** or **Gather Information** can research windriders to learn more about them. When a character makes a **skill check**, read or paraphrase the following, including the information from lower DCs.

DC 10: Some windriders learn to ride life-shaped creatures with exceptional **skill**. These windriders ride a better kind of life-shaped creatures.

DC 15: Those who seek to train as a windrider must find a teacher and prove his worthiness. Usually retired windriders do this for a fee.

DC 20: An experienced windrider can make the most daring and flamboyant maneuvers on a flying creature.

PCs who try to establish contact with a windrider should make a **DC 15 Gather Information** check to find the local windriding guild, through which contact can be arranged, or a **DC 20 Gather information** to track a windrider down directly. If the **PCs** are trying to hire a windrider, give them a **+2 circumstance bonus** on the check.

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Windriders in the Game

Questing windriders can spread forth from the Cliffs, and are potentially found anywhere between Reg-Atol and Sahr-Tosh.

This prestige class is for those who love the freedom the class provides, and is most suited to fighters and rangers. While the keeping and healing of a life-shaped mount might seem onerous to some, the benefits should not be dismissed lightly. Moreover, because the windrider mount is capable of the most daring maneuvers, no windrider should worry about flying in lesser spacious environments.

Sample Encounter

The first time the character comes close to the Jagged Cliffs would be the ideal time for them to meet a windrider.

EL 9: Wir-avios is a **rogue** windrider. She broke her oath some months ago when she dumped a mission on the last minute by accepting another with a better wage and fled when other angry windriders came for her mount. Now she makes a living by attacking careless travelers and robbing their possessions.

Wir-avios

CR 9

Female rhul-thaun ranger 5/windrider 4

NE Small humanoid (rhulisti)

Init +4; **Senses** Listen +6, **Spot** +6

Languages Rhul-thaun

AC 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 armor)

hp 59 (9 HD)

Fort +5, **Ref** +8, **Will** +2; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee knife +10/+5 (damage)

Ranged javelin +12/+8 (1d4+3)

Ranged net +13 touch (entangle, PH 119)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +6

Atk Options Mounted Combat, Point Blank Shot, Rapid Shot

Combat Gear 2 healing patches

Ranger Spells Prepared (CL 2nd):

1st—*detect animals or plants*

Abilities Str 15, Dex 19, Con 13, Int 10, Wis 12, Cha 12

SQ airborne rider, animal companion, favored terrain Jagged Cliffs +4, flying tracker, link with companion, popular, share spells, wild empathy +8 (+4 magical beasts), windrider mount

Feats Endurance^B, Far Shot, Mounted Archery^B, Mounted Combat, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (javelin)

Skills Climb +5, Concentration +2, Handle Animal +6, Hide +7, Knowledge (geography [Jagged Cliffs]) +10, Knowledge (nature) +7, Listen +6, Move Silently +10, Profession (windrider) +8, Ride +16, Search +6, Spot +6, Survival +7 (+9 to keep from getting lost/following tracks; +9/+11 in aboveground natural environments)

Possessions combat gear plus bone knife, masterwork sheath armor (-1 penalty), 20 wooden javelins, 3 nets

Animal Companion eagle (MM 272).

Airborne Rider (Ex) Wir-avios can make one extra Ride check per round whenever using the Mounted Combat feat to negate a hit on his mount.

Favored Terrain (Jagged Cliffs) Wir-avios receives a +4 bonus to Hide, Knowledge (Nature), Move Silently, Spot and Survival checks made within the Jagged Cliffs. *Dark Sun Core Rules* 36

Flying Tracker Wir-avios can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Popular Whenever interacting with other rhul-thaun, Wir-avios gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Gather Information checks.

Windrider Mount (Ex) Wir-avios has a ber-ethern mount as a loyal companion. The creature's abilities and characteristics are summarized below.

Hook "Once unfettered by the shackles of gravity, there is no going back."

Sul-ethar

CR —

Always N Medium construct (life-shaped construct)

Init +4; **Senses** low-light-vision; **Listen** +3, **Spot** +5

Languages —

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 32 (5 HD)

Fort +6, **Ref** +5, **Will** +1

Weakness vulnerability to defiling

Speed 20 ft. (4 squares), fly 50 ft. (average) (10 squares);

Flyby Attack, Wingover

Melee sting +7 (1d4+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Abilities Str 16, Dex 18, Con 14, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Flyby Attack, Wingover

Skills Listen +3, Spot +5

Advancement —

Chapter 5: Equipment

The fundamental word of the Jagged Cliffs is, of course, life. The very forces and energies of life obey the rhul-thaun' commands, forming tools, weapons, buildings, and guardians. It is not magic, nor is it any ability within their minds that allows them to shape life so completely. What is this strange lore? I believe they practice an esoteric art of some sort, but its secrets lie beyond me.

—The Wanderer's Chronicle

Weapons

With the exception of wood, stone, and bone clubs, the rhul-thaun life-shape all of their weapons.

Weapons Descriptions

The weapons found on Table 6—1: Weapons are described below.

Armlade: This weapon is a graft (see page 53 for more information). It has a 2 feet long and 5 inches wide blade that extends outward and forward from the arm. You may continue to use your hand normally, but you cannot attack with the armlade and a wielded weapon in the same hand in one round. Your opponent cannot use a **disarm action** to disarm you of an armlade.

Armspike: This weapon is a graft (see page 53 for more information). It has from one to three spikes, 3 to 6 inches in length, projecting outward from the wielder's arm. You may continue to use your hand normally, but you cannot attack with the armspike and a wielded weapon in the same hand in one round. Your opponent cannot use a **disarm action** to disarm you of an armspike.

Clawgraft: This weapon is a graft (see page 53 for more information). Each clawgraft is approximately 1 1/2 inches long. Your opponent cannot use a **disarm action** to disarm you of a clawgraft. The cost and weight given are for a set of five. An attack with a clawgraft is considered an armed attack.

Deathspray: This weapon has a 2-foot long scaled tube with a wide, bulbous nodule on one end and a narrow opening at the other. This nodule produces a caustic, poisonous venom that can be sprayed from the aperture. Using this ability is a ranged **touch attack** with a maximum range of 30 feet and a **range increment** of 10 feet. If you successfully hit your opponent, he is poisoned (**Fortitude DC 14**, initial damage 1d6 hp, secondary 1d4 Con). This ability can be used three times per day.

Flashlance: This weapon is a 3-foot long spear. As a **free action**, you may trigger a telescoping mechanism, doubling its length and dealing an additional 1d4 points of damage (1d3 for a **Small** flashlance) when sprung. The lance retracts automatically and can be used normally on your next turn.

Grappler: This weapon has a pod on one end and an orifice on the other. When activated, the grappler fires a

Table 6—1: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Armspike	50 Cp	1d4	1d6	x3	—	5 lb.	Piercing
Clawgraft	25 Cp	1d4	1d6	x2	—	3 lb.	Piercing and slashing
Quickstrike	50 Cp	1d4	1d6	19-20/x2	—	5 lb.	Piercing
Shockwand	25 Cp	1d4	1d6	x2	—	3 lb.	Bludgeoning
<i>One-Handed Melee Weapons</i>							
Armlade	75 Cp	1d6	1d8	19-20/x2	—	5 lb.	Slashing
<i>Two-handed Melee Weapons</i>							
Flashlance ⁴	30 Cp	1d4	1d6	x3	—	8 lb.	Piercing
Mandibles ^{3,4}	150 Cp	1d3	1d4	x2	—	8 lb.	Bludgeoning
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Spinethrower	75 Cp	1d4	1d6	x2	10 ft.	3 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Deathspray	100 Cp	1d3	1d4	x2	10 ft.	12 lb.	Bludgeoning
Grappler	75 Cp	—	—	x2	10 ft.	10 lb.	Bludgeoning
Life leech sword	75 Cp	1d4	1d6	19-20/x2	—	3 lb.	Piercing
Hurling titan	35 Cp	1d6	1d8	x2	—	9 lb.	Bludgeoning
<i>Two-handed Melee Weapons</i>							
Life leech pole ^{3,4}	100 Cp	1d3	1d4	x2	—	8 lb.	Bludgeoning
Warstaff ⁵	150 Cp	1d6/1d6	1d8/1d8	18-20/x2	—	10 lb.	Bludgeoning and piercing

1 Weight figures are for **Medium** weapons. A **Small** weapon weighs half as much, and a **Large** weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals **nonlethal** damage rather than **lethal** damage.

4 **Reach** weapon.

5 **Double** weapon.

stream of long, sticky cords, which resemble frog tongues. This is similar to an attack with a net but has a maximum range of 30 feet, with a [range increment](#) of 10 feet. An [entangled](#) creature can escape with a [DC 15 Escape Artist](#) check (a [full-round action](#)). The cords have 6 [hit points](#) and can be burst with a [DC 20 Strength](#) check (also a [full-round action](#)). A grappler can be used every 1d6 rounds.

Hurling Titan: This weapon resembles a smaller swatter. Its head has a liquid core, which increases its momentum and allows it to do a great damage despite its size.

Life Leech Pole: This is a 7-foot pole with a 2-inch ball on one end. On a successful hit, the ball rapidly absorbs nutrients and water from the victim, dealing an extra 1d8 points of damage to a living creature. The first strike of a leech injects a mild sedative around the wound, reducing the effect of further attacks; hits on the same target within a 24-hour period inflict only 1d6 damage.

Life Leech Sword: This short sword begins to gibber and pant in low tones as soon as it is drawn. Creatures with 3 [HD](#) or less in a 20-foot radius must make a [DC 12 Will save](#) or becomes [frightened](#) for 1d4 rounds. The life leeching ability of this sword is equal to the life leech pole.

Mandibles: This weapon is ten feet long with a “Y” joint at the end. The tips of the two prongs have hooks pointing in toward the joint, and a spike at the joint pointing toward the target. A Mandibles grants you a +4 bonus on [grapple checks](#) and can be used to deal slashing damage on a successful [grapple check](#).

Quickstrike: This weapon is a graft (see page 53 for more information), a smaller version of the armband. You get a +2 bonus on [Sleight of Hand](#) checks made to conceal a quickstrike on your body (see the [Sleight of Hand](#) skill, page 81 of the *Player’s Handbook*). When activated, an 8-inch long spike protrudes from the graft at the host’s wrist, roughly parallel with the arm. Your opponent cannot use a [disarm action](#) to disarm you of a quickstrike.

Shockwand: This weapon looks like a club made of chitin. It absorbs and stores static electricity. On a successful hit, it deals an additional 1d6 points of electricity damage. This ability can be used once every three rounds.

Spinethrower: This weapon resembles a spiked mace, with its head covered with 1d4x10 spines, from one to three inches long. As a [free action](#), you can stimulate it to fire 1d6 spines as a ranged attack with a maximum range of 40 feet and a [range increment](#) of 10 feet. On a successful hit, each spine deals 1d3 points of damage (1d2 for a [Small](#) spinethrower). The spines grow back in 1d4 days.

Warstaff: This weapon is a 5-foot long staff made of

hardened tissue. On each end, it has two spherical heads on which are fixed five 6-inch blades. Four of the razor-sharp knives project outward in the four compass points. The fifth barb extends directly out from the head. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see [Two Weapon Fighting](#), *Player’s Handbook* page 160).

Armor

The rhul-thaun life-shape most of their armor through elementary, ritual processes. They also produce some unique armor.

Armor Descriptions

Described below are the items found on Table 6–2: Armor.

Sheath Armor: This armor is applied to the entire body of the wearer as though it were a thick black paste. It conforms to the wearer’s body perfectly, hardening in most areas, but remaining flexible and tough in areas that bend and move. It takes 1d4 minutes to cover the body or a [Small](#) or smaller creature with the paste.

Sheath Armor, Hidden: This armor resembles normal sheath armor, but it is transparent and not as thick. It remains in a flexible state at +2 [armor bonus](#) until struck, at which point it hardens to +3 [armor bonus](#). After 10 rounds pass without the armor being struck, it reverts to its flexible, transparent state.

Slicksuit: The surface of a slicksuit is very smooth and it secretes an oily, slick liquid that coats it entirely. This ability is treated as though the recipient has coated himself with a [salve of slipperiness](#), except it can be used for up to 4 hours a day before the suit requires a full 24-hour period to replenish its supply of oil.

Climber’s Shield: This shield is a graft (see page 53 for more information). This device looks like a round, hard, chitinous shield mounted on a 3-foot long tentacle. This shield works like a buckler (*Player’s Handbook*, page 124), but you receive no penalty for wielding weapons.

Spineshield: This heavy shield has many 1 to 3 inch spines covering its surface. You can use a spineshield the same way as a spinethrower (see [Weapons](#), page 46). You deal increased damage with a shield bash as if the shield were designed for a creature one size category larger than you. Otherwise, attacking with a spiked shield is like making a shield bash attack (see [bash attacks](#), *Player’s Handbook*, page 125).

Table 6–2: Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed — (30 ft.)	(20 ft.)	Weight ¹
Light Armor								
Sheath armor	80 Cp	+4	+4	-2	20%	30 ft.	20 ft.	12 lb.
Sheath armor, hidden	100 Cp	+2/+3	+5/+4	-1/-2	10%/15%	30 ft.	20 ft.	10 lb.
Slicksuit	350 Cp	+2	+6	-1	10%	30 ft.	20 ft.	15 lb.
Shields								
Climber’s shield	20 Cp	+2	+5	-1	0%	—	—	8 lb.
Spineshield	10 Cp	+2	+4	-2	10%	—	—	5 lb.

¹ Weight figures are for armor sized to fit [Medium](#) characters. Armor fitted for [Small](#) characters weighs half as much, and armor fitted for [Large](#) characters weighs twice as much.

Gear

Life-shaped items require some special components to be created and maintained.

Table 6—3: Gear

Adventuring Gear

Item	Cost	Weight
Bonder	5 Cp	1 lb.
Dry anchor ¹	15 Cp	5 lb.
Grasping hook	25 Cp	3 lb.
Ironthread (50 ft.)	50 Cp	2 lb.
Lock		
Soft key	75 Cp	1 lb.
Hard key	100 Cp	1 lb.
Lockpick	65 Cp	½ lb.
Sleekoil	50 Cp	1 lb.
Water condenser	5 Cp	5 lb.

Special Substances and Items

Item	Cost	Craft (Life-shaped) DC	Weight
Acid (flask)	10 Cp	15	1 lb.
Cam-rah	10 Cp	12	½ lb.
Firetear	30 Cp	—	1 lb.
Lor-rah	10 Cp	12	4 lb.
Nen	20 Cp	15	¼ lb.
Rahn-rath	10 Cp	15	2 lb.
Spore Pods			
Irritating	10 Cp	15	½ lb.
Sleep	20 Cp	20	½ lb.
Poison	30 Cp	25	½ lb.

Tools and Skill Kits

Item	Cost	Weight
Botanist's kit	50 Cp	1 lb.
Shaper's lab	500 Cp	40 lb.

¹ These items weigh one-quarter this amount when made for **Small** characters. Containers for **Small** characters also carry one-quarter the normal amount.

Adventuring Gear

Bonder: This syrupy gel comes in a flask. When poured over, it hardens quickly, bonding whatever materials are joined. A bonder gel repairs small breaks or tears in objects. The item cannot repair magic items. Two items joined by bonder can be torn apart by succeeding a **DC 25 Strength** check.

Because of its organic nature, the gel can be used to help repair damaged life-shaped tissues and tools. One dose of bonder gives the healer a +2 **circumstance bonus** on a **Heal** check made for a day, for one life-shaped creature, whom is provided with long-term care.

Dry Anchor: This sticky blob of organic putty secretes a strong adhesive that is unaffected by moisture. By sticking dry anchors to rocks, it can be used as handholds or anchors for hooks and ropes despite the moisture. A dry anchor negates the **DC** increase for **Climb** checks made in slippery surfaces. A dry anchor is exhausted after ten uses.

Grasping Hook: Similar to a conventional grappling hook (*Player's Handbook*, page 126); this tool resembles a

claw with four talons spaced equidistantly around a central palm. When the palm is stimulated, the claws reflexively clench.

Ironthread: Ironthreads are actually made of an unknown, smooth, dull, flexible material. Although ironthread is only half an inch in diameter, it is stronger than giant hair rope and can support 1,000 pounds. It has **hardness 6**, **5 hit points** and can be burst with a **DC 25 Strength** check.

The drawback of ironthread is that it is so thin it cannot be used to hold anything both soft and heavy, for it will begin to cut right through it. Any object with **hardness 3** or less automatically receives 1 point of damage per round of exposure. The same applies for any creature with **natural armor bonus** of +3 or less.

Lock, Hard Key: This set resembles a normal lock and key. It is made of hard organic tissue, though, and the key does not trip the mechanism. Instead, the symbiotic key stimulates a reflex within the lock to clench or unclench its clawed clasp. It comes with the symbiotic key, also made from hard, organic tissue. The **DC** to open a hard key lock with the **Open Lock** skill is 30.

Lock, Soft Key: This special lock has a clawed clasp, but there is no key hole, or at least not a conventional one. The main body of this lock appears to be a simple pod with the ability to chemically decompose organic molecules and identify patterns unique to each living creature. The only way to cause the lock to open or close is to place a living tissue against the pod, allowing the chemicals within the pod's outer layers to read the tissue's organic signature. A soft-key lock can be tailored so that a specific individual touch opens it. This lock cannot be open with the **Open Lock** skill.

Lockpick: This tool is made of malleable tissue that can be inserted into any lock. It adapts and attempts to match the shape of the key required to open the lock, granting a +10 **circumstance bonus** on **Open Lock** checks.

Sleekoil: This material has a silvery sheen, and has a severely rounded surface. It has the unusual property of being completely frictionless. It will not stick to any surface or substance, except *sovereign glue* (DMG 266). When poured onto any surface, it will slide downhill until it meets a wall or edge. It is so slippery that even on the most balanced flat surfaces it can find a downhill. Treat an area covered with sleekoil as though a *grease* spell were cast on it, except it lasts indefinitely and allows no **Reflex save**. One dose of sleekoil covers a 5 ft. square.

Water Condenser: A water condenser is a one-foot wide bowl. It pulls water from the air and releases it into its concave interior. It has a thin, transparent skin cover to prevent the water from evaporating. The skin can be punctured without harming it. It seals itself within three rounds.

The bowl can store up to 5 gallons. In infertile terrain, the bowl condenses approximately one oz. of water every round. In barren terrain, it can only extract one ounce

Behind the Veil: Prices and Values in the Jagged Cliffs

There is no actual exchange rate between ghav-egoths and the ceramic pieces of the Tyr Region. Despite this, a ghav-egoth will purchase an amount equivalent to that of the ceramic piece. The point is, however, that this "currency" cannot purchase anything in a marketplace in the Tablelands, and a ceramic piece is not recognized as having the same value as a ghav-egoth to rhul-thaun merchants.

every 10 rounds. In fertile or abundant, it extracts two ounces per round. It cannot extract moisture while in desolate terrain.

Special Substances and Items

Many of the substances here can be made by a character with the **Craft** (life-shaped) skill, as indicated on Table 6—3: Gear.

Acid: Acid can be made using the **Craft** (life-shaped) skill instead of the **Craft** (alchemy) skill (see page 128 of the *Player's Handbook*).

Cam-rahn: The organic nourishment fed to life-shaped creatures. One dose of cam-rahn will feed one **HD** of life-shaped creatures per day.

Firetear: Firetears are produced by weepers (see page 118). You can throw a flask of firetear as a **splash weapon**. Treat this attack as a **ranged touch attack** with a **range increment** of 10 feet.

A direct hit deals 3d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1d6 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a **full-round action** to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a **DC 15 Reflex save**.

Lor-rahn: The solution in which all life-shaped creations formed from actual living tissue should be soaked and stored.

Nen: An organic dirty-white, stone-like material, nen is grown from a single sponge creature and shaped as it grows into its desired form. Once formed, the nen dies and the structure that remains never changes. Nen has **hardness** 6 and 10 **hp** per inch of thickness.

Rahn-rath: A living building material grown in shaper laboratories and brought to construction sites in pieces. The pieces are then fit together and meld into a single organism. Rahn-rath has **hardness** 7 and 12 **hp** per inch of thickness.

With enough nutrients nearby, such as water and sunlight, rahn-rath can heal itself 2 **hp** per inch of thickness per day. Rahn-rath can enter the same dormancy as other life-shaped items in case of lack of nutrients, in which case it does not heal itself.

Spore Pod: Spore pods are organic spheres that look like tiny eggs containing dangerous spores. You can throw a spore pod as a **splash weapon**. Treat this attack as a **ranged touch attack** with a **range increment** of 10 feet. The following types of spore pods are available:

Irritation Spores: Anyone struck directly by the irritation spores must make a **Fortitude save** (DC 15) or be **sickened** for one minute. Those splashed with irritation spores have their vision blurred for one minute if they fail a **DC 15 Fortitude save**, granting their opponents **concealment**.

Sleep Spores: Anyone struck directly by the sleep spores must make a **Fortitude save** (DC 15) or be unconscious for 1d4 rounds. Those splashed with sleep spores become **dazed** for 1 round if they fail a **DC 15 Fortitude save**.

Poison Spores: Anyone struck directly by the poison spores must make a **Fortitude save** (DC 18) or be poisoned (initial 1d6 **Con**, secondary 1d6 **Con**). Those splashed with poison spores suffer 2d6 damage if they fail a **DC 18 Fortitude save**.

Tools and Skill Kits

The items described here are particularly useful if you have certain skills or are of a certain prestige class.

Botanist's Kit: This kit is the perfect tool for tending plants and provides a +2 **circumstance bonus** on **Heal** checks related to plants. A botanist's kit is exhausted after ten uses.

Shaper's Lab: A shaper's lab always has the perfect tool for making life-shapes, so it provides a +2 **circumstance bonus** on **Craft** (life-shaped) checks. It has no bearing on the costs related to the **Craft** (life-shaped) skill. Without this lab, a character with the **Craft** (life-shaped) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Mounts

Getting around the Cliffs is always an advantage. Many cliff-dwellers use mounts for this reason.

Table 6—4: Mounts

Item	Cost
Gon-evauth	310 Cp
Dhev-sahr	762 Cp
Ber-ethern	255 Cp
Yihn-eflan	685 Cp

Gon-evauth: These creatures (described on page 99) are often used as beasts of burden by the rhul-thaun. A gon-evauth requires a custom exotic saddle (worth 10 Cp) in the form of a gondola, cannot wear barding, and requires cam-rahn feeding.

Dhev-sahr: The dhev-sahr (described on page 96) is the only land-based mount used by the rhul-thaun. A dhev-sahr is a suitable mount for a **Small** humanoid. A dhev-sahr is hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*).

A dhev-sahr benefits from stabling, can wear barding, and requires cam-rahn feeding (see Mounts and Related Gear, page 131 of the *Player's Handbook*).

Ber-ethern: These creatures (described on page 90) are the most common mount in the Cliffs.

A ber-ethern is a suitable mount for a **Small** humanoid. A ber-ethern mount requires an exotic saddle, benefits from stabling, can wear barding, and requires cam-rahn feeding (see Mounts and Related Gear, page 131 of the *Player's Handbook*).

Yihn-eflan: The yihn-eflans (described on page 119) are the war mounts of the rhul-thaun.

A yihn-eflan is a suitable mount for a **Small** humanoid. A yihn-eflan mount requires an exotic saddle, benefits from stabling, can wear barding, and requires cam-rahn feeding (see Mounts and Related Gear, page 131 of the *Player's Handbook*).

Chapter 6: Life-Shaped Items

I am Loi Far-oneth, a keeper of the secrets of life. It is my duty to preserve the memory of the elder ways. The mastery of life and its shaping are mine to maintain. Long ago, my people learned how to harness the energies and the stuff of life itself, creating that which we needed to make our will a reality. We call this ability life-shaping. Much is now forgotten, but we cling to what we can, performing the rituals and creating the tools. We hold fast to the knowledge of our ancestors as tightly as we hold to the sides of the Jagged Cliffs where we make our homes.

—From the Journal of Loi Far-oneth

Life-shaped items are divided into three categories: creatures, tissues, and tools.

Creatures: A life-shaped creature is alive. However, life-shaped creatures were designed to fulfill a single purpose. It was bred into them to do this one thing to the exclusion of all else, even before self-preservation.

Tissues: A tissue is alive, but it has a symbiotic relationship with its recipient, it cannot survive by itself. Tissues bestow new abilities or improve the recipient in some fashion. Some tissues are external, while others are hidden beneath the skin. Tissues put a drain on the body's resources, and recipients frequently suffer debilitating physical or mental side effects.

Tools: Tools are not alive. They are created just like regular items are. Tools cannot be healed, only repaired.

Handling Life-Shaped Items

Placement as Treasure

Life-shaped items enhance a character's abilities much like a magical or psionic item does, but they're not as available. Because they affect a character's abilities the same way equipment does, they have an equivalent ceramic piece value.

When adding a life-shaped item to a [NPC](#), the [DM](#) should count the life-shaped item as part of the total value of the [NPC](#) equipment.

Appearance

As with the *Dungeon Master's Guide*, you have three approaches to choose from when describing life-shaped items.

Life-shaped Items Appear Mundane: Life-shaped items don't look like anything special. Only a successful Knowledge (life-shaped) check or a divination spell allows a [PC](#) to discover an item's abilities, a psi-cloak would not look much different from a regular leather cloak. The benefit of this approach is characters will always examine anything that looks organic to see if it's a life-shaped item or not, taking a great deal of time from action. This would also make life-shaped items seem ordinary stuff.

Life-shaped Items Appear Distinctive: Life-shaped items pulse with life, have exquisite colors and textures,

and make strange sounds when activated. (This is the default method. Life-shaped items described in this chapter were handled this way.) The item's appearance could be a clue to its abilities.

Life-shaped Items Vary in Appearance: Life-shaped items vary greatly in appearance, from mundane to alien-looking. Each life-shaped item would be unique, just as all other living creatures are. Items would still be similar enough to be recognized as one of their kind, but minor changes in color, size, and texture would be noticeable.

Using Items

Life-shaped items are neither magic nor psionic, and they do not radiate any auras when completed, but some do take up body slots in a similar way magic and psionic items do (see [Body and Graft Slots](#), page 54). Life-shaped items cannot be suppressed with *dispel magic* or *dispel psionics*, nor are they affected by an *antimagic field* or a *null psionics field* or similar effect.

All life-shaped creations can enter into dormancy. Toward the end of the Blue Age, the rhulisti began to breed this trait into their items. When not in use for many months, or when subject to a prolonged hostile climate (lack of water, excessive heat, etc.), the life-shaped item shuts down. It takes several days for one to become dormant. Once in that state, the life-shaped item can survive for centuries, or even ages, if left undisturbed. They will return from dormancy after absorbing enough water, just like most Athasians seeds have adapted to do. This is not the only way that the life-shapes have survived over the thousands of years since the Blue Age. Those life-shaped creatures that did not go dormant bred. Life-shaped creatures, but not tissues or tools, can reproduce. Although the rhulisti created them to breed true, thousands of years can undo even the best efforts. Mutations crept into the bloodlines. Even with these slow changes, descendants of the life-shaped are still alive today (see [Mutated Items](#), page 71).

Size and Life-Shaped Items

When an ability-enhancing graft or single-use tissue is discovered, most of the time size shouldn't be an issue. However, since the vast majority of life-shaped items are made for the rhul-thaun by the rhul-thaun and they do

not resize themselves as some magic items do, some of them simply won't fit.

Armor and Weapon Sizes: Life-shaped armor and weapons that are found at random have a 90% chance of being **Small** (01–90), a 5% chance of being **Medium** (91–95), and a 5% chance of being any other size (96–100).

Construction

Life-shaped items are very complex. Consequently, a character must have the Shape Creature feat to create a life-shaped creature, the Shape Tissue to create a life-shaped tissue, and the Shape Tool feat to shape a life-shaped tool (see page 22).

Nourishment and Rest

All life-shaped creatures require nourishment, water, oxygen, and other substances for maintenance. Life-shapers bottle a nutrient solution called cam-rahn that supplies the life-shapes with food and water. Life-shaped creatures require one dose of cam-rahn per **HD** per day. Tissues must be immersed in an organic, oxygenated solution called lor-rahn for at least 30 minutes every 24 hours. If they are not, they suffer the standard penalties for starvation.

Nearly all the creatures possess the ability to inhale and exhale and provide themselves with oxygen (most breathe it in from the air. However, a few have gills that extract oxygen from water). Life-shaped creatures can exist for 1d4+1 days without nutritional supplements; life-shaped tissue creations survive but 1d2+1 days.

All life-shaped creatures need rest just as other living creatures do.

Tools

This is the most common form of the life-shaped. Tools are independent of the recipient, but still directly useful to him. A tool can be set aside, lost, forgotten, sold, etc. Some tools form bonds with their owners, but otherwise are no different from a hammer or spear. Since it is not alive, a tool does not have a lifespan. With typical wear and tear, most tools last for decades.

Clingbag

A clingbag is extremely handy. Just below the edge of the mouth is a dark patch that secretes a powerful adhesive that will stick to just about anything. On the opposite side of the bag is a light patch of sensitive tissue. When squeezed, the glue side releases and the bag can be pulled off with a quick jerk. Clingbags are found in a variety of natural colors including sandy yellows, tans, browns, and grays.

Bag	Bag Weight	Contents Weight Limit	Price
Small	1 lb.	25 lb.	60 Cp
Medium	2 lb.	50 lb.	125 Cp
Large	5 lb.	100 lb.	185 Cp

Clingrope

Made from a similar material to clingbags, a clingrope has a three-foot long glue patch on one end and a six-inch release patch on the other. The total range of your clingrope depends on its length, which can be up to 90 feet. Throwing a clingrope is a **ranged touch attack**. If you successfully hit your opponent, make a **grapple check**. If you succeed at the **grapple check**, then your opponent is **grappled**, and you can continue the grapple contest by continuing to pull on the clingrope. You can make **trip attacks** with a clingrope against a grappling opponent. If you are tripped during your own trip attempt, you can drop the clingrope to avoid being tripped. Clingropes have 3 **hit points** and can be burst with a **DC 23 Strength** check.

Glowpod

A glowpod is a one-foot diameter sphere, with a flattened bottom. Although it is bulky, the glowpod only weighs two pounds. When not glowing, the glowpod is a leathery yellow. If the glowpod is left in a darkened area for more than one round, it begins to glow. A glowpod dimly illuminates a 30-foot radius with a bluish glow for up to 10 hours before exhausting itself.

Lightning Generator

A lighting generator is a 4 feet tall and 2 feet wide barrel-shaped pod. It generates and builds up static electricity within specialized organs. The energy can be released through a 3-foot long wand connected by a flexible cord (a **move action**). This ability works like the **lightning bolt** spell with caster level 6th, except that one bolt can be fired every 15 minutes, but it only generates static electricity if left idle (no vigorous motion or damage). This tool is usually placed in gon-evauths.

Malleable Tool

Similar to a lockpick (see page 49), this tool is malleable, and can be shaped like putty. After hardening, which happens after coating it with a special oil (included) in a couple of minutes, it is resistant to firm pressure and hard blows, making it a useful tool when shaped into the form of a blade, a pick, a crowbar, a small shovel, or any other necessary item weighing 10 pounds or less. You must make an appropriate **Craft** check to shape articles requiring a high degree of craftsmanship. After hardening it has **hardness 5** and 5 **hit points**.

Table 7—1: Tools

Item	Cost
<i>Clingbags</i>	
Small	60 Cp
Medium	125 Cp
Large	185 Cp
Clingrope (10 ft.)	5 Cp
Glowpod	5 Cp
Lightning generator	450 Cp
Malleable tool	3 Cp
Mysk, false	300 Cp
Recorder	—
Suction disk	75 Cp
<i>Venom whips</i>	
Type I	900 Cp
Type II	1,000 Cp
Type III	1,000 Cp
Type IV	1,200 Cp
Type V	1,200 Cp
Type VI	1,200 Cp
Type VII	1,250 Cp
Type VIII	1,500 Cp

Myask, False

This item is indistinguishable from a regular myask. Putting it on changes the recipient's face to look just like the last face it covered, including coloration, tattoos, face paints, and even make-up. It takes three rounds for the myask to memorize a face. Wearing a false myask with someone else's face gives the recipient a +10 bonus on **Disguise** checks.

Recorder

This device resembles a 5-inch sided cube. In a manner unknown to even the most enlightened modern life-shaper, the recorder is able to capture sounds and replay them any number of times, simply by pressing one side. One recording of up to 10 minutes in length can be stored in each side. There is only one known in existence today, and it is never used to store new sounds. It holds the Dal-erat, "the word of the people", a message from ancient times regarding the values of life spoken by an unknown life-shaper.

Suction Disk

This small item is a disk about the size of a man's palm, slightly larger than a rhul-thaun's. Both sides are slightly concave. When one of its sides are pressed against any non-porous surface (a **move action**), it generates a powerful suction that effectively sticks them together. If the edge is stroked gently (also a **move action**), it releases its hold and the objects are once again separate. A suction disk can support up to 800 pounds before losing hold. A suction disk provides a +5 **circumstance bonus** on **Climb** checks.

Venom Whip

The venom whip looks like a long, thin snake. It is eight to twelve feet long, and black with a red diamond pattern. On the tip of the tail, there is a six-inch long bone.

Venom whips come in many varieties, all based upon the type of venom they can inject. A venom whip can produce one dose of poison per day.

Type	DC	Initial Damage	Secondary Damage	Price
I	11	1d2 Dex	1d2 Dex	900 Cp
II	12	1d4 Con	1d3 Wis	1,000 Cp
III	13	1 Con	1d2 Con	1,000 Cp
IV	13	1 Con	1d8 Con	1,200 Cp
V	11	1d6 Con	1d6 Con	1,200 Cp
VI	14	1 Con	Unconsciousness	1,200 Cp
VII	14	1d4 Int	2d6 Int	1,250 Cp
VIII	14	1d4 Str	1d4 Str	1,500 Cp

Otherwise, a venom whip has the same statistics as a normal whip.

Tissues

Tissues can exist for centuries in a form of hibernation. While tissues cannot reproduce, it is possible to take a "cutting" from one and have it grow into a new tissue. The original techniques for tissue growth are known only

to the long dead rhulisti. A tissue cannot heal itself (but it can be repaired using the **Shape Tissue** feat, page 22).

A life-shaped tissue is the most difficult of all the life-shaped to care for. Grafts draw sustenance directly from their hosts. The tissue created by the Jagged Cliffs rhul-thaun also needs to be soaked in an oxygenating solution.

A life-shaped tissue has a life span of 3d8 months.

Life-shaped tissues bestow new abilities upon their recipients or improve existing abilities. Unless otherwise noted, tissues do not add measurably to your weight.

Grafting and Removal

To the typical Athasian, a graft is most odd. It actually becomes a part of the owner's body. Most rhulisti grafts can be removed and reattached at will. However, most rhul-thaun grafts found today are far more aggressive. These grafts bond in a painful manner. Once attached, they can be only removed as a **full-round action** with a successful **DC 15 Heal** check, and they cannot be removed without causing severe pain and even permanent damage to the recipient. Fortunately, grafts that die of age or disease fall off harmlessly, just as their predecessors did. Removing a life-shaped graft without proper care causes lasting physical trauma to the patient's body, dealing 1d4 points of **Constitution** damage.

A graft cannot be overlapped with another graft on the same body part of the recipient. It will just refuse to attach to the recipient.

Grafts were created by the rhulisti, for the rhulisti. Since the rhulisti are the ancient ancestors of the rhul-thaun, all grafts will accept a rhul-thaun. Unfortunately, this is not true of the other races. Table 7–1: Graft Success below gives the percentage chance of a character of any given race being able to use a particular graft.

Table 7–2: Graft Success

d% Roll	Race
30	Aarakocra
90	Dwarf
80	Elf
75	Half-elf
20	Half-giant
95	Halfling
70	Human
80	Mul
10	Pterran
80	Pyreen
100	Rhul-thaun
0	Other

Number of Grafts

Only living creatures can have life-shaped grafts. In addition, a living creature can have a maximum number of life-shaped grafts equal to 1 + the creature's **Constitution** modifier (minimum 0).

A creature may have more life-shaped grafts grafted on its body than it can bear. However, the creature gains 1 **negative level** per life-shaped graft that exceeds its maximum allowed. **Negative levels** gained this way are not due to negative energy and cannot be prevented in

any way (see page 293 of the *Dungeon Master's Guide* for more information about [negative levels](#)).

[Negative levels](#) caused by having too many life-shaped grafts remain until the offending grafts are removed.

Drawbacks

Life-shaped grafts can provide countless benefits to their recipients. For example, life-shaped eyes can bestow [darkvision](#) or improve the accuracy of the recipient's ranged attacks. A head graft can improve the recipient's response time in a crisis, protect against mind-influencing attacks, or increase the flow of adrenaline throughout the body. The possibilities of life-shaped grafts are endless. Although the benefits make life-shaping very alluring, the drawbacks can be discouraging.

Since the graft becomes a part of the recipient's body, the recipient looks more and more alien as he adds grafts to his body. The recipient suffers a -1 circumstance penalty to [Bluff](#), [Diplomacy](#), [Gather Information](#), and [Handle Animal](#) checks for every external graft (except for very few ones; see individual item descriptions for details).

Defiling Vulnerability

A creature with one or more life-shaped grafts caught within the defiling radius suffers double the penalty because of the half-plant nature of life-shaped items.

Negative Levels

Whenever a creature exceeds its maximum number of life-shaped grafts, it gains [negative levels](#) until the excess grafts are removed (see [Number of Grafts](#), above).

Susceptibility to Attack

External life-shaped grafts are subject to attacks as if they were objects worn by their recipients.

Massive Damage Effects

Massive damage wreaks havoc with life-shaped grafts. Whenever a creature with life-shaped grafts fails a [Fortitude save](#) against massive damage, the **DM** should roll d% and consult Table 7–2: Massive Damage Effects to determine what happens.

Table 7–3: Massive Damage Effects

d% Roll	Effect of Failed Fortitude Save
01—40	Normal effect
41—80	Graft disabled
81—100	Normal effect and graft disabled

Normal Effect: The character immediately dies.

Graft Disabled: One life-shaped graft (determined randomly or chosen by the **DM**) ceases to function until fully healed (see the expanded [Heal](#) skill, page 17). Consider that the graft has lost all of its [hit points](#) for this purpose.

Body and Graft Slots

There are a limited number of places a humanoid can have grafts implanted. To simplify matters, each creature is considered to have a number of locations. Each location has one or more graft slots, representing the amount of space that can be taken up with grafts. It is not possible to have more grafts than the allowed limit; the graft simply will not attach itself.

Most grafts take up one graft slot, though a few take two or more, and a very few do not take any (see individual graft descriptions for more information). Table 7–4: Standard Graft Locations gives the number of grafts locations available within the body.

The slots given on Table 7–4: Standard Graft Locations are for [Medium](#) and [Small](#) creatures. [Tiny](#) creatures have half as many slots (rounded down), while larger creatures gain room for one graft slot at each location for every size category larger than [Medium](#).

Table 7–4: Standard Graft Locations

Location	Slot
Foot (each)	1
Hand (each)	1
Head	1
Torso	2
Arm (each)	2
Leg (each)	2

Tissue Descriptions

Each tissue description includes the following information:

Price: The price you should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

Type: Grafts can be external or internal. External tissues are subject to [sunder](#) attacks; internal tissues are not.

Location: Which body slot the item occupies and which item slot (see page 214 of the *Dungeon Master's Guide* for more information) the graft occupies. If an item slot is listed for a graft, a magical or psionic item using the same slot cannot be used simultaneously. Multiple grafts using the same slots are acceptable if they don't exceed the number listed on Table 7–4 (or more if the character has the [Graft-Taker](#) feat).

Adaptation: What happens with you right after the grafting of the item.

Activation: The process taken to use the item.

Hardness/Hit Points: The [hardness](#) and [hit points](#) of the graft. Internal grafts do not have [hardness](#).

Weight: How much the item weighs.

Behind the Veil: Alternate Graft Success

Instead of basing the success rate on race, a **DM** may wish to have different success percentages based on the creature type (keep in mind that constructs, elementals, oozes, outsiders, and undead lack a true metabolism and should not be able to bear standard life-shaped grafts) or subtype(s).

Additional success rate can be based on the [Con](#) modifier of the host, such as an additional 5% chance per +1 modifier, as well.

Armlade

Price: 75 Cp

Type: External

Location: One arm (arms)

Adaptation: You receive 1d6 points of damage as it attaches to your arm's flesh and bones.

Activation: —

Hardness/Hit Points: 6/5

Weight: 5 lb.

This two-foot long bony blade has a collection of insectoid, pointy legs where its hilt should be.

When the insectoid legs are pressed against the back of your forearm, they dig into the flesh and wrap themselves tightly around the bones.

The armlade is considered both a standard weapon and a **natural weapon** for the purpose of effects that distinguish between either weapon type. While the armlade is grafted to your arm, it cannot be disarmed.

Cost to Shape: 25 Cp.

Armspike

Price: 50Cp.

Type: External.

Location: One arm (arms).

Adaptation: You receive 1d6 points of damage as it attaches to your arm's flesh and bones.

Activation: —

Hardness/Hit Points: 4/5.

Weight: 5 lb.

This wrist guard resembles a spiked kreen carapace. Several short, sharp spikes protrude from it.

When pressed against your forearm, several tendrils dig into your flesh, joining the item to your body.

The armspike is considered both a standard weapon and a **natural weapon** for the purpose of effects that distinguish between either weapon type. While the armspike is grafted to your arm, it cannot be disarmed.

Cost to Shape: 66 Cp and 6 bits.

Bloodclot

Price: 10 Cp.

Type: —

Location: —

Adaptation: —

Activation: Standard (manipulation).

Hardness/Hit Points: —

Weight: 1/4 lb.

This three-inch leathery oval object has a mottled red and blue, smooth surface, and is warm to the touch.

When applied to a wound, a bloodclot begins to throb in time with the user's heart, absorbing the blood. After 1d10 rounds, the clot merges with the host's flesh and the wound is sealed, healing 1 hit point, and making you **stable** (if applicable).

Cost to Shape: 3 Cp and 3 bits.

Breathermask

Price: 300 Cp.

Type: External.

Location: Head (face).

Adaptation: —

Activation: Standard (manipulation).

Hardness/Hit Points: 1/2

Weight: 1 lb.

This organic mask is a blue and green striped oval of a limp, pliable rubbery substance, covering the lower face, completely hiding the mouth and nose.

You can breathe water freely. Additionally, the breathermask also filters most impurities and toxins, giving a +4 bonus to all relevant saves.

This item needs to be immersed in water once a day for at least five minutes. If it is kept dry for over three days, it dies.

Cost to Shape: 100 Cp.

Chameleon Cloak

Price: 9,000 Cp.

Type: External.

Location: Torso (shoulders).

Adaptation: This graft can be removed without side-effects as a **standard action**. Every time it is grafted again, you receive 1d4 damage as it attaches to your spinal cord.

Activation: —

Hardness/Hit Points: 3/10

Weight: 1 lb.

This thick cloak seems to change its color and texture to match its immediate surroundings.

Not a true cloak, a chameleon cloak can be used to match your surroundings. You receive a +20 **enhancement bonus** on **Hide** checks if immobile, or a +10 **enhancement bonus** if moving.

Cost to Shape: 3,000 Cp.

Clawgrafts

Price: 75 Cp (set of five).

Type: External.

Location: One hand (hands).

Adaptation: You receive 1d3 damage as it bonds to the flesh.

Activation: —

Behind the Veil: Life-Shaped Items versus Magic Items

Life-shaped items sometimes duplicate the effects and abilities of some magic or psionic items, but their cost is considerably less. This is because life-shaped items have a hefty adaptation period in order to start “working”, are considerably easier to destroy than magic items, require constant maintenance, and impose several penalties upon use.

The DM has the final choice on the price of any item, and may change them as he sees fit.

Hardness/Hit Points: 2/5.

Weight: —

These tiny spikes one-and-half inches long seem to be the nails of a savage beast.

When pressed onto the tips of your fingers, clawgrafts merge with the flesh of the fingertips, becoming claws.

You gain a **natural attack** with your claw, dealing 1d4 points of damage (1d6 if you are **Large**, or 1d3 if you are **Small**) plus your **Strength** bonus.

Cost to Shape: 25 Cp.

Climbing Boots

Price: 100 Cp (set of two).

Type: External.

Location: Two feet (boots).

Adaptation: Your speed is reduced by one-half for a day.

Activation: —

Hardness/Hit Points: 4/6.

Weight: 1 lb.

Pair of light brown, wrinkled boots like tough leather. The fringe of the sole is serrated, with subtle cracks separating the toes.

When climbing boots are slipped onto your feet, they secrete a powerful adhesive, grafting itself to the flesh of the foot. Climbing boots cannot be removed once attached; they must be cut off. Once the bond is formed, you feel as if you are barefoot. When climbing, the sole of the foot seeks out footholds and grips them tightly.

You gain a +5 bonus to **Climb** checks. Additionally, you don't receive damage from stepping on natural undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) or caltrops.

Cost to Shape: 33 Cp and 3 bits.

Climber's Shield

Price: 20 Cp.

Type: External.

Location: One arm.

Adaptation: —

Activation: —

Hardness/Hit Points: 4/8.

Weight: 8 lb.

This round, hard, chitinous shield is mounted on a 3-foot long pale green tentacle.

With a sophisticated vibration sensing organ, a climber's shield can detect incoming attacks and move to intercept them. This gives the host the benefit of a buckler but without the necessity of using hands or arms. Cliffclimbers use these shields to protect them when they are climbing.

Cost to Shape: 6 Cp and 6 bits.

Climbing Gloves

Price: 100 Cp (set of two).

Type: External.

Location: Two hands (hands).

Adaptation: Your **Dexterity** score is reduced by 2 for a day.

Activation: —

Hardness/Hit Points: 2/5.

Weight: —

These light brown gloves are of a wrinkled, tough leather.

When climbing gloves are slipped onto your hand, they secrete a powerful adhesive, grafting itself to the flesh of the hand. Climbing gloves cannot be removed once attached; they must be cut off. When climbing, the gloves change texture and shape for better adhesion to the climbing surface. You gain a +5 bonus to **Climb** checks.

Cost to Shape: 33 Cp and 3 bits.

Coolcloak

Price: 200 Cp.

Type: External.

Location: Torso (shoulders).

Adaptation: This graft can be removed without side-effects as a **standard action**. Every time it is grafted again, you receive 1d4 damage as it attaches to your spinal cord.

Activation: —

Hardness/Hit Points: 4/10.

Weight: 1 lb.

This unusual cloak is of a pale green with a blue fringe. Its surface is hard and rough and feels like rubbery flesh.

The coolcloak's interior is completely black and stays cool in even the most severe desert temperatures, drawing heat away from you. You receive a +4 bonus to **Fortitude saves** made to avoid **nonlethal damage** from hot environments.

Cost to Shape: 66 Cp and 6 bits.

Cosmetic Graft

Price: 2 Cp.

Type: External.

Location: An.

Adaptation: —

Activation: —

Hardness/Hit Points: 1/2.

Weight: 1/5 lb.

A high-relief, organic tattoo.

Most cosmetic grafts are designed as symbols displaying the wearer's membership in an organization, such as a green, outstretched hand for the life-shapers, or a light blue bird for the windriders. Unlike other grafts, cosmetic grafts do not give you any penalties.

Cost to Shape: 66 bits.

Crystal Lens

Price: 500 Cp (set of two).
Type: Internal
Location: Head (face).
Adaptation: Blindness for a day.
Activation: —
Hardness/Hit Points: —/2 (per eye).
Weight: 1/5 lb.

This item looks like some sort of gelatinous lens.

Crystal lenses are applied directly to your eyeballs and all your eyes must receive a lens to gain any benefit.

Wearing a crystal lens greatly increases your sight range. It reduces the range penalty for **Spot** checks to -1 for every 30 feet of distance (instead of -1 for every 10 feet).

Cost to Shape: 166 Cp and 6 bits.

Detoxifier

Price: 35 Cp.
Type: —
Location: —
Adaptation: —
Activation: Standard (manipulation).
Hardness/Hit Points: —
Weight: 1/4 lb.

This nondescript vial has a dense liquid inside it.

A detoxifier is a fluid (usually water) filled with tiny, virtually microscopic creatures. Once ingested, they enter your bloodstream and vital organs, isolating all toxic substances.

They detoxify any sort of venom in your body. You suffer no additional effects from the poison, and any temporary effects are ended, but it does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. Once they have performed their function, they are flushed from the system and die. You can ingest a detoxifier before actually being poisoned, but they remain active for up to 1 hour afterwards.

Cost to Shape: 11 Cp and 6 bits.

Directional Sensor

Price: 75 Cp.
Type: External.
Location: Head (head).
Adaptation: —
Activation: —
Hardness/Hit Points: 1/5.
Weight: 1/4 lb.

A tiny, light brown cone-shaped disk. It feels warm to the touch.

When a directional sensor is pressed against your neck, it gently melds itself to the spinal cord. You can tell where you are regarding the cardinal points, granting you

a +2 bonus on **Survival** checks made to keep from getting lost.

Cost to Shape: 25 Cp.

Earial

Price: 300 Cp (the set).
Type: Internal.
Location: Head (head).

Adaptation: Muffled hearing for a day (-2 penalty for **Listen** checks).

Activation: —
Hardness/Hit Points: —/2 (per ear).
Weight: 1/4 lb.

These wide, soft, fleshy cones are only six inches in diameter and are oddly contorted and convoluted.

The tip of the earial is spiked with a ring of sharp thorns. When placed against your ear, it begins to work its way in and it is quite disconcerting. The earial completely covers the ear, greatly enhancing your hearing afterwards. You receive a +5 bonus on **Listen** checks.

Cost to Shape: 100 Cp.

Eyestalks

Price: 150 Cp (the set).
Type: External.
Location: Head (—).

Adaptation: Unconsciousness for a day.
Activation: Free (mental).
Hardness/Hit Points: 1/2.
Weight: 1/4 lb.

This strange graft looks like an eyeball mounted on one-foot long stalk.

The eyestalk is actually a flesh covered, flexible spine. The base of the stalk has three tiny, clawed tendrils. When placed against your eye, the tendrils sink themselves into your brain, destroying the original eye, while secreting a powerful anesthetic, putting you into a deep, dreamless sleep.

When retracted, the eyestalk is indistinguishable from a normal eye, except that it has a yellow iris. The stalk lies coiled behind the eyeball. You can make the eyestalk extend out up to one foot in any direction. It can peer around corners, look around behind you, or even extend into small openings.

Cost to Shape: 50 Cp.

Flexar

Price: 2,000 Cp.
Type: External.
Location: One per limb (arms and/or feet).

Adaptation: Your **Dexterity** score is reduced by 2 for 1d3 days.

Activation: —
Hardness/Hit Points: 1/5.
Weight: 1/2 lb.

A dark yellow, bony half-shell of assorted sizes. Its interior surface covered with miniature spikes.

The smallest flexar is as big as a fingernail and the largest as big as a man's palm. They are usually found in pairs (left and right side), or a set of ten miniatures, one for each knuckle.

Flexar grafts are placed on one of the major joints of the body. The spikes grip the skin and send tendrils into the joint. The grafting process is painless. A flexar greatly improved the agility and reflexes of the host. You receive a +1 **enhancement bonus** to **Dexterity**, adding the usual benefits provided by a high ability bonus.

You may have multiple flexar grafts (only one of each type, however), but each is considered a separate graft.

Cost to Shape: 666 Cp and 6 bits.

Glider

Price: 500 Cp.

Type: External.

Location: Torso (torso).

Adaptation: You receive a -1 penalty on **attack rolls**, **AC**, and **Reflex saves** and can move only at half your normal speed (round down to the next 5-foot increment) for a day.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 5 lb.

This object is a large thin membrane with a fleshy color with red tracings, highly reminiscent of blood vessels.

On a **Small** or smaller creature it stretches from your wrists, across his back, and anchoring at his neck and hips. When attached, your back and wrists feel like they are on fire and greatly swell for a day.

You can glide through air. You must launch yourself from at least 30 feet high to be able to glide. **Small** or smaller recipients glide 100 feet for every ten feet of launch height (beyond the first 20). **Medium** recipients glide 50 feet for every ten of launch height. **Large** or greater recipients cannot glide, but their fall is treated as 20 feet shorter than it actually is.

Cost to Shape: 166 Cp and 6 bits.

Glowgraft

Price: 20 Cp.

Type: External.

Location: Any.

Adaptation: —

Activation: Move (manipulation).

Hardness/Hit Points: 1/5.

Weight: 1/2 lb.

This hemispheric object is similar to a glow pod, except it has a sucker on its lower end.

A glowgraft creates a blue light through bioluminescence. It produces light equivalent to that of a

torch for up to 8 hours a day. This duration need not be consecutive.

Cost to Shape: 6 Cp and 6 bits.

Healing Patch

Price: 40 Cp.

Type: —

Location: —

Adaptation: —

Activation: Standard (manipulation).

Hardness/Hit Points: —

Weight: 1/4 lb.

This five-inch leathery oval object has a mottled red and blue, smooth surface, and is warm to the touch.

A more potent version of the bloodclot, a healing patch releases healing chemicals and medicines into your system, healing it.

When applied to the skin, the patch heals 1d8 points of damage. After this use, it withers and dies.

Cost to Shape: 13 Cp and 3 bits.

Healer Pod

Price: 600 Cp.

Type: —

Location: —

Adaptation: —

Activation: See text.

Hardness/Hit Points: 4/40.

Weight: 80 lb.

This strange object resembles an overgrown pea pod, with a seam on its front face.

A healer pod is most often found as a seed about the size of a man's palm. It must be planted in fertile soil and tended for a full year. During that time, the plant grows to its full size. When fully grown, it stands seven feet tall. Any **Medium** or smaller character can crawl inside the pod, which slowly closes itself over him. Once inside the pod, hundreds of tiny tendrils and roots invade the person's body. Within seconds, the patient is unconscious. Attempting to remove a patient while inside causes him to make a **Fortitude save** (DC 15) or suffer 3d10 points of damage.

For every hour inside the pod, you heal 1d4 **hit points** of damage. Curing a disease takes 1d10 hours. Regenerating lost limbs takes a full day for each limb, but only two hours for fingers, toes, ears and the like. A healer pod cannot cure supernatural diseases or curses. A healer pod also heals life-shaped grafts attached to you.

The healer pod was designed for the rhulisti, so every non-rhulisti character that uses it has a 1% chance per use of something going wrong. Roll on table below to determine the effect of the change.

d%	Result
01-75	Cosmetic
76-100	Severe

d8	Cosmetic	Severe
1	Total loss of body hair	Sterility
2	Skin or hair color changes	Addiction to healer pod ¹
3	Joints become very large	Clubbed foot or hand (-2 Dex)
4	Voice becomes raspy	Loses 1d6 hp permanently
5	Webbing between fingers/toes	All life-shaped grafts on the character die
6	Forked tongue and slitted eyes	Deafened
7	Grows brightly colored feathers	Healer pod dies, character suffers 3d10 points of damage
8	Character grows a 3 in. long non-prehensile tail	Killed

¹ Addiction to the pod causes the character to spend at least 8 hours per day within the pod; otherwise the character suffers 1d4 points of damage for every day away.

Cost to Shape: 200 Cp.

Ingenie

Price: 2,000 Cp.

Type: External.

Location: Head (Head).

Adaptation: Unconsciousness for a day, while it sends filaments into the appropriate part of the brain.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 1 lb.

A blunt cone about four inches high. Its base has a small, sharp spike. The bulk of the cone is pliable and soft, with a thick, leathery skin.

An ingenie comes in three versions: memory, logic and creativity. The memory ingenie is furry, and marked with a complex pattern of black and orange diamonds. The logic ingenie is shiny and smooth, colored pale blue with a chaotic pattern of fine black lines. The creativity ingenie is a dull brown, and textured like human skin.

You receive a +1 **enhancement bonus** to **Intelligence**, adding the usual benefits provided by a high ability bonus.

You may have multiple ingenie grafts (only one of each type, however), but each is considered a separate graft.

Cost to Shape: 666 Cp and 6 bits.

Joiner

Price: 150 Cp.

Type: External.

Location: Any.

Adaptation: —

Activation: Standard (manipulation).

Hardness/Hit Points: 1/2.

Weight: 1/4 lb.

A thin mass of tissue, resembling a very fresh slice of cured meat.

A joiner is placed between a severed limb and the stump to which it was formerly connected, mending tissue, reconnecting blood vessels and muscle tissue, and reestablishing nerve connections.

You can reattach severed body parts. Reattaching a body part takes 2d6 days as long as you have at least 8 hours of complete rest each day. Until completely reattached, the severed part is useless. At this point, the graft becomes part of you, and no longer drains nutrients.

Cost to Shape: 50 Cp.

Lightvisor

Price: 180 Cp.

Type: External.

Location: Head (Face).

Adaptation: —

Activation: —

Hardness/Hit Points: 1/2.

Weight: 1/4 lb.

This object looks like a leathery hat brim.

A lightvisor fits over your eyes like a blindfold or a mask, although it can be pushed up onto the forehead when not in use as a **free action**. A lightvisor improves the host's ability to see in the darkness.

You gain **low-light vision**.

Cost to Shape: 60 Cp.

Mimicskin

Price: 180 Cp.

Type: External.

Location: Torso (Body).

Adaptation: Loss of sense of touch for a day.

Activation: Standard (mental).

Hardness/Hit Points: 4/10.

Weight: 1/4 lb.

This light-brown sphere is the size of a human fist. It seems to pulse with life.

When pressed against your skin, a mimicskin spreads and covers a **Medium** or smaller creature. You can see, hear, and breathe normally.

You can change your appearance as a **standard action**. This ability works like the *disguise self* spell, except it can only alter your body, not your gear or equipment.

Cost to Shape: 60 Cp.

Mysk

Price: 2,000 Cp.

Type: Internal.

Location: —

Adaptation: —

Activation: —

Hardness/Hit Points: -/2.

Weight: —

This object is a mottled red, hollow leathery cone about a foot in diameter.

A mysk comes in three versions: beauty, dulcet and aromatic. The beauty mysk is a limp, flexible disk that feels like rubber. It is about a foot in diameter and

completely transparent. It is applied to the face, where it bonds to your skin. The mysk subtly alters your face to be more attractive, smoothing blemishes and evening out features.

The dulcet mysk is a hollow cone, mottled in various shades of red. It is placed in your mouth, where it wriggles down and lodges in his vocal cords. Your voice becomes rich and melodious.

The aromatic mysk is a sickly, green fleshy disk about two inches in diameter, porous on one side and rough on the other. If the rough side is placed anywhere on your skin it bonds there within ten minutes. The mysk alters your sweat glands to emit specialized pheromones that subtly attract other creatures.

You receive a +1 **enhancement bonus** to **Charisma**, adding the usual benefits provided by a high ability bonus. This graft doesn't give the usual -1 circumstance penalty to **Bluff**, **Diplomacy**, **Gather Information**, and **Handle Animal** checks.

You may have only one mysk graft at a time.

Cost to Shape: 666 Cp and 6 bits.

Olfactor

Price: 500 Cp.

Type: External.

Location: Head (face).

Adaptation: Loss of sense of smell for a day.

Activation: —

Hardness/Hit Points: 1/5.

Weight: 1 lb.

This strange object looks like a detached oversized humanoid nose. It is as long as a human's finger and as thick as two, with twin cavities on one end and a soft membrane on the other.

When the olfactor's membrane is placed against your nose, it molds itself to it. An olfactor's greatly improved the host's sense of smell. When you sniff, the olfactor actually moves around, like a very short trunk.

You gain the **Scent** ability (see page 314 of the *Monster Manual* for more information).

Cost to Shape: 166 Cp and 6 bits.

Platon

Price: 120 Cp.

Type: External.

Location: One limb, torso, or head (body and/or head); see text.

Adaptation: Your **natural armor bonus** is reduced by 3 (minimum 0) for a day.

Activation: —

Hardness/Hit Points: 4/varies. A platon has one-quarter of your maximum **hit points**.

Weight: 2 lb.

This piece of leather armor is warm to the touch. Oddly, it has no straps whatsoever.

A platon grafts onto a part of your body and acts like plate armor. Because platons become a part of your body,

you do not suffer the penalties for such armor. Platons are brown and textured like tree bark.

There are three types of platons: body, limb, and head. A body platon is the right size for the chest or back. A limb platon is about the size of a man's forearm. A head platon looks like a bowl. All three forms are concave, the head more than the others.

The head platon grows to cover the face as well, except the lower jaw, leaving openings for the eyes and nose. Limb platons can be fit onto the front or back of the lower leg, upper leg, lower arm, or upper arm. Body platons can be fit onto the chest or back.

You gain a +1 **natural armor bonus** to **AC** for every platon worn.

Cost to Shape: 40 Cp.

Poison Nodule

Price: 300 Cp.

Type: External.

Location: One limb.

Adaptation: —

Activation: Standard (manipulation).

Hardness/Hit Points: 1/5.

Weight: 1 lb.

This tiny dull black pod has fine green tracers on its surface. It is six inches long and as thick around as a man's thumb.

A poison nodule secretes a powerful adhesive, which allows it to be attached to any limb. When squeezed (a **free action**), the nodule emits a virulent poison (Injury **DC** 13, initial damage 1 **Con**, secondary damage 1d2 **Con**). The poison is a gel suitable for coating weapons. Coating a weapon requires a **move action** and provokes an **attack of opportunity**. The nodule can be made to expel its poison three times a day.

Cost to Shape: 100 Cp.

Psi-cloak

Price: 3,600 Cp.

Type: External.

Location: Torso (shoulders).

Adaptation: This graft can be removed without side-effects as a **standard action**. Every time it is grafted again, you receive 1d4 damage as it attaches to your spinal cord.

Activation: —

Hardness/Hit Points: 4/10.

Weight: 2 lb.

This cloak is pale green with a blue fringe. Its surface is hard and rough.

Although the original rhulisti had no psionic abilities, over the ages some of their creations have evolved them. This particular tissue is highly resistant to psionic powers, and transfers that resistance to its recipient.

You receive a +2 **armor bonus** to your **AC** and a +2 **enhancement bonus** on **saving throws** against mind-affecting effects.

Cost to Shape: 1,200 Cp.

Quickstrike

Price: 50 Cp.

Type: External.

Location: One arm (arms).

Adaptation: You receive 1d6 points of damage as it attaches to your arm's flesh and bones.

Activation: Free action (mental).

Hardness/Hit Points: 6/5.

Weight: 5 lb.

This bony blade is eight inches long. Where the hilt should be, is a collection of insectoid, pointy legs.

This weapon is a shorter version of the armband. When the legs are pressed against the back of your forearm, they dig into the flesh and wrap themselves tightly around the bones. When activated, an eight-inch blade shoots out from the back of the graft.

The quickstrike is considered both a standard weapon and a **natural weapon** for the purpose of effects that distinguish between either weapon type. While the quickstrike is grafted to your arm, it cannot be disarmed. You get a +2 bonus on **Sleight of Hand** checks made to conceal a quickstrike (see the **Sleight of Hand** skill).

Cost to Shape: 16 Cp and 6 bits.

Red Lens

Price: 1,500 Cp (the set).

Type: Internal.

Location: Head (face).

Adaptation: Blurred vision for a day (-2 penalty for **Search** and **Spot** checks, -1 to **attack rolls**).

Activation: —

Hardness/Hit Points: —/2 (per eye).

Weight: 1/4 lb.

These tiny patches of tissue are a transparent ruby red.

Red lens are applied directly to your eyeballs and all your eyes must receive one lens to gain any benefit. A red lens allows the host to see infrared images.

You gain **darkvision** out to a range of 60 feet.

Cost to Shape: 500 Cp.

Reflexer

Price: 2,000 Cp.

Type: External.

Location: Head.

Adaptation: You become **dazzled** for 1d4 hours.

Activation: —

Hardness/Hit Points: 1/5.

Weight: 1/4 lb.

This small rubbery purple disk has one of its ends filled with tiny barbs.

When pressed against your nape, a reflexer melds itself to the spinal cord. It stimulates faster responses

times from your peripheral nervous system. You gain a +2 bonus on **initiative checks**.

Cost to Shape: 666 Cp and 6 bits.

Soolmon

Price: 2,000 Cp.

Type: External.

Location: Head (head).

Adaptation: —

Activation: —

Hardness/Hit Points: 2/5.

Weight: 1/4 lb.

This object is a half sphere about an inch in diameter, the rounded side is tan and smooth, with a thin crack bisecting it. The flat side is concave and seems to secrete a powerful adhesive.

When placed on your forehead, a soolmon adheres to your skull. Its rounded surface opens and reveals a naked eyeball. A soolmon comes in three versions: insight, compassion and patience.

The insight soolmon has a purple iris, the patience soolmon is red, and the compassion soolmon is yellow. You cannot see with the soolmon, but it moves and focuses with its own eyes. The soolmon stimulates that portion of the brain that deals with a particular type of problem solving.

You receive a +1 **enhancement bonus** to **Wisdom**, adding the usual benefits provided by a high ability bonus.

You may have multiple soolmon grafts (only one of each type, however), but each is considered a separate graft.

Cost to Shape: 666 Cp and 6 bits.

Stabilizer

Price: 3,500 Cp.

Type: Internal.

Location: —

Adaptation: You become **sickened** for 1d4 hours.

Activation: —

Hardness/Hit Points: —/3.

Weight: 1/4 lb.

This item is a two-inch long brown cylinder.

When pressed against your chest, a stabilizer slips into the flesh and melds with the heart. The stabilizer releases chemical coagulants into your bloodstream to prevent excess blood loss, effectively stabilizing you. Stabilizers can only be detected by small discolorations around the chest where the heart is.

If reduced to negative **hit points**, you have a 50% chance to become **stable** on your own, instead of the 10% normal.

Cost to Shape: 666 Cp and 6 bits.

Stealthboots

Price: 200 Cp.

Type: External.

Location: Foot (feet).

Adaptation: Your speed is reduced by one-half for a day (round down to the next 5-foot increment).

Activation: —

Hardness/Hit Points: 6/5.

Weight: 3 lb.

This ordinary tough leather boots seem unremarkable except for its strange opening.

When stealthboots are slipped onto your feet, they secrete a powerful adhesive, grafting itself to the flesh of the foot. Stealthboots cannot be removed once attached, they must be cut off.

These boots are grown in a way that reduces the amount of noise made by your footsteps. You receive a +5 bonus to **Move Silently** checks.

Cost to Shape: 66 Cp and 6 bits.

Tail, Agile

Price: 300 Cp.

Type: External.

Location: Torso.

Adaptation: You receive 1d6 points of damage as it attaches to your flesh and bones.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 2 lb.

This odd rope-like object is five feet long, and as thick around as a man's forearm. It is covered with small, fine yellow hairs.

Unlike the other tail grafts, an agile tail is not truly controlled by its recipient. The base of the tail has a puckered mouth. When applied to the base of the host's spine, it sends tendrils through flesh and bone to connect to the spinal cord and join the bones and muscles. It is only moderately flexible and cannot be used to grasp anything.

You receive a +5 bonus to **Balance** and **Tumble** checks.

This graft doesn't give the usual -1 circumstance penalty to **Bluff**, **Diplomacy**, **Gather Information**, and **Handle Animal** checks.

Cost to Shape: 100 Cp.

Tail, Gladiator

Price: 700 Cp.

Type: External.

Location: Torso.

Adaptation: You receive 1d6 points of damage as it attaches to your flesh and bones.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 3 lb.

This odd rope-like object is seven feet long, and as thick around as a man's forearm. It is covered with scales in shades of blue and black.

The base of the gladiator tail has a puckered mouth. When applied to the base of the host's spine, it sends tendrils through flesh and bone to connect to the spinal cord and join the bones and muscles. It is only moderately flexible and cannot be used to grasp anything.

You gain a tail slap attack as a secondary attack that deals 1d6 **bludgeoning** damage. Attacks with the gladiator tail are made at your full attack bonus, with a -5 penalty. A gladiator tail has a **Strength** rating of 18.

Cost to Shape: 233 Cp and 3 bits.

Tail, Grasping

Price: 500 Cp.

Type: External.

Location: Torso.

Adaptation: None.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 2 lb.

This odd rope-like object is five feet long, covered in fur, and as thick around as a man's forearm, with a jointed spinal column running through the center.

The base of the grasping tail is puckered. When applied to the base of your spine, it clamps on with a powerful suction.

You gain a tail slap attack as a secondary attack that deals 1d4 points of **bludgeoning** damage. Attacks with the grasping tail are made at your full attack bonus, with a -5 penalty. The tail has a **Strength** rating of 12. The tail is prehensile, so you can pick up objects with it.

Cost to Shape: 166 Cp and 6 bits.

Tendonil

Price: 2,000 Cp.

Type: External.

Location: One limb (arms).

Adaptation: Your **Strength** score is reduced by 2 for 1d3 days.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 1 lb.

This item is a ropey strand six inches long. Its surface is a mottled gray skin, smooth and slick like oiled leather. A soft tissue underneath surrounds a stiff, but flexible core. At each end, you see a spike.

Tendonils are usually found in three varieties, one for the left side of the body, one for the right side, and one for the hands. A tendonil is inserted into various muscle groups of your body, near the joints. The process is painless, thanks to anesthetics secreted by it. Each pair of tendonils must be inserted into a different muscle group.

You receive a +1 **enhancement bonus** to **Strength**, adding the usual benefits provided by a high ability bonus.

You may have multiple tendonils (only one of each type, however), but each is considered a separate graft.

Cost to Shape: 666 Cp and 6 bits.

Tongue of Neural Lashing

Price: 2,000 Cp.

Type: Internal.

Location: Head.

Adaptation: Unconsciousness for a day. Permanent loss of sense of taste.

Activation: —

Hardness/Hit Points: —/2.

Weight: 1/2 lb.

This object looks like a four-foot long snake, although it is only as thick around as a man's finger. The tip of its tail is split into three short tentacles, each no more than three inches long.

If the tail is placed in your mouth, the tentacles grasp your tongue. The item begins to rebuild the bottom of your mouth; the pain is excruciating and causes you to faint. When the lasher has finally grafted in place a day later, you seem to have a huge double chin. One of the stubby tail tentacles now serves as your tongue for speaking, although you sound as talking from the bottom of an urn.

You gain a tongue attack as a secondary attack that deals 1d3 **piercing** damage. Attacks with the lasher are made at your full attack bonus, with a —5 penalty. The tail has a **Strength** rating of 10. On a successful attack, it injects a special nerve toxin into the victim (Injected, **Fortitude DC** 13, initial damage 0, secondary damage paralysis). The lasher has enough poison to inject three victims per day.

Cost to Shape: 666 Cp and 6 bits.

Touchpads

Price: 100 Cp (set).

Type: External.

Location: Hand (hands).

Adaptation: Your **Dexterity** score is reduced by 2 for a day.

Activation: —

Hardness/Hit Points: 2/5.

Weight: 1/4 lb.

You see six tiny, circular beige pads.

A touchpad increases your tactile sensitivity. One is needed on each finger, thumb, and the palm to be effective. You gain a +2 bonus to **Disable Device** and **Open Lock** skills checks.

Cost to Shape: 33 Cp, 3 bits and X days.

Trackboots

Price: 350 Cp (set).

Type: External.

Location: Foot (feet).

Adaptation: Your speed is reduced by one-half for a day (round down to the next 5-foot increment).

Activation: Standard (manipulation)

Hardness/Hit Points: 4/5.

Weight: 3 lb.

These boots are pale gray and wrinkled, like tough leather. The fringe of the sole is serrated and small pits and discolored spots line the edges and bottom.

When trackboots are slipped onto your feet, they secrete a powerful adhesive, grafting itself to the flesh of the foot. Trackboots cannot be removed once attached, they must be cut off.

Trackboots have the ability to track any creature as though as it had the **Scent** ability and the **Track** feat (for this purpose, its **Wisdom** score is 10). You must show the boots some sample of the creature or his leavings, usually by stepping in them. The boots tug and pull you in the direction of the quarry.

Cost to Shape: 116 Cp and 6 bits.

Velocet

Price: 2,000 Cp.

Type: External.

Location: One limb (feet).

Adaptation: You can move only at a quarter of your normal speed (round down to the next 5-foot increment) for a day.

Activation: —

Hardness/Hit Points: 3/5.

Weight: 1 lb.

The surface of this object is a mottled gray skin, but dry and scaly. A soft tissue underneath surrounds a stiff, but flexible core. At each end, you see a spike.

A velocet is inserted into the muscles of your legs, near the joints, and the process is quite painful.

A velocet increases your base speed by +5 feet. In addition, any unarmed attack made with a velocet grafted leg deals an additional 1 point of damage. You may have up to one velocet on each leg.

A velocet does not count toward the total number of life-shaped grafts you can have before taking **negative levels** (see **Number of Grafts**).

Cost to Shape: 666 Cp and 6 bits.

Vigron

Price: 2,000 Cp.

Type: Internal.

Location: —

Adaptation: You become **fatigued** for a day.

Activation: —

Hardness/Hit Points: —/2.

Weight: 1 lb.

This small leathery, seed-like object is covered with hundreds of long, fine hairs.

Each vigron improves the function of the attached organ. A vigron comes in three versions: heart, lung and kidney.

The heart vigron is a flat, and disk shaped. It must be pressed against a major artery. The vigron slips into the flesh and melds with the artery. The heart vigron helps the body clean the user's blood. Heart vigrions can only be detected by small discolorations left on the wrist or neck. Additionally, the host's blood is now a deep green rather than red.

The lung vigron is spherical. It is inhaled through the nose or mouth. The lung vigron works to filter impurities from the user's lungs and filters and cleans the air he breathes. Lung vigrions are detected by the noxious breath of the user, which can be smelled up close.

The kidney vigron is a long lozenge. The kidney vigron is swallowed, usually with water. You are stricken with severe stomach pains for the next day while it grafts onto your kidney. The kidney vigron assists the kidney in removing waste products from the user's body. Kidney vigrions leave large, bluish lumps on your lower back.

You receive a +1 **enhancement bonus** to **Constitution**, adding the usual benefits provided by a high ability bonus.

You may have multiple vigrions (only one of each type, however), but each is considered a separate graft.

Cost to Shape: 666 Cp and 6 bits.

Warmcloak

Price: 200 Cp.

Type: External.

Location: Torso (shoulders).

Adaptation: This graft can be removed without side-effects as a **standard action**. Every time it is grafted again, you receive 1d4 damage as it attaches to your spinal cord.

Activation: —

Hardness/Hit Points: 4/10.

Weight: 5 lb.

This thick gray cloak is very thick and warm to the touch.

Similar to the coolcloak, a warmcloak maintains a high body temperature that keeps the wearer quite comfortable in cold weather.

You receive a +4 bonus to **Fortitude saves** made to avoid **nonlethal damage** from cold environments.

Cost to Shape: 66 Cp and 6 bits.

A life-shaped creature is almost no different from any other life form. However, life-shaped creatures were designed to fulfill a single purpose. It was bred into them to do this one thing to the exclusion of all else, even before self-preservation.

Most of the creatures life-shaped by the rhulisti have the ability to reproduce, although it has never successfully happened in captivity. Some types are sterile, but most of those died out thousands of years ago for obvious reasons. The remaining life-shaped creatures are not true to their ancestry. Hundreds of generations have altered their nature somewhat. For example, today's life-shaped creatures now have a self-preservation instinct. They will not risk their own lives foolishly or worthlessly.

It is even possible for them to turn on their owner. This does not mean that the creature will not perform risky or even highly dangerous acts relative to their original design.

The creatures described here are the common stock of life-shaped creatures. Creatures life-shaped by the rhul-thaun are always as described and never turn on their owners. As a result, they are valued higher. Life-shaped creatures not made by the rhul-thaun of the Jagged Cliffs have adapted to life in the wild.

A life-shaped creature has a life span of 3d4 years.

Life-Shaped Construct Subtype: Life-shaped is a new subtype of construct, one shaped from raw living materials and given a purpose by its creator. Life-shaped constructs combine the aspects of constructs, animal and plant creatures, as detailed below.

Features: A life-shaped construct has the following features.

—d8 **Hit Dice**.

—**Base attack bonus** equal to 3/4 total **Hit Dice** (as cleric).

—Good **Fortitude saves**.

—Skill points equal to (2 + **Int** modifier, minimum 1) per **Hit Die**, with quadruple skill points for the first **Hit Die**.

Traits: A life-shaped construct possesses the following traits (unless otherwise noted in the creature's entry).

—**Alignment:** Always neutral.

—**Treasure:** None.

—Unlike other constructs, a life-shaped construct has a **Constitution** score. A living construct gains (or loses) bonus **hit points** through a **Constitution** bonus (or penalty) as with other living creatures.

Table 7—5: Life-shaped Creature Bodies

Life-shaped creature Size	Market Price	Base Hit Dice	Base Ability Scores						Maximum Hit Dice/Price
			Str	Dex	Con	Int	Wis	Cha	
Colossal	3,000 Cp	32d8	44	8	22	1	11	5	64d8/+100 Cp per HD
Gargantuan	1,000 Cp	16d8	36	8	20	1	11	5	32d8/+100 Cp per HD
Huge	500 Cp	8d8	28	8	18	1	11	5	16d8/+50 Cp per HD
Large	300 Cp	2d8	20	11	16	1	11	5	8d8/+25 Cp per HD
Medium	100 Cp	1d8	16	13	14	1	11	5	4d8/+10 Cp per HD
Small	50 Cp	1/2d8	12	15	12	1	11	5	2d8/+2 Cp per 1/2 HD
Tiny	25 Cp	1/4d8	6	16	8	1	11	5	—
Diminutive	10 Cp	1/8d8	2	16	8	1	11	5	—
Fine	5 Cp	1/16d8	1	16	8	1	11	5	—

–Unlike other constructs, a life-shaped construct does not automatically have **low-light vision** or **darkvision**.

–Unlike other constructs, a life-shaped construct is not immune to mind-affecting effects.

–Unlike other constructs, a life-shaped construct is not immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

–A life-shaped construct cannot heal damage on its own.

–Unlike other constructs, a life-shaped construct is subject to critical hits, effects requiring a **Fortitude save**, death to massive damage, **nonlethal damage**, ability damage, ability drain, fatigue, exhaustion, or energy drain.

–Unlike other constructs, a life-shaped construct can use the run action, provided it has a locomotion mode.

–Lifelike Appearance. Distinguishing a life-shaped creature from an animal or magical beast requires a **DC 20 Spot** check.

–Vulnerability to defiling. A life-shaped construct in a defiling radius suffers 1 damage per spell level due to its plant nature.

–Can be affected by spells and powers that target living creatures as well by those that target constructs.

–Can be raised, but not resurrected.

–Immediately destroyed when reduced to 0 **hit points** or less.

–Proficient with its **natural weapons** only.

–Proficient with no armor.

–Life-shaped constructs eat, sleep, and breathe.

Body

A life-shaped creature's body is the basic form the life-shaped creature takes. It includes both the life-shaped creature's carcass and its internal organs. The body determines a life-shaped creature's base statistics and market price, as shown on Table 7–3: Life-shaped Creature Bodies.

Body Size: The size of the body, which determines the life-shaped creature's market price, base **Hit Dice**, and ability scores.

Market Price: The price of the body (or its components). The price does not include the cost of enhancements (modes of locomotion, manipulators, natural armor, sensors, ability enhancements, or accessories) or increased **Hit Dice**.

Base Hit Dice: The life-shaped creature's **Hit Dice**, not counting any additional **Hit Dice** that may be added (see below).

Base Ability Scores: The life-shaped creature's ability scores, before enhancements.

Maximum Hit Dice/Price Modifier: The maximum **Hit Dice** the life-shaped creature can have, and the amount by which the life-shaped creature's body increases for each **Hit Die** added to its base **Hit Dice**. A

dash (–) indicates that the life-shaped creature cannot have its **Hit Dice** increased.

To shape a body, you must succeed at a **Craft** (life-shaped) check (**DC 15**) after investing time in the body's construction. It takes one week for every two **Hit Dice** the body will have, including any extra **HD** (minimum 1 week). For instance, shaping a **Tiny** body takes only 1 week, but shaping a **Colossal** body may take up to thirty two weeks (eight months)! A character without a healer's or botanist's tool kit takes a –2 penalty on the **skill check**. You must also use up raw materials costing one-third of the item's price.

Locomotion

How a life-shaped creature moves is determined by its means locomotion. Most life-shaped creatures have only one means of locomotion, each of which comes with its own advantages and disadvantages, as shown below.

To shape a mode of locomotion, you must succeed at a **Craft** (life-shaped) check (**DC 20**) after investing 24 hours in its construction. A character without a healer's or botanist's tool kit takes a –2 penalty on the **skill check**. You must also use up raw materials costing one-third of the item's price.

Base Speed: Each mode of locomotion has a base speed. This speed can be improved, but each 5-foot increase in speed also increases the price by 10 Cp. The base speed can never be increased more than double the listed amount.

Price: The cost of the materials necessary to grant the life-shaped creature this particular mode of locomotion. This cost is always a fraction of the life-shaped creature's body (see **Body**, above).

Floater

The life-shaped creature has a floating device, allowing it to hover off the ground. It handles on average and moves at half speed over poor climate conditions.

Base Speed: Fly 30 feet (average).

Price: One-tenth the life-shaped creature's body.

Legs (Multiple)

The life-shaped creature has three or more legs that allow it to walk, after a fashion. The life-shaped creature moves at half speed when navigating obstructions, stairs, or poor surface conditions. Only life-shaped creatures equipped with legs can jump.

Base Speed: 30 feet.

Price: One-quarter the life-shaped creature's body.

Legs (Pair)

The life-shaped creature is bipedal, walking on two legs as well as a human. Only life-shaped creatures equipped with legs can jump.

Behind the Veil: Intelligent Life-Shaped Creatures

The rhulisti had the ability to create intelligent life-shaped creatures, but very rarely chose to do so. It is possible, however, that some rhulisti nature-benders created some during the First of Wars. In this scenario, it would be possible for a life-shaped creature to take class levels and even become player characters.

Base Speed: 20 feet.
Price: One-quarter the life-shaped creature's body.

Slither

The life-shaped is able to slither over the ground.
Base Speed: 20 feet.
Price: One-eighth the life-shaped creature's body.

Stationary

The life-shaped creature cannot move at all. It is most likely secured in place.
Base Speed: 0 feet. (This speed cannot be improved.)
Price: Not applicable. (This cost is included in the life-shaped creature's body.)

Water Propeller

The life-shaped creature has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.
Base Speed: **Swim** 20 feet.
Price: One-eighth the life-shaped creature's body.

Wings

The life-shaped creature has wings for air travel. It cannot travel on land without another mode of locomotion. If for some reason the life-shaped creature's speed drops below its base speed during any given round, it falls.
Base Speed: Fly 40 feet (average).
Price: One-eighth the life-shaped creature's body.

Manipulators

Without some kind of manipulating appendage, life-shaped creatures cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex as a five-fingered hand.

A **Medium** or smaller life-shaped creature may have up to two functioning manipulators. Larger life-shaped creatures may be equipped with a greater number of functioning manipulators, as determined by their size:

Life-shaped Creature's Size	Manipulators
Medium or smaller	Up to 2
Large	Up to 4
Huge or larger	Up to 8

To shape a manipulator, you must succeed at a **Craft** (life-shaped) check (**DC** 25) after investing 24 hours in its construction. A character without a healer's or botanist's tool kit takes a -2 penalty on the **skill check**. You must also use up raw materials costing one-third of the item's price. **Masterwork** life-shaped creature manipulators can

be fashioned using the **Mastershaper** feat.

Size: A manipulator, as an object, is usually two size categories smaller than the life-shaped creature for which it is designed; for example, a hand designed for a **Medium** life-shaped creature can be considered a **Tiny** object. A manipulator's size is usually important only for portability and **concealment** purposes.

Damage: Life-shaped creatures can use their manipulators as melee weapons, dealing **piercing**, **slashing**, or **bludgeoning** damage based on the type of manipulator and the life-shaped creature's size (see Table 7–67–5 below). Some types of manipulators deal **nonlethal damage** only.

Price: The cost of each manipulator. This cost is always a fraction of the price of the life-shaped creature's body (see **Body**, above).

Claw (Pair)

Claws resemble pincers, but their opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity, but they deal greater damage.

Damage: **Lethal slashing** or **nonlethal bludgeoning**.
Price: One-quarter the life-shaped creature's body.

Jaw

Usually only life-shaped creatures modeled after creatures with **bite attacks** have jaws.
Damage: **Lethal piercing**.
Price: One-quarter the life-shaped creature's body.

Pincer

A pincer is a two-fingered, claw like appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the life-shaped creature to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like weapons) are usually beyond the pincers' ability to operate. At the **DM's** discretion, tasks involving manual dexterity suffer a -2 penalty for a life-shaped creature equipped with pincers.

Damage: **Lethal piercing** or **nonlethal bludgeoning**.
Price: One-quarter the life-shaped creature's body.

Special-Use Gripper

The life-shaped creature has a manipulator designed for a specific task. When the life-shaped creature uses a special-use gripper for a task other than its intended task, the life-shaped creature suffers a -2 penalty on the check if the check involves manual strength or dexterity.

Damage: **Nonlethal bludgeoning** only.
Price: One-tenth the life-shaped creature's body

Table 7–6: Manipulator Damage

Manipulator Type	Life-Shaped Creature Size									
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	
Jaw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	
Pincer	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6	
Special-Use Gripper ¹	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6	
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	

¹ This type of manipulator deals **nonlethal damage** only.

(rounded down).

Sting

Usually only life-shaped creatures modeled after insectoid creatures have stings.

Damage: Lethal piercing.

Price: One-quarter the life-shaped creature's body.

Natural Armor

Although composed of resilient tissue, life-shaped creatures are easily damaged. For this reason, specimens are usually equipped with some form of natural armor, depending on the life-shaped creature's body.

Armor is integrated into the life-shaped creature's body. Integrated armor provides an **armor bonus** to AC. Life-shaped creatures with armor suffer no armor penalties if the armor is grafted properly. Improperly grafted armor causes the life-shaped creature to take a –10 penalty on **Balance**, **Climb**, **Escape Artist**, **Hide**, **Jump**, **Move Silently**, and **Tumble** checks.

Grafting armor on a life-shaped creature requires a **Craft** (life-shaped) check (DC 15). The check is made after investing an amount of time determined by the life-shaped creature's size: Colossal 24 hours, **Gargantuan** 12 hours, **Huge** 6 hours, **Large** 3 hours, **Medium** 2 hours, **Small** 1 hour, **Tiny** or smaller 30 minutes. You must also use up raw materials costing one-third of the item's price.

Enhancement Bonus: The armor class bonus that the integrated armor provides to the life-shaped creature's AC.

Weight: How much weight the armor adds to the life-shaped creature's weight.

Speed Penalty: The amount by which the armor reduces the life-shaped creature's speed, given in feet. If a life-shaped creature's speed drops to zero because of the penalty, it cannot move (the armor is too heavy for its body).

Price: The cost of the armor (or its components).

Regular Skin

It can be normal skin, scales, fur, exoskeleton or hide. It doesn't offer extra protection.

Enhancement Bonus: +0.

Weight: None.

Speed Penalty: None.

Price: None (already figured on the creature's body).

Tough Skin or Fur

A thicker version of skin, scales, fur, exoskeleton, or hide. It doesn't offer tremendous protection.

Enhancement Bonus: +2.

Weight: One-eighth the weight of the life-shaped creature's body (rounded down).

Speed Penalty: None.

Price: One-quarter the life-shaped creature's body.

Tough Hide

This tough hide is lightweight and reasonably strong.

Enhancement Bonus: +4.

Weight: One-quarter the weight of the life-shaped creature's body (rounded down).

Speed Penalty: None.

Price: 25 Cp + one-quarter the life-shaped creature's body.

Tough Scales

This strong scales are lightweight and offer good protection.

Enhancement Bonus: +6.

Weight: One-quarter the weight of the life-shaped creature's body (rounded down).

Speed Penalty: –5 feet.

Price: 50 Cp + one-quarter the life-shaped creature's body.

Tough Exoskeleton

This thick exoskeleton is medium-weight and offers very good protection.

Enhancement Bonus: +8.

Weight: One-quarter the weight of the life-shaped creature's body (rounded down).

Speed Penalty: –5 feet.

Price: 100 Cp + one-quarter the life-shaped creature's body.

Tough Shell or Carapace

This heavy-weight shell or carapace offers very good protection.

Enhancement Bonus: +10.

Weight: One-quarter the weight of the life-shaped creature's body (rounded down).

Speed Penalty: –5 feet.

Price: 200 Cp + one-quarter the life-shaped creature's body.

Very Tough Hide

This heavy and thick hide offers outstanding protection.

Enhancement Bonus: +12.

Weight: One-half the weight of the life-shaped creature's body (rounded down).

Speed Penalty: –10 feet.

Price: 400 Cp + one-quarter the life-shaped creature's body.

Sensory System

Life-shaped creatures are unable to perceive their surroundings without sensory organs of some kind. Without them, they are effectively blind and deaf, and suffer penalties on certain checks—if able to attempt them at all.

Sight: A life-shaped creature without visual organs suffers a –4 penalty on all **skill checks** and cannot make **Spot** checks.

Sound: A life-shaped creature without auditory organs suffers a –2 penalty on all **skill checks** and cannot make **Listen** checks.

Touch: A life-shaped creature without tactile organs suffers a -4 penalty on all **Disable Device** and **Heal** checks.

Smell: A life-shaped creature without olfactory organs suffers no particular penalties.

Taste: A life-shaped creature without gustatory organs suffers no particular penalties.

To shape a sensory package, you must succeed at a **Craft** (life-shaped) check (DC 25) after investing 60 hours in its assembly. A character without a healer's tool kit takes a -2 penalty on the **skill check**. You must also use up raw materials costing one-third of the item's price. Life-shaped creature sensory packages are further separated by type and price:

Type: The type of sensors (visual, audio, tactile, olfactory, gustatory) included in the system.

Price: The cost of the sensory package.

Basic Sensory Package

This sensory package includes a basic sight, hearing and touch senses.

Type: Audio, Tactical, Visual.

Price: 12 Cp.

Class II Sensory Package

This sensory package includes a **low-light vision** sight. It also includes a basic hearing, smell, and touch senses.

Type: Audio, Olfactory, Tactical, Visual.

Price: 30 Cp

Class III Sensory Package

This sensory package includes a **low-light improved vision** and hearing, basic smell and touch senses.

A life-shaped creature with a Class III sensory package gains a $+2$ **racial bonus** on **Listen** and **Spot** checks.

Type: Audio, Olfactory, Tactile, Visual.

Price: 55 Cp

Class IV Sensory Package

This sensory package includes a **low-light and darkvision** (30 ft.) improved vision, improved hearing and smell (**Scent** ability) and basic touch senses.

A life-shaped creature with a Class IV sensory package gains a $+4$ **racial bonus** on **Listen** and a $+2$ **racial bonus** on **Spot** checks.

Type: Audio, Olfactory, Tactile, Visual.

Price: 90 Cp.

Class V Sensory Package

This sensory package includes a **low-light and darkvision** (60 ft.) improved vision, improved hearing and smell (**Scent** ability) and basic touch senses.

A life-shaped creature with a Class V sensory package gains a $+4$ **racial bonus** on **Listen** and **Spot** checks.

Type: Audio, Olfactory, Tactile, Visual.

Price: 120 Cp.

Class VI Sensory Package

This sensory package includes a **low-light and darkvision** (60 ft.) improved vision, hearing and smell (**Scent** ability), and touch senses.

A life-shaped creature with a Class VI sensory package gains a $+4$ **racial bonus** on **Listen** and **Spot** and a $+2$ **racial bonus** on **Search** checks.

Type: Audio, Olfactory, Tactile, Visual.

Price: 200 Cp.

Class VII Sensory Package

This sensory package includes a **low-light and darkvision** (60 ft.) improved vision, hearing (**blindsight** 50 ft.), smell (**Scent** ability), and touch.

A life-shaped creature with a Class VII sensory package gains a $+6$ **racial bonus** on **Listen** and **Spot** checks and a $+4$ **racial bonus** on **Search** checks.

Type: Audio, Olfactory, Tactile, Visual.

Price: 500 Cp.

Ultimate Sensory Package

This sensory package includes a **low-light and darkvision** (60 ft.) improved vision, hearing (**blindsight** 80 ft.), smell (**Scent** ability), and touch senses.

A life-shaped creature with an ultimate sensory package gains a $+8$ **racial bonus** on **Listen** and **Spot** checks and a $+4$ **racial bonus** on **Search** checks. The creature receives **Improved Initiative** as a bonus feat.

Type: Audio, Olfactory, Tactile, Visual.

Price: 650 Cp.

Ability Enhancements

Life-shaped creatures can receive structural enhancements that increase their ability scores. A life-shaped creature can receive multiple enhancements to the same ability score, but each increase must be performed and calculated separately.

To perform an ability enhancement, you must have access to a suitable facility. After 24 hours spent performing the enhancement, you must succeed at a **Craft** (life-shaped) check (DC 20 for **Strength**, **Dexterity** or **Constitution** enhancement or DC 25 for **Intelligence**, **Wisdom**, or **Charisma** enhancement). A character without a healer's or botanist's tool kit takes a -2 penalty on the **skill check**. You must also use up raw materials costing one-third of the item's price.

Price: The cost of the enhancement.

Charisma Enhancement

The life-shaped creature is able to better interpret and simulate humanoid behavior patterns and emotions. The enhancement provides a $+2$ bonus to **Charisma**.

Price: 150 Cp x life-shaped creature's **Charisma** (minimum 1).

Constitution Enhancement

The life-shaped creature receives an improved immunologic system and hardened bones and organs. The enhancement provides a $+2$ bonus to **Constitution**.

Price: 100 Cp x life-shaped creature's **Constitution** modifier squared before the enhancement (minimum 1).

Dexterity Enhancement

The life-shaped creature receives joints or ligaments that are more flexible, and the life-shaped creature's tactile sensors are modified to improve manual dexterity. The enhancement provides a +2 bonus to **Dexterity**.

Price: 100 Cp x life-shaped creature's **Dexterity** modifier squared before the enhancement (minimum 1).

Intelligence Enhancement

Modifications to the life-shaped creature's brain allow it to think more creatively. The enhancement provides a +2 bonus to **Intelligence**.

Price: 150 Cp x life-shaped creature's **Intelligence** (minimum 1).

Strength Enhancement

Parts of the life-shaped creature's body, including its joints and muscles, are reinforced. The enhancement provides a +2 bonus to **Strength**.

Price: 100 Cp x life-shaped creature's **Strength** (minimum 1).

Wisdom Enhancement

Adjustments to the life-shaped creature's sensors improve its perception, enabling it to act more intuitively. The enhancement provides a +2 bonus to **Wisdom**.

Price: 150 Cp x life-shaped creature's **Wisdom** (minimum 1).

Accessories

Even a regular life-shaped creature needs certain tools to accomplish its tasks. The following section describes miscellaneous accessories designed specifically for life-shaped creatures.

To shape a life-shaped creature accessory, you must use up raw materials costing half the item's price. Then you must succeed at a **Craft** (life-shaped) check (**DC** 15) after investing 24 hours in its assembly (double this amount if the character does not have access to a life-shaping facility). A character without a botanist or healer's kit takes a -2 penalty on the **skill check**.

Size: A life-shaped accessory, as an object, is usually two size categories smaller than the life-shaped creature for which it's designed; for example, a tool mount designed for a **Huge** life-shaped creature can be considered a **Medium** object. An accessory's size is usually important only for portability and **concealment** purposes.

Weight: Life-shaped creature accessories vary in weight depending on the size of the life-shaped creature for which they're designed. However, they do not add a significant amount of weight to the life-shaped creature's body.

Price: The cost of the accessory.

Camouflage

Using a series of pigmentation cells embedded to the life-shaped creature's body, the creature can change color to match its surroundings. As a result, it can use the **Hide** skill in any sort of natural terrain.

Price: 500 Cp.

Feat Emulation

The life-shaped creature receives a feat. It must meet all the feat's prerequisites to gain its benefits. A feat emulation accessory can duplicate only general feats.

Price: 1,000 Cp.

Fire Extinguisher

Rhul-thaun hate and fear fire and usually shape creatures that have this accessory in order to quickly subdue it. This enhancement, available only to **Small** or larger life-shaped creatures, produces a thick liquid that can smother normal fires. This gland can eject the liquid as a **move action** to put out a fire in a 10-foot-by-10-foot square. A life-shaped creature's extinguisher gland can produce a number of shots per week based on the life-shaped creature's body size: **Small** 2, **Medium** 4, **Large** 8, **Huge** 16, **Gargantuan** 32, **Colossal** 64.

Price: 30 Cp + one-quarter life-shaped creature's body price.

Fortified Skeleton

This enhancement provides the creature with an improved shock absorption system, increasing its ability to shrug off physical damage. The creature gains **damage reduction** 1/—, 2/—, or 3/—.

Price: 80 Cp (1/—), 320 Cp (2/—), 720 Cp (3/—) + one-quarter life-shaped creature's body price.

Healing Unit

The healing unit enables a life-shaped creature to heal itself or another life-shaped creature by closing wounds. In the latter case, the life-shaped creature healing must be adjacent to the damaged life-shaped creature. The life-shaped creature must spend a **full-round action** to heal itself or another life-shaped creature; this automatically heals 1d8 points of damage (no **Heal** check necessary). This ability can be used three times per day.

Price: 500 Cp.

Improved Neurokinetics

This implant stimulates faster response times, granting the creature a +2 bonus on **initiative checks**.

Price: 250 Cp.

Self-Healing Unit

A self-healing unit enables a life-shaped creature to heal itself by closing wounds. A life-shaped creature with a self-repair unit can spend 1 hour repairing itself; this automatically heal 1d8 points of damage (no **Heal** check necessary). A life-shaped creature cannot use this unit to heal another life-shaped creature.

Price: 300 Cp.

Survivor Array

Life-shaped creatures are sometimes used to explore environments inhospitable to creatures. The survivor array enables the life-shaped creature to better traverse harsh terrain and withstand hostile conditions. A survivor array includes the following units:

- A resistant locomotion system that improves the life-shaped creature's base speed by +10 feet.
- An energy-resistant body that provides resistance to acid 10, cold 10, electricity 10, and fire 10.
- A vision amplifier that grants the life-shaped creature **darkvision** out to a range of 30 feet or extends its normal **darkvision** range by +30 feet.

Price: 500 Cp + one-half the life-shaped creature's body price.

Mutated Items

Mutated items are life-shaped items that have deviated from the original function designed by their creators. The environment, evolution, or some other external factor has changed them, with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient.

Mutated Item Common Mutations

d%	Mutation
01—20	Opposite effect or target
21—40	Intermittent functioning
41—60	Requirement
61—80	Drawback
81—100	Completely different effect

Opposite Effect or Target: Either these mutated items malfunction, so that they do the opposite of what the creator intended, or they target the user instead of someone else.

Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the **enhancement bonus** of a nonmutated life-shaped item is, she shouldn't immediately know that a weapon is mutated. Once she knows, however, the item can be discarded unless it's a graft. In such cases, a **remove curse** or **restoration** spell is generally needed to get rid of the item (destroying the graft is also an option).

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01—05 on d%) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01—05	During the day
06—10	During the night
11—15	In direct sunlight
16—20	Out of direct sunlight
21—30	Underwater

31—35	Out of water
36—45	Underground
46—50	Aboveground
51—70	In the hands of a nonpsionic creature
71—75	In the hands of a psionic creature
76—90	In the hands of a creature of a particular race
91—100	In the hands of a creature of a particular gender

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01—05 the item activates at some random point during that day.

Requirement: These mutated items have much more stringent requirements that must be met for them to be usable. To wear or use an item with this kind of mutation, one or more of the following conditions must be met.

Requirements are so dependent upon suitability to the item that they should never be determined randomly. If the requirement is not met, the item ceases to function (a graft won't detach itself from its host, however). If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

- Character must eat twice as much as normal.
- Character must drink twice as much as normal.
- Character must sleep twice as much as normal.
- Character must sacrifice some part of her life energy (2 points of **Constitution**) one time. If the character gets the **Constitution** points back (such as from a **restoration** spell), the item ceases functioning. (The item does not cease functioning if the character receives a **Constitution** increase caused by level gain, a **wish**, or the use of a magic item.)

• Item requires twice as much cam-rah and/or lor-rah as normal.

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01—10	Character's hair falls off. Only happens once.
11—20	Character's skin color changes.
21—30	Character's hair color changes.
31—40	Character slowly starts to shrink until becoming rhlusti size.
41—50	Character suffers a 20% miss chance on all attacks.
51—60	Character takes a —2 penalty on Dexterity -based skill checks .
61—70	Character takes a —1 penalty on attack rolls , saving throws , ability checks , and skill checks .
71—72	Character receives a —2 penalty on all Listen checks.
73—77	Character receives a —2 penalty on Spot checks.
78—82	Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
83—87	Character moves at half speed.
88—92	Character takes a —2 penalty on Strength -based skill checks .

93–97	Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates.
98	Character is stunned for 1 round if wounded; a successful DC 15 Fortitude save negates.
99	Character cannot manifest psionic powers.
100	DM's choice.

Completely Different Effect: The **DM** should choose a negative effect for the item. The item may seem to be the item it was originally determined, but at some juncture it displays different abilities altogether.

Artifacts

Of all the life-shaped creations described in the previous section, none of them are truly intelligent. At some point during the Blue Age, scholars hypothesize it was toward the end, the rhulisti began to experiment with intelligent life-shaped creations. These items have an intelligence rivaling their creators'. They are known as the Rhul-tal. The exact translation of this word has been lost. What is known is that it defines a close relationship with the rhulisti: family, mate, guardian or some such.

The Rhul-tal can be very dangerous. They have a sense of self and full survival instincts. No one can truly own a Rhul-tal, at least not like other life-shaped creatures are owned. It always pays to be cautious, because the Rhul-tal have their own goals and agenda. In game terms, the Rhul-tal are life-shaped artifacts, each one being powerful and very dangerous. If the **DM** decides to add a Rhul-tal to his campaign, he should do so carefully, since the Rhul-tal will most likely dominate his campaign for as long as the **PCs** are connected to it.

The Arm of Radu

This artifact is a healthy looking rhulisti right arm covered in strange blue and green tattoos. The shoulder joint is a thick mass of short tentacles.

This Rhul-tal is a graft. It has seven tattoos each depicting one of the particular abilities which Radu had.

History

Radu is reputed to have been some sort of powerful and important rhulisti leader. Since the exact nature of rhulisti society is not known to modern Athasians, there is no way to know if he was a king, a shaman, a priest, a life-shaper, or something unique to the rhulisti.

What is known is that Radu had great deal of life-shaped grafts. He was obsessed with great works. He devoted his life to creating ever more fantastic objects, buildings, and life-shaped creations.

Some legends connect Radu with the first dwarves, for his obsession was similar to the nature of that race. Upon his death, Radu is said to have become a powerful undead creature. His grafts all rejected him and fell away. However, his right arm became Rhul-tal. Some small aspect of Radu remains in the arm, driving it to always build.

Campaign Use

The *Arm of Radu* is a good item to give to player characters.

It is quite powerful, but not greatly unbalancing for a campaign. Its curse is interesting without being unwieldy. The *earthquake* ability will constantly give the character excuses to build. Things are always being torn down by the shaking land, and therefore need to be rebuilt.

All dwarves covet the *Arm of Radu*. With this arm, they believe they can create mighty works. Whoever owns the arm is sure to have far more encounters with dwarves than seems proper. Some will want to buy it, some to worship it; others will just try stealing it.

Abilities

If the tentacles are placed against an empty right shoulder socket, they will attach themselves to it. If the tentacles are placed against a healthy shoulder, they will still penetrate the muscle and attach themselves.

Adaptation: In the case of a healthy shoulder, for the next 1d10+10 days, the recipient has two right arms, but neither are functional. During that time, the host's original right arm decays, until finally it falls off. Because of the neural connections it establishes, once attached, the arm cannot be removed without killing the recipient.

Benefit: The *Arm of Radu* works as a regular arm. It has a **Strength** score of 24, which gives you a +7 bonus on **grapple checks** made with it. The iron-hard and razor-sharp nails of the Arm deals 2d6+7 points of damage (**lethal**) on each successful **attack roll**. On a natural 20, the arm grabs the neck of a **Medium** or smaller opponent. On a successful **grapple check** (a **free action** that does not provoke an **attack of opportunity**), the opponent is subject to suffocation. You can only relinquish this grip if you make a **DC 15 Will save**.

Type: External.

Location: One arm.

Hardness/Hit Points: 5/16.

Like all Rhul-tal, the arm is intelligent. It can communicate with its host, but only while he is dreaming. Once asleep, the recipient dreams of creating wondrous things, such as buildings, great gardens, delicate figurines and the like. The details of such things are always too blurred to remember, but the wonder of them remains. Occasionally the arm will talk with the host. It always appears as a floating rhulisti in flowing white robes. These conversations are always remembered very clearly.

Each of the Arm's tattoo gives the recipient a **spell-like ability**, all at caster level 18th:

3/day—*greater magic fang* (Arm only), *protection from arrows*, *telekinesis*.

1/week—*earthquake*, *finger of death*, *move earth*, *protection from spells*.

In addition, the recipient gains immunity to **polymorph** and a +20 **insight bonus** to **Craft** checks when constructing the buildings dreamt of. The *earthquake* ability cannot be controlled; it happens randomly, exactly when is up to the **DM**.

The Arm comes with a curse, however: it needs to build. Each day it is not actively engaged in construction for at least an hour, the character must make a **Will save** (DC 20) or it starts to use his fingernails to punish the recipient, leaving ugly scars after they heal. Every three scratches lower the host's **Charisma** by one point.

d6	Body Part
1	Left leg
2	Right leg
3	Left arm
4	Torso
5	Back
6	Face

Suggested Means of Destruction

- The shade of Radu must rip the Arm from its host and break it across its knee.
- After the host suffers 1,001 consecutive scratches, the Arm falls off. It is not destroyed, but can now be hidden or lost again.
- The Arm must be hurled into the Black.
- The Arm must be dipped in elemental fire, water, air, and earth, all within a three-day period.

The Centennial Brain

This is an enormous pale brain, around eight feet in diameter. It is covered with dozens of glowing blue and green runes. Hundreds of ridges pulse and writhe in their own pale light.

Centennial Brain

CR 12

Usually **NE Medium construct** (life-shaped construct, psionic)

Init -5; **Senses** Listen +9, Spot +9

Languages —

AC 9, touch 5, flat-footed 9

(-5 Dex, +4 natural)

hp 120 (16 HD)

Fort +8, **Ref** —, **Will** +16

Weakness vulnerability to defiling

Speed 0 ft.

Melee —

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +7

Psi-Like Abilities (ML 16th):

At will—*disable* (55—ft. cone, 19 HD, DC 22), *mindlink* (unwilling, eleven targets, DC 16)

3/day—*ego whip* (4d4, DC 23), *psionic dominate* (any target, 1 day, DC 23), *sense link* (all senses, DC 16), *tower of iron will* (power resistance 26, 7 rounds)

1/day—*remote viewing* (DC 19)

Abilities Str —, Dex —, Con 16, Int 64, Wis 28, Cha 20

SQ life-shaped construct traits

Feats Iron Will, Skill Focus (Knowledge [architecture and engineering]), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [nature]), Skill Focus (Knowledge [psionics]), Skill Focus (Knowledge [the planes])

Skills Appraise +46, Bluff +24, Decipher Script +46, Diplomacy +30, Knowledge (arcana) +46, Knowledge

(architecture and engineering) +49, Knowledge (life-shaping) +46, Knowledge (geography) +46, Knowledge (history) +49, Knowledge (nature) +49, Knowledge (nobility and royalty) +46, Knowledge (psionics) +49, Knowledge (religion) +46, Knowledge (the planes) +49, Listen +9, Psicraft +46, Sense Motive +28, Spot +9, Survival +28

Advancement —

The *Centennial Brain* weighs around 800 pounds.

History

An unknown life-shaper created the Brain to solve the great philosophical and theoretical problems of the Blue Age. He melded the brains of 101 of the greatest thinkers of that time. Sadly, none of these dignitaries consented to be a part of his creation.

The evil life-shaper's name was stricken from all histories, and no rhulisti was permitted to give his name to any of their children. He was referred to only as "the Unnamed." The Brain was kept in honored memory of the rhulisti mutilated to create it.

The Brain survived the Blue Age, and all those that came afterward. It has absorbed countless minds, growing ever larger. Over the millennia, it has developed powerful psionic abilities, but disdains the use of magic.

Campaign Uses

The *Centennial Brain* can be used in many ways in a campaign. It can be a villain, or the servant of one. It can be the savior in times of ultimate crisis, assuming such actions serve its own purposes.

Probably the best way to use it is as the supreme sage. It knows just about everything. Those things it does not know, it knows how to find out. Of course, the Brain will not choose to answer every question. It will only answer those that forward its own goals.

Abilities

Due to its enormous intelligence, the Brain can answer almost any question, or at least provide the asker with directions to find the answer for himself. The supplicant need only make physical contact with the Brain to allow telepathic communication.

To invoke the powers of the Brain, a character must lay both hands on it. The character then can duplicate any psionic power as a **psi-like ability** with a **manifest level** equal to his **Hit Dice**.

The power of the Brain comes with a curse, however: each time a creature uses the artifact, it must make a **Will save** (DC 10 + number of previous saves) or his mind is absorbed into the Brain and he becomes a mental vegetable. The Brain then uses the mindless husk as a slave to give it freedom of action. Such slaves rarely last more than a year, no matter how well the Brain takes care of them.

Suggested Means of Destruction

- The name of its 101 original victims must be spoken to it.

The Corundum Wormskin

This artifact is a four-inch corundum cylinder, with one end closed and the other serrated with six dull flanges.

Corundum is one of the hardest natural minerals, losing only to diamond and adamantine. Rubies and sapphires are impure corundum colored with other minerals.

If the *Corundum Wormskin* is placed on a living humanoid finger, the serrated edges will gently close over it. The character now has a permanent finger sheath. Nothing short of a *miracle*, *reality revision*, or *wish* can remove the wormskin from this time forward. The wormskin will slowly begin to transform its new owner.

History

Legend has it that some of the nature-masters of the Blue Age began to create extremely large creatures to be used as tools.

They succeeded in making sink worms, which were intended to be excavating tools and producers of gemstones. Something went horribly wrong. One of the worms hatched a corundum sink worm that could not be controlled. Eventually the corundum sink worm was destroyed.

However, a small part of it remained, indestructible even by the nature-masters of the Blue Age. Alive and very much wanting to roam free again, it waits for its next victim.

Campaign Uses

The *Corundum Wormskin* is unique among artifacts in that it exacts a stiff penalty up front, but gives huge rewards afterward. For three years, the PC goes into an animalistic stage. When his character gets back to normal, it is a powerful worm lord. A DM must be careful in giving this Rhul-tal to a player, since not all players are willing to pay this price.

The characters can encounter the wormskin with an NPC in the latter half of its transformation. The NPC would then return years later as a worm lord. He could be either an ally or a foe.

Abilities

The corundum on the character skin begins to cover more of his body, improving his **natural armor** as shown on the table below. Although the mineral coating is rock hard, it somehow bends easily with the character, but still reduces his **Dexterity** somewhat.

For the first twelve months, the PC cannot tell anything is wrong except for the physical transformation, but on the first day of the thirteenth month, he is overcome with bestial urges and loses all vestiges of humanity. Per DM choice, the character may become an NPC during this period. One year after that, he becomes a small corundum sink worm (see below). For the next two years, the worm grows to its full size (20 HD). At that point, it will allow the largest male sink worm in the vicinity to mate with it.

Corundum Sink Worm, Small CR 1/2

Always N Small aberration

Init +2; **Senses** darkvision 60 ft., tremorsense 120 ft.;

Listen +8, **Spot** +8

Languages —

AC 25, **touch** 13, **flat-footed** 23

(+1 size, +2 Dex, +12 natural)

hp 2 (1 HD)

Fort +0, **Ref** +2, **Will** +2

Speed 15 ft. (3 squares), **burrow** 15 ft.

Melee bite -3 (1d4—4)

Space 5 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -8

Abilities Str 2, Dex 14, Con 7, Int 1, Wis 10, Cha 12

SQ phasing

Feats Alertness

Skills Hide +6, **Listen** +8, **Move Silently** +2*, **Spot** +8

*When burrowing through sand or silt, a sink worm has a +8 racial bonus on **Move Silently** checks.

Advancement 2—7 HD (Small); 8—13 HD (Medium); 14—20 HD (Huge)

Month	Natural Armor Bonus	Dex Penalty	Cha Penalty	% Arcane Spell Failure	Wormskin Transformation
1	+1	0	0	10%	Hand covered
2	+2	-1	0	10%	Arm covered
3	+3	-1	-1	10%	Chest covered
4	+4	-1	-1	20%	Both arms covered
5	+5	-2	-1	30%	Both hands covered
6	+6	-2	-2	30%	Stomach covered
7	+7	-2	-2	30%	Hips covered
8	+8	-2	-2	30%	Thighs covered
9	+9	-3	-2	30%	Calves and feet covered
10	+10	-3	-3	30%	Face covered
11—12	+11	-5	-3	80%	Fingers and toes meld together
13—14	+12	-5	-4	90%	Hands shrink
15—16	+12	-6	-5	100%	Forearms shrink
17—18	+12	-6	-6	100%	Remainder of arms shrink
19—20	+12	-7	-7	100%	Thighs meld together
21—22	+12	-7	-8	100%	Calves and feet meld together
23—24	+12	-8	-9	100%	Face transforms

Phasing (Ex) Corundum sink worms can phase through sand, earth or solid rock. This ability works like the *dimension door* spell, with a range of 90 feet. The sink worm cannot use this ability if it is holding a creature in its mouth.

Tremorsense (Ex) Corundum sink worms can sense vibrations up to 120 feet away on both sand and on silt.

Skills Corundum sink worms have a +4 racial bonus on Listen and Spot checks.

After depositing an egg, it dives for the deep earth and is never seen again. Some sages speculate the corundum sink worm dies and becomes a deep vein of gemstones. Others believe there is a deep cavern graveyard where it goes to die. Such a place would be a treasure trove of gems.

The egg hatches after three months. The PC emerges, with full recollection of what happened and can be now returned to the player. His finger is made of solid corundum, but will not grow again. The character receives the worm lord template.

Worm Lord

“Worm lord” is an acquired template that can be added to any living, corporeal humanoid (referred to hereafter as the base creature).

A worm lord uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, Base attack bonus, or saves. Size is unchanged. The creature receives the earth and native subtype.

Armor Class: Natural armor bonus becomes +12 (this replaces any natural armor bonus the base creature has).

Special Attacks: A worm lord retains all the special attacks of the base creature and also gains the following special abilities.

Spell-Like Abilities: 3/day—*curse of the black sands*, *dust devil*, *stone tell*. Caster level equal the worm lord’s HD.

Summon Sink Worm (Sob): Once a week, a worm lord can summon a sink worm (*ToA* 127). To do so, he must dance over a sand or silt area for 10 rounds. After 1d10+10 rounds, the sink worm appears. This ability otherwise works like the *summon nature’s ally* spell except the worm will serve for up to 24 hours.

Special Qualities: A worm lord has all the special qualities of the base creature, plus the following special qualities.

Earth Glide (Ex): A worm lord can glide through stone, dirt, or almost any other sort of earth except metal as easily as silt horror swims through silt. His burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Phasing (Ex): Once per day, a worm lord can phase through sand, earth or solid rock. This ability works like the *dimension door* spell, with a range of 90 feet.

- Darkvision out to 60 feet.
- Tremorsense out to 120 feet on both sand and silt.
- +4 racial bonus on Fortitude saves against poison.

Abilities: Change from the base creature as follows: Str +4, Dex -2, Con +4.

Challenge Rating: Same as base creature +2.

Level Adjustment: Same as base creature +3.

Suggested Means of Destruction

- Be smitten with an adamantite maul.
- Be immersed in the waters of the Last Sea.

The Green Rhul

This at first resembles some topiary statue of a large, strong warrior. It is nine feet tall and has legs, arms, a head, eyes, and a mouth.

Green Rhul

CR 8

Usually N Large construct (life-shaped construct, psionic)

Init +1; Senses Listen +13, Spot +13

Languages Rhulisti; understands host’s commands

AC 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +11 natural)

hp 146 (10 HD); regeneration 1; DR 5/slashing

Immune electricity, poison, paralysis, sleep effects, stunning

Fort +16, Ref +4, Will +3

Weakness vulnerability to defiling

Speed (with host only) 20 ft. (4 squares)

Melee (with host only) slam +19/+14 (2d6+9)

Space 10 ft.; Reach 5 ft.

Base Atk +7; Grp +20

Atk Option Power Attack

Psi-Like Abilities (ML 8th):

At will—*ubiquitous vision*

3/day—*danger sense* (uncanny dodge), *detonate* (8d6 damage, DC 17)

1/day—*psionic dimension door*

Abilities Str 28, Dex 13, Con 24, Int 19, Wis 11, Cha 14

SQ empathic link, life-shaped construct traits, photosynthesis, shared will, war-machine

Feats Endurance, Die Hard, Great Fortitude, Power Attack

Skills Hide +2*, Jump +23, Knowledge (ancient history) +17, Knowledge (nature) +17, Listen +13, Move Silently +8, Spot +13

* The Green Rhul has a +16 racial bonus on Hide checks made in forested areas.

Advancement —

Empathic Link (Ex) The Rhul has an empathic link with its host. The Rhul can perceive what the host perceives using its sight, hearing, taste, smell and vice-versa.

Immunity to Electricity (Ex) The Rhul takes no damage from electricity. Instead, any electricity attack used against the Green Rhul temporarily grants it 1d4 points of Constitution. The Rhul loses these points at the rate of 1 per hour.

Photosynthesis (Ex) As a full-round action, the Rhul can sink roots into the soil to extract water and nutrients. An hour of being immobile this way is enough to feed itself and its host a day. This ability

can be used only in an area with sunlight.

Regeneration (Ex) The Rhul takes normal damage from acid and fire attacks. It regenerates even if it fails a **saving throw** against a *disintegrate* spell or a death effect. If the Rhul fails its **save** against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals **nonlethal damage** equal to the creature's full normal **hit points** +10 (or 156 **hp**). The Rhul is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the **wounding** special ability, or a clay golem's cursed wound ability. Even if it is burned and the ashes scattered, somewhere a small spore will survive and regrows the entire Rhul.

Shared Will (Ex): Both the Rhul and its host use either the Rhul's **Will save** or the host's, whichever is better.

War-machine (Ex) The Green Rhul always gains the maximum **hit points** possible per **Hit Die**.

The *Green Rhul* appears to be made of wood and leaves. Its body has a 6-foot girth and is about 9 feet tall. It weighs about 3,500 pounds.

The *Green Rhul* can speak Rhulisti but rarely chooses to do so. It walks and moves with a slow, steady gait.

History

Toward the end of the Blue Age, the rhulisti sought answers to their various problems. The mightiest of the nature-masters created a living suit of armor as his life's masterwork. Their only mistake was in giving it an intelligence that rivaled their own.

The *Green Rhul* is apparently the ultimate machine of war from the Blue Age. What wars it fought in, and how it fared, are not among any of the few intact records. The Rhul-tal surely knows, but does not speak of any events from the Blue Age.

The legends of the druids hold tantalizing clues to the *Green Rhul*. They believe the first druid created the Rhul to protect the forests of the Blue Age. This conflicts with other stories, unless the first druid was a rhulisti. The druids seek the *Green Rhul* and will do almost anything to control it.

The druids speak of a time when one of their **ranks** found the *Green Rhul*. With it, the druids sacked a long forgotten city-state whose ruler was despoiling any oasis he could find. When the host found herself slowly changing into a rhulisti, the story says she marched the Rhul into the Sea of Silt and was never heard from again.

Campaign Use

There are two principle ways to use the *Green Rhul* in a campaign. The first is to have a villain (probably a halfling, or even a rhul-thaun) show up with it and cause all kinds of trouble. Secondly, the *Green Rhul* can be the salvation item for a particular danger. For example, the **PCs** learn that the only way to defeat a kaisharga is with the *Green Rhul*. The characters are then off and running to find this dangerous artifact.

This artifact is dangerous for any **PC** to use for an extended period of time. Make sure to have the first event

of rhulisti transformation or domination be very scary. Eventually they will try destroying the *Green Rhul* or finding a safe place to abandon it.

The druids will always be interested in the *Green Rhul*. They may actually be able to store it safely. They are certain to oppose anyone abusing it.

Abilities

In order to be used, a character must get inside first. This is normally done by climbing its back. There is a seam running down its back, from its neck to the base of its spine. It can be open only if the Rhul wishes it so, which it normally does unless occupied. Any **Medium** or smaller creature can enter it. Once inside, thousands of tiny tendrils penetrate the characters' skin and join to his nervous system. The *Green Rhul* can communicate with its host directly through his nervous system. It's a sort of biological, non-magic, non-psionic form of telepathy. A host does not need to breathe, eat or drink while inside the *Green Rhul* (see photosynthesis, above). The host provides the neural hookups that operate its muscles. Without a host, it is incapable of moving.

The Rhul comes with two curses, however: Each month a creature uses the artifact, it must make a **Will save** (DC 12 + number of previous saves) or slowly be turned into a rhulisti. The Rhul was built by and for rhulisti and will slowly transform any owner into one. Additionally, the *Green Rhul* is an intelligent creature, but not totally in control of its own destiny. It longs to be free. Each month a creature uses the artifact, it must make a **Will save** (DC 12 + number of previous saves) or be dominated by the artifact. Eventually the tables will be turned and the *Green Rhul* will have the host as its slave. It can then wander Athas as a free creature, in search of its own destiny.

Suggested Means of Destruction

- The touch of the descendent of the first true druid will turn the *Green Rhul* to dust.
- A genuine rhulisti (not a halfling descendant or rhul-thaun) must sacrifice himself to be the final host of the *Green Rhul*.
- It must be burned by the breath of a Dragon.

The Jade Marquess

This strange construct is a dark green ship; it has the face of a rhulisti on its prow that appears alive. It sails on land even though it has no wheels.

Jade Marquess, Large

CR 6

Always **NE Large construct** (life-shaped construct)

Init +0; **Senses** darkvision 60 ft.; **Listen** +17, **Spot** +17

Languages Common, Elven, Rhulisti

AC 16, **touch** 9, **flat-footed** 16

(-1 **size**, +7 **natural**)

hp 78 (12 **HD**); **DR** 10/—

Immune mind-affecting effects, polymorph, psionics

Fort +8, **Ref** +4, **Will** +7

Weakness vulnerability to defiling

Speed 20 ft. (loose soil), 30 ft. (silt)

Melee bite +13/+8 (1d8+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +18
Atk Option improved grab, Power Attack, swallow whole

Abilities Str 19, Dex 10, Con 14, Int 16, Wis 17, Cha 20
SQ life-shaped construct traits
Feats Alertness, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (bite)
Skills Diplomacy +16, Hide -2, Knowledge (geography) +18, Knowledge (history) +18, Listen +17, Spot +17, Survival +13 (+15 to keep from getting lost)
Advancement 13–15 HD (Large)

Immunity to Psionics (Ex) The Marquess completely resists psionic effects that are subject to power resistance.

Improved grab (Ex) To use this ability, the Marquess must hit a creature of one category smaller than it or smaller 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 attempt to swallow the opponent in the following round.

Swallow Whole (Ex) The Marquess can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A swallowed creature takes 1d8+4 points of bludgeoning damage per round from the Marquess' gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 13). Once the creature exits, internal restructuring closes the hole; another swallowed opponent must cut its own way out.

The Marquess' gizzard can hold 1 Medium, 4 Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Jade Marquess, Huge CR 10

Always NE Huge construct (life-shaped construct)
Init +0; **Senses** darkvision 60 ft.; **Listen** +17, **Spot** +17
Languages Common, Elven, Rhulisti

AC 20, touch 8, flat-footed 20 (-2 size, +12 natural)
hp 120 (16 HD); **DR** 10/—
Immune mind-affecting effects, polymorph, psionics
Fort +10, **Ref** +5, **Will** +8
Weakness vulnerability to defiling

Speed 20 ft. (loose soil), 30 ft. (silt)
Melee bite +17/+12/+7 (2d6+6)
Space 15 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Atk Option Awesome Blow, improved grab, Power Attack, swallow whole
Spell-Like Abilities (CL 8th):
1/day—*lightning bolt* (DC 16)

Abilities Str 23, Dex 10, Con 16, Int 16, Wis 17, Cha 20
SQ life-shaped construct traits
Feats Alertness, Awesome Blow, Great Fortitude,

Improved Bull Rush, Power Attack, Weapon Focus (bite)

Skills Bluff +17, Diplomacy +18, Hide -4, Knowledge (geography) +21, Knowledge (history) +21, Listen +17, Spot +17, Survival +15 (+17 to keep from getting lost)

Advancement 17–23 HD (Huge)

Immunity to Psionics (Ex) As Large Jade Marquess.

Improved grab (Ex) As Large Jade Marquess.

Swallow Whole (Ex) The Marquess can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A swallowed creature takes 2d8+8 points of bludgeoning damage per round from the Marquess' 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 16). Once the creature exits, internal restructuring closes the hole; another swallowed opponent must cut its own way out.

The Marquess' gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Jade Marquess, Gargantuan CR 14

Always NE Gargantuan construct (life-shaped construct)

Init +0; **Senses** darkvision 60 ft.; **Listen** +23, **Spot** +23

Languages Common, Elven, Rhulisti

AC 24, touch 6, flat-footed 24

(-4 size, +18 natural)

hp 180 (24 HD); **DR** 15/—

Immune mind-affecting effects, polymorph, psionics

Fort +13, **Ref** +8, **Will** +13

Weakness vulnerability to defiling

Speed 20 ft. (loose soil), 30 ft. (silt)

Melee bite +24/+19/+14 (2d8+10)

Space 20 ft.; **Reach** 15 ft.

Base Atk +18; **Grp** +36

Atk Option Awesome Blow, Empower Spell-Like Ability (*lightning bolt*), Power Attack

Spell-Like Abilities (CL 12th):

1/day—*crushing hand* (+24 touch attack), *lightning bolt* (DC 16)

Abilities Str 31, Dex 10, Con 16, Int 16, Wis 17, Cha 20

SQ life-shaped construct traits

Feats Alertness, Awesome Blow, Empower Spell-Like Ability (*lightning bolt*), Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (bite)

Skills Bluff +26, Concentration +15, Diplomacy +28, Hide -8, Knowledge (geography) +22, Knowledge (history) +21, Listen +23, Spot +23, Survival +21 (+23 to keep from getting lost)

Advancement 25–31 HD (Gargantuan)

Immunity to Psionics (Ex) As Large Jade Marquess.

Improved grab (Ex) As Large Jade Marquess.

Swallow Whole (Ex) The Marquess can try to swallow a grabbed Large or smaller opponent by making a successful grapple check.

A swallowed creature takes 2d10+10 points of bludgeoning damage per round from the Marquess'

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 19). Once the creature exits, internal restructuring closes the hole; another swallowed opponent must cut its own way out.

The Marquess' gizzard can hold 2 **Large**, 8 **Medium**, 32 **Small**, or 128 **Tiny** or smaller opponents.

Jade Marquess, Colossal CR 18

Always **NE Colossal construct** (life-shaped construct)

Init +3; **Senses** darkvision 60 ft.; **Listen** +23, **Spot** +23

Languages Common, Elven, Rhulisti

AC 16, **touch** 1, **flat-footed** 26

(-8 size, -1 **Dex**, +25 **natural**)

hp 240 (32 HD); **DR** 15/—

Immune mind-affecting effects, polymorph, psionics

Fort +18, **Ref** +12, **Will** +18

Weakness vulnerability to defiling

Speed 20 ft. (loose soil), 30 ft. (silt)

Melee bite +29/+24/+19 (4d6+12)

Space 100 ft.; **Reach** 30 ft.

Base Atk +24; **Grp** +52

Atk Option **Awesome Blow**, **Blind-Fight**, **Empower Spell-Like Ability** (*lightning bolt*), **Power Attack**, **Snatch**

Spell-Like Abilities (CL 16th):

2/day—*crushing hand* (+28 **touch** attack), *lightning bolt* (DC 16)

Abilities **Str** 35, **Dex** 8, **Con** 16, **Int** 16, **Wis** 17, **Cha** 20

SQ life-shaped construct traits

Feats **Alertness**, **Awesome Blow**, **Blind-Fight**, **Empower Spell-Like Ability** (*lightning bolt*), **Great Fortitude**, **Improved Bull Rush**, **Improved Initiative**, **Iron Will**, **Power Attack**, **Snatch**, **Weapon Focus** (bite)

Skills **Bluff** +29, **Concentration** +26, **Diplomacy** +31, **Hide** -17, **Knowledge** (geography) +27, **Knowledge** (history) +27, **Listen** +23, **Spot** +23, **Survival** +24 (+26 to keep from getting lost)

Advancement —

Immunity to Psionics (Ex) As **Large** Jade Marquess.

Improved grab (Ex) As **Large** Jade Marquess.

Swallow Whole (Ex) The Marquess can try to swallow a grabbed opponent by making a successful **grapple** check.

A swallowed creature takes 4d10+14 points of **bludgeoning** damage per round from the Marquess' 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, internal restructuring closes the hole; another swallowed opponent must cut its own way out.

The Marquess' gizzard can hold 2 **Huge**, 8 **Large**, 32 **Medium**, or 128 **Small** or smaller opponents.

There is no stranger sight in all of Athas than the *Jade Marquess*. It is a sailing ship made of a material reminiscent of jade. However, this ship was never meant

for the water. Its prow can part the earth as if it were water. It actually sails on land.

The Marquess can see, hear, smell, and talk with her face. Her voice is soft and quiet when she is small, but deep and commanding when full-grown.

As the *Jade Marquess* grows, she adds new features. At her smallest size, she is just a twelve-foot canoe. At 20 feet, she grows a small mast and sail. At 30 feet a small cabin forms. At her largest, she has three masts, and four deck levels. Each time the *Jade Marquess* grows, the particular features are different from the time before.

History

Ironically, a ship that is tailor made for the waterless environment of Athas was made at a time when the world had oceans. The *Jade Marquess* was a crowning achievement of the nature-masters.

History does not say for whom they built it. The elves have the most tales of the *Jade Marquess*. Their myths hold that when their race was first born and new to the land, they rode upon great beasts that moved through unimaginably large pools of water.

Then the *Jade Marquess* appeared, a gift of an evil lord from the elemental plane of earth. The elves eagerly boarded her and fell prey to her curse. All the land trembled when the living ship and her elven crew broke the horizon. Eventually the captain and his crew sacrificed themselves to the ship. From that day forward, elves have never ridden upon a living creature or ridden a mount. Of course, this is just a myth. There is no way to tell if there is any truth in it.

There are a few other legends and tales of the *Jade Marquess*. One even has it battling the Dragon himself to a standstill. Most historians believe this to be a false tale. Although it is not a battle craft, most of the myths have it appearing in times of war and sailing bravely into battle.

Campaign Use

The *Jade Marquess* can be used to create a ghost ship type of story for a campaign. It is best used in the hands of an **NPC**, because its curse is extremely severe. However, a **PC** willing to play the part of a cursed captain could have a good time with this Rhul-tal.

It will be extremely difficult to hide the *Jade Marquess*. Everyone that sees it will want it. Elves in particular will seek the ship. Their most ancient legends and myths tell of the evil done by the *Jade Marquess*. Most elves will seek to destroy her; a few tortured souls may seek to own her.

Abilities

The *Jade Marquess* leaves behind a very distinctive wake of furrowed land. She never needs a crew. Whoever is standing at the helm can command all of her sailing and combat functions.

The *Jade Marquess* must devour living flesh to survive. Each week she must consume living creatures with total **HD** equal to its **Hit Dice**; if she does, she gains one **Hit Dice**. If she doesn't, she loses one **Hit Dice** and shrinks 3 feet. She must make a **DC 25 Will save** or enter a feeding frenzy until she eats enough. While in this state, she

ignores her captain's commands. At 10 feet long, she enters into a state of hibernation, neither eating nor shrinking.

Once the captain of the *Jade Marquess* has sailed her from dawn to dusk of the same day, he is permanently bonded. If he ever steps off her deck for more than a day, he is compelled to return as if under a *geas/quest* spell. When he eventually dies, he will rise as a venger always in search of the *Jade Marquess*. The *Jade Marquess* has twice as many encounters with undead as normal. They are the spirits and corrupt bodies of her former captains and other that she has devoured.

Suggested Means of Destruction

- The undead spirit of her first captain can sail her into a large body of water where she will sink and then slowly dissolve.
- An elf who is the eldest daughter of an eldest daughter unto 11 generations must willingly sacrifice herself to be eaten.
- She must be tricked into eating a moonbeam.

The Krek-etrac

This small chunk of porous stone has its shape and coloration constantly changing, with no discernible pattern.

The Krek-etrac CR 6

CG Small construct (life-shaped construct, psionic)

Init +6; **Senses** blindsight 60 ft.; **Listen** +7, **Spot** +7

Languages understands Rhulisti; telepathy 20 ft.

AC 21, touch 13, flat-footed 19; **Dodge**

(+1 size, +2 Dex, +8 natural)

hp 85 (10 HD)

Fort +11, **Ref** +5, **Will** +3

Weakness vulnerability to defiling

Speed 10 ft. (2 squares)

Melee slam +7/+2 (1d3-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +2

Atk Options Combat Reflexes

Special Actions alternate form, chameleon skin

Psi-Like Abilities (CL 10th):

1/day—*adapt body*

3/day—*biofeedback* (DR 4/—*), *body adjustment* (3d12*)

*Includes augmentation for the Krek-etrac's **manifesters level**.

Abilities Str 8, Dex 15, Con 18, Int 16, Wis 10, Cha 14, Ego 18

SQ amorphous, bestow abilities

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative

Skills Bluff +12, Climb +4, Diplomacy +9, Disguise +12 (+14 acting)*, Hide +11, Intimidate +4, Knowledge (history) +8, Knowledge (nature) +5, Listen +7, Spot +7, Survival +5

*When using its alternate form ability, the *Krek-etrac* gets an additional +10 **circumstance bonus** on Disguise checks.

Advancement —

Amorphous (Ex) The *Krek-etrac* in its natural form has

immunity to **poison**, **sleep**, **paralysis**, **polymorph**, and **stunning** effects. It is not subject to **critical hits** and, having no clear front or back, cannot be **flanked**.

Alternate Form (Su) The *Krek-etrac* can assume any form of **Medium** size or smaller as a **standard action**. This ability functions as the *metamorphosis* power (ML 10th), except that the *Krek-etrac* does not regain **hit points** for changing form. A *Krek-etrac* can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Bestow Abilities (Ex) When grafted to a host, its host can use any of the *Krek-etrac*'s special qualities as a **standard action**. Using the alternate form special quality in this way takes a **full-round action** and provokes an **attack of opportunity**.

Chameleon Skin (Ex) The *Krek-etrac* has an enormous degree of control over its pigmentation. This ability grants a +10 **racial bonus** to all **Hide** checks, when using camouflage to conceal itself.

Skills The *Krek-etrac* has a +4 **racial bonus** on **Bluff** and **Disguise** checks.

The *Krek-etrac* is an amorphous life-shaped creature that can freely alter its shape. The *Krek-etrac* in its natural form is a 6-inch cone that resembles a porous, dirty-white stone. In this form, the *Krek-etrac* can slither about like an ooze and can attack with a pseudopod. It weighs about 10 pounds.

History

The *Krek-etrac* was initially designed as a way for nature-masters to infiltrate the **ranks** of the nature-benders, in one of the first attempts to come up with the mimicskin graft (page 59). At some point, one of the first rhulisti that started developing psionic abilities, which he managed to keep them hidden for quite a while, a wilder by the name Yash-oahr Ruthe, gave it intelligence and named the item *Krek-etrac*, "ultimate shifter" in Rhulisti.

The result was a failure, since the *Krek-etrac* refused to stay in a particular disguise for long. Eventually, the user was discovered and killed, while the *Krek-etrac* has been switching users ever since.

A House M'Ke agent named Lakul Del found the *Krek-etrac* when one of the many aftershocks that shook the Tablelands after the Great Earthquake unearthed an ancient rhulisti settlement. Lakul Del was lucky enough to retrieve the Rhul-tal just before the entire complex was swollen by another aftershock.

After enjoying the item's many abilities, which helped to get by many templars inspections, Lakul has started to become insane with the item's never-ending mood swings and changes of shape. He finally parted with the item when he managed to sell it to another M'Ke trader, never looking back.

Campaign Use

The *Krek-etrac* constantly changes his mind or alters his opinion. Its mind is a frenzy of activity, a mercurial pool of swirling chaos. It has a very strong personality

and believes itself to be superior to every nonrhulisti creature.

The *Krek-etrac* refuses to talk about the Blue Age or about anything in the laboratory it was found, since it finds it “boring” and reveals information only after a great deal of insistence.

Suggested Means of Destruction

- It must be stopped from changing its shape for one week.
- Another wilder with a mind as chaotic as the *Krek-etrac* to serve as its final host.

The Last Tree

This magnificent tree is so tall its top is surrounded by mists. Its diameter is around 40 feet, with leaves the size of a dwarf. It has the bark of an oak, the leaves of a maple, and is the size of a redwood.

The Last Tree

CR 21

Usually NG Colossal plant (psionic)

Init -5; **Senses** low-light vision; **Listen** +22, **Spot** +22

Languages Halfling, Rhulisti

AC 15, touch 5, flat-footed 15

(-8 size, -5 Dex, +18 natural)

hp 265 (21 HD); **DR** 10/slashing

Resist fire 5; **PR** 32, **SR** 32

Immune plant immunities

Fort +19, **Ref** —, **Will** +13

Weakness vulnerability to defiling

Speed 0 ft.

Melee none

Space 30 ft.; **Reach** 30 ft.

Base Atk +15; **Grp** —

Atk Option Empower Psi-like ability (*energy missile*),

Quicken Psi-like ability (*energy missile*)

Psi-Like Abilities (CL 20th):

1/day—*psionic restoration*, *restore extremity*, *synesthete*

3/day—*antidote simulation* (20 cubic ft., immediate action*), *body purification* (17 points*), *body adjustment* (8d12*), *concentrate water*, *control air* (60 mph*), *energy missile* (20d6 electricity only, DC 25*)

*Includes augmentation for the Last Tree’s **manifesters level**.

Abilities Str —, Dex —, Con 24, Int 20, Wis 21, Cha 18

SQ plant traits

Epic Feats Epic Skill Focus

Feats Ability Focus (*energy missile*), Alertness, Diehard,

Empower Psi-like ability (*energy missile*), Iron Will,

Quicken Psi-like ability (*energy missile*), Toughness

Skills Concentration +23, Diplomacy +24, Heal +15,

Hide -5*, Knowledge (history) +29, Knowledge (life-

shaping) +39, Knowledge (geography [Forest Ridge])

+15, Knowledge (nature) +31, Listen +22, Spot +22,

Survival +17 (+19 to avoid natural hazards)

*The Last Tree has a +16 racial bonus on Hide checks.

Advancement —

The *Last Tree* is a magnificent tree that stands at the top of the highest mountain of the Forest Ridge.

History

Over 14,000 years ago, the Brown Tide began sweeping over the land, destroying the land of the rhulisti and bringing to an end the Blue Age. As the lands surrounding Tyr’agi (region known today as the Tyr Valley) were about to be destroyed by the foul tide, a powerful nature-master by the name of Sull gathered a thousand of his kin and fled to the lands beyond the forest ridge—taking with them the cherished knowledge of their life-shaped creations. However, nature-benders pursued Sull and his charges, wanting the secrets of the living creations for themselves.

In the battle that followed, only 300 rhulisti and a small portion of the knowledge survived. The remainder gave their lives so the rest would survive, including Sull. Mortally injured amidst the mountains of the Forest Ridge, the nature-master crawled his way to near the top of an unnamed mountain. On a ridge overlooking the foliage of the forest beyond the mountains, Sull thrust his arms into the soil and uttered words never again heard upon Athas—and shaped himself into a tree.

Small and unremarkable at first, the being that was once Sull watched many other trees around him sprout from seeds and die of old age over the next dozen centuries—all the while growing taller and broader than any other tree on Athas. The mind that was once Sull lived on in the heart of the tree, retaining the last knowledge of the nature-masters. The *Last Tree* is a combination of a living artifact and what was once Sull. It is the *Last Tree’s* hope that one day it can pass on its knowledge to restore Athas once again to a Blue Age.

About the time the Cleansing Wars were to change Athas forever, a lone halfling hunter became lost in the mountains of the Forest Ridge, following a terrible battle with a bulette, and stumbled upon the *Last Tree*. The halfling, named Too’lane, marveled at the truly magnificent tree, believing it to be the last thing he would ever see. As Too’lane was about to expire from the effects of his wounds, the *Last Tree* bent a branch down and restored him to perfect health.

The need for rest prevented Too’lane from returning to his village for several days, and the *Last Tree* took this time to study the halfling warrior—it was extremely disappointed. Halflings had lost their way in the thousands of years since the end of the Blue Age. The halflings of the Forest Ridge had become a savage race, forgetting all the nature-masters had strived to learn. The tree that was Sull wept at this, and water poured down upon Too’lane as he rested. Looking up to see a clear blue sky, the halfling warrior wondered what could have produced the water.

Days later Too’lane left, but he remembered the massive tree. He told his tale to the elders of his village upon his return. Too’lane returned to the *Last Tree* weeks later, along with several elders and a powerful rain cleric of their village. The cleric dropped to her knees after beholding the *Last Tree*, for to her what was once the nature-master was the greatest thing she had ever seen. The rain cleric named Dew remained behind, staying with the *Last Tree* for the rest of her life.

Over the next 2,000 years halfling rain clerics from throughout the Forest Ridge came to the *Last Tree* to learn from the living artifact. The *Last Tree* realized that its dream of restoring the Blue Age to Athas was not lost, and began to share its knowledge with its former kin. It is thought that Nok may have learnt from the living artifact, and it may have been where he obtained the *Heartwood Spear*.

The location of the *Last Tree* is one of the most closely guarded secrets of the halflings. Even renegade halflings who know of the living artifact do not speak of it to anyone outside of their race. They fear all of its power and knowledge would be lost should non-halflings discover its location. The sorcerer-kings in particular would love to discover the location of this Blue Age relic.

Campaign Use

The *Last Tree* is the greatest Rhul-tal left on Athas. It possesses great knowledge regarding the life-shaped items. However, the *Last Tree* is very selective about who receives its knowledge. Since its contact with Too'lane, the *Last Tree* has learned of humans, and has chosen not to deal with them—it only communicates with halflings. Should halflings come into contact with one of the Rhul-tal, they could bring it to the *Last Tree* to gain insight into what it is that they've found.

The *Last Tree* could serve as a repository of ancient knowledge for a campaign; however, remember that it would have little information on things created after the Blue Age other than what it has been told by halfling visitors.

Should characters be able to convince the *Last Tree* they are worthy to learn its ancient secrets, knowledge is usually presented in cryptic phrases. Wisdom, believes the tree, is what is truly needed to unlock the ancient secrets of the Blue Age. Most non-halflings who encounter the *Last Tree* are either killed by the living artifact, or the tribe of halflings that live in the valley below.

Abilities

On the rare occasions the Tree finds a worthy cause, it can permit someone to harvest wood from it. Any item made from the *Last Tree* is considered a **masterwork** item and weighs only half as much as a normal wooden item of that type. The **armor check penalty** of a shield made from the *Last Tree* is lessened by 3 compared to an ordinary shield of its type. A weapon made from the *Last Tree* is treated as if it was made from iron and is not considered to be made from inferior materials (*DS3* 49). However, for purposes of harming creatures with **damage reduction**, a weapon made from the *Last Tree* is not treated as being made from metal.

Wood from the *Last Tree* has 10 **hit points** per inch of thickness and **hardness** 10.

Suggested Means of Destruction

- The mountain on which the *Last Tree* rests erupts, and the tree is destroyed.
- Preventing the tree from receiving sunlight for 72 hours.

The Ma-Kat Mannequin

This is a life-sized statue of a rhul-thaun. Its body is carved with hundreds of finely crafted intricate green and blue tattoos.

Ma-Kat Mannequin

CR 15

Usually **N Small construct** (life-shaped construct)

Init +3; **Senses** Listen +20, **Spot** +20

Languages Rhulisti

AC 34, **touch** 14, **flat-footed** 31

(+1 **size**, +3 **Dex**, +20 **natural**)

hp 120 (16 HD); **DR** 15/—

Immune disease, magic, poison, paralysis, psionics, sleep effects, stunning

Fort +11, **Ref** +10, **Will** +12

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee none

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +9

Atk Option slay host

Abilities Str 12, Dex 17, Con 16, Int 19, Wis 18, Cha 17

SQ life-shaped construct traits

Feats Alertness, Drake's Child, Great Fortitude, Iron Will, Lightning Reflexes, Stealthy

Skills Climb +15, Escape Artist +22, Hide +28, Jump +14, Listen +20, Move Silently +24, Spot +20

Advancement —

Immunity to Magic (Ex) The Ma-Kat Mannequin is immune to any spell or **spell-like ability** that allows spell resistance.

Immunity to Psionics (Ex) The Mannequin completely resists psionic effects that are subject to **power resistance**.

Slay Host (Ex) As a **full-round action**, the Mannequin can slay its host instantly by making the host's wooden heart stop beating and then ripping it away.

The Mannequin appears to be some sort of hard wood. A careful observer will notice that its chest rises and falls, as if it were breathing. In fact, all normal vital signs are present. It breathes, its heart beats, it is warm to the touch, etc. However, the Mannequin's eyes never blink, and it never eats, drinks or excretes.

The Mannequin speaks Rhulisti, but rarely chooses to do so.

History

The origin of the *Ma-kat Mannequin* may never be learned. Its first appearance is in an ancient story told by the rhul-thaun. In the story, a master life-shaper named Ma-kat found the Mannequin and fathomed some of its secrets. She used the Mannequin to rule over the rhul-thaun for many years. Then one morning she was found dead, her heart torn out and missing. The Mannequin was gone and never seen again by the rhul-thaun.

In all of the tales and legends of the Mannequin, it has never been seen to move. Yet most of these tales relate mysterious happenings where the Mannequin is found not where it was left when no person could have moved

it. In many of these stories, the owner of the Mannequin is found slain in some gruesome manner.

The *Ma-kat Mannequin* is never found with any grafts on it. Nobody knows what happens to the grafts it last had. Old wives tales say it eats them. Others say it devours the life force of its previous owner as well.

Tar T'ak, an owner that had possession of the Mannequin for an unusually long time claimed he could understand its silence. Of course, Tar T'ak was also thought to be insane for most of his life.

Campaign Use

This rather grisly Rhul-tal is best used by a villain NPC. The certainty of the owner's death makes it a poor choice for a player character. The easiest way to control this is to not let the PCs find out how to become symbiotic hosts. The next best way is to let them find out the exact consequences of owning the Mannequin.

The rhul-thaun are particularly interested in this relic. The life-shapers of that lost society believe the *Ma-kat Mannequin* holds secrets that will allow them to reclaim their lost heritage. They think that with it, they can rebuild the Blue Age and restore the reign of the rhulisti.

Abilities

A DC 20 Search check reveals a secret compartment in the center of its chest. Inside this compartment is a wooden heart—a beating wooden heart.

To activate the Mannequin, a character must remove his own heart and place it where the wooden one is. Obviously, the character does not survive the removal of his own heart.

However, if the Mannequin's heart is placed inside the chest of the character within an hour of his death, he is restored to life (no Constitution loss). In a few hours, the wound is completely healed over and the wooden heart is beating steadily. He is now a symbiotic host.

Any graft will adhere to the Mannequin. The symbiotic host of the Mannequin finds himself with all the abilities of the grafts, even though they are attached to the Mannequin and not to himself (the host does not receive any negative level for excess grafts). Even grafts such as the armband function normally. The symbiotic owner can swing his arm and cause damage to nearby victims even though there is nothing there. However, its invisible edge can be felt. This is not a magical or psionic effect and works normally under an antimagic or antipsionic field. How the Mannequin operates is a total mystery.

Eventually the Mannequin will kill its owner. Each month there is a cumulative 1% chance the *Ma-kat Mannequin* will retrieve its wooden heart and vanish.

Suggested Means of Destruction

- A kiss from the daughter of a barren woman.
- Burn it in the heart of the Cerulean Storm.
- Throw its wooden heart into the sun.
- Fill in the carved tattoos with the blood of a rhulisti.

The Rvk'choel

This thick collar has a large section containing a dreadful eye. It is covered by a dark, scaly gray skin whose surface slowly pulses with life. The eye appears as an ebony pupil amidst a swirling green mass.

The Rvk'choel

CR 8

Always CE Tiny construct (life-shaped construct)

Init +2; Senses Listen +9, Spot +10

Languages understands Rhulisti

AC 20, touch 14, flat-footed 18

(+2 size, +2 Dex, +6 natural)

hp 75 (10 HD); fast healing 5

PR 25; SR 25

Fort +10, Ref +5, Will +8

Weakness vulnerability to defiling

Speed 10 ft. (2 squares)

Melee bite +9 (1d3-2)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +7; Grp +25*

Atk Option graft

Special Action enthrall

Spell-like Abilities (CL 10th):

1/day—cure moderate wounds (host only), lesser restoration

Abilities Str 2, Dex 15, Con 16, Int 12, Wis 16, Cha 14

SQ life-shaped construct traits, host protection, plant invisibility

Feats Alertness, Improved Natural Attack, Iron Will, Stealthy, Weapon Finesse^B

Skills Knowledge (history) +6, Knowledge (nature) +6, Hide +18, Listen +9, Move Silently +14, Spot +10, Survival +3 (+5 in aboveground natural environments)

Advancement —

Enthrall (Ex) While the Rvk'choel is grafted to its host and the host is asleep, the host acts as if dominated. So long as the Rvk'choel remains grafted with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Graft (Ex) If the Rvk'choel hits with a bite attack, it sends tendrils that burrows into the skin at the collar bone. A grafted Rvk'choel is effectively grappling its prey. The Rvk'choel loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity. A grafted Rvk'choel can be removed only by killing its host or with a wish or reality revision effect.

*The Rvk'choel has a +24 racial bonus on grapple checks (already figured).

Host Protection (Ex) When in control of a host, the Rvk'choel is treated as an attended magic item for the purpose of making saving throws, even if the Rvk'choel is specifically targeted.

Plant Invisibility (Su) Plants cannot see, hear, or smell the Rvk'choel. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate the Rvk'choel. Plants simply act as though the Rvk'choel is not there. This effect does not end if the Rvk'choel

attacks.

Skills The Rvk'chœl has a +8 racial bonus on **Move Silently** checks.

The Rvk'chœl (pronounced rak—coal) is a parasite created by nature-benders during the First of Wars that attaches itself to a living host.

History

The Rvk'chœl is the last of its kind. Intelligent, corrupt creatures feeding off the evil thoughts and emotions of their hosts, only a handful of the Rvk'chœl have survived the rigors of the various Ages. Only one Rvk'chœl has survived to see the Brown Age.

The last Rvk'chœl has survived the years by carefully choosing its hosts. Until the 188th King's Age, the Rvk'chœl has remained in the Ringing Mountains, being passed down from generation to generation of the Ogo village. When the halfling chief Urga-Zoltapl formed an alliance with Hamanu, the Rvk'chœl traveled out into the Tablelands with Urga's eldest son Ykaa-Zoltapl.

Once away from the Forest Ridge the Rvk'chœl realized the extent of evil capable by the Rebirth races, and at the earliest opportunity caused the death of Ykaa and disappeared into the Tablelands.

Campaign Use

Like many other Rhul-tal, the Rvk'chœl should not be haphazardly introduced into a campaign. Anyone possessing the Rvk'chœl eventually turns evil, and would then be considered an **NPC** under the control of the **DM**.

Probably the best way to introduce the Rvk'chœl would be to put it in the hands of a good **NPC** the players know and slowly witness as he turns evil.

Abilities

While the host of the Rvk'chœl sleeps, the Rhul-tal seeks to commit acts of great evil against the host's comrades or other innocent beings. The Rvk'chœl does not allow its host to have any other life-shaped items on the host's body and destroys them while he has control of the host. When the host awakes, he has no memory of what occurred while he was sleeping.

Suggested Means of Destruction

- If bathed in the waters of the Last Sea, it dissolves like salt.
- Held in the hands of an avangion for a week.

The Skin of Hanuk

This macabre Rhul-tal is a graft. This item has the skin of its last user, therefore its appearance change after each victim that falls to the item's curse.

History

Hanuk was a powerful evil and corrupt nature-bender with complete disregard for the suffering of others who also enjoyed using himself as a test subject. He eventually managed to make his own skin into a complex and

powerful life-shaped item. His peers were so fascinated with this ability that they eventually turned against him and skinned him entirely in order to better study the process.

Campaign Use

The *Skin of Hanuk* is a powerful item that comes with a great cost, since to be effective you need to assimilate intelligent creatures, a process that slowly becomes addictive and turns the **PC** into an evil **NPC**. Perhaps the best approach for this item would be to put into the hands of a **NPC** the characters know and slowly witness his change. The **PCs** would then need to find a way to help the **NPC**, either by removing the *Skin*, or destroying it.

Abilities

Type: External

Location: Torso.

Adaptation: You become **nauseated** during the grafting process.

Activation: Standard (manipulation).

Hardness/Hit Points: 4/one-quarter of your maximum hit points.

Weight: 3 lb.

The appearance of this item, and its nature, is nightmarish, for it is the flayed skin of an unknown being. The skin is leathery, dotted with scales, chitin plates and other animalistic protrusions.

To don the *Skin of Hanuk* a character must be completely naked, with no equipment or other items on his body or held in his hands. Donning the skin takes 1 minute, after which it burns into the underlying skin, an intensely painful process that takes 1d4 hours to complete; the wearer takes 2d4 points of damage at the beginning of the process, and is **nauseated** until the process is complete. The wearer can stop the grafting process at any time before it is completed by making a successful **DC 12 grapple check**. Stopping the process after it has begun deals an additional 2d4 points of damage as the *Skin of Hanuk* is forcefully ripped from the wearer's flesh. As soon as the grafting is complete, the abilities of the *Skin of Hanuk* can be used. The artifact does not impart knowledge of its abilities to its wearer. Only living **Small** or **Medium** humanoids can don the *Skin of Hanuk*, and once the item has completed its grafting process it can only be removed by *miracle*, *reality revision*, or *wish*; any other method of removal will result in the death of the wearer. Should the wearer die, the item will slowly absorb their corpse over the course of 24 hours; during this time the *Skin* may be removed from the body without further injury, allowing the creature to be restored to life via *raise dead*, although if the *Skin* is not removed within 24 hours the body will be completely destroyed, requiring more potent spells such as *true resurrection* to restore the creature to life.

While wearing the *Skin of Hanuk* any living creature touched is partially assimilated into the wearer's form, taking 5d6 points of damage per round. This ability

requires a melee **touch attack** that does not provoke an **attack of opportunity**. A creature reduced to 0 or fewer **hit points** by this ability is killed, their body entirely assimilated into that of the wearer. (An assimilated creature's equipment is unaffected, falling to the ground where they last stood.)

A creature partially assimilated (that is, a creature that has at least 1 **hit point** following the use of this ability) grants the *Skin's* wearer a number of temporary **hit points** equal to half the damage dealt for 1 hour. These temporary **hit points** are cumulative with those gained by subsequent uses of this ability. A creature that is completely assimilated grants the wearer a +4 bonus to each ability score for 1 hour in addition to these temporary **hit points**.

At the end of the 1-hour period, a creature that is completely assimilated bestows two permanent boons to the *Skin's* wearer: +1 **hit point** and a +1 **racial bonus** to the ability score in which the assimilated creature had his highest score (only if that score was higher than the wielder). The **racial bonus** stacks with any other racial bonuses provided by fully-assimilated creatures, but do not stack with any racial bonuses provided by the wearer's race; use the highest appropriate bonus if the *skin* grants a **racial bonus** that the wearer already has. The bonus hit point likewise stacks, although the character's total **hit points** can never exceed the total possible based on their character class, racial **Hit Dice**, and **Constitution** bonus. For instance, a 2nd-level fighter with a **Constitution** score of 18 could not exceed 28 **hit points** total (10 max per d10 **Hit Die**, plus 4 per level for **Constitution**).

The *Skin's* wearer gains some resemblance to creatures completely assimilated, each creature imparting some of its appearance to his own in a synergy of form: a dwarf might give him a stocky build, a braxat its spines, and a rasclinn its metallic hide. More than that, however, when assimilating a living humanoid or monstrous humanoid of **Large** or smaller size, the wearer permanently gains the benefits of a single physical feature of the assimilated creature. The assimilated feature must be either **natural armor**, a **natural attack** or an **extraordinary ability**; a feature relying on an appendage that the wearer does not possess cannot be gained. A newly gained physical feature of a type already possessed, such as gaining **natural armor** twice, overlaps (does not stack with) the previously gained physical feature of the same type. The feature gained is random and determined by the **DM**. **Supernatural**, **psi-like**, and **spell-like abilities** and class features cannot be gained in this fashion. If the feature gained allows a **saving throw**, the wearer uses his own ability score to determine the **save DC**. Natural attacks inflict damage relative to the wearer's size (*MM* 296).

Whenever the wearer of the *Skin of Hanuk* assimilates a creature, be it partially or completely, the wearer is also affected by certain conditions that may plague the target. Diseases, drugs, and poisons present in the body of the assimilated creature affect the wearer, as do the following conditions: **Blinded**, **deafened**, **nauseated**, and **sickened**. The *skin's* wearer is allowed no **saving throw** to avoid any

of these, any immunity to disease, drugs, poisons or conditions remain in effect.

Complete assimilation of a creature is a taxing process for the wearer of the *Skin of Hanuk*. Each day, the wearer can completely assimilate as many creatures as the wearer **Constitution** modifier (minimum 0); subsequent complete assimilations provide the wearer with no permanent boons, nor does the wearer gain physical features of the assimilated creatures.

Artifact Possession

Assimilating creatures who do not pose a direct threat to the *Skin's* wearer is a selfish, evil act, and may result in the wearer's alignment shifting towards chaotic evil (at **DM's** discretion). **PCs** who suffer an alignment shift of more than one step (lawful to chaotic or good to evil) become **NPC's** under the **DM's** control, obsessed with acquiring further personal power at the expense of all others.

Suggested Means of Destruction

- The item will crumble to dust if the wearer becomes undead.
- The item must be left undisturbed for one King's Age.

The Spirit Wombs

There are four known *Spirit Wombs*, one of each element. Each has a different shape.

Each *Spirit Womb* holds an elemental spirit of the land imprisoned inside it. How this can be is unknown. Most of the powers of the Womb are derived from the trapped spirit. All of them have humanoid heads. The *Spirit Wombs* can speak, and will attempt to convince their owners toward highly ecological goals, like those of the druids.

Each *Spirit Womb* has an elemental opposite. Air opposes earth, and fire opposes water. Elementally opposite wombs cannot abide one another. A womb will refuse to be owned by a creature that already owns its opposite. However, any other pairing is allowed.

Air Spirit Womb

A snake-like creature comes flying above you. Its body is a pale blue and it has a humanoid face.

Air Spirit Womb

CR 12

Always **N Huge construct** (air ,life-shaped construct)

Init +9; **Senses Listen** +29, **Spot** +15

Languages Auran, Common

AC 37, **touch** 17, **flat-footed** 28; **Dodge**, **Mobility**, **air mastery**

(-2 **size**, +9 **Dex**, +20 **natural**)

hp 136 (16 **HD**); **fast healing** 5; **DR** 10/—

Immune **criticals**, **poison**, **sleep effects**, **paralysis**, **stunning**

Fort +9, **Ref** +14, **Will** +8

Weakness vulnerability to defiling

Speed 20 ft. (4 **squares**), **fly** 20 ft. (perfect); **Spring Attack**

Melee bite +20/+15/+10 (2d6+4)

Space 15 ft.; Reach 10 ft.

Base Atk +12; **Grp** +24

Atk Option Combat Reflexes

Spell-Like Abilities (CL 12th):

At will—*create element* (air), *whispering wind* (owner only)

3/day—*control winds* (DC 17), *gust of wind* (DC 14)

1/day—*cloudkill* (DC 17), *wind wall*

1/week—*summon nature's ally V* (air elementals only)

Abilities Str 18, Dex 29, Con 18, Int 18, Wis 17, Cha 14

SQ life-shaped construct traits

Feats Combat Reflexes, Dodge, Flyby Attack, Mobility, Spring Attack, Weapon Finesse

Skills Escape Artist +34, Hide +13, Knowledge (nature) +25, Knowledge (the planes) +23, Listen +29, Move Silently +34, Spot +15, Survival +14 (+16 in aboveground natural environments; +16/+18 on other planes)

Advancement —

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against the Air Spirit Womb.

Skills The Air Spirit Womb has a +10 racial bonus on Escape Artist, Listen and Move Silently checks.

The *Air Spirit Womb* is a 30-foot long, snake-like creature. Wind can be heard whistling through the length of it. It is colored blue and white, in misty, swirling patterns.

The *Air Spirit Womb* weighs about 800 pounds.

Earth Spirit Womb

This creature resembles a smaller cha'thrang made of stone and dirt. Its body is brown and gray and has a rough-hewn shell.

Earth Spirit Womb CR 12

Always N Large construct (earth, life-shaped construct)

Init -1; **Senses** Listen +18, Spot +18

Languages Common, Terran

AC 28, touch 8, flat-footed 28

(-1 size, -1 Dex, +20 natural)

hp 168 (16 HD); fast healing 5; **DR** 10/—

Immune criticals, poison, sleep effects, paralysis, stunning

Resist stability (+4 against bull rush and trip)

Fort +13, **Ref** +4, **Will** +9

Weakness vulnerability to defiling and sonic

Speed 20 ft. (4 squares); earth glide

Melee slam +20/+15/+10 (2d6+9)

Space 10 ft.; Reach 5 ft.

Base Atk +12; **Grp** +25

Atk Option Awesome Blow, Cleave, Great Cleave, earth mastery, Power Attack

Spell-Like Abilities (CL 12th):

At will—*create element* (earth)

3/day—*stone tell*, *wall of stone* (DC 17)

1/day—*summon nature's ally V* (earth elementals only)

1/week—*earthquake*, *move earth*

Abilities Str 29, Dex 8, Con 21, Int 18, Wis 17, Cha 14

SQ earth glide, life-shaped construct traits

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack

Skills Climb +44, Hide +5, Knowledge (nature) +25, Knowledge (the planes) +23, Listen +18, Spot +18, Survival +23 (+25 in aboveground natural environments; +25/+27 on other planes)

Advancement —

Earth Glide (Ex) The Earth Spirit Womb can glide through stone, dirt, or almost any other sort of earth except metal as easily as silt horror swims through silt. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earth Mastery (Ex) The Earth Spirit Womb gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Skills The Earth Spirit Womb has a +16 racial bonus on Climb checks.

The *Earth Spirit Womb* is 12 feet in diameter. It is speckled brown and gray, with large, irregular spots.

The *Earth Spirit Womb* weighs 3,000 pounds.

Fire Spirit Womb

This creature resembles a large salamander covered in orange and yellow spines with a humanoid-looking face.

Fire Spirit Womb CR 12

Always N Large construct (fire, life-shaped construct)

Init +7; **Senses** Listen +19, Spot +19

Languages Common, Ignan

AC 36, touch 16, flat-footed 29; Dodge, Mobility (-1 size, +7 Dex, +20 natural)

hp 136 (16 HD); fast healing 5; **DR** 10/—

Immune criticals, fire, poison, sleep effects, paralysis, stunning

Fort +9, **Ref** +12, **Will** +9

Weakness vulnerability to defiling and water

Speed 20 ft. (4 squares); Spring Attack

Melee slam +18/+13/+8 (2d6+4 plus 1d8 fire)

Space 10 ft.; Reach 5 ft.

Base Atk +12; **Grp** +22

Atk Option Combat Reflexes

Spell-Like Abilities (CL 12th):

At will—*create element* (fire)

3/day—*cloudkill* (DC 17), *wall of fire*

1/day—*summon nature's ally V* (fire elementals only)

1/week—*fire storm* (DC 19)

Abilities Str 18, Dex 25, Con 18, Int 18, Wis 17, Cha 14

SQ burn (DC 17), life-shaped construct traits

Feats Alertness, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Climb +23, Hide +12, Knowledge (nature) +25, Knowledge (the planes) +23, Listen +19, Move Silently +13, Spot +19, Survival +20 (+22 in aboveground

natural environments; +22/+24 on other planes)

Advancement —

Burn (Ex) The Fire Spirit Womb's slam attack deals bludgeoning damage plus fire damage from the Womb's flaming body. Those hit by a Womb's slam attack also must succeed on a **Reflex save** or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a **move action** to put out the flame.

Creatures hitting a Womb with **natural weapons** or unarmed attacks take fire damage as though hit by the Womb's attack, and also catch on fire unless they succeed on a **Reflex save**.

The Womb can suppress this ability as a **move action**.

Immunity to Fire (Ex) While ridden, the Womb grants its immunity to fire to its rider.

The *Fire Spirit Womb* is 16 foot long. It is striped red, orange, and yellow.

The *Fire Spirit Womb* weighs 800 pounds.

Water Spirit Womb

You see what appears to be a giant flying egg hovering in your direction. It is blue-green and has a humanoid face under its surface.

Water Spirit Womb CR 12

Always **N Large construct** (life-shaped construct, **water**)

Init +4; **Senses** Listen +20, **Spot** +20

Languages Aquan, Common

AC 23, touch 13, flat-footed 19

(-1 size, +4 Dex, +20 natural)

hp 168 (16 HD); **fast healing** 5; **DR** 10/—

Immune criticals, poison, sleep effects, paralysis, stunning

Fort +11, **Ref** +11, **Will** +11

Weakness vulnerability to defiling

Speed fly 20ft. (good) (6 squares)

Melee slam +18/+13/+11 (2d6+7)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +26

Atk Option Flyby Attack, **water mastery**

Spell-Like Abilities (CL 12th):

At will—*create element* (water)

1/day—*cone of cold* (DC 17), *wall of ice* (DC 16)

1/week—*summon nature's ally V* (water elementals only)

1/month—*create oasis*

Abilities Str 24, Dex 18, Con 21, Int 18, Wis 17, Cha 14

SQ life-shaped construct traits, water breathing

Feats Alertness, Flyby Attack, Hover, Improved Bull Rush, Iron Will, Wingover

Skills Escape Artist +17, Hide +13*, Knowledge (nature) +25, Knowledge (the planes) +23, Listen +20, Move Silently +36, Spot +20, Survival +23 (+25 in aboveground natural environments; +25/+27 on other planes)

* The Air Spirit Womb has a +8 **racial bonus** on Hide checks while under water.

Advancement —

Water Breathing (Ex) While riding, its rider can breathe underwater.

Water Mastery (Ex) The Water Spirit Womb gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Skills The Water Spirit Womb has a +10 **racial bonus** on **Escape Artist** and **Move Silently** checks.

The *Water Spirit Womb* is 10 feet in diameter. It is mottled blue and green.

The *Water Spirit Womb* weighs 2,000 pounds.

History

There is much speculation that at one time Athas was filled with life energy and an uncountable number of elemental spirits. This same theory holds that most of the life in the world was created by these spirits.

The ancient rhulisti are known to have been masters of the forces of life. Although in their time the elemental spirits would have been far fewer in number than at the birth of the world, they were certainly more numerous than today. It is thought the rhulisti communed with them.

Somehow, a power hungry, ancient nature-master created these vessels and caused the elemental spirits of the land to enter them. Only a living creature could hold these spirits. Inanimate objects, no matter how magical, could not contain them.

Since that time, the spirits of the land are reluctant to establish any relationship with the life forms of Athas. Many of them fled back to the elemental planes that spawned them. Today the few remaining spirits of the land only trust the druids that are dedicated to protecting them.

Campaign Use

Like many artifacts and Rhul-tal, the spirit wombs are very powerful and should only be introduced to a campaign after careful forethought. One of the best approaches is to oppose them. A villain acquires one spirit womb and the characters must find one of the others in order to stop him.

Druids are certain to oppose anyone with a spirit womb. They are the guardians of the land and commune with the spirits of the land. The druids will not take lightly someone enslaving one of their precious spirits.

Abilities

The power of the Wombs comes with a curse. For every week of contact, the character must make a **Will save** (DC 10 + number of saves) or he becomes obsessed by a feature of land with an abundant element of the Womb's affiliation (for example, a canyon for the Air Spirit, a quarry for the Earth Spirit, a volcano for the Fire Spirit, and an oasis for the Water Spirit). The character is compelled, as if under a *geas/quest* spell, to visit this place for at least one full day each month. He will oppose any threats to it, even if it means risking his life.

Suggested Means of Destruction

- Each *Spirit Womb* can be destroyed by taking it to the elemental plane of its opposing element (fire vs. water, air vs. earth) and have the ruling elemental of that plane breathe upon it.
- Stones from the sky (air); breath of a dead rhulisti (earth); tears of a Dragon (fire); and the eternal fires of the Crimson Sun (water).
- A character must take possession of all four *Spirit Wombs* simultaneously. This frees all the spirits of the land and kills their Rhul-tal prisons.

The Tongue of Glib the Mad

This deceiving Rhul-tal is a graft. It is 4 inches long and weighs 1 pound.

History

Into every generation is born a person of unusual abilities. Par L'en of the rhulisti could talk. He could talk for hours without a single stutter, stammer, or pause. To make matters worse, everything he said seemed to make sense, at least the way he put it. He could tell anybody almost anything and they would believe him. He quickly gained the nickname Glib.

Glib rose to a position of power among the rhulisti. Exactly what that means is not fully understood. It is known he wielded great personal power, similar to that of the templars and psionicists of modern Athas.

The more power Glib collected, the more he began to believe in his lies. Therein lies the road to madness. By the time he died, Glib lived in a fantasy world that existed only in his own mind.

On his death, the nature-masters removed his tongue and kept it alive. Believing this commonplace organ was responsible for Glib's unusual ability, they studied it for decades, but determined nothing. The Tongue remained a curiosity in the possession of the masters for many centuries.

Campaign Use

Any NPC leader or politician can make extraordinary use of this artifact. He is certain to have many powerful friends and allies. He need not be personally powerful, although the *Tongue of Glib the Mad* certainly helps.

This Rhul-tal has a very hard curse, because it must be role-played by the PC. A DM must carefully choose to give this to a player who can do the job. A cooperative player can make a campaign truly interesting if he is willing to play along with the curse.

Abilities

Type: Internal

Location: Head.

Adaptation: It takes 1d4 minutes for the *Tongue* to eat its way in place. During this time, you receive a -2 penalty on **attack rolls**, **weapon damage rolls**, **saving throws**, **skill checks**, and **ability checks** because of the pain. Once grafted, it can only be removed with a *miracle*, *reality revision*, or *wish*.

Activation: Standard (manipulation).

Hardness/Hit Points: -/5.

Weight: 1 lb.

This object looks like a big black slug. It has a sucker-like mouth on its bigger end.

If the *Tongue's* mouth is pressed against a host's tongue, it grips it tightly. It then begins to eat the host's original tongue in order to take its place.

Your speech becomes fluent and more believable. This ability work as the *glibness* spell at **caster level 20th**, except people only believe your words while they remain in line of effect. Additionally, you can use *calm emotions* 3/day, *charm person* 3/day, *enthral* 3/day, and *hold person* 1/day, each at **caster level 20th**.

Artifact Possession

The power of the *Tongue* comes with a curse. Every time the character speaks a deliberate lie, roll d20. On a **natural 1**, the character believes his own lie (no **save**). He will see things that are not there if necessary. Make it seem to the player as if the Tongue actually altered reality. If the other players try to convince him otherwise, he thinks this is a special effect that only he can see.

Suggested Means of Destruction

- Bury it with the body of Glib the Mad.
- Feed it to an honest person, who has never told a lie.
- Its host must not speak a single word for 33 years.

Chapter 7: Monsters

As I approached those unimaginable precipices, I encountered a sight both wondrous and bizarre. A thing appeared, a creature I suppose, it seemed more bubble than beast, drifting out of the curtains of mist that rose before the cliffs. Attached to its belly was a sort of carriage. Inside this fixture was a lone figure. I took him for a halfling noble. He coaxed the floating creature to land and approached me, I braced myself for a confrontation.

—The Wanderer's Chronicle

Anago

A lizard-like beast swims through the swamp waters towards you with great paddling sweeps of its broad limbs. This creature has bone plates covering most of its upper body and savage, snapping jaws.

Anago

CR 2

Always N Large animal

Init +1; **Senses** low-light vision; **Listen** +5, **Spot** +5

Languages —

AC 18, **touch** 10, **flat-footed** 17

(-1 size, +1 Dex, +8 natural)

hp 44 (4 HD)

Fort +6, **Ref** +5, **Will** +1

Speed 20 ft. (4 squares), **swim** 40 ft. (8 squares)

Melee bite +5 (1d8+3) or **tail slap** +5 (1d4+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Base Atk +3; **Grp** +10

Atk Options improved grab, swallow whole

Abilities Str 17, Dex 12, Con 15, Int 2, Wis 12, Cha 6

SQ hold breath

Feats Alertness, Skill Focus (Hide)

Skills Hide +3*, Listen +5, Spot +5, Swim +12

*An anago gains a +4 racial bonus on Hide checks when in the water.

Advancement 5—8 HD (Huge)

Hold Breath (Ex) An anago can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Improved Grab (Ex) To use this ability, an anago 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, the anago establishes a hold on the opponent with its mouth and drags it into deep water with another grapple check (PH 156), where it tries to drown its victim.

Swallow Whole (Ex) An anago can try to swallow a grabbed opponent two or more sizes smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d8+6 points of crushing damage plus 4 points of acid damage per round from the anago's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the stomach (AC 14). Once the creature exits, muscular action closes the

hole; another swallowed opponent must cut its own way out. A Large anago's interior can hold 1 Small, 2 Tiny, 4 Diminutive, or 8 Fine opponents.

Skills An anago 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.

An anago is a distant relative to the inix, adapted to an environment where water is still abundant, with modified fins to swim the waters in Rajaat's Swamp. They are usually employed as mounts or guardian beasts by bvanen.

Strategies and Tactics

Anagos rely on stealth to approach potential victims, and then lunge with a bite attack, either trying to drown its opponent if on water or trying to swallow whole if over ground. They use their tail slaps only when facing multiple opponents.

Sample Encounter

An anago might be encountered with more of its kind or in the presence of bvanen.

Couple (EL 4): A couple anagos silently prowl the waters of the swamp, looking for unwary prey.

Ecology

Anagos inhabit warm aquatic climates, and are not found close to civilized areas except when domesticated by bvanen. They hunt fish, turtles and smaller anagos. Their only predators are the humanoid hunters that dwell nearby, mainly bvanen and reggelid hunters.

Anagos can live up to 50 years. Their mating season is during the Morrow and Anabasis, when the waters are warmer. A female builds a nest of rotting vegetation.

Anagos are oviparous: they hatch their eggs externally, and the young hatch on dry land. A typical clutch contains 20 to 30 hatchlings. The mother watches over them for a few days, but then the young anagos must fend for themselves. A newborn anago is ravenous, quadrupling its size within the first month of life. Its diet during this time consists of fish, insects, snails, and some crustaceans. It reaches adult size within a year.

Environment: Anagos exist naturally only in the swamps of the Crimson Savannah especially in Rajaan's Swamp, although they could adapt to most warm aquatic environments.

Typical Physical Characteristics: A typical anago stands between 12 and 14 feet long and weighs around 500 pounds.

They have a streamlined body that enables them to swim faster. Their webbed feet allows them to make fast turns and sudden moves in the water.

Their coloration helps them hide: juveniles are grey, dark olive, or brown; with darker cross-bands on their tail and body. As they mature, they become darker and the cross-bands fade, especially those on the body. The underbelly is yellowish, and makes high-quality leather.

Alignment: Anagos are solely concerned with acquiring sustenance and multiplying. As most animals, they are always neutral.

Typical Treasure

Being animals, anagos do not collect treasure.

For Player Characters

Treat an anago as an alternative animal companion available to druids of 7th level or higher. Bvanen rangers like to employ them as mounts and scouts.

A spellcaster who wishes to take an anago familiar must have the **Improved Familiar** feat (*DMG* 200) and must have an arcane caster level of 7th or higher.

Anago Lore

Characters with ranks in **Knowledge (nature)** can learn more about anagos. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Nature)

DC	Result
14	This is an anago, an aquatic version of the inix. This reveals all animal traits.
19	An anago usually strikes from the murky waters of the swamp with its powerful bite.
23	Anagos attempt to drag single opponents beneath the waters.

Arrowhead Gecko

This little lizard is one foot long from snout to tail, it has a triangular head with red eyes and its body is covered in yellow thick scales.

Arrowhead Gecko

CR 1/6

Always **N Tiny construct** (life-shaped construct)

Init +3; **Senses** Listen +2, **Spot** +2

Languages —

AC 17, **touch** 15, **flat-footed** 14

(+2 **size**, +3 **Dex**, +2 **natural**)

hp 2 (1/2 **HD**)

Fort +2, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +5 (1d2-2)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Abilities Str 6, **Dex** 16, **Con** 10, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits, scale shed

Feats **Weapon Finesse**

Skills **Climb** +11, **Hide** +12, **Listen** +2, **Spot** +2

Advancement —

Life-Shaped Features **Tiny** body, multiple legs (4) locomotion, jaw manipulator, class I sensor, tough skin armor.

Scale Shed Geckos shed scales that can be used as arrowheads. Such arrows are treated as if they were made from iron and are not considered to be made from inferior materials. However, for purposes of harming creatures with **damage reduction**, they are not treated as being made from metal. These arrowheads have a **hardness** of 5 and 10 **hp** per inch of thickness. Geckos shed an arrowhead per week.

Skills Arrowhead geckos have a +8 **racial bonus** on **Climb** checks and can always choose to **take 10** on **Climb** checks, even if rushed or threatened. Arrowhead geckos use their **Dexterity** modifier instead of their **Strength** modifier for **Climb** checks.

The arrowhead gecko is a life-shaped construct used mainly for its ability to create arrowheads and as a house pet, since it preys on most insects that dwell in the Jagged Cliffs.

Cost to Shape: 65 Cp.

Strategies and Tactics

The arrowhead gecko is a docile creature not suited for combat. It prefers to hide from larger opponents and usually attacks only when cornered.

Sample Encounter

Characters are most likely to run into an arrowhead gecko as a solitary encounter while roaming the Jagged Cliffs.

Individual (EL 1/6): Encountering an arrowhead gecko on the ground is fairly straightforward and the encounter level is the same as the Challenge Rating.

Ecology

Arrowhead geckos, being life-shaped constructs, can be found anywhere, although they seem to prefer warm climates where they can find small insects and fruit.

As life-shaped constructs, they can live up to 12 years, but a wild arrowhead gecko usually has a life span to 5 to 7 years. Wild arrowhead geckos are parthenogenic, the females capable of reproducing without copulating with a male. They lay 2 almost-spherical eggs twice a year during the rain season. After 4 months, an arrowhead hatchling is born, less than 4 inches long. Arrowhead geckos are slow to mature, taking 1 to 2 years in captivity.

Environment: Arrowhead geckos are usually found in the Jagged Cliffs region, along with their rhul-thaun

creators. Wild geckos can be found in most Hinterland terrains.

Typical Physical Characteristics: A typical arrowhead gecko stands between 1 and 1 1/2 feet tall and weighs around 3 pounds.

Arrowhead geckos make chirping sounds in social interactions with other geckos. It has no eyelids and instead has a transparent membrane, which it licks to clean.

Alignment: As life-shaped creatures, arrowhead geckos are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, arrowhead geckos do not collect treasure. However, an arrowhead gecko is prized for its scales, which can value up to 5 bits. There is a 30% chance that an encountered gecko has one arrowhead ready to be collected.

Arrowhead Gecko Lore

Characters with ranks in Knowledge (life-shaping) can learn more about arrowhead geckos. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
10	This is an arrowhead gecko, a life-shaped construct which sheds tough arrowheads. This reveals all life-shaped construct traits.
15	Arrowhead geckos are excellent climbers. Most rhul-thaun keep them as pets to keep their houses insect-free.

Ber-ethern

A giant wasp more than six feet long flies quickly around you. Its wings equal to double its body length, flapping gracefully.

Ber-ethern

CR 2

Always N Medium construct (life-shaped construct)

Init +3; Senses low-light vision; Listen +3, Spot +4

Languages —

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 26 (4 HD)

Fort +6, Ref +4, Will +1

Weakness vulnerability to defiling

Speed 20 ft. (4 squares), fly 50 ft. (average) (10 squares);

Flyby Attack

Melee sting +6 (1d4+6)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +6

Abilities Str 16, Dex 16, Con 14, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Flyby Attack, Wingover

Skills Listen +3, Spot +4

Advancement —

Life-Shaped Features Medium body, extra HD (3), legs (pair) and wings locomotion (+10 ft), sting manipulator, class II sensor, tough skin armor, Dexterity enhancement.

Ber-etherns (breeze sprites), are the smallest rhul-thaun mounts. They are insectoid flyers designed expressly for rapid, controlled movement.

Cost to Shape: 310 Cp.

Strategies and Tactics

Ber-etherns are very aggressive, actively seeking out potential victims, targeting lone creatures that it can easily overcome.

Sample Encounter

Since ber-etherns hunt for food near their nests, they are frequently encountered a few miles within their homes.

Individual (EL 2): A single ber-ethern is usually on the prowl for food. It attacks without hesitation, using flyby tactics.

Hunting Pair (EL 4): A mated pair of wild ber-etherns is searching for suitable prey in which to insert their eggs. After killing their target, it is taken to a remote location where the larva can hatch.

Ecology

Wild ber-etherns inhabit warm moist climates, but can exist comfortably in dry climates as well. A wild ber-ethern diet consists of small birds, snakes, and mammals.

Wild ber-etherns build nests out of dry wood on splinters at high locations or sometimes dig caves in which their store the egg-implanted body. The female lays three to five eggs. The eggs begin to hatch in Fortuary, and the larvae begin devouring the carcass and any eggs that haven't hatched yet. The hatchling ber-etherns reach adulthood in one year.

Environment: Ber-etherns share the same region as their rhul-thaun masters and are most adept to Jagged Cliffs. They can thrive on most Athasian climates, avoiding colder climates, since their larva can't hatch in lower temperatures.

Typical Physical Characteristics: Ber-etherns are approximately 6 feet long, from head to stinger, with a wing span of 12 feet. They can weigh up 100 pounds.

Alignment: As life-shaped creatures, ber-etherns are created with a specific purpose, existing only to carry orders, and are always neutral. Wild ber-etherns are solely concerned with acquiring sustenance and multiplying

Typical Treasure

Being life-shaped creatures, ber-etherns do not collect treasure.

Ber-ethern Lore

Characters with **ranks** in Knowledge (life-shaping) can learn more about ber-etherns. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
14	This is a ber-ethern, a wasp-like life-shaped construct. This reveals all life-shaped construct traits.
19	Ber-etherns are agile flyers, able to make quick maneuvers and are usually chosen as mounts by the rhul-thaun.

Bvanen

Bvanen are mutated reptilian creatures that dwell at Rajaat's Swamp, as detailed in *Terrors of Athas*. This entry represents some examples of bvanen that present interesting challenges for player characters and even a racial class for those players who wish to play a bvanen character.

Bvanen

This strange amphibian has a bony plating in the front of its body that protects all major organs. On its back, the spine and ribs protrude above the scaled skin, letting the bones show clearly. The creature's head is flat with a long snout, with jagged teeth and a three-forked tongue; its eyes can move in almost any direction.

Bvanen

CR 3

Usually NG Medium aberration (psionic)

Init -1; **Senses** darkvision 60 ft.; **Listen** +6, **Spot** +6

Languages Bvanen

AC 16, **touch** 9, **flat-footed** 16

(-1 **Dex**, +7 **natural**)

hp 22 (3 HD); **DR** 1/—

Immune wounding

Fort +3, **Ref** +0, **Will** +3

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

Melee 2 **claws** +3 each (1d3+1) and **bite** -2 (1d4) or

Melee **mwk longspears** +4 (1d8+1) and **bite** -2 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options secreted ooze

Psi-Like Abilities (ML 3rd):

At will—*animal affinity*, *aversion* (DC 12), *body equilibrium*, *mindlink* (2 additional targets*), *psionic suggestion* (DC 12)

*Includes augmentation for the bvanen's **manifesters** level.

Abilities **Str** 13, **Dex** 8, **Con** 15, **Int** 12, **Wis** 11, **Cha** 10

Feats Rapid Metabolism, Toughness

Skills **Hide** +5, **Listen** +6, **Spot** +6, **Swim** +10

Advancement by character class; **Favored Class** ranger; see text

Possessions masterwork longspears

Immune to Wounding The strange nature of their constitution allows the bvanen to ignore any spell, power or weapon that causes wounding.

Secreted Ooze All bvanen secrete a special ooze through their pores. This ooze hardens extremely fast and is very strong. It provides the bvanen with protection from blows, as well as giving it the ability to immobilize foes.

This ooze grants a +8 **racial bonus** to **grapple checks** made to hold and maintain a grapple but does not help a bvanen break a grapple.

Skills Bvanen have 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.

Bvanen are good, intelligent creatures that live in the swamps at the base of the Jagged Cliffs. Their distrustful nature often precipitates conflicts with outsiders, which the bvanen prefer to avoid.

Bvanen Tribe Leader

This amphibian creature has several scars covering its body. It bears a longspears and a necklace made of anago bone.

Bvanen Tribe Leader

CR 7

Male bvanen **ranger** 4

NG Medium aberration (psionic)

Init +0; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +2

Languages Bvanen

AC 20, **touch** 10, **flat-footed** 20

(+7 **natural**, +3 **armor**)

hp 52 (7 HD); **DR** 1/—

Immune wounding

Fort +5, **Ref** +5, **Will** +4

Speed 20 ft. (4 squares)

Melee 2 **claws** +10 each (1d3+4) and **bite** +5 (1d4+2) or

Melee **mwk longspears** +10/+5 (1d8+4) and **bite** +5 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options secreted ooze

Ranger Spell Prepared (CL 2nd):

1st—*pass without trace*

Psi-Like Abilities (ML 7th):

At will—*animal affinity*, *aversion* (DC 12), *body equilibrium*, *mindlink* (6 additional targets*), *psionic suggestion* (DC11, 2 additional targets*).

*Includes augmentation for the bvanen's **manifesters** level.

Abilities **Str** 18, **Dex** 10, **Con** 17, **Int** 12, **Wis** 14, **Cha** 8

SQ **animal companion**, **link with companion**, **favored terrain**, **share spells**, **wild empathy** +3 (-1 **magical beasts**)

Feats **Endurance**^B, **Power Attack**, **Rapid Metabolism**,

Toughness, Track^B, Two-Weapon Fighting^B
Skills Hide +3, Knowledge (geography [Rajaat's Swamp]) +6, Knowledge (nature) +6, Listen +2, Move Silently +0, Ride +2, Spot +2, Survival +12 (+14 to keep from getting lost/in aboveground natural environments), Swim +12

Possessions masterwork longspear, masterwork anago hide armor

Animal Companion crocodile (MM 271)

Favored Terrain (Swamp) +2 bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within swamp terrain.

Immune to Wounding as Bvanen.

Secreted Ooze as Bvanen.

Skills A bvanen tribe leader 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.

Bvanen are natural hunters. Occasionally a gifted tribe leader takes level in ranger to improve his tribe's hunt.

The bvanen tribe leader presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Strategies and Tactics

Bvanen use animal affinity prior to engaging combat, usually boosting Strength or Constitution. They usually use body equilibrium when they want to attack from the water in order to confuse their prey.

Bvanen prefer to attack using their claws and bite, using their mindlink to silently coordinate attacks, always following the directions from the most scarred bvanen in the group. They will often surround a foe and render it completely immobile by using their special secreted ooze.

Sample Encounters

Bvanen are natural hunters, that usually only attack other intelligent creatures if attacked first, confident their natural abilities will be enough for the task.

Individual (EL 3): A single bvanen is not uncommon to find while exploring Rajaat's Swamp.

Hunting Pack (EL 5-7): Hunting packs comprised of two to four bvanen efficiently manage to hunt for their tribe.

EL 7: Four bvanen are roaming the swamp, looking for prey and intruders.

Ecology

Bvanen are sedentary carnivores. They hunt to eat, and complement their diet rearing fish, giant frogs, giant insects and anagos (page 88),89), among other things. They have no natural predators, save for an occasional confrontation with reggelids during a hunting expedition.

The bvanen females become fertile about four times a year and lay down two to eight eggs at a time, which are

then externally fertilized by the male. After that, the female coats the fertilized eggs with her ooze. In order to hatch, they need to be around an abundant supply of water. Gestation takes about six weeks, when Tiny hatchlings emerge, at this point without their bone plating and very vulnerable. A young bvanen develops into an adult in approximately four years.

Environment: Bvanen inhabit the swamp at the base of the Jagged Cliffs, in underground caves excavated in the cliff wall, though they are not naturally equipped to dig out such dens.

Typical Physical Characteristics: Bvanen stand typically 5 feet tall and weigh 100 pounds.

Females are smaller and lighter than males, but no less resilient. Males have a deeper coloration and thicker scales. Except for these little facets, little differentiate the two genders.

Alignment: Bvanen encountered by PCs are usually neutral good. They are kind creatures, concerned mostly with their day-to-day affairs.

Society

It is unknown if the bvanen are a natural race or if they stem from some sorcerous quality of the Swamp at the base of the Jagged Cliffs. They follow a strict, tribal hierarchy, ruled over by the eldest and wisest of their kind. Bvanen scar themselves in sacred rituals, the scars showing tribal status and rank.

Bvanen society is divided into the simple roles of caretakers and hunter/warriors. The former care for the immediate environs of the tribal lands and the latter provide a steady diet of meat and other gathered foodstuffs, as well as serving as the martial arm of the tribe in times of need.

Typical Treasure

Bvanen have standard treasure for NPCs of their Challenge Rating, about 1,000 Cp. This equipment is usually in the form of weapons, mounts, and potions.

Bvanen with Class Levels

Bvanen's favored class is ranger, whose abilities complement their natural shyness and hunting talents. Some bvanen become druids and water clerics.

Level Adjustment: +2

For Player Characters: The Bvanen Racial Class

If your DM allows it, you can play a bvanen character. Normally, you can't begin play with a 1st-level bvanen character because of the race's level adjustment. With your DM's permission, however, you can use the bvanen racial class presented here to begin play. In essence, you are applying the bvanen's level adjustment to your character over time, increasing effective character level (ECL) gradually rather than once. Effective character level equals the bvanen's racial level on the Bvanen Racial Class table that follows.

The Bvanen Racial Class

Racial Level	Class Level	Special
1st	0	Racial Hit Die (1d8), bvanen base traits, natural armor +3, feat
2nd	0	Racial Hit Die (2d8), +2 Str, damage reduction 1/-, secreted ooze
3rd	0	+2 Con, natural armor +5, immune to wounding, Swim (+8)
4th	0	Racial Hit Die (3d8), +2 Int, feat
5th	0	+2 Con, natural armor +7, psi-like abilities, Swim (take 10)
6th	1st	Ability score increase
7th	2nd	—
8th	3rd	Feat
9th	4th	—
10th	5th	Ability score increase
11th	6th	Feat
12th	7th	—
13th	8th	—
14th	9th	Ability score increase, feat
15th	10th	—
16th	11th	—
17th	12th	Feat
18th	13th	Ability score increase
19th	14th	—
20th	15th	Feat

The bvanen racial class must be taken at character creation. It cannot be gained later during a character's career if it is not initially chosen.

Class Features

The following features are gained by characters who take bvanen racial levels that are integrated with a standard class.

Class Level: The Class Level column of the bvanen racial class indicates whether a bvanen gains a standard class level at any given racial level. Some racial levels provide a bvanen-specific ability.

Racial Hit Die: 1st- through 5th-level bvanen do not possess class levels. Instead, they gain racial Hit Die and abilities.

At 1st level, the bvanen's first Hit Die grants 8 hit points and +0 Base attack bonus, and base saves of Fortitude +0, Reflex +0, and Will +2. A 1st-level bvanen gains a number of skill points equal to (2 + Int modifier, minimum 1) × 4. Its racial class skills are Hide, Listen, Spot, Swim.

At 2nd level, a bvanen gains an additional 1d8 hit points and +1 Base attack bonus, and base saves of Fortitude +0, Reflex +0, and Will +3. A 2nd-level bvanen gains a number of additional skill points equal to (2 + Int modifier, minimum 1).

At 4th level, a bvanen gains an additional 1d8 hit points and +2 Base attack bonus, and base saves of Fortitude +1, Reflex +1, and Will +3. A 4th-level bvanen gains a number of additional skill points equal to (2 + Int modifier, minimum 1).

Bvanen Base Traits: Bvanen have the following base racial traits.

— -2 Dex, +2 Int

— **Medium** size: Bvanen have no special bonus or penalties due to their size.

— **Aberration (psionic):** A bvanen is an aberration that has the psionic subtype.

— A bvanen's base land speed is 20 feet. Bvanen have a swim speed of 30 ft.

— **Darkvision** out to 60 feet.

— +4 racial bonus on Swim checks.

— **Automatic Languages:** Bvanen. Bonus Languages: Reggelid, Thri-Kreen.

— **Favored Class:** Ranger.

Natural Armor: A bvanen's scale and bone plating is tough, and it toughens further as the bvanen does—at 1st level, a bvanen has a +3 natural armor bonus. At 3rd level, a bvanen natural armor bonus increases to +5. The bvanen natural armor increases to +7 at 5th level.

Damage reduction: A bvanen's scale and bone plating also provide him damage reduction 1/- at 2nd level.

Secreted Ooze: At 2nd level, the bvanen starts to secrete a special ooze through his pores. This ooze hardens extremely fast and is very strong. It provides the bvanen with protection from blows, as well as giving him the ability to immobilize foes.

This ooze grants a +8 racial bonus to grapple checks made to hold and maintain a grapple but does not help a bvanen break a grapple.

Immune to Wounding: At 3rd level, the strange nature of the bvanen constitution allows a bvanen to ignore any spell, power or weapon that causes wounding.

Swim: At 3rd level, a bvanen's racial bonus on Swim checks increases by +4, to a total of +8. Upon reaching 5th level, a bvanen can always choose to take 10 on Swim checks, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Psi-Like Abilities: At 5th level, a bvanen receives the following psi-like abilities, all usable at will—*animal affinity, aversion, body equilibrium, mindlink, psionic suggestion*. Manifest level is equal to Hit Dice (minimum 3rd).

Vital Statistics

You can choose your bvanen character's starting age, height, and weight, based on the typical characteristics detailed in the ecology section of the monster entry and the random ranges here. Or, you can use the tables that follow to determine these statistics randomly.

Random Starting Ages

Race	Adulthood	Barbarian Rogue	Bard, Fighter Gladiator Psychic Warrior Ranger	Cleric Druid Psion Templar Wizard
			Barbarian Rogue	Cleric Druid Psion Templar Wizard
Bvanen	10 years	+1d6	+2d6	+3d6

Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
	Middle Age			Maximum Age
Bvanen	40 yrs.	60 yrs.	80 yrs.	+1d20 yrs.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Bvanen, male	4'5"	+2d4	120 lb.	x 2d4 lb.
Bvanen, female	4'2"	+2d4	100 lb.	x 2d4 lb.

Bvanen Lore

Characters with ranks in **Knowledge (nature)** or **Knowledge (psionics)** can learn more about bvanen. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
13	This is a bvanen, an amphibian creature that dwells at the base of the Jagged Cliffs. This result reveals all aberration traits and the psionic subtype.
18	Bvanen use their psi-like abilities and their ooze to quickly overcome their opponents.
23	Bvanen, despite their bizarre appearance, seem otherwise unaffected by the Swamp's energies.

Climbdog

You see a three-foot long canine beast with wide, grasping paws and extremely flexible legs. It seems to climb just as easily as it walks on land.

Climbdog

CR 1

Always **N Small construct** (life-shaped construct)

Init +2; **Senses** darkvision 30 ft, low-light vision, scent;

Listen +5, **Spot** +2

Languages —

AC 15, touch 13, flat-footed 13

(+1 size, +2 **Dex**, +2 **natural**)

hp 11 (2 HD)

Fort +3, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee 2 claws +0 each (1d3+2) and **bite** +0 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities **Str** 14, **Dex** 15, **Con** 12, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Multiattack

Skills **Climb** +5, **Hide** +6, **Listen** +5, **Spot** +2

Advancement —

Life-Shaped Features **Small** body, extra **HD** (1), multiple legs (4) locomotion, jaw manipulator and claw manipulator, class IV sensor, tough skin armor, **Strength** enhancement.

Skills A climbdog has a +4 **racial bonus** on **Listen** and a +2 **racial bonus** on **Spot** checks. A climbdog can always choose to **take 10** on a **Climb** check, even if rushed or threatened.

Climbdogs are usually found accompanying rhul-thaun climbers, giving them protection and aiding them with their keen sense of smell, hearing, and sight. In times

of danger or combat, they sacrifice themselves without hesitation to protect their masters.

Cost to Shape: 230 Cp.

Strategies and Tactics

Climbdogs prefer to hide themselves while they position themselves and strike from above, using their claws and bite to take down their prey.

Sample Encounter

Climbdogs can be usually found alone roaming the faces of the Cliffs or in the company of their cliffclimber masters.

Individual (EL 1): A lone climbdog waits for its prey hiding in a vertical forest.

Climber Party (EL 5+): Climbdogs are the loyal companions of several cliffclimbers, relying on their scent ability to track what they need even in heavy mist conditions.

EL 6: Nuhl-ometh and Cal-adek are a couple of cliffclimbers searching for rare medicinal herbs in the undergrowth of a vertical forest. They are not willing to let anyone discover their secret spot. Their climbdog is set to watch for intruders, and attack without hesitation if it discovers any.

Ecology

Climbdogs inhabit warm climates, preferably mountainous regions, and are not found close to civilization unless shaped or domesticated by rhul-thaun. They hunt small animals and other life-shaped constructs.

Wild climbdogs live up to 10 years. Mating occurs between Thaumast and Flagstaad. A climbdog pack usually produces a single litter, unless the alpha male mates with one or more subordinate females. The gestation period lasts 8 weeks. The pups are born blind, deaf, and completely dependent on their mother. There are 1 to 14 pups per litter; the average litter size is about 4 to 6. Pups reside in the den, and stay there until they reach about three weeks of age. The den is usually on high ground near an open water source, and has an open "room" at the end of an underground or hillside tunnel that can be up to a few meters long. During this time, the pups will become more independent, and will eventually begin to explore the area immediately outside the den before gradually roaming up to a mile away from it at around 5 weeks of age. Climbdogs typically reach sexual maturity after two or three years.

Environment: Climbdogs are usually found in warm hills, which they share with rhul-thaun. Any mountainous climate will do however.

Typical Physical Characteristics: A typical climbdog stands between 2 and 3 feet long and weighs around 70 pounds. Females in a given population typically weigh about one-quarter less than their male counterparts.

Climbdogs are built for stamina, possessing features ideal for long-distance travel and climbing. Their narrow chests and powerful backs and legs facilitate efficient

locomotion. Climbdog paws are able to tread easily on a wide variety of terrains.

Skin coloration varies greatly: it runs from gray to gray-brown, all the way through white, red, brown, and black. These colors tend to mix in many populations to form predominantly blended individuals, though it is certainly not uncommon for an individual or an entire population to be entirely one color (usually all black or all white). At birth, climbdog pups tend to have dark fur and blue eyes that will change to a yellow-gold or orange color when the pups are 8-16 weeks old, right before all the fur falls off the reveal their adult plating.

Alignment: As life-shaped creatures, Climbdog are created with a specific purpose, existing only to carry orders, and are always neutral. Wild climbdogs are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, climbdogs do not collect treasure.

Climbdog Lore

Characters with ranks in Knowledge (life-shaping) can learn more about climbdogs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
12	This is a climbdog, a canine life-shaped construct. This reveals all life-shaped construct traits.
17	Climbdogs are excellent climbers and bloodhounds. Many cliffclimbers have them as their loyal companions.

Darkstrike

This three-foot snake-like creature has several large bulbous nodules at the end of its completely black serpentine body.

Darkstrike

CR 1

Always N Small construct (life-shaped construct)

Init +6; **Senses** darkvision 30 ft., low-light vision, scent;

Listen +5, **Spot** +3

Languages —

AC 17, **touch** 13, **flat-footed** 15

(+1 size, +2 Dex, +4 natural)

hp 11 (2 HD)

Fort +4, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed —

Melee bite +2 (1d3+2 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -2

Abilities Str 12, Dex 15, Con 12, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Improved Initiative

Skills Hide +17, Listen +5, Spot +3

Advancement —

Life-Shaped Features Small body, extra HD (1), no locomotion, claw manipulator, class IV sensor, tough hide armor.

Poison Injected, **Fortitude** DC 12, initial damage 1d4 Con, secondary damage 1d3 Wis. The Save DC is Constitution-based.

Skills A darkstrike has a +8 racial bonus on Hide checks and a +2 racial bonus on Listen and Spot checks.

The nodules on its tail secrete a powerful adhesive similar to clingpads that allows them to be attached to walls, doors, or other surfaces. Usually, they are placed in nooks, alcoves, or around corners so they can hide, waiting to pounce. A guardian darkstrike attacks anyone within reach unless ordered not to.

Cost to Shape: 205 Cp.

Strategies and Tactics

A darkstrike prefers to lay hidden until a suitable prey comes within reach, when it swiftly strikes with its potent poison.

Sample Encounter

Darkstrikes must be created and positioned in a location. Once placed, they can't leave their location unless its adhesive is somehow dissolved and it is transferred to another location.

Sanctuary Guardian (EL 3): Two darkstrikes positioned on opposite sides of an entrance to a shaper lab. They are carefully placed in order to maximize their stealth. They were trained to attack anyone without a shaper's cosmetic graft.

Ecology

Being life-shaped constructs, darkstrikes only require cam-rahn to survive, and can go into hibernation if they don't receive enough. They can exist wherever their creators place them, be it in safehomes or cave complexes.

Environment: As life-shaped constructs, darkstrikes can be found almost anywhere. However, as the creation of the rhul-thaun, they usually share the same environment as them.

Typical Physical Characteristics: A typical darkstrike is 3 feet long and weighs around 10 pounds.

Darkstrikes resemble a black mamba, except it has several bulbous nodules at the end of its tail, which it uses to attach itself to almost any substance.

Alignment: As life-shaped creatures, darkstrikes are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, darkstrikes do not collect treasure.

Extracted darkstrike venom is a prized commodity among those who use such substances. The venom sells for 50 Cp/dose, and an adult darkstrike yields 1d3 doses.

Darkstrike Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about darkstrikes. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs. **Knowledge (nature)** can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
12	This is a darkstrike, an ophidian-like life-shaped construct. This reveals all life-shaped construct traits.
17	Darkstrikes lay hidden, attached to dark surfaces waiting for their time to attack its victims.

Dhev-sahr

This mammalian-like creature has a round body covered with hair. Its head is elongated, with large nostrils. Its four stilt-like legs move very quickly at what appears to be an awkward gallop.

Dhev-sahr

CR 2

Always **N Medium construct** (life-shaped construct)

Init +2; **Senses** low-light vision; **Listen** +3, **Spot** +4

Languages —

AC 14, **touch** 12, **flat-footed** 12

(+2 **Dex**, +2 **natural**)

hp 26 (4 HD)

Fort +6, **Ref** +3, **Will** +1

Weakness vulnerability to defiling

Speed 50 ft. (6 squares); **Run**

Melee bite +6 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Abilities **Str** 16, **Dex** 14, **Con** 14, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats **Endurance**, **Run**

Skills **Listen** +3, **Spot** +4

Advancement —

Life-Shaped Features **Medium** body, extra **HD** (2), multiple legs (4) locomotion (+20 ft), jaw manipulator, class II sensor, tough skin armor.

The dhev-sahr (city racer), is the only land-based mount made by the rhul-thaun. Despite appearances, however, dhev-sahrs are graceful and steady.

Cost to Shape: 255 Cp.

Strategies and Tactics

Dhev-sahrs are pacific creatures and tend to flee when threatened. If cornered, they attack with their bite, loudly prancing and neighing in order to frighten its foes.

Sample Encounter

Characters are more likely to run into a dhev-sahr as a solitary threat in the Jagged Cliffs.

Individual (EL 2): Finding a dhev-sahrs running around the outskirts of any rhul-thaun village is pretty straightforward.

Dhev-Sahr Stampede (EL 4): A minor earthquake caused a pack of dhev-sahrs to form a stampede (see page 144 of *Faces of the Forgotten North* for more information about stampedes), stomping everything in its path.

Ecology

Wild dhev-sahrs inhabit warm areas, usually in large packs. They are herbivores, grazing on the abundant overgrowth that grows near the Misty Border. They are peaceful creatures and prefer to flee instead of fight.

Wild dhev-sahrs can live up to 25 to 30 years, but a life span of 15 is more common. A male dhev-sahr usually has two or three different females in his pack.

Dhev-sahrs are mammalian, and pregnancy lasts for approximately 48 weeks and usually results in one offspring. Young dhev-sahrs are usually put under saddle and trained to be ridden between the ages of two and four.

A dhev-sahr gains nourishment from cam-rahn rather than food, and does not need the attention and care of another life-shaped creatures.

Environment: Dhev-sahrs are usually found in warm plains. As life-shaped constructs, they can be found anywhere their creator desires.

Typical Physical Characteristics: A typical dhev-sahr stands around 5 feet tall at the shoulders and 6 1/2 feet across, and weighs around 300 pounds.

Dhev-sahrs often exhibit thicker manes, tails and overall coat. They have short stilt-like legs, wide barrels, heavy bone, thick necks, and short heads with broad foreheads.

Alignment: As life-shaped creatures, dhev-sahrs are created with a specific purpose, existing only to carry orders, and are always neutral. Wild dhev-sahrs are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, dhev-sahrs do not collect treasure.

Dhev-sahr Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about dhev-sahrs. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs. **Knowledge (nature)** can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
14	This is a dhev-sahr, a quadruped life-shaped construct. This reveals all life-shaped construct traits.
19	This is the only land-based rhul-thaun mount, and despite its awkward way of galloping, it can be very fast.

Experiment Bav-rem

This creature looks like a mass of assorted organic material. With every move, its features seem to change altogether.

Experiment Bav-rem

CR 15

Always **N Large construct** (life-shaped construct)

Init +5; **Senses Listen** +7, **Spot** +9

Languages —

AC 15, **touch** 10, **flat-footed** 14; **Dodge**, **Mobility** (-1 **size**, +1 **Dex**, +5 **natural**)

hp 362 (25 **HD**)

Immune **criticals**, **flanking**, **poison**, **sleep**, **paralysis**, **polymorph**, and **stunning**

Fort +30, **Ref** +9, **Will** +9

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee slam +25/+20/+15 (2d6+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +18; **Gp** +31

Atk Options **Blind-Fight**, **Cleave**, **Combat Reflexes**

Abilities **Str** 28, **Dex** 13, **Con** 30, **Int** 3, **Wis** 12, **Cha** 14

SQ amorphous, assimilate, life-shaped construct traits, resilient

Feats **Alertness**, **Blind-Fight**, **Cleave**, **Combat Reflexes**, **Dodge**, **Great Fortitude**, **Improved Initiative**, **Mobility**

Skills **Climb** +13, **Escape Artist** +5, **Hide** -3, **Listen** +7, **Search** +7, **Spot** +9, **Survival** +5

Advancement 26—32 **HD (Large)**; 33—50 **HD (Huge)**

Amorphous (Ex) The Experiment has immunity to **poison**, **sleep**, **paralysis**, **polymorph**, and **stunning** effects. It is not subject to **critical hits** and, having no clear front or back, cannot be **flanked**.

Assimilate (Ex) The Experiment has the ability to assimilate organic material. Any organic creature hit by its slam attack must make a **DC 23 Fortitude save** or be completely destroyed. On a failed **save**, it temporarily gains 1d4 points of **Constitution**. The Experiment loses these points at the rate of 1 per hour. The **save DC** is **Constitution**-based.

Resilient (Ex) The Experiment has a +4 **racial bonus** on **Fortitude saves** (included in the statistics block).

This aberration was the result of a furtive life-shaping experiment gone awry. The accidental formulation created a being with the ability to absorb other organic substances into its body, convert the material, and add the substance to its own mass.

Strategies and Tactics

The Experiment Bav-rem relies on closing upon its prey and using his assimilate ability to quickly dispatch any threats.

Sample Encounter

The Experiment is usually found around its lair near the remnants of the rhul-thaun village of Bav-rem, but might be encountered a little further if food becomes scarce.

Feeding Time (EL 15): The Experiment, again on the move, is devouring the forest nearby and everything in its path.

Ecology

The Experiment Bav-rem is the result of a life-shaping accident and has no place in the natural world.

Environment: The Experiment can be found near the ruins of the Bav-rem village on the Jagged Cliffs, where it made its lair.

Typical Physical Characteristics: The Experiment Bav-rem resembles a big mass of living tissue, as it moves, its features shift, revealing new colors, thickness and textures. The Experiment is about 10 feet wide, up to 12 feet in height and weighs around 3,000 pounds.

Alignment: The Experiment is usually neutral. Since it is animalistic in nature, it is driven by basic needs, like hunger and procreation. It has no ethic concerns.

Society

Despite having basic intelligence, the Experiment Bav-rem has no true society, nor does it speak any language. Its sole concern is survival and to consume enough organic material so it can go into mitosis and reproduce.

Typical Treasure

The Experiment Bav-rem does not collect treasure, but inorganic treasure from its former victims might be found in its wake.

Experiment Bav-rem Lore

Characters with **ranks** in **Knowledge** (life-shaping) can learn more about the Experiment Bav-rem. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Life-shaping)

DC	Result
25	This is the Experiment Bav-rem, a hideous life-shaped creature. This result reveals all life-shaped construct traits.
30	The Experiment Bav-rem has a near insatiable appetite, trying to consume enough material in order to duplicate itself.
35	The Experiment Bav-rem was created in a life-shaping accident. It has the ability to absorb any organic material. The life forces from these materials sustain it.

Farspeaker

This six-inch tall bird is covered with bright red and yellow scales, ending at a foot long tail. It has a large, stubby beak, and a spiked crest. Where it should have wings, it has two large membranes that like oversized humanoid ears.

Farspeaker

CR 1/4

Always **N Tiny construct** (life-shaped construct, **psionic**)

Init +3; **Senses low-light vision**; **Listen** +4, **Spot** +0

Languages —

AC 17, **touch** 15, **flat-footed** 14
 (+2 size, +3 **Dex**, +2 **natural**)
hp 1 (1/2 HD)
Immune mind-reading effects
Fort +1, **Ref** +3, **Will** +0
Weakness vulnerability to defiling

Speed 10 ft. (2 squares)
Melee bite +5 (1d2-2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -10
Psi-like Abilities (ML 7th):
 At will—*correspond* (other farspeakers only)

Abilities **Str** 6, **Dex** 16, **Con** 8, **Int** 1, **Wis** 11, **Cha** 5
SQ life-shaped construct traits
Feats **Weapon Finesse**
Skills **Listen** +4, **Spot** +0
Advancement —

Life-Shaped Features **Tiny** body, legs (pair)
 locomotion, jaw manipulator, class II sensor, tough skin armor.
Skills Farspeakers have a +4 **racial bonus** on **Listen** checks.

This odd creature has the ability to share its thoughts. This does not amount to much, since they have few original or interesting thoughts of their own. However, farspeakers know the names of all their kind, no matter where they might be on Athas. When their owner speaks a name, they mentally broadcast whatever he says next to the farspeaker with that name.

When a farspeaker hears the message, it whispers with its soft voice into its owner's ear, carrying all the intonations and accents.

Cost to Shape: 70 Cp.

Strategies and Tactics

A farspeaker fairs very badly into combat, avoiding such situations as possible. When endangered, it uses its ability to call for help. When no other options remain, it uses its **bite attack**.

Sample Encounter

Farspeakers are created with the sole reason as serving the rhul-thaun as communication devices.

Climber Raid (EL 8): Pai-oneth, a veteran climber, uses a set of farspeakers to coordinate the attacks of his team, consisted of five 3rd-level warriors. When business is scarce, they don't hesitate to earn extra money raiding an occasional pterran band or unwary traveler.

Ecology

Being life-shaped constructs, farspeakers gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. They have no natural prey.

Since they can't fend for themselves, wild farspeakers are nonexistent.

Environment: As life-shaped constructs, farspeakers can be found anywhere. However, as creations of the

rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical farspeaker stands between 6 and 8 inches tall and weighs around 3 pounds.

Alignment: As life-shaped creatures, farspeakers are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, farspeakers do not collect treasure.

Farspeaker Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about farspeakers. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs. **Knowledge (nature)** can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
10	This is a farspeaker, a life-shaped construct which can broadcast mental messages to other of its kind. This reveals all life-shaped construct traits.
12	No one has been able to read the mind of a farspeaker or to determine exactly how its abilities work.

Gon-evauth

At first sight, this creature resembles a giant oval balloon. It gently floats through the mists with a gondola-like attachment in its underbelly.

Gon-evauth

CR 3

Always **N Huge construct** (life-shaped construct)

Init -2; **Senses** **Listen** +1, **Spot** +1

Languages —

AC 10, **touch** 6, **flat-footed** 10

(-2 **Dex**, -2 size, +4 **natural**)

hp 54 (9 HD)

Fort +7, **Ref** +1, **Will** +3

Weakness vulnerability to defiling

Speed fly 30 ft. (poor) (6 squares)

Melee —

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Abilities **Str** 28, **Dex** 7, **Con** 16, **Int** 1, **Wis** 10, **Cha** 4

SQ life-shaped construct traits

Feats **Endurance**, **Hover**, **Toughness** (2)

Skills **Hide** -10, **Listen** +1, **Move Silently** +8, **Spot** +1

Advancement —

Life-Shaped Features **Huge** body, extra **HD** (1), floater locomotion, no manipulator, class I sensor, tough hide armor

Carrying Capacity A light load for a gon-evauth is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–800 pounds.

The gon-evauth (soar whale), is a common rhul-thaun mount, chosen when speed can be sacrificed to move great amounts of cargo or many passengers. Gon-evauths are able to keep themselves aloft in the winds of the cliffs by filling their large inner cavities with hot, moist air. Windriders ride either atop the floating beasts or in gondolas attached beneath the beasts.

Additionally, for extremely large and heavy loads, several soar whales can be hooked together and flown in teams. Due to their slow, gentle movements, they are good for vertical forest harvesting, and their undercarriages provide excellent steady platforms for hunters.

Cost to Shape: 762 Cp.

Strategies and Tactics

Gon-evauths have no means of attack or even self-defense, and if it takes more than 25% of its **hit points**, it must descend—its air sack has been punctured.

Sample Encounter

Gon-evauths are created with the sole reason as serving the rhul-thaun as mounts and beasts of burden.

Rhul-Thaun Blitz (EL 5+): Gon-evauths usually carry rhul-thaun equipped with spike throwers and lighting generators aboard.

EL 8: Las-anib (LN rhul-thaun female **ranger 5**) leads a night patrol with 5 1st-level rhul-thaun warriors over their city, using darkness and the silence of its gon-evauth mount to surprise attack any intruders.

Ecology

Being life-shaped constructs, gon-evauths gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. They have no natural prey.

Since they can't fend for themselves, wild gon-evauths are nonexistent.

Environment: As life-shaped constructs, gon-evauths can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical gon-evauth stands around 20 feet long and 8 feet tall and weighs around 80 pounds.

Gon-evauths have huge hot, moist air sacks inside their bodies, which provide massive floating power.

Alignment: As life-shaped creatures, gon-evauths are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, gon-evauths do not collect treasure.

Gon-evauth Lore

Characters with **ranks** in **Knowledge** (life-shaping) can learn more about gon-evauths. When a character makes a successful **skill check**, the following lore is revealed,

including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
19	This is a gon-evauth, a floating life-shaped construct. This reveals all life-shaped construct traits.
24	Gon-evauths are harmless creatures; however, it usually carries several rhul-thaun warriors in their gondolas.

Mother

This colored lizard has a watchful look and a distended belly. It suddenly stops and gorges a creature from its mouth, looking surprisingly alive and well.

Mother

CR 1

Always **N Small construct** (life-shaped construct)

Init +2; **Senses** Listen +2, **Spot** +6

Languages —

AC 15, **touch** 13, **flat-footed** 13

(+1 size, +2 **Dex**, +2 **natural**)

hp 11 (2 HD)

Fort +3, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +2 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -3

Special Action store tissue

Abilities **Str** 12, **Dex** 15, **Con** 12, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Alertness

Skills Listen +2, **Spot** +6

Advancement —

Life-Shaped Features **Small** body, extra **HD**, multiple legs (4) locomotion, jaw manipulator, class I sensor, tough skin armor.

Store Tissue (Ex) As a **move action**, a mother can be ordered to pick up any unattended life-shaped tissue and store within a special stomach. There it is soaked in lor-rahn and gently pampered. A command word is spoken when the tissue is given to the mother. When the command word is said again, the tissue is produced and laid gently on the floor. A **Small** mother can hold up to 10 **hp** worth of life-shaped tissues.

A mother is designed to care for life-shaped tissues. Any tissue tossed near it is snapped up as if it were a delicate morsel and sent to a special stomach.

Cost to Shape: 100 Cp.

Strategies and Tactics

A mother is very protective of the tissues it carries. Any aggressive actions will cause it to run or attack with its bite, whichever is most likely to preserve the precious tissues that it carries.

Sample Encounter

Characters are more likely to find a mother while adventuring in the Jagged Cliffs as a solitary encounter.

Individual (EL 1): Encountering a wandering mother is a pretty straightforward encounter.

Ecology

Mothers inhabit warm climates, usually alone, and are usually found in rhul-thaun settlements. They feed on cam-rahn rather than food, and wild mothers are carnivorous, eating mostly carrion.

Wild mothers live up to 30 years. Mating occurs between Hexameron and Octanus, with the eggs laid in Fifthover. During this period, males fight over females and territory by grappling with one another upon their hind legs, with the loser eventually being pinned to the ground. The female will lay her eggs in the ground or in tree hollows (thereby lending them a certain degree of protection). Clutches contain an average of 20 eggs, which have an incubation period of 7-8 months. The female lies on the eggs to incubate and protect them until they hatch around Thaumast, at the end of the rainy season when insects are plentiful.

Mothers are viviparous, but there are examples of parthenogenesis (reproduction without the contribution of a male). Young mothers eat insects, eggs, geckoes, and small mammals.

Environment: Mothers prefer hot and dry places, and typically live in dry open grasslands, savannas and tropical forests at low elevation.

Typical Physical Characteristics: A typical mother is usually 6 feet long and one foot tall and weighs around 50 pounds. Females are usually larger than males.

A mother looks like a large monitor lizard. However, the tail is very short and the chest and stomach are overly large. While a mother has no teeth, it does have a serrated ridge.

Females are larger than males, with skin color from dark grey to brick red. Females are more olive green, and have patches of yellow at the throat. The young are much more colorful by comparison, with yellow, green and white banding on a dark background.

Even though the creature has a feminine name, both male and female specimens are encountered.

Alignment: As life-shaped creatures, mothers are created with a specific purpose, existing only to carry orders, and are always neutral. Wild mothers are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, mothers do not collect treasure.

Mother Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about mothers. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge**

(nature) can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
13	This is a mother, a life-shaped construct capable of storing other tissues. This reveals all life-shaped construct traits.
18	Even though it has a feminine name; there are both male and female specimens. It can hold and sustain several life-shaped tissues.

Pathfinder

This foot long sluggish creature has no discernable face, with two flexible antennae on one of its ends. It has six short legs and no arms. It is grey on the top, with blue spots running down the center of its back, and brown on the belly.

Pathfinder

CR 1/10

Always **N Tiny construct** (life-shaped construct)

Init +3; **Senses** blind, **scent**; **Listen** +4

Languages —

AC 15, **touch** 15, **flat-footed** 12

(+2 size, +3 **Dex**)

hp 1 (1/4 **HD**)

Fort +1, **Ref** +3, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +0 (1d2-2)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Abilities **Str** 6, **Dex** 16, **Con** 8, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Track

Skills **Hide** +11, **Listen** +4, **Survival** +4

Advancement —

Life-Shaped Features **Tiny** body, multiple legs (6) locomotion, jaw manipulator, class IV sensor, regular skin armor.

Skills A pathfinder has a +4 **racial bonus** on **Listen** and a +2 **racial bonus** on **Spot** checks.

This bizarre creature looks like a large slug with legs. It is usually used as a beacon, since it leaves a powerful scent trail behind it, which can then be traced back by it.

Cost to Shape: 125 Cp.

Strategies and Tactics

Pathfinders prefer not to attack with their feeble bite, using it as a last resort when they are caught in melee. If a pathfinder can't notice the presence of nearby predators with its scent ability ahead of time, it prefers to flee as far as possible when discovering one.

Sample Encounter

Pathfinders might be accompanied by rhul-thaun when hunting unfamiliar areas in the Cliffs where the mists are thick, so they don't get lost.

Individual (EL 1/10): Finding a pathfinder on the ground while on the Jagged Cliffs is a pretty straightforward encounter.

Ecology

Being life-shaped constructs, pathfinders gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. Wild yihn-eflans are known to have a taste for pathfinders.

Wild pathfinders are unheard of.

Environment: As life-shaped constructs, pathfinders can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical pathfinder stands between 1 and 1 1/2 feet long and weighs around 1 pound.

Alignment: As life-shaped creatures, pathfinders are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, pathfinders do not collect treasure.

Pathfinder Lore

Characters with ranks in Knowledge (life-shaping) can learn more about pathfinders. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
10	This is a pathfinder, a slug-like life-shaped creature. This reveals all life-shaped construct traits.
12	The pathfinder has its name because of its ability to locate its original track back to its starting point.

Producers

Producers exist to provide their shapers with supplies; whether those supplies are food, clothing, or other products depends on the producer itself.

Ban-enos

Before you sits a oversized frog-like creature. From its mouth drips a large amount of a thick resin. A halfling sitting next to the creature seems to be shaping the resin into various shapes, from armor plates, to vases, to daggers.

Ban-enos

Always N Small construct (life-shaped construct)

CR 1/3

Behind the Veil: Producers and Rhul-thaun Society

The ability to shape creatures that abundantly produce food and textiles sometimes might seem to contradict with the idea that the rhul-thaun need to complement their production with the vertical forests that grow on the Jagged Cliffs. This is because the life-shapers that control their society prefer to focus their efforts into more profitable and perishable items, such as life-shaped grafts. Only when the direst situations arise and revolt is imminent that they increase shaping more producers.

Init +2; **Senses** Listen +0, Spot +0

Languages —

AC 13, touch 13, flat-footed 11

(+1 size, +2 Dex)

hp 8 (1 HD)

Fort +2, **Ref** +0, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +2 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -3

Abilities Str 12, Dex 15, Con 12, Int 1, Wis 11, Cha 5

SQ drip resin, life-shaped construct traits

Feats Toughness

Skills Listen +0, Spot +0

Advancement —

Life-Shaped Features small body, multiple legs (4) locomotion, jaw manipulator, basic sensor, regular skin.

Drip Resin (Ex) A ban-enos constantly drips a thick resin from its mouth that can be made into objects. These items are always considered masterworked, and have their hardness increased by 3. A ban-enos drips enough resin to create up to 10 hit points worth of objects per week.

This small life-shaped creature produces a tough, bone like material that is used in the making of armor, weapons, and household goods.

Some ban-enos have mutated in an interesting way. There is no way to distinguish whether or not this mutation has happened until one looks at the material the ban-enos makes. If the bone material is subjected to negative energy, the basic qualities of the material change. The material from now on acts as if it were deep crystal (XPH 182). Rumors of a renegade rhul-thaun clan to the North describe them as making extensive use of this material to augment their psionics.

Cost to Shape: 89 Cp.

Strategies and Tactics

As a living construct, ban-enos lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Ecology

Being life-shaped constructs, ban-enos gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually within life-shaping sanctuaries. Wild ban-enos are unheard of.

Environment: As life-shaped constructs, ban-enos can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical ban-enos stands between 1 and 3 feet tall and weighs around 30 pounds. They range in color from grey to green to blue. While they are normally genderless, being living constructs, when they mutate, there is a chance that they could reproduce on their own.

Alignment: As life-shaped creatures, ban-enos are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, ban-enos do not collect treasure. However, their resin has economical value for a rhul-thaun that knows how to shape it, requiring a DC 12 Craft (life-shaped) check. Ban-enos resin is worth 2 Cp per pint.

Ban-enos Lore

Characters with ranks in Knowledge (life-shaping) can learn more about ban-enos. Upon a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a ban-enos, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	A ban-enos creates a thick resin that is useful in the creation of hard materials, either household goods or weapons and armor.

Bar-edum

Dozens of small round soft-back turtle-like creatures crawl on the ground before you. Their backs are covered in a blue-green molted pattern. One by one, they lay eggs in a central pit with an efficiency and speed that seems unnatural.

Bar-edum

CR 1/6

Always N Tiny construct (life-shaped construct)

Init +3; Senses Listen +0, Spot +0

Languages —

AC 15, touch 15, flat-footed 12

(+2 size, +3 Dex)

hp 2 (1/4 HD)

Fort +3, Ref +3, Will +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +0 (1d2-2)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp -10

Abilities Str 6, Dex 16, Con 8, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Great Fortitude

Skills Listen +0, Spot +0

Advancement —

Life-Shaped Features Tiny body, multiple legs (4) locomotion, jaw manipulator, basic sensor, regular skin.

Bar-edum are food producers, creating eggs that provide massive amounts of nutrients. Four eggs will provide a rhul-thaun with enough protein and calories for a day. Their eggs will stay fresh for 2 weeks without attention.

Cost to Shape: 50 Cp.

Strategies and Tactics

As a living construct, bar-edum lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Ecology

Being life-shaped constructs, bar-edum gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. Wild bar-edum are unheard of.

Environment: As life-shaped constructs, bar-edum can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical bar-edum stands between 1/2 and 2 feet long and weighs around 10 pounds. Their skin is a light grey color and their shells are a molted green-blue color. They are unable to reproduce.

Alignment: Bar-edums are solely concerned with acquiring sustenance. As most life-shaped creatures, they are always neutral.

Typical Treasure

Being life-shaped creatures, bar-edums do not collect treasure.

Bar-edum Lore

Characters with ranks in Knowledge (life-shaping) can learn more about bar-edums. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a bar-edum, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	Bar-edums produce extremely nutritious eggs, which are highly prized by the rhul-thaun.

Chuhn-egil

Before you is a small, leathery skinned, four legged creature that is sitting on its hind legs. Its back is much larger than seems normal, almost to the point of bursting, and it has small appendages that come off of the sides of its back, four to each side. The halfling next to the creature grabs one of the appendages and squeezes it, causing a white sweet smelling fluid to squirt out into a bucket.

Chuhn-egil

CR 1/2

Always **N Small construct** (life-shaped construct)

Init +2; **Senses** Listen +0, **Spot** +0

Languages —

AC 15, **touch** 13, **flat-footed** 13

(+1 **size**, +2 **Dex**, +2 **natural**)

hp 8 (1 HD)

Fort +3, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +2 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -2

Abilities **Str** 12, **Dex** 15, **Con** 12, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Toughness

Skills Listen +0, **Spot** +0

Advancement —

Life-Shaped Features **Small** body, multiple legs (4) locomotion, jaw manipulator, basic sensor, tough skin armor.

Chuhn-egils are producers that give milk from their bulbous bodies. Their large backs hold many different glands shaped to produce healthy, nutrient packed milk that gives anyone who drinks a quart's worth enough energy to last for a day of normal activity.

Cost to Shape: 90 Cp.

Strategies and Tactics

As a living construct, chuhn-egils lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Ecology

Being life-shaped constructs, chuhn-egils gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. Wild chuhn-egils are unheard of.

Environment: as life-shaped constructs, chuhn-egils can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical chuhn-egil stands between 2 and 3 feet tall and weighs around 40 pounds. Their back milk sacks can double their height or triple their weight, depending on how often they are milked. They are a light brown to black in color. Being life shaped creatures, they do not reproduce.

Alignment: As life-shaped creatures, chuhn-egils are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, chuhn-egils do not collect treasure.

Chuhn-egil Lore

Characters with **ranks** in **Knowledge** (life-shaping) can learn more about chuhn-egils. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
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11	This is a chuhn-egil, a producer life-shaped creature. This reveals all life-shaped construct traits.
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16	Chuhn-egils produce a rich milk product that is enjoyed by the rhul-thaun.
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Don-eguth

The small tree before you looks normal at first, but upon closer inspection, you notice its bark is actually a series of small grey-green scales. Hanging from its branches are small tear shaped fruits that are deep red in color.

Don-eguth

CR 1/10

Always **N Small construct** (life-shaped construct)

Init -5; **Senses** blind, deaf

Languages —

AC 10, **touch** 10, **flat-footed** 6

(+1 **size**, -5 **Dex**, +4 **natural**)

hp 3 (1 HD)

Fort +2, **Ref** +0, **Will** +0

Weakness vulnerability to defiling

Speed 0 ft.

Melee none

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** —

Abilities **Str** —, **Dex** —, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Toughness

Skills —

Advancement —

Life-Shaped Features **Small** body, stationary, no manipulator, no sensor, tough hide armor.

These small tree growths sprout from bulbs planted in soil around the Jagged Cliffs. They are able to grow in areas with little nourishment and are highly prized for their medicinal properties. The fruit they produce, besides being a sweet snack, also is very effective in fighting sickness and as a poison antidote.

Cost to Shape: 30 Cp.

Strategies and Tactics

As a living construct, don-eguths lack a sense of self preservation that living creatures possess. A don-eguth has no means of attack.

Ecology

Being life-shaped constructs, don-eguths gain nourishment from cam-rahn rather than food. They can

exist whenever their creator places them, usually near the Jagged Cliffs region.

Wild don-eguths are sometimes found in small caches that cliff wanderers or wind riders frequent. They do not need nourishment in the same way as a normal don-eguth, as they take it from their surroundings like any other plant would.

Environment: As life-shaped constructs, don-eguths can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical don-eguth stands between 3 and 5 feet tall and weighs around 20 pounds. They range from yellow-green in color to grey brown. They do not reproduce.

Alignment: As life-shaped creatures, don-eguths are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, don-eguths do not collect treasure.

Don-eguth Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about don-eguths. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a don-eguth, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	Don-eguths are tree-like constructs that produce fruit that is healthy and useful in neutralizing poisons.

Drun-sahn

This small snake-like creature slithers around the base of a tree. As you look closely, it seems to be shedding its skin. The new lavender skin underneath is different than the tawny brown color of the shed skin. The shed skin is thicker than it should be for an animal that size.

Drun-sahn

CR 1/4

Always **N** **Small construct** (life-shaped construct)

Init +2; **Senses** Listen +0, **Spot** +0

Languages —

AC 15, **touch** 13, **flat-footed** 13

(+1 **size**, +2 **Dex**, +2 **natural**)

hp 3 (1/2 **HD**)

Fort +3, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee bite +3 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -2

Abilities Str 12, **Dex** 15, **Con** 12, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Weapon Finesse

Skills Listen +0, **Spot** +0

Advancement —

Life-Shaped Features **Small** body, slither locomotion, jaw manipulator, basic sensor, tough skin armor.

The drun-sahn is a prized producer based on the leather that can be made from its shed skin. One of the interesting properties of this producer is that the color of the shed skin, and therefore the leather, can be manipulated by a tender or shaper to achieve the desired pigment or pattern.

Cost to Shape: 93,3 Cp.

Strategies and Tactics

As a living construct, drun-sahns lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Ecology

Being life-shaped constructs, drun-sahns gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. Wild drun-sahns are unheard of.

Environment: As life-shaped constructs, drun-sahns can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical drun-sahn stands between 1 and 3 feet long and weighs around 15 pounds. Their skin changes color based on its diet and the desired leather of its tender. They do not reproduce.

Alignment: As life-shaped creatures, drun-sahns are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, drun-sahns do not collect treasure.

Drun-sahn Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about drun-sahns. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a drun-sahn, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	The drun-sahn is a prized producer that can shed its skin to make leather in different colors and patterns.

Fis-ovar

Before you, walking vertically on the cliff face, is a small herd of strange, extremely shaggy beasts. They stand on four legs, each one ending in a large claw. They slowly eat the scrub brush and moss hanging from the cliff, and ignore you altogether.

Fis-ovar

CR 1/2

Always N Medium construct (life-shaped construct)

Init +1; Senses Listen +0, Spot +0

Languages —

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 9 (1 HD)

Fort +4, Ref +1, Will +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +3 (1d4+3)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp +3

Abilities Str 16, Dex 13, Con 14, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Toughness

Skills Listen +0, Spot +0

Advancement —

Life-Shaped Features Medium body, multiple legs (4) locomotion, jaw manipulator, basic sensor, regular skin.

Fis-ovars are slow herd animals shaped for their wool. They produce enough wool to be sheared once a month, and the wool is spun into high quality fabric.

Cost to Shape: 187 Cp.

Strategies and Tactics

As a living construct, fis-ovars lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Wild fis-ovars have developed a sense of self-preservation, and will fight back if pressed, though they prefer to flee.

Ecology

Being life-shaped constructs, fis-ovars gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region.

Environment: As life-shaped constructs, fis-ovars can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical fis-ovar stands between 4 and 5 feet long and weighs around 100 pounds. They are a light green-grey color and are capable of reproducing.

Alignment: As life-shaped creatures, fis-ovars are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, fis-ovars do not collect treasure.

Fis-ovar Lore

Characters with ranks in Knowledge (life-shaping) can learn more about fis-ovars. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
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11	This is a drun-sahn, a producer life-shaped creature. This reveals all life-shaped construct traits.
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16	A fis-ovar is prized for its wool. It can be found in the wild at times, and make excellent pack animals.
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Ghov-erad

Before you lying on the ground is a small flat slug-like creature. Its back is wet and sticky and the creature gives off a smell similar to sweet sap or sugar.

Ghov-erad

CR 1/10

Always N Medium construct (life-shaped construct)

Init -5; Senses Listen +0, Spot +0

Languages —

AC 7, touch 5, flat-footed 7

(-5 Dex, +2 natural)

hp 6 (1 HD)

Fort +4, Ref —, Will +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee none

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp —

Abilities Str —, Dex —, Con 14, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Toughness

Skills Listen +0, Spot +0

Advancement —

Life-Shaped Features Medium body, stationary, jaw manipulator, basic sensor, tough skin armor.

The ghov-erad is a flat, non-mobile creature that secretes a thin film on its back. It does not eat, as its plant-like nature allows it to convert sunlight and its surrounding nutrients into the resin that it creates. A tender is required to move the creature every 10 days to give it a new area from which to draw sustenance. The film hardens into the material used to make drycloaks.

Cost to Shape: 162 Cp.

Strategies and Tactics

As a living construct, ghov-erads lack a sense of self preservation that living creatures possess. They will not fight back when attacked, and are unable to flee.

Ecology

Being life-shaped constructs, ghov-erads gain nourishment from cam-rahn rather than food. They can exist whenever their creator places them, usually near the Jagged Cliffs region. Wild ghov-erads are unheard of.

Environment: As life-shaped constructs, ghov-erads can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical ghov-erad is between 4 and 6 feet long and weighs around 125 pounds. They are dark blue to purple in color. They do not reproduce.

Alignment: As life-shaped creatures, ghov-erads are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, ghov-erads do not collect treasure.

Ghov-erad Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about ghov-erads. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a ghov-erad, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	A ghov-erad produces a secretion that turns into a resin used by the rhul-thaun to create drycloaks.

Vash-erat

Before you walks a strange reptilian creature with strange thick growths coming out of its back. Upon closer inspection, the growths seem to be plant stalks ending in a small cluster of grain. It shakes itself, and the soft sound of falling grain fills the air.

Vash-erat

CR 1/2

Always **N Medium construct** (life-shaped construct)

Init +1; **Senses** Listen +0, **Spot** +0

Languages —

AC 13, **touch** 11, **flat-footed** 12

(+1 **Dex**, +2 **natural**)

hp 6 (1 **HD**)

Fort +4, **Ref** +1, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee bite +3 (1d3+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +3

Abilities Str 16, **Dex** 13, **Con** 14, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats Toughness

Skills Listen +0, **Spot** +0

Advancement —

Life-Shaped Features **Medium** body, multiple legs (4) locomotion, jaw manipulator, class I sensor, tough skin armor.

This bizarre creature helps the rhul-thaun in areas where there is little fertile farm land. The vash-erat is a scavenger, and will eat anything and everything that is around, from moss, to animal waste to dead animals. When they can, rhul-thaun feed vash-erats a sweet version of cam-rahn that will improve the flavor of the grains.

Cost to Shape: 127 Cp.

Strategies and Tactics

As a living construct, vash-erats lack a sense of self preservation that living creatures possess. They will not fight back when attacked, but may flee if directed to by their tender.

Ecology

Being life-shaped constructs, vash-erats can gain nourishment from cam-rahn rather than food. They can also eat anything digestible, given their task. They can exist whenever their creator places them, usually near the Jagged Cliffs region.

Wild vash-erat are sometimes spotted wandering through the cliffs, but these wild constructs rarely last long, as predators or the weight of their grain weighs them down.

Environment: As life-shaped constructs, vash-erats can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical vash-erat is between 4 and 5 feet tall and weighs around 90 pounds. Its grain is a tan color, and its skin is brown to black in color. They are capable of reproducing, though there is little physical difference between the sexes.

Alignment: As life-shaped creatures, vash-erats are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, vash-erats do not collect treasure.

Vash-erat Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about vash-erats. Upon a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a vash-erat, a producer life-shaped creature. This reveals all life-shaped construct traits.
16	A vash-erat can turn any sort of organic waste into a kind of nutritive grain.

Reggelid

Initially presented in *Terrors of Athas*, reggelids are wandering humanoids searching the Misty Border's foul swamp for scraps of the First Sorcerer's lost arcane knowledge. The examples below represent three archetypes that can fill out reggelid encounters: a sorcerous bodyguard, a killer of life-shapers, and the knowledgeable leader of a reggelid community.

Arcane Warden

This humanoid creature looks like an ugly, tough elf. As he notices you, he stretches his palm to the ground as he utters ancient words.

Arcane Warden

CR 6

Male reggelid fighter 3

NE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft; **Listen** +11, **Spot** +11

Languages Bvanen, Reggelid

AC 16, touch 13, flat-footed 13
(+2 Dex, +3 natural, +1 deflection)

hp 44 (6 HD)

Fort +6, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares)

Melee dagger +8/+3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Combat Gear 2 *fruit-potions of cure moderate wounds*, *wand of magic missile* (CL 3rd, 25 charges)

Wizard Spells Prepared (CL 3rd):

3rd—*fireball* (DC 16), *lightning bolt* (DC 16)

2nd—*darkness*, *flaming sphere* (DC 15), *scorching ray* (+8 ranged touch), *summon monster II*

1st—*burning hands* (DC 14), *chill touch* (DC 14), *magic missile*, *shocking grasp* (+6 melee touch)

0—*acid splash* (+8 ranged touch), *detect magic*, *ray of frost* (+8 ranged touch), *read magic*

Abilities Str 10, Dex 14, Con 14, Int 21, Wis 16, Cha 6

SQ magic lore

Feats Alertness, Controlled Raze, Improved Initiative, Weapon Finesse

Skills Concentration +11, Decipher Script +9, Intimidate +7, Knowledge (arcana) +14, Knowledge (warcraft) +8, Listen +11, Spellcraft +16, Search +10, Spot +11, Use Magic Device +1 (+3 using scrolls), Survival +3 (+5 following tracks)

Possessions combat gear plus bone dagger, *ring of protection* +1.

Spellbook spells prepared plus 0—all; 1st—*mage armor*, *summon monster I*

Magical Lore (Ex) When using a spell-completion or spell-trigger item, a reggelid adds +1 **caster level** to the magic item's **caster level**.

An arcane warden is a protector of the magical hoards and amassed knowledge of the reggelid community. They often accompany more experienced reggelids in their searches for lost arcane knowledge and items through the swamp.

The arcane warden presented here had the following ability scores before racial adjustments and **Hit Dice** ability score increases: **Str** 10, **Dex** 12, **Con** 14, **Int** 13, **Wis** 15, **Cha** 8.

Strategies and Tactics

The arcane warden prefers to cast his ranged spells as soon as any potential opponent comes within range, focusing his attacks on the most dangerous target or anyone with healing capabilities.

Blighter

The rotten remains of butchered life-shapes hang from her body...

Blighter

CR 10

Female reggelid defiler 3/leech 4

CE Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft; **Listen** +7, **Spot** +11

Aura tainted (20 ft.)

Languages Bvanen, Reggelid, Thri-kreen

AC 15, touch 12, flat-footed 15

(+3 natural, +2 deflection)

hp 35 (10 HD)

Fort +6, **Ref** +5, **Will** +13

Speed 20 ft. (4 squares)

Melee mwk dagger +7/+2 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Combat Gear *scroll of organic corruption*, *scroll of organic disruption*, *fruit-potion of cure moderate wounds*

Special Actions cannibalizing raze +1, Fast Raze

Wizard Spells Prepared (CL 7th):

4th—*ice storm*, *summon monster IV*

3rd—*lightning bolt* (DC 20), *organic disruption** (2) (DC 20)

2nd—*darkness*, *organic corruption** (2) (DC 19), *scorching ray* (+2 ranged touch), *summon monster II*

1st—*mage armor*, *burning hands* (DC 18), *chill touch* (DC 18), *magic missile*, *shield*, *shocking grasp* (+6 melee touch)

0—*acid splash* (+6 ranged touch), *detect magic*, *ray of frost* (+6 ranged touch), *read magic*

*New spell described on page 23

Spell-like Abilities (CL 7th)

1/day—*death knell* (DC 19)

Abilities Str 10, Dex 10, Con 13, Int 25, Wis 16, Cha 10

SQ life-draining radius

Feats Agonizing Radius, Fast Raze, Great Fortitude,

Silent Spell, Scribe Scroll^B, Track

Skills Bluff +11, Concentration +14, Decipher Script +12, Disguise +0 (+2 to act in character), Gather Information -2, Handle Animal -2, Intimidate +4, Knowledge (arcana) +20, Knowledge (geography [Rajaat's Swamp]) +15, Knowledge (nature) +9, Listen +7, Search +17, Spellcraft +22, Spot +11, Survival +9 (+11 to keep from getting lost/following tracks), Use Magic Device +5 (+7 using scrolls)

Possessions combat gear plus masterwork obsidian dagger, ring of protection +2, cloak of resistance +2, headband of intellect +2

Spellbook spells prepared plus 0—all; 1st—ray of enfeeblement, summon monster I; 2nd—blindness/deafness, invisibility; 3rd—dispel magic

Cannibalizing Raze While casting a spell, the blighter can increase her effective caster level by one, but in so doing, she takes 1d8 points of damage. This damage requires a Concentration check DC 10 + damage inflicted or the spell fails. *Apx I 27.*

Magical Lore (Ex) As Arcane Warden.

Life-draining Radius Living beings caught in the leech's defiling radius suffer 1 point of damage per level of the spell being cast. *Apx I 27.*

Tainted Aura People feel uncomfortable and wary when she is present and animals whimper when she approaches. *Apx I 27.*

Devoting herself to exterminating the rhul-thaun, a blighter represents those of the reggelid society who utilize the arcane knowledge they gather to continue and excel at the Ages-long hostilities that pits them against the rhul-thaun neighbors.

The blighter presented here had the following ability scores before racial adjustments, Hit Dice ability score increases, and equipment bonuses: Str 10, Dex 8, Con 13, Int 15, Wis 14, Cha 12.

Strategies and Tactics

The blighter uses her spells to target her enemies' life-shaped tools and grafts, as their great dependency on m is the rhul-thaun's primary weakness.

First Hoarder

This reggelid seems ancient beyond measure; his tall, lanky frame is bent over, giving him the appearance of a hunchback. Only his sulphurous eyes, always probing and searching, tells you that an acute mind still inhabit this frail body.

First Hoarder

CR 16

Male reggelid defiler 7/loremaster 7

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft; **Listen** +8, **Spot** +8

Languages Bvanen, Elven, Reggelid, Rhul-thaun, Thri-kreen

AC 24, **touch** 16, **flat-footed** 21

(+2 Dex, +3 natural, +5 armor, +4 deflection)

hp 48 (17 HD)

SR 18

Fort +11, **Ref** +15, **Will** +21

Speed 20 ft. (4 squares)

Melee dagger +8/+3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +8

Combat Gear wand of wall of fire (CL 10th, 30 charges), scroll of organic corruption, scroll of organic disruption, fruit-potion of cure moderate wounds

Wizard Spells Prepared (CL 14th, 1d20+18 to overcome SR):

7th—finger of death (DC 26), limited wish, vision

6th—analyze dweomer, greater dispel magic, legend lore

5th—extended charm monster (DC 23), prying eyes*, secret chest, teleport

4th—charm monster (DC 23), greater invisibility, locate creature, mnemonic enhancer, wall of fire

3rd—arcane sight*, dispel magic*, fireball* (DC 22), extended invisibility, hold person (DC 22), protection from energy

2nd—darkness, invisibility*, locate object, protection from arrows, silent magic missile, scorching ray (+11 ranged touch)

1st—alarm, protection from good, mage armor*, magic missile, sleep (DC 20), shield

0—detect magic (2), read magic (2)

*Denotes spell that can be prepared without spellbook

Abilities Str 8, Dex 15, Con 10, Int 29, Wis 16, Cha 12

SQ greater lore, lore +23

Feats Craft Wand, Craft Wondrous Item, Eschew Materials, Extend Spell, Magical Aptitude, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Spell Mastery, Spell Penetration, Silent Spell

Skills Appraise +19 (+21 related to alchemy), Bluff +21, Concentration +20, Craft (alchemy) +19, Decipher Script +19, Diplomacy +3, Disguise +1 (+3 to act in character), Gather Information +16, Intimidate +3, Knowledge (arcana) +32, Knowledge (geography [Rajaat's Swamp]) +19, Listen +8, Search +24, Speak Language (Elven), Spellcraft +31 (+33 to decipher spells on scrolls), Spot +8, Survival +3 (+5 to avoid getting lost/following tracks), Use Magic Device +13 (+17 using scrolls)

Possessions combat gear plus ring of protection +4, black robe of the archmagi, headband of intellect +4

Spellbook spells prepared plus 0—all; 1st—identify, summon monster I; 2nd—fox's cunning, organic corruption*; 3rd—organic disruption*; 4th—fire shield; 5th—dominate person; 6th—antimagic field

*New spell described on page 23

Greater Lore (Ex) The first hoarder has the ability to understand magic items, as with the identify spell. DMG 192.

Magical Lore (Ex) As Arcane Warden.

The first hoarder is the leader of a reggelid community. His title come from being the reggelid of a given area who has amassed the most magical and arcane knowledge.

The first hoarder presented here had the following ability scores before racial adjustments and **Hit Dice** ability score increases, and equipment bonuses: **Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.**

Strategies and Tactics

The first hoarder always tries to know all he can of his opponents before facing them. He will then cast, time permitting, *mage armor* and *shield*, before unleashing his most powerful offensive spells, such as *fireball* and *wall of fire*, since most rhul-thaun hate or fear fire.

Sample Encounters

Reggelid usually operate in small bands, dedicated to finding arcane items or destroying rhul-thaun. Most encounters with reggelids include more than one of the “hated destroyers”, as the rhul-thaun call them — an encounter involving three to ten is more common. A single reggelid is more likely to withdraw using magic and to call reinforcements, especially if the opponent carries any magical gear.

Extermination Brigade (EL 6+): If a reggelid detects any rhul-thaun party near his village, he will mobilize an extermination brigade quickly. Many reggelids jump at the opportunity of slaying a few of their sworn enemies. An extermination brigade usually includes multiple reggelids with a single individual — usually a blighter — in command.

EL 11: One blighter and five reggelids (*ToA* 111) search for signs of rhul-thaun activity, ruthlessly attacking on first sight.

Patrol (EL 9-11): Groups of arcane wardens most often patrol their village’s boundaries as its first layer of defense.

EL 9: Three arcane wardens search for bvanen, rhul-thaun, or any other intruder. They will first call for help before closing in and attacking.

History

Twisted by the foul magic of Rajaat, reggelids actually came from a proud nation of elves living in the forests that were to become the site of the Misty Sea, an area located south of the present Misty Border, in the ancient elven kingdom of Rae’gaelyn, which has ancient ties with the ghost elves of Sylvandretta (see *Mindlords of the Last Sea* for more information).

First there was an increase in birth deformities, as magical pollutants from Rajaat’s experiments seeped into the kingdom’s water. Many years passed before the elves noticed the link between the tainted water and the malformed children. When they realized what was happening, it was too late. Completely distraught and apathetic, the few unaltered rae’gaelyns decided to leave for the North, to dwell in the lush forests near the Marnita Sea. Ever since, they became extremely concerned in

preserving their racial purity, influencing their cousins to do the same. The altered rae’gaelyns further mutated until they achieved their present-day appearance.

Ironically, the mutated rae’gaelyns left behind started worshipping and venerating a rhul-takh that managed to survive the First of Wars. Hiding its true origins, it told them to battle the evil rhul-thaun. Ever since they have developed an ever-growing hate for the descendant of the rhulisti and everything related to them.

The reggelids that reside in the North are exiles and hermits coming from their southern empire, where they are civilized and live in true cities, albeit alien ones to people of the Tyr Region.

In the far north of the Swamp, there is one site that causes continued struggle from the more savage reggelid outcasts. A tribe of renegade rhul-thaun has taken up residence in ancient ruins built into the side of the cliff. Unlike most rhul-thaun, this tribe uses psionics and elemental magic. The reggelids suspect that great magic from the past lies here, and the tribe reveres its ancestors whom they claim to speak to. While other rhul-thaun despise these renegades, the tribe always warns other communities of impending attacks.

Ecology

While the only known reggelid dwell at the base of the Jagged Cliffs, some evidence of real reggelid cities are sometimes retrieved from reggelid corpses after confrontation with rhul-thaun. Their permanent villages are usually built in rocky caves at the base of the Cliffs while their temporary encampments sit on defensible, barren patches of higher ground within the swamp itself.

Environment: Reggelid prefer to live on warm dry areas, such as the Crimson Savannah, or more humid locations, such as the vicinity of Rajaat’s Swamp.

Typical Physical Characteristics: Reggelid stand typically 7 feet tall and weigh 140 pounds. Females are slightly lighter and shorter, standing around 6 1/2 feet and weighing around 130 pounds.

Their facial features resemble those of elves, with pointed ears, but they have an exaggerated mouth, a pointed chin, and a thick brow. They have six digits, however, on each hand and each foot. Reggelid have fair skin and pale hair, white is the most common color, but gray and blonde is not uncommon.

Alignment: Most reggelids are neutral evil, but some become so corrupted by their hatred they become chaotic evil.

Society

The hierarchy of reggelid society is determined by magical prowess — reggelid leaders are always the most powerful defilers in the tribe. It is so ingrained in this stratified worldview that reggelids automatically recognize members of their race more magically adept

Behind the Veil: Northern Rhul-thaun

The ruins this long “lost” tribe inhabits holds ancient magic, dating back to the end of the Cleansing Wars. Mighty weapons of great power lie unused and unknown to the tribe of rhul-thaun that inhabits the ruins. The ancients they speak with are the spirits of the inhabitants of this place, powerful druids, psions, and preservers who guide the tribe for some unknown purpose. These ruins will be more detailed in a future release.

than themselves and defer to them accordingly. Reggelids bear a special hatred for the rhul-thaun, and have developed spells that target and destroy the rhul-thaun's life-shaped creations.

The reggelids, as a race, are the ancient descendants of one of the Rebirth races whose form was corrupted by the mystical energies that Rajaat's experiments released in the verdant paradise that was to become known as Rajaat's Swamp.

It is rumored that the reggelids at the base of the Jagged Cliffs are exiles, or willing expatriates from more advanced domain sitting in the hot, foul mists of the swamp.

Typical Treasure

Reggelids have standard treasure for NPCs of their Challenge Rating, but most encountered outside their sheds carry little besides arcane items of power.

Reggelids as Characters

See page 111 of *Terrors of Athas* for information on reggelid characters.

Reggelid Lore

Characters with ranks in Knowledge (arcana) or Knowledge (nature) can learn more about reggelids. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC	Result
15	None has ever seen a reggelid affected by the swamp mutagenic properties.
20	For some unknown reason, reggelids are sometimes able to harness the Swamp's mutagenic energies.
25	A special connection between the reggelids and arcane magic enables them, with time, to fully embrace their magical ascendancy and transcend even the magical aptitude of their race.

Knowledge (Nature)

DC	Result
13	This creature is a reggelid, a highly intelligent and evil monstrous humanoid. This result reveals all monstrous humanoid traits.
18	Reggelids are obsessed by magic and magical items in general and continuously search for arcane items. They rarely venture out of Rajaat's Swamp.
23	Reggelids have a natural aptitude for magical studies; all reggelids possess some measure of magical powers. This result provides a semicomplete list (roughly 75% accurate) of the reggelid racial traits (<i>ToA</i> 111).

Rhul-Takh

This hideous four-armed, four-legged creature seems to have come out of your nightmares. It has eight limbs, the upper four ending in four vicious claws and the lower ones in powerful legs. A green, viscous liquid drips from its fangs.

Rhul-Takh

CR 10

Always LE Medium construct (life-shaped construct)

Init +5; Senses darkvision 60 ft.; Listen +3, Spot +5

Languages understands Rhulisti

AC 27, touch 11, flat-footed 26; Dodge (+1 Dex, +16 natural)

hp 112 (16 HD); fast healing 5; DR 5/—

Immune acid, poison, paralysis, and stunning

Fort +15, Ref +6, Will +4

Weakness vulnerability to defiling

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

Melee 4 claws +17 each (1d6+7) and bite +17 (1d6+3 plus 1d6 acid)

Space 5 ft.; Reach 5 ft.

Base Atk +12; Grp +19

Atk Options despair, Blind-Flight, Power Attack

Abilities Str 24, Dex 13, Con 21, Int 6, Wis 9, Cha 7

SQ death cloud, life-shaped construct traits

Feats Alertness, Blind-Flight, Dodge, Improved Initiative, Multiattack^B, Multiweapon Fighting, Power Attack

Skills Climb +18, Jump +18, Listen +3, Survival +3, Spot +5, Tumble +3

Advancement 16—21 HD (Medium); 22—28 HD (Large)

Death Cloud (Ex) When a rhul-takh dies, it expels a cloud of poisonous gas that fills its space and all squares within 10 feet. Any creature within the cloud must succeed in a DC 21 Fortitude save to negate the initial and secondary effects (1d6 points of Constitution damage each). The save DC is Constitution-based.

Despair (Su) At the mere sight of a rhul-takh, a creature must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by that same rhul-takh despair ability for 24 hours. The save DC is Charisma-based.

Skills Rhul-takh have a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Very few rhul-takh yet traverse Athasian grounds, nearly immortal remnants of the ancient *First of Wars*. Rhul-takhs were a nature-bender response to the life-shaped creatures that ended up becoming the sentient war machine known as the Green Rhul (see page 72). Their great strength, toughness and skill in combat make them fearsome enemies, while poor intelligence and recklessness makes them more suitable as shock troops. A rhul-takh obeys its master with suicidal fanaticism.

Strategies and Tactics

Rhul-takhs relies on their superior size and fighting capabilities in order to overwhelm their enemies and usually do not bother to using nothing but simple tactics unless commanded otherwise. It usually charges towards the nearest opponent and fights until the foe is dead, quickly switching to another foe until either it or all other opponents are dead.

Sample Encounter

Rhul-takhs used to accompany their nature-bender masters to serve as warriors, sentinels, and bodyguards. Nowadays, the vast majority of the rhul-takh solitarily prowls the Athasian wilderness.

Blast From the Past (EL 10): A lone rhul-takh has recently come out of hibernation and it has begun scouting the nearby area in search of its long dead masters, killing and feeding off everything found on its path.

Ecology

Most rhul-takh are now long gone, having either perished in battle or to the Brown Tide, or failing to maintain their hibernation.

Environment: A rhul-takh is able to endure nearly every climate, except the most arid and shiny ones. They seek underground lairs, or naturally moist and dark places, such as swamps.

Typical Physical Characteristics: A rhul-takh stands between 5 and 7 feet in height and typically weighs between 200 and 250 pounds. They cannot speak, but they understand Rhulisti and follow instructions from their creators.

Rhul-takh scales vary from dark green to jet black. Their fine details vary greatly, such as the addition of fins or additional eyes, usually to reflect the personal tastes of their creator. All rhul-takh are asexual and cannot reproduce.

Alignment: Rhul-takhs are always lawful evil and loyally follow their nature-bender masters, however cruel or bloodthirsty. Like other evil creature, they revel in cruelty and take every opportunity to cause fear and pain in those they can.

Society

Rhul-takhs are social creatures, and prefer the company of their creators and equals to solitary existence. They do however; harbor an intense hatred for all other life-shaped creatures and rhulisti that do not bear the specific genetic marker of their creators.

Typical Treasure

Rhul-takhs rarely have any treasure, although its creator might have equipped one with life-shaped grafts and/or protective psionic items.

Rhul-Takh Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about rhul-takhs. Upon a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Life-shaping)

DC	Result
20	Rhul-takhs are hideous life-shaped creatures. This result reveals all life-shaped construct traits.
25	Rhul-takhs were created by ancient rhul-thaun life-shapers in order to battle other life-shapers.
30	Rhul-takhs have the ability to freeze their enemies with

fear and even in their deaths they are deadly, enveloping their foes with a poisonous cloud.

Shieldswarm

A whirling, buzzing cloud of wasp-like insects flutters closer, as if angered by your presence.

Shieldswarm

CR 3

Always **N Diminutive construct** (life-shaped construct, swarm)

Init +4; **Senses** low-light vision; **Listen** +4, **Spot** +2

Languages —

AC 18, **touch** 18, **flat-footed** 14

(+4 **size**, +4 **Dex**)

hp 21 (6 HD)

Immune weapon damage; **swarm immunities**

Fort +4, **Ref** +6, **Will** +2

Weakness vulnerability to defiling; **swarm vulnerabilities**

Speed 20 ft. (4 squares), fly 40 ft. (average) (8 squares); **Flyby Attack**

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -2

Atk Options distraction

Abilities Str 2, Dex 19, Con 8, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits, **swarm traits**

Feats Ability Focus (distraction), **Flyby Attack**, **Hover**

Skills Hide +16, Listen +4, Spot +2, Survival +3

Advancement —

Distraction (Ex) **Fortitude** DC 14, **nauseated** 1 round. The **save** DC is **Constitution**-based.

A shieldswarm consists of around 3,000 shieldbugs that develop a defensive feeling towards a specific creature, protecting it at all costs. These creatures are a boon to windriders.

Strategies and Tactics

Whenever a creature approaches, they move to overwhelm it. It attacks relentlessly, only stopping when destroyed or after the target moves away from the host.

If trained to guard by a windrider, they usually position themselves between the windrider and the foe, giving the windrider **concealment** (PH 152).

Sample Encounter

A shieldswarm is usually encountered accompanying a windrider, but it can also be encountered alone.

Individual (EL 3): When a shieldswarm does not have a protective target, it becomes extremely aggressive and territorial, attacking any creature that approaches.

Windrider Escort (EL 9): Vanus-aiha (LN female rhul-thaun **rogue** 5/windrider 2) and her bonded shieldswarm are flying around the currents on the Jagged Cliffs when a band of pterrax riders attacks. Vanus-aiha is clearly overwhelmed and is desperately searching for help.

Ecology

As life-shaped constructs, shieldswarms can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Environment: Shieldswarms can be found almost anywhere on Athas, although the vast majority are in the Jagged Cliffs region. They strongly dislike extremes of heat or cold.

Typical Physical Characteristics: A typical shieldbug is 6 inches long and weights 1 to 2 ounces. It resembles a big wasp.

Alignment: As life-shaped creatures, shieldbugs are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, shieldswarms do not accumulate money or any sort of treasure.

Shieldswarm Lore

Characters with ranks in Knowledge (life-shaping) can learn more about shieldswarms. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Knowledge (nature) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
10	This is a shieldswarm, a Diminutive mass of shieldbugs. This result reveals all life-shaped construct and swarm traits.
13	Shieldswarms are very protective. Their name comes from their behavior of recklessly shielding their owner.
18	Shieldswarms can be used for protection and offense. Some rhul-thaun, especially windriders keep shieldswarms for this purpose.

Slapper

This creature, perched over a halfling's shoulders, looks like a medium-sized lizard, with a foot and a half long body. Its tail is three feet long and ends with a large, flat, bony plate.

Slapper

CR 1/2

Always N Small construct (life-shaped construct)

Init +6; Senses low-light vision; Listen +1, Spot +3

Languages —

AC 15, touch 13, flat-footed 13

(+1 size, +2 Dex, +2 natural)

hp 3 (1/2 HD)

Fort +3, Ref +2, Will +0

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee tail slap +2 (1d3+1)

Space 5 ft.; Reach 5 ft. (10 ft. with tail slap)

Base Atk +0; Grp -3

Abilities Str 12, Dex 15, Con 12, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits

Feats Improved Initiative, Deflect Arrows^B

Skills Hide +6, Listen +1, Spot +3

Advancement —

Life-Shaped Features Small body, multiple legs (4), sting manipulator, basic sensor, tough skin armor.

This beast is usually found over the shoulders of its owner during combat, gripping him under both armpits.

Cost to Shape: 100 Cp.

Strategies and Tactics

Any creature or object that quickly approaches its owner is subject to attack by the slapper.

Sample Encounter

Slappers are created with the sole reason as serving the rhul-thaun as defensive gear.

Individual (EL 1/2): Finding a lone slapper is a pretty straightforward encounter.

Ecology

Wilds slappers are more common in the rocky foothills of the Jagged Cliffs and avoid open areas and agricultural regions. They live in burrows dug by other animals or may construct their own.

A slapper's diet generally consists of small rodents, juvenile birds as well as eggs of both birds and reptiles. A slapper eats large meals infrequently and can consume a meal one third its body weight. Young slappers are known to be able to consume up to 50% of their body weight. An adult slapper can consume its entire yearly energy budget in three or four meals.

Wild slappers are relatively social creatures. They recognize and interact with many individuals throughout their home range and have been seen in burrows together in separate years.

Slappers are oviparous, meaning they lay eggs. Five eggs is the average clutch size, but can reach up to twelve eggs at a time. The mating season happens between Morrow and Octanus and slappers lay their eggs in Hexameron and Morrow of the following year. These eggs then incubate in burrows and develop from fall to the early spring, and young appear between Thaumast and Morrow.

Environment: As life-shaped constructs, slappers can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical slapper stands between 1 1/2 and 2 feet tall and weighs around 25 pounds.

There is moderate sexual dimorphism within this species, as males are larger, have a wider head, and a squarer frame than females. Female slappers tend to have an oval shaped body.

Alignment: As life-shaped creatures, slappers are created with a specific purpose, existing only to carry orders, and are always neutral. Wild slappers are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, slappers do not collect treasure.

Slapper Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about slappers. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
10	This is a slapper, a lizard-like life-shaped construct. This reveals all life-shaped construct traits.
15	A slapper perches over the shoulder of its owner and attacks any offensive creature unless ordered otherwise.

Splitter

Standing five and a half feet tall, this creature has a broad, round, barrel chest that stands on six legs. It has no separate head, but the top of its torso ends in a large, upward facing mouth. It has four eyes, set just below the toothless mouth. Two arms sprout from the back of the beast, bending up and over the mouth.

Splitter

CR 1/2

Always **N Medium construct** (life-shaped construct)

Init +1; **Senses** low-light vision; **Listen** +2, **Spot** +6

Languages —

AC 13, **touch** 11, **flat-footed** 12

(+1 **Dex**, +2 **natural**)

hp 6 (1 **HD**)

Immune ingested poisons

Fort +4, **Ref** +1, **Will** +0

Weakness vulnerability to defiling

Speed 30 ft. (6 squares)

Melee 2 **claws** +2 each (1d4+3) and **bite** +0 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +3

Abilities **Str** 16, **Dex** 13, **Con** 14, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits, split tissue

Feats Multiattack

Skills **Listen** +2, **Spot** +6

Advancement —

Life-Shaped Features **Medium** body, multiple legs (6), jaw and claw manipulator, class II sensor, tough skin armor

Split Tissue (Ex) When handed a tissue and a command word is spoken, the splitter swallows it, producing a cutting. After 1d4 days, the tissue and its cutting are dropped on the floor underneath it. A medium splitter can hold only one life-shaped tissue at a time.

This creature, which could at first glance be mistaken for a xorn, is commonly used as a way to duplicate life-shaped tissues.

Cost to Shape: 230 Cp.

Strategies and Tactics

Splitters were not designed with combat in mind, and fair very poorly in those situations. Their intimidating is usually enough to ward off predators.

Sample Encounter

Splitters are created for the sole purpose of replicating life-shaped items. They are almost never found outside rhul-thaun buildings.

Breeding Room (EL 5): Eight splitters are located within a shaper laboratory, replicating minor life-shaped items. They were trained to attack anyone without a life-shaper cosmetic graft.

Ecology

Being life-shaped constructs, splitters require nothing but cam-rah and a hospitable environment in order to subsist. They can exist wherever their creator places them, be it subterranean chambers, safehomes, or life-shaping sanctuaries. They have no natural prey or predator, preferring to avoid any dangerous situations if possible.

Environment: As life-shaped constructs, splitters can be found anywhere. However, as creation of the rhul-thaun, they usually share the same environment as those who created them.

Typical Physical Characteristics: A typical splitter stands between 5 and 7 feet tall and weighs around 100 pounds.

Alignment: As life-shaped creatures, splitters are created with a specific purpose, existing only to carry orders, and are always neutral.

Typical Treasure

Being life-shaped creatures, splitters do not collect treasure.

Splitter Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about splitters. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
11	This is a splitter, a life-shaped construct which can duplicate life-shaped tissues. This reveals all life-shaped construct traits.
16	Splitters are immune to ingested poisons.

Swamp-touched Creature

Some hapless created are mutated beyond recognition by Rajaat's Swamp, becoming hideous monstrosities. Some, by luck or ill-fate, become strong and thrive.

Swamp-touched Crodlu

This bizarre-looking lizard has large feathery wings jutting out of its body. Its fangs drip a greenish fluid, its claws razor sharp.

Swamp-touched Crodlu CR 4

Always N aberration

Init +5; **Senses** low-light vision, scent; **Listen** +7, **Spot** +0

Languages —

AC 16, touch 14, flat-footed 11

(-1 size, +5 Dex, +2 natural)

hp 30 (4 HD)

Fort +7, **Ref** +9, **Will** +3

Speed 50 ft. (10 squares), fly 100 ft. (poor); **Run**

Melee 2 claws +6 each (1d6+4) and **bite** +1 (1d8+2 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +11

Atk Options improved grab, poison (DC 15, 1d6 Str/1d6 Str), pounce, rake 1d6+2

Abilities Str 18, Dex 20, Con 16, Int 2, Wis 14, Cha 8

Feats Alertness, Endurance, Run^B

Skills Jump +22, Listen +7, Move Silently +9, Spot +0

Advancement 5–8 HD (Large)

Improved Grab (Ex) To use this ability, a crodlu 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 a crodlu charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +6 melee, damage 1d6+2.

Carrying Capacity A light load for a crodlu is up to 200 pounds; a medium load, 201-400 pounds; a heavy load, 401-600 pounds. A crodlu can drag 3,000 pounds.

Skills Crodlu receive a +10 **racial bonus** on **Jump** checks and a -4 penalty on **Spot** checks.

This crodlu gained a fly speed and the poisonous bite special quality after dwelling in the swamp. It has returned to its herd, and is the dominant male.

Strategies and Tactics

The swamp-touched crodlu attack with the same tactics their normal brethren do, except this one prefers flying over walking, and relies on his poisoned bite to weaken stronger foes.

Swamp-touched Feylaar

A lumbering, six-armed ape with a highly pronounced bony plate over its forehead, this creature stands a foot taller than a full elf and ripples with muscles beneath its furry hide.

Swamp-touched Feylaar CR 5

Usually LE Large aberration (psionic)

Init +6; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +5

Languages Feylaar, Halfling

AC 14, touch 11, flat-footed 12; **Dodge**

(-1 size, +2 Dex, +3 natural)

hp 38 (7 HD); **DR** 5/—

Fort +3, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)

Melee 6 slams +9 each (1d6+3) and **bite** +7 (1d8+1)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +26*

Atk Options constrict 1d6+3, improved grab

Psi-Like Abilities (ML 7th):

3/day—*body adjustment* (2d12*), *chameleon*, *cloud mind* (DC 11), *conceal thoughts*, *death field* (DC 12), *ectoplasmic form*, *false sensory input* (2 targets, DC 12*), *id insinuation* (3 targets, DC 13*), *mindlink* (unwilling targets, 2 targets, DC 10*), *psionic dimension door*, *psionic dominate* (DC 13*), *psychic vampire* (DC 13).

*Includes augmentation for the feybaar's manifester level.

Abilities Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 9

Feats Dodge, Improved Initiative, Multiattack

Skills Climb +20, Jump +8, Listen +0, Psicraft +6, Search +6, Spot +5, Survival +5

Advancement by character class; **Favored Class** psion

Constrict (Ex) A feybaar deals 1d6+3 points of damage with a successful **grapple** check.

Improved Grab (Ex) If it successfully strikes with its slam attack, the feybaar may initiate a grapple attempt as a **free action** without provoking an **attack of opportunity**.

*A swamp-touched feybaar has a +12 **racial bonus** on **grapple** checks.

Skills A feybaar receives a +12 **racial bonus** on **Climb** checks.

This feybaar gained the damage reduction, extra arms, and lethargy special qualities. It has been expelled from its band, and it now dwells the Swamp alone.

Strategies and Tactics

The swamp-touched feybaar behaves much like a regular feybaar, but is unafraid of larger or tougher prey.

Swamp-touched Pterran Warrior

This bulky reptilian humanoid seems to be healing its wounds right before your eyes.

Swamp-touched Pterran Warrior CR 2

Male pterran warrior 1

Usually LG Medium aberration (psionic, reptilian)

Init +0; **Senses** Listen -2, **Spot** +0

Languages Pterran

AC 13, touch 10, flat-footed 13; **Dodge**

(+3 armor)

hp 4 (1 HD); **fast healing** 5

Fort +2, **Ref** +0, **Will** +0

Weakness vulnerability to cold

Speed 30 ft. (6 squares)

Melee *slodak* +2 (1d6+1/19-20) and *bite* -3 (1d4) or
Melee 2 *claws* +2 each (1d3+1) and *bite* -3 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Psi-like Abilities (ML 1st):
At will—*missive* (reptiles only)

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 11, Cha 10
SQ enlarged form, life path (*ranger*)
Feats Dodge
Skills Climb +3, *Handle Animal* +2, *Jump* +3, *Listen* -2,
Ride +2, *Spot* +0

This pterrann has the enlarged form, fast healing 5, and cold susceptibility special qualities. It can no longer ride its pterrax mount, but its extra bulk is more than enough compensation.

Strategies and Tactics

The swamp-touched pterrann tries to use his size to his best advantage, trying either to *bull rush*, *grapple*, or *intimidate* smaller opponents.

Creating a Swamp-touched Creature

“Swamp-touched creature” is an acquired template that can be added to any living corporeal animal, giant, humanoid or humanoid creature (referred to hereafter as the “base creature”) exposed to the Swamp’s energies.

Size and Type: The creature’s type change to *aberration*. Do not recalculate the creature’s *Hit Dice*, *Base attack bonus*, or *saves*. Size is unchanged.

Challenge Rating: Same as base creature, with modifiers as noted under Special Qualities, below. If the total CR modifier is a fraction, round up or down to the nearest whole number; for example, a swamp-touched that gains a *breath weapon* (+2/3 CR), *improved natural armor* (+1/3 CR), and *power resistance* (+1/3 CR) has a total CR modifier of +1.

Speed: A swamp-touched creature can have replaced one of the base creature’s modes of movement for another, gaining the ability to *burrow*, *climb*, *fly*, or *swim*.

Burrow: The swamp-touched creature can burrow at a speed equal to one-half its base land speed.

Climb: The swamp-touched creature can climb at a speed equal to its base land speed. It also gains a +8 species bonus on *Climb* checks.

Fly: The swamp-touched creature has wings and can fly at twice the speed of its base land speed (poor maneuverability).

Swim: The swamp-touched creature can swim at a speed equal to its base land speed. It also gains a +8 *racial bonus* on *Swim* checks.

Special Qualities: A swamp-touched creature has all the special qualities of the base creature, plus the following special qualities.

Special Quality	CR Modifier	LA Modifier
Acidic blood	+1/3	+1/3
Blindsight	+1/3	+1/3
Breath weapon	+2/3	+2/3
Cosmetic mutation	+0	+0
Damage reduction 5/—	+2/3	+2/3

Darkvision	+1/3	+1/3
Death cloud	+2/3	+2/3
Elastic body	+2/3	+2/3
Energy resistance 10	+1/3	+1/3
Enlarged form	+1	+1
Extra arms	+1	+1
Fast healing 5	+2/3	+2/3
Festering sores	-1/3	-1/3
Frailty	-2/3	-2/3
Gills	+1/3	+1/3
Heat/cold susceptibility	-1/3	-1/3
Hypersensitivity	+2/3	+2/3
Improved natural armor	+1/3	+1/3
Leaper	+1/3	+1/3
Lethargy	-2/3	-2/3
Light sensitivity	-1/3	-1/3
Mindslave	-2/3	-2/3
Natural attack	+1/3	+1/3
Pheromone attraction	+2/3	+2/3
Pheromone repulsion	-1/3	-1/3
Poisonous bite	+2/3	+2/3
Power resistance	+1/3	+1/3
Psionics	+1/3	+1/3
Reduced speed	-1/3	-1/3
Scent	+1/3	+1/3
Spell resistance	+1/3	+1/3
Weak immune system	-1/3	-1/3
Webbed digits	+1/3	+1/3

Acidic Blood (Ex): The base creature gains acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as its blood is splattered on them. The amount of damage equals 1d6 per 3 *Hit Dice* of the creature (rounded down), to a maximum of 5d6 points. A successful *Reflex save* (DC 15) halves the damage.

Blindsight (Ex): The base creature gains *blindsight* out to 60 ft.

Breath Weapon (Su): Once every 1d4 rounds, the base creature can breathe a 30-foot cone of cold or fire, or a 60-foot line of acid or electricity. The breath weapon deals damage of the appropriate energy type to all opponents within the effect, and the amount of damage is equal to 1d6 per *Hit Dice* of the creature, to a maximum of 15d6 points. Opponents who make a successful *Reflex save* (DC 10 + 1/2 creature’s *HD* + creature’s *Con* modifier) take half damage.

Cosmetic Mutation (Ex): The base creature suffers some sort of cosmetic mutation such as an extra digit; fishlike fins; a forked tongue; tiny horns; drastic eye, hair, or skin color alteration. They do not confer any special benefit, nor do they hinder in any way.

Damage Reduction (Ex): The base creature gains *damage reduction* 5/—.

Darkvision (Ex): The base creature gains *darkvision* out to 60 ft.

Death Cloud (Ex): When it dies, the base creature expels a cloud of poisonous gas that fills its fighting space and all squares within 10 feet. Any creature in the cloud must succeed in a *Fortitude save* (DC 10 + 1/2 the dead creature’s *Hit Dice* + the dead creature’s *Con* modifier) to negate the initial and secondary effects (1d6 points of *Constitution* damage each).

Elastic Body (Ex): The base creature gains a +10 mutation bonus on *Escape Artist* checks. Moreover, the

base creature can squeeze through an opening or passage one-tenth as wide and tall as the base creature's height, in inches. The base creature can move through a tight space at one-quarter its normal speed.

Energy Resistance (Ex): The base creature gains resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic).

Enlarged Form (Ex): The base creature grows, becoming a freakishly large specimen of the base creature kind. Its physical stature lets it function in many ways as if it were one size category larger. Whenever the base creature is subject to a size modifier or special size modifier for an opposed check (such as during **grapple checks**, bull rush attempts, and trip attempts), the base creature is treated as one size larger if doing so is advantageous to it. The base creature is also considered to be one size larger when determining whether a creature's special attacks based on size (such as **improved grab** or **swallow whole**) can affect it. The base creature can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size.

Extra Arms (Ex): The base creature grows an additional pair of arms. The base creature gains a +4 mutation bonus on **Climb** checks and **grapple checks**. For the purposes of combat, both extra arms are treated as off hands (that is, the base creature still has only one primary hand).

Fast Healing (Ex): The base creature has fast healing 5.

Festering Sores (Su): When the base creature wears any type of armor, decrease the armor's maximum **Dexterity** bonus by -2 and increase its armor penalty by $+4$.

Frailty (Ex): The base creature takes a -2 penalty on all **Fortitude saves**.

Gills (Ex): The base creature can breathe both air and water. The base creature can operate underwater indefinitely, with no fear of drowning.

Heat/Cold Susceptibility (Su): The base creature takes double damage from prolonged exposure to extreme heat or cold.

Hypersensitivity (Ex): The base creature gains a +2 **racial bonus** on **Listen**, **Search**, and **Spot** checks. The base creature also gains **Blind-Fight** as a bonus feat.

Improved Natural Armor (Ex): Increase the base creature's **natural armor** by $+3$.

Leaper (Ex): The base creature gains a +10 **racial bonus** on all **Jump** checks.

Lethargy (Ex): The base creature takes a -2 penalty on all **Reflex saves**.

Light Sensitivity (Ex): The base creature becomes **dazzled** in sunlight or within the radius of a **daylight** spell.

Mindslave (Ex): The base creature takes a -2 penalty on all **Will saves**.

Natural Attack (Ex): The base creature gains a new form of **natural attack**, as shown below.

Size	Bite	Claw or Sting	Gore or Tail
Small	1d4	1d4	1d4
Medium	1d6	1d6	1d6
Large	1d8	1d8	1d8

Pheromone Attraction (Ex): The base creature gains a +4 **racial bonus** on all **Bluff**, **Diplomacy**, **Handle Animal**, and **Intimidate** checks made against creatures within 30 ft. of the base creature.

Pheromone Repulsion (Ex): The base creature takes a -4 penalty on all **Diplomacy** and **Handle Animal** checks made against creatures within 30 ft. of the base creature.

Poisonous Bite (Ex): The base creature's **bite attack** is poisonous. (Only creatures with a **natural bite attack** can gain this ability.) A successful **Fortitude save** (DC $10 + 1/2$ creature's **HD** + the creature's **Con** modifier) negates the effect. The poison's damage can vary, as shown below; either roll randomly or choose the type that best suits the creature.

d%	Initial Damage	Secondary Damage
01—17	1d6 Str	1d6 Str
18—34	1d6 Dex	1d6 Dex
35—50	1d4 Con	1d4 Con
51—67	2d4 Wis	2d4 Wis
68—84	2d4 Cha	2d4 Cha
85—100	None	Paralysis 1d6 hours

Power Resistance (Ex): The base creature gains power resistance equal to its **Hit Dice**.

Reduced Speed (Ex): The base creature is unable to move as quickly as normal due to various mutations and deformities. Reduce the base creature's speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed the base creature might have.

Spell Resistance (Ex): The base creature gains spell resistance equal to its **Hit Dice**.

Psionics (Sp): The base creature gains the **Hidden Talent** feat (see page 67 of the *Expanded Psionics Handbook* for more information).

Scent (Ex): See page 314 of the *Monster Manual*.

Weak Immune System (Ex): The base creature takes a -2 penalty on all **Fortitude saves** against poison and disease.

Webbed Digits (Ex): The base creature gains a +4 **racial bonus** on all **Swim** checks. Having webbed digits does not interfere with the base creature's ability to grasp or manipulate objects.

Level Adjustment: Same as base creature, with modifiers as noted under **Special Qualities**, above. If the total **LA** modifier is a fraction, round up or down to the nearest whole number; for example, a swamp-touched that gains a breath weapon ($+2/3$ **LA**), improved natural armor ($+1/3$ **LA**), and power resistance ($+1/3$ **LA**) has a total **LA** modifier of $+1$.

Ecology

Swamp-touched creatures exist alongside Rajaat's Swamp. Sometimes they wander off to rhul-thaun settlements or into the Crimson Savannah.

Environment: Swamp-touched creatures are usually found in the swamp at the base of the Jagged Cliffs, or at the rhul-thaun communities, albeit at fewer numbers.

Typical Physical Characteristics: A swamp-touched creature is usually grossly mutated into something unnatural, developing new abilities as well. Sometimes

they are only minor, sometimes they change into something completely different.

Alignment: A swamp-touched creature has the same alignment it originally possessed, although sometime the nature of its mutation shifts its alignment one step towards evil.

Typical Treasure

If the base creature originally possessed treasure, the swamp-touched creature does too, according to its Challenge Rating.

Swamp-touched Creature Lore

Characters with ranks in Knowledge (nature) can learn more about swamp-touched creatures. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
15	This creature is a swamp-touched creature, a mutated specimen. This result reveals all aberration traits.
15 +CR	Swamp-touched creatures can be of almost any kind, and they sport several bizarre and powerful mutations. They are immune to any additional mutations from the Swamp.

Watchpack

What appears to be some sort of rugged backpack juts out four stilt-like legs, rises up and starts to move on your direction.

Watchpack

CR 1

Always N Small construct (life-shaped construct)

Init +2; **Senses** low-light vision; **Listen** +2, **Spot** +2

Languages —

AC 15, touch 13, flat-footed 13

(+1 size, +2 Dex, +2 natural)

hp 5 (1/2 HD)

Fort +3, **Ref** +2, **Will** +0

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee bite +2 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -3

Abilities Str 12, Dex 15, Con 12, Int 1, Wis 11, Cha 5

SQ life-shaped construct traits, owner protection

Feats Alertness

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

Advancement —

Life-Shaped Features Small body, multiple legs (4) locomotion, jaw manipulator, basic sensor, tough skin armor.

Owner Protection (Ex) When attached to its bonded owner, a watchpack is treated as an attended magic item for the purpose of making saving throws, even if the watchpack is specifically targeted.

A watchpack is a life-shaped creature usually used as a living backpack. After given a command word, the watchpack climbs up onto its owner's back and locks its legs around him. The fit is extremely comfortable. Once in place, it looks very much like a backpack, with the mouth where the opening should be, and a pair of large, watchful eyes above it.

Cost to Shape: 87.5 Cp.

Strategies and Tactics

Watchpacks are not bred for combat, preferring to rely on their owner for protection, or otherwise fleeing the scene if alone.

Sample Encounter

Characters are likely to encounter watchpacks while wandering around rhul-thaun settlements, especially safehomes, since they are a popular choice among climbers.

Individual (EL 1): Finding a wandering watchpack in the Jagged Cliffs is fairly straightforward.

Ecology

Watchpacks inhabit the Jagged Cliffs region, and wild specimens are quite common in less populated areas. Wild watchpacks hunt insects, fish and smaller frogs. They are preyed upon in turn by snakes, giant eagles and other animals.

Wild watchpacks can live up to twelve years. The mating is during the rain season between Sedulous and Hoard. During this time, male watchpacks develop mating calls to attract females and become territorial.

A female generally lays several eggs, several dozen at a time, near an abundant water supply, and are externally fertilized by the male. Eggs hatch after four weeks, and the parents usually don't watch over their young. Its diet during infancy is exclusively vegetarian. It reaches adult size within one year.

Environment: Watchpacks are usually found only in the Jagged Cliffs area.

Typical Physical Characteristics: A typical watchpack is 2 to 3 feet long and can weigh up to 20 pounds.

Watchpacks walk on four legs, each of which has a three toed, multi-jointed foot. These legs are completely backwards, so that the creature's back faces the ground and its belly faces the sky. Its head is low and flat, with absolutely no neck. It just joins right to the torso. The ridged mouth is huge, hiding a three-foot long prehensile tongue. Its eyes can face forward, or roll to look straight up.

Alignment: As life-shaped creatures, watchpacks are created with a specific purpose, existing only to carry orders, and are always neutral. Wild watchpacks are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, watchpacks do not collect treasure.

It takes up to three days for a watchpack to completely bond with its owner. Once bonded, the watchpack remains loyal to its owner. Only the sight and smell of its owner's dead body will release it from its bond.

Watchpacks usually are trained with two important commands, store and fetch, using the [Handle Animal](#) skill (DC 20 each, three weeks). When its owner says "store", its long tongue whips out and wraps around whatever is in its owner's hand (a [move action](#)). After releasing the grip, the watchpack tucks it away inside its body. If the user names the object, the watchpack can memorize it (up to three items) for when the user says "fetch" (another [move action](#)). A watchpack can hold as much as 40 pounds.

Watchpack Lore

Characters with [ranks](#) in [Knowledge](#) (life-shaping) can learn more about watchpacks. Upon a successful [skill check](#), the following lore is revealed, including the information from lower DCs. [Knowledge \(nature\)](#) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
11	Watchpacks are frog-like constructs that resemble living backpacks. This reveals all life-shaped construct traits.
16	Watchpacks can be trained to work as smart backpacks, storing and releasing items when commanded.

Weeper

You see an eight-foot long orange slug with three eyes.

Weeper

CR 2

Always [N Medium construct](#) (life-shaped construct)

[Init](#) +5; [Senses](#) low-light vision; [Listen](#) +3, [Spot](#) +6

[Languages](#) —

[AC](#) 13, [touch](#) 11, [flat-footed](#) 12

(+1 [Dex](#), +2 [natural](#))

[hp](#) 19 (3 HD)

[Fort](#) +5, [Ref](#) +2, [Will](#) +1

[Weakness](#) vulnerability to defiling

[Speed](#) 20 ft. (4 squares)

[Melee](#) bite +5 (1d4+3)

[Space](#) 5 ft.; [Reach](#) 5 ft.

[Base Atk](#) +2; [Grp](#) +5

[Abilities](#) [Str](#) 16, [Dex](#) 13, [Con](#) 14, [Int](#) 1, [Wis](#) 11, [Cha](#) 5

[SQ](#) life-shaped construct traits

[Feats](#) [Alertness](#), [Improved Initiative](#)

[Skills](#) [Climb](#) +4, [Listen](#) +3, [Spot](#) +6

[Advancement](#) —

Life-Shaped Features [Medium](#) body, extra [HD](#) (2), slither locomotion, jaw manipulator, class II sensor, tough skin armor.

Volatile Body (Ex) A weeper that takes damage must make a [Fortitude save](#) (DC equals 10 + damage dealt) or explode, dealing 1d6 points of damage to each target within a 5-ft. radius (Reflex half [DC](#) 13). The [save DC](#) is [Constitution](#)-based.

A weeper is an unusual kind of life-shaped creature that produces a combustible fluid. Due to their tendency to explode, they are only shaped in remote areas.

Cost to Shape: 250 Cp.

Strategies and Tactics

Weepers rely on the fact that most predators are aware of their special quality, and often expect to not be bothered. However, if that fails, they do not hesitate to use their [bite attack](#).

Sample Encounter

Characters are more likely to run into a weeper as a solitary threat on the Jagged Cliffs, especially near sources of heat.

Individual (EL 2): Encountering a weeper on the ground is fairly straightforward.

Ecology

Weepers prefer to inhabit hot, dry areas, but can exist comfortably wherever their rhuI-thaun creators place them. Weepers consume coal, oil, and special grass in order to produce firetears, wild weepers eat leaves, fungus, decaying vegetable material, and carrion. Giant snakes and eagles are their most frequent predators.

Wild weepers are hermaphrodites, having both female and male reproductive organs. Once a weeper has located a mate, they encircle each other and sperm is exchanged through their protruding genitalia. A few days later around 30 eggs are laid into a hole in the ground or under the cover of objects such as fallen logs.

Environment: Weepers are usually found in the Jagged Cliffs area. Wild weepers tend to live near natural sources of heat.

Typical Physical Characteristics: A typical weeper is 7 to 9 feet long and can weigh up to 60 pounds.

Weepers have three enormous eyes and a mouth, but no other visible organs.

Alignment: As life-shaped creatures, weepers are created with a specific purpose, existing only to carry orders, and are always neutral. Wild weepers are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, weepers do not collect treasure. However, when a weeper is fed properly, its eyes leak a clear, yellow fluid called firetears once per day. The proper diet is oil, coal, and certain grasses. Firetears dry quickly in the Athasian climate (see page 48 for more information).

Weeper Lore

Characters with [ranks](#) in [Knowledge](#) (life-shaping) can learn more about weepers. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs. [Knowledge \(nature\)](#) can also be used, but all check DCs increase by 10.

Knowledge (Life-shaping)

DC	Result
12	Weepers are slug-like creatures that produce flammable materials. This reveals all life-shaped construct traits.
17	A weeper must consume a proper diet of coal, oil, and special grass to produce a firetear.
22	Weepers are shaped because of their ability to produce firetears. They are dangerous because they can explode whenever they receive significant damage.

Wild Creature

Seemingly no different from standard examples of their kind, wild life-shaped creatures are tougher and more intelligent. These life-shaped creatures are not made by the rhul-thaun and have adapted to life in the wild.

Wild Dhev-sahr

This mammalian-like creature has a round body covered with hair and its head is elongated, with large nostrils. It seems to have a feral look compared to others of its kind.

Wild Dhev-sahr

CR 3

Always **N Medium construct** (life-shaped construct)

Init +2; **Senses** low-light vision; **Listen** +4, **Spot** +5

Languages —

AC 16, **touch** 12, **flat-footed** 14

(+2 **Dex**, +4 **natural**)

hp 43 (4 HD)

Fort +7, **Ref** +3, **Will** +2

Weakness vulnerability to defiling

Speed 50 ft. (6 squares); **Run**

Melee bite +6 (1d4+3)

Space 15 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Abilities **Str** 16, **Dex** 14, **Con** 16, **Int** 1, **Wis** 13, **Cha** 7

SQ life-shaped construct traits

Feats Endurance, Run

Skills **Listen** +3, **Spot** +4

Advancement 5–6 HD (Medium)

Herds of wild dhev-sahr dwell near rhul-thaun settlements.

Strategies and Tactics

A wild dhev-sahr behaves much like other creatures of its kind.

Wild Watchpack

What appears to be some sort of rugged backpack juts out four stilt-like legs, rises up and starts to move on your direction.

Watchpack

CR 2

Always **N Small construct** (life-shaped construct)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Listen**

+3, **Spot** +3

Languages —

AC 17, **touch** 13, **flat-footed** 15

(+1 **size**, +2 **Dex**, +4 **natural**)

hp 6 (1/2 HD)

Fort +4, **Ref** +2, **Will** +1

Weakness vulnerability to defiling

Speed 20 ft. (4 squares)

Melee bite +2 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -3

Abilities **Str** 12, **Dex** 15, **Con** 14, **Int** 1, **Wis** 13, **Cha** 7

SQ life-shaped construct traits, owner protection

Feats Alertness

Skills **Hide** +6, **Listen** +3, **Spot** +3

Advancement —

Life-Shaped Features **Small** body, multiple legs (4) locomotion, jaw manipulator, basic sensor, tough skin armor.

Owner Protection (Ex) When attached to its bonded owner, a watchpack is treated as an attended magic item for the purpose of making **saving throws**, even if the a watchpack is specifically targeted.

This wild watchpack has mutated and now prowls the Jagged Cliffs in search of food and a companion.

Strategies and Tactics

A wild watchpack behaves much like a creature of its kind.

Wild Yihn-eflan

This avian creature has enormous wings compared to its size. Its strong body is covered in feathers and it has a hawk-like beak.

Wild Yihn-eflan

CR 6

Always **N Large construct** (life-shaped construct)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Listen** +6, **Spot** +6

Languages —

AC 17, **touch** 11, **flat-footed** 15

(-1 **size**, +2 **Dex**, +6 **natural**)

hp 45 (6 HD)

Fort +9, **Ref** +1, **Will** +3

Weakness vulnerability to defiling

Speed 20 ft. (4 squares), **fly** 40 ft. (average) (8 squares);

Flyby Attack

Melee **claw** +6/+3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +13

Abilities **Str** 20, **Dex** 14, **Con** 16, **Int** 1, **Wis** 13, **Cha** 7

SQ life-shaped construct traits

Feats Alertness, Hover, Flyby Attack

Skills **Hide** -2, **Listen** +7, **Spot** +7

Advancement 7–9 (Large)

There are several flocks of wild yihn-eflans soaring the thermals in the Misty Border.

Strategies and Tactics

A wild yihn-eflan behaves much like a creature of its kind.

Creating a Wild Creature

“Wild life-shaped” is an inherited template that can be added to any life-shaped creature (referred to hereafter as the “base creature”).

Challenge Rating: Up to 5 **HD**, same as base creature +1; 6–10 **HD**, same as base creature +2; 11+ **HD**, same as base creature +3.

Armor Class: Natural armor improves by +2 (this stacks with any **natural armor bonus** the base creature has).

Abilities: Increase from the base creature as follows: **Con** +2, **Wis** +2, **Cha** +2.

Special Qualities: A wild life-shaped creature has all the special qualities of the base creature, plus the following special qualities.

—**Darkvision** out to 60 feet.

Level Adjustment: —

Wild Life-Shaped Lore

Characters with **ranks** in **Knowledge** (life-shaping) can learn more about wild creatures. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Life-shaping)

DC	Result
15	This creature is a wild life-shaped creature, a superior specimen. This result reveals all life-shaped construct traits.
15 +CR	Wild life-shaped creatures have adapted to life in the wilderness and are tougher and smarter than a regular life-shaped creature. They were not created by the rhul-thaun.

Yihn-eflan

This avian creature has enormous wings compared to its size. Its body is covered in feathers and it has a hawk-like beak.

Yihn-eflan

CR 4

Always **N Large construct** (life-shaped construct)

Init +2; **Senses** low-light vision; **Listen** +6, **Spot** +6

Languages —

AC 15, **touch** 11, **flat-footed** 13

(-1 **size**, +2 **Dex**, +4 **natural**)

hp 45 (6 **HD**)

Fort +8, **Ref** +1, **Will** +2

Weakness vulnerability to defiling

Speed 20 ft. (4 **squares**), **fly** 40 ft. (average) (8 **squares**);

Flyby Attack

Melee **claw** +6/+3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +13

Abilities **Str** 20, **Dex** 14, **Con** 16, **Int** 1, **Wis** 11, **Cha** 5

SQ life-shaped construct traits

Feats **Alertness**, **Hover**, **Flyby Attack**

Skills **Hide** -2, **Listen** +6, **Spot** +6

Advancement 7–9 (Large)

Life-Shaped Features **Large** body, extra **HD** (4), legs (pair) and wings locomotion, claw manipulator, class II sensor, tough hide armor, **Dexterity** enhancement

Yihn-eflans (gust climber) are chosen mounts of rhul-thaun who know they are going into battle, for they are the most ferocious mount they can muster, while still being able to make combat maneuvers.

Cost to Shape: 685 Cp.

Strategies and Tactics

Yihn-eflans dive upon foes with a terrible ferocity and rake with their talons.

Sample Encounter

Yihn-eflans usually hunt the Jagged Cliffs in pairs, usually led by a windrider and its life-shaped mount.

Yihn-eflan Flight (EL 6): A pair of yihn-eflans searches for prey from above, looking for an easy target.

Windrider Strike (EL 8): One windrider and his mount are on patrol for their community and he has orders to attack any non-rhul-thaun trespasser. He uses ranged attacks until he runs out of ammunition and after that resorts to flyby tactics.

Ecology

Yihn-eflans can be encountered soaring over the heat thermals in the Misty Border, or faithfully serving as mounts for windriders.

Wild yihn-eflans prefer roosting and breeding at high altitudes. There on inaccessible ledges of rock, its nest consisting merely of a few sticks placed around the eggs, it deposits one or two bluish-white eggs, weighing about 10 ounces and from 3 to 4 inches in length, during the beginning of the summer season. The egg hatches after 6 or 7 weeks of incubation by both parents. Sexual maturity and breeding behavior do not appear in wild yihn-eflans until 3 or 4 years of age, and mate for life. The young are covered with a grayish down until almost as large as their parents are. They are able to fly after six months, but continue to roost and hunt with their parents until age two, when they are displaced by a new clutch. There is a well developed social structure within large groups of yihn-eflans, with competition to determine a 'pecking order' by body language, competitive play behavior, and a wide variety of vocalizations.

A yihn-eflan gains nourishment from cam-rahn rather than food, and does not need the attention and care like other life-shaped creatures.

Environment: Yihn-eflans are usually found in the Jagged Cliffs area. Wild yihn-eflans inhabit large territories, often traveling 150 miles a day in search of prey. Wild yihn-eflans are intermittent eaters, often going for a few days without eating, then gorging themselves on several pounds at once, sometimes to the point of being unable to lift off the ground.

Typical Physical Characteristics: A typical yihn-eflan is 7 to 9 feet long, with a wingspan of up to 24 feet wide, and can weigh up to 120 pounds. Contrary to the usual rule among birds of prey, the female is smaller.

The adult skin coloration is of a uniform black, with the exception of a frill of white scales nearly surrounding the base of the neck and, especially in the male, large patches or bands of white on the wings, which do not appear until the completion of the first molting. Juveniles have grayish-brown general coloration.

The middle toe is greatly elongated, and the hinder one but slightly developed, while the talons of all the toes are very sharp.

Alignment: As life-shaped creatures, yihn-eflans are created with a specific purpose, existing only to carry orders, and are always neutral. Wild yihn-eflans are solely concerned with acquiring sustenance and multiplying.

Typical Treasure

Being life-shaped creatures, yihn-eflans do not collect treasure.

Yihn-eflan Lore

Characters with ranks in **Knowledge** (life-shaping) can learn more about yihn-eflans. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**. **Knowledge (nature)** can also be used, but all check **DCs** increase by 10.

Knowledge (Life-shaping)

DC	Result
16	This is a yihn-eflan, an avian life-shaped construct. This reveals all life-shaped construct traits.
21	Yihn-eflans, despite their large wings, are capable of quick and gracious maneuvers, diving ferociously onto their prey.
26	Yihn-eflans hunt in groups, employing flyby tactics to confuse and overwhelm their opponents. Yihn-eflans slash with their sharp talons.

Table 8—1: Monsters Ranked by Challenge

Rating

Creature	CR
Don-eguth	1/10
Ghov-erad	1/10
Arrowhead gecko	1/6
Bar-edum	1/6
Drun-sahn	1/4
Chuhn-egil	1/2
Corundum sink worm, <i>Small</i>	1/2
Fis-evar	1/2
Vash-erat	1/2
Watcher	1/2
Climbdog	1
Darkstrike	1
Farspeaker	1
Mother	1
Watchpack	1
Anago	2
Ber-ethern	2
Dhev-sahr	2
Monstrous pterrann	2
Protector	2
Weeper	2
Wild watchpack	2
Bvanen	3
Gon-evauth	3
Shieldswarm	3
Monstrous crodlu	4
Yihn-eflan	4
Monstrous feylaar	5
Rhul-thaun <i>ranger 2/gahv-erahn 3</i>	5
Jade Marquess, <i>Large</i>	6
Reggelid, arcane warden	6
Rhul-thaun, <i>expert 2/life-tender 4</i>	6
Bvanen pack leader	7
Rhul-thaun <i>fighter 2/cliffclimber 5</i>	7
Green Rhul	8
Rhul-thaun, <i>expert 3/life-shaper 5</i>	8
Rhul-thaun, <i>ranger 5/windrider 4</i>	9
Jade Marquess, <i>Huge</i>	10
Reggelid, blighter	10
Rhul-takh	10
Air Spirit Womb	12
Centennial Brain	12
Earth Spirit Womb	12
Fire Spirit Womb	12
Water Spirit Womb	12
Rhul-thaun, <i>fighter 3/graftwarrior 10</i>	13
Jade Marquess, <i>Gargantuan</i>	14
Rhulisti <i>bard 3/life-shaper 9/nature-master 3</i>	14
Experiment Bav-rem	15
Ma-Kat Mannequin	15
Reggelid, first hoarder	16
Jade Marquess, Colossal	18

Chapter 8: Adventure Sites

At the base of the Cliffs is a swamp so dark and dismal that experienced travelers know that nature had little to do with its formation. Rhul-thaun tales tell of horrors beyond reckoning or recognition that rise from this bog to threaten their villages.

—Wanderer's Journal

This chapter presents several locations that can serve as adventure sites for characters in the Jagged Cliffs. Though each location is fully detailed, no specific adventure hooks or plots are included, so you can use each site as you see fit, manufacturing a story or background to suit the needs of your campaign.

Mir-Sath

Perhaps the gravest casualty due to the Great Earthquake happened with the inhabitants of the rhul-thaun village of Mir-Sath, killing most of its inhabitants and turning the others into undead creatures.

As presented here, Mir-Sath should provide a challenge for a group of 7th-level characters.

General History of Mir-Sath

When the Great Earthquake shook the small rhul-thaun village of Mir-Sath, the ledges that sustained the village crumbled and fell into the swamp at the bottom of the Jagged Cliffs, taking most of the community and its entire population of 2,000 individuals with them.

Since no rhul-thaun community ever heard news from it since, they assumed the worst and never visited the place again, afraid of more landslides.

Secret History of Mir-Sath

What most people don't know, however, is that several rhul-thaun did not die in that accident, but rather became undead. This affected even some of their life-shaped possessions, turning them into undead monstrosities, enhanced by the magical energies of the Swamp. Ure-opith, an air cleric, after being killed by an earth slide, came back as a krag. Slowly, Ure-opith began to create kraglings and to command them to rebuild their village.

After a while, this began to attract the attentions of reggelids, who wanted to understand the nature of the death-shaped; and bvanen, who do not want to share their hunting grounds with such abominations of nature. Soon, the hostilities began. Now, the rebuilt village of Mir-Sath is a blasted landscape, ravaged by reggelid defiling magic and the elemental blasts made by Ure-opith.

In Your Campaign

Mir-Sath is a good way to introduce players to life-items (and death-shaped items as well), reggelids and bvanen, quickly putting the players into action.

Conditions of Mir-Sath

The remains of the ill-fated village are even more destroyed than after the Earthquake, since the reggelids will only rest after they can get a hold of these strange new items and Ure-opith can't be truly destroyed by their spells.

Keyed Areas of Mir-Sath

The areas below correspond to the map of Mir-Sath shown here.

1. Graveyard (EL 5)

Several small, unnamed obsidian and rock tombstones can be seen within this grim locale, delineated with wooden stakes.

Ure-opith has begun retrieving all the corpses from his fellow rhul-thaun that died during the earthquake, burying them in this locale. He would prefer not to but is willing to reanimate the corpses if he feels that his battle against the reggelid invaders is at risk. Some kraglings patrol this site in order to prevent the corpses' reanimation from Erashkavel's side.

Earth Kragling Guards (4): See the Encounters in Mir-Sath section, below.

Earth Kragling Leader: See the Encounters in Mir-Sath section, below.

2. Barracks (EL 7)

This large wooden shed with earthen floor has several empty stone and whickerbunk beds. A rock well sits in the middle of the compound.

This place was built as a means to quickly rally the guards against reggelid intrusion. Within the barracks, the kragling guards lie half-buried in the soft soil. They attack immediately if disturbed.

Earth Kragling Guards (10): See the Encounters in

Behind the Veil: Undead Life-shaped Items

Both rhulisti and rhul-thaun consider undead an abomination of nature. They would never voluntarily associate themselves with undead or wear any kind of undead life-shaped items, created with arcane magic instead of life-shaping techniques. The Eldaarish have rather embraced this art and can make several items that can be considered to be "death-shaped" items. See the upcoming *Prison-State of Eldaarich* supplement for more information.

Mir-Sath section, below.

Earth Kragling Leader: See the Encounters in Mir-Sath section, below.

3. Earth Shrine (EL Varies)

This hewn rock altar is clearly dedicated to the veneration of the element of Earth. It represents the resilience and vitality qualities of the element.

Ure-opith built this altar right after his krag rebirth, as a sign of appreciation for the gift he has received. Several mephits guard this spot with orders to report any intruders to Ure-opith in area 8.

Earth Mephits (1d3): See page 182 of the *Monster Manual*.

Salt Mephits (1d3): See page 184 of the *Monster Manual*.

4. Reggelid Outpost (EL Varies)

This run-down tent is made of wood and animal skins. A large circle of black and grey ash surrounds it.

Erashkavel set up this outpost in order to research his discoveries without alerting any other reggelids, as well as to keep tabs on the undead rhul-thaun's progress. He has placed a mental *alarm* spell centered on the tent and will alert his minions on the first sign of trespassing.

Reggelid (1d4+3): See page 111 of *Terrors of Athas*.

Reggelid Arcane Warden (2): See page 105.

5. Analysis Room

This austere room has several sliced out and desiccated objects on two wooden tables. Some of them seem to wither and squirm as you approach them.

This is the room set up in order to study the strange items found in the ruins of Mir-Sath, and to discover a way to replicate them. Most of the items were destroyed because of Erashkavel's eagerness for results.

6. Erashkavel's Room (EL 8)

This small and cluttered room made out of wood is filled with all sorts of trinkets and debris.

This is where the reggelid leader rests and conducts private experimentations. The entrance to Erashkavel's room hides a trap.

Fire Trap: CR 5; *spell*; *spell trigger*; no reset; spell effect (*fire trap*, 7th-level *wizard*, 1d4+7 fire, DC 16 Reflex save half damage); *Search* DC 29; *Disable Device* DC 29. Cost: 305 Cp.

Erashkavel: See the Encounters in Mir-Sath section, below.

Treasure: Buried under the floor of the room, *eyes of the half-breed* and one *prosthetic claw* reside inside a small locked obsidian chest; see *Prison-State of Eldaarich* for more information.

Treasure Chest: 2 in. thick; *hardness* 5; *hp* 20; *break* DC 25, *Open Lock* DC 20.

7. Tainted River (EL 7)

This wide and shallow river has a fetid smell, with its still and murky waters occasionally releasing tiny bubbles from its bottom.

The water of the river has been tainted by Rajaat's magic, as well as all the defiling that has happened since Erashkavel's band arrived. A couple of mutated creatures managed to call this place home. They are looking for fresh meat in order to feed their soon to be born offspring.

Manticores (2): See page 179 of the *Monster Manual*.

8. Ure-opith's Shed (EL 7)

This rectangular room has no furniture, except for a humble straw bed in its center. Several different minerals and swamp flowers adorn the walls of this room.

Ure-opith uses this place for meditation and private prayers.

Ure-opith: See the Encounters in Mir-Sath section, below.

Treasure: Ure-opith's has looted a considerable amount of treasure from the victims of the earthquake. His treasure cache is hidden in a hole in the floor under his straw bed. The collection includes 3 bloodstones (50 Cp each), a sliver armband with black onyx studs (100 Cp), 150 ghav-egoths, 2 *fruit-potions of endure elements*, and a divine *scroll of resist energy (acid)*.

9. Abandoned Room

This adobe building is empty and doorless, its interior filled with moist soil and weeds.

10. Armory

Many wooden, bone, and obsidian picks, carrikals, and macahuitls fill two walls of this wooden room. Another wall has an assortment of leather and chitin armors.

Ure-opith is using this room to create and repair weapons and armor for his kraglings, and the undead he might create as reinforcements using Area 1.

Encounters in Mir-Sath

Here are the creatures and NPCs that explorers will encounter within Mir-Sath.

Major NPCs

The following monsters and characters appear throughout Mir-Sath, as indicated in the keyed areas, above.

Ure-opith

This rhul-thaun has his body covered with obsidian and crystalline shards. As he walks towards you, his eyes begin to burn with a green hue.

Ure-opith

CR 7

NE Medium undead (earth, psionic)

Init +6; **Senses** all-around vision, darkvision 60 ft.;

Listen +13, Spot +17

Languages Rhul-thaun

AC 18, touch 12, flat-footed 18

(+2 Dex, +6 armor)

hp 71 (11 HD)

Immune undead immunities

Fort +3, **Ref** +5, **Will** +10

Weakness delusional

Speed 30 ft. (6 squares)

Melee 2 claws +7 each (1d6+2) and bite +2 (2d6+1 plus elemental infusion)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Combat Reflexes, elemental blast, Power Attack

Psi-Like Abilities (ML 11th):

At will—*anchored navigation*, *clairvoyant sense*, *conceal thoughts*, *control light*, *inflict pain* (up to five targets within 15 ft., DC 19*), *mindlink* (up to six unwilling targets within 15 ft., DC 14*), *precognition*, *telekinetic thrust* (550 lb., DC 16*)

1/day—*ultrablast* (ML 13th, DC 20).

*Includes augmentation for Ure-opith's **manifeste** level.

Abilities Str 15, Dex 14, Con —, Int 15, Wis 17, Cha 16

SQ create spawn, elemental infusion, enduring focus, turn resistance, undead traits

Feats Alertness, Combat Manifestation^B, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Concentration +17, Craft (carpentry) +5, Hide +12, Intimidate +12, Listen +13, Move Silently +12, Search +13, Sense Motive +12, Spot +17

Possessions *ring of invisibility*.

Create Spawn (Su) Any animal, humanoid, giant, magical beast, or monstrous humanoid slain by Ure-opith's elemental infusion has a 50% chance of rising as a kragling after 1d4 days. Spawn are under the command of Ure-opith and remain enslaved until its death. At any one time, Ure-opith can have spawn with 22 total HD. *TotDL* 34.

Delusional (Ex) Ure-opith believes that it is still alive. Characters aware of Ure-opith's beliefs, possibly by knowing its origins, can reason with and manipulate him. Ure-opith receives a -4 penalty on **Sense Motive** checks against such characters. *TotDL* 18.

Elemental Blast (Su) Ure-opith can manipulate elemental energy twice per day as a **standard action**. He creates a 20-ft. radius storm of obsidian shards centered on its body, dealing 5d6 points of **slashing damage** per round for 1d4 rounds (**Fortitude** DC 18 half). *TotDL* 34.

Elemental Infusion (Su) The victim of Ure-opith's bite must make a DC 18 **Fortitude** save or suffers 1d6 points of acid damage per round until it dies or is cured. A *remove curse* or *heal* spell stops the infusion. *TotDL* 34.

Enduring Focus (Su) Ure-opith's life force is tied to a focus, rebuilding Mir-Sath. As long as this task is unfinished, Ure-opith cannot be permanently killed; he reforms 1d10 days after his apparent death.

Killing Ure-opith in the Gray prevents it from returning from destruction. *TotDL* 16.

Turn Resistance (Ex) Ure-opith has +2 **turn resistance** versus an air cleric. An earth cleric, however, has a +2 bonus on his **turning** or **rebuking check** against Ure-opith. An evil cleric cannot **rebuke** or **command** Ure-opith. *TotDL* 34.

Ubiquitous Vision (Ps) Ure-opith's continuous *ubiquitous vision* power causes it to retain its **Dexterity** bonus when **flat-footed**. *TotDL* 34.

Hook "You are not worth the soil you step on."

A proud air cleric of the Mir-Sath community, Ure-opith's life was radically changed after the earthquake that killed him and also transformed him into a krag (*TotDL* 34). Unaware of his undead condition, Ure-opith now focuses on rebuilding his village and erecting an Earth temple. He sees the ability to come back to life as a sign that it is the Earth's will that he must finish his task.

Erashkavel

This lanky, elfin humanoid peers through the underbrush. His hands have six digits instead of five. His nearness brings you an immediate discomfort.

Erashkavel

CR 8

Male reggelid defiler 4/archdefiler 1

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +3

Languages Bvanen, Elven, Reggelid

Aura tainted (5 ft.)

AC 15, touch 12, flat-footed 14

(+1 Dex, +3 natural, +1 deflection)

hp 26 (8 HD)

Fort +4, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +6 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Combat Gear *defiling wand of disrupt undead*, *defiling wand of false life*, *lifespark amulet* (AE 80), *horn of fog*

Wizard Spells Prepared (CL 8th):

4th—*charm monster* (DC 18), *wall of fire*

3rd—*dispel magic*, *fireball* (DC 17), *protection from energy*

2nd—*invisibility*, *locate object*, *protection from arrows*, *scorching ray* (+6 ranged touch)

1st—*alarm*, *mage armor*, *magic missile*, *sleep* (DC 15), *shield*

0—*detect magic* (2), *read magic* (2)

Abilities Str 10, Dex 12, Con 11, Int 18, Wis 11, Cha 8

SQ magical lore

Feats Agonizing Radius, Efficient Raze, Great Fortitude, Scribe Scroll^B, Still Spell

Skills Bluff +10, Concentration +11, Decipher Script +12, Diplomacy +1, Disguise -1 (+1 to act in character), Intimidate +6, Knowledge (arcana) +15, Knowledge

(geography [Rajaat's Swamp]) +12, Listen +0, Literacy (Reggelid), Speak Language (Elven), Spellcraft +17, Spot +3, Use Magic Device +3

Possessions combat gear plus *ring of protection +1*

Spellbook spells prepared plus 0—all; 1st—*detect undead*; 2nd—*command undead*

Magical Lore (Ex) When using a spell-completion or spell-trigger item, Erashkavel adds +1 **caster level** to the magic item's **caster level**.

Tainted Aura People feel uncomfortable and wary when Erashkavel is present and animals whimper when he approaches. He suffers a -1 **circumstance penalty** to **Bluff**, **Diplomacy**, **Gather Information** and **Handle Animal**. He receives a +1 **circumstance bonus** to **Intimidate** checks.

Hook "Think of your friends, stranger — procure the items and my people shall not cross paths with yours."

The leader of the first reggelid community to become aware of Mir-Sath's unique condition, Erashkavel has been trying to conceal this information from the other communities nearby; afraid the others would want the items for themselves. He doesn't know how much longer he will be able to deceive them and is getting all the more agitated for it. He is also very curious as to how Mir-Sath's leader keeps coming back to life after he is blown to oblivion time after time.

Earth Kragling Guard

An undead rhul-thaun shambles towards you, its body covered in rock and soil.

Earth Kragling Guard

CR 1/2

Male rhul-thaun **commoner** 1

NE Small **undead** (earth)

Init +2; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

Languages understands creator's orders

AC 16, **touch** 13, **flat-footed** 14

(+1 **size**, +2 **Dex**, +3 **natural**)

hp 6 (1 HD); **DR** 5/bludgeoning

Immune **undead immunities**

Fort +0, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)

Melee **claws** +3 (1d4+2) and **bite** -2 (1d8+1 plus energy bite)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -4

Abilities **Str** 14, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 12

SQ **turn resistance**, **undead traits**, **undying**

Feats —

Skills —

Energy Bite (Su) A kragling's bite deals additional acid damage unless the victim makes a **DC 11 Fortitude** save.

Turn Resistance (Ex) A kragling has +2 **turn resistance** versus an air cleric. An earth cleric, however, has a +2 bonus on his **turning** or **rebuking** check against the kragling.

Undying (Su) A destroyed kragling rises again after 1d12 days if Ure-opith survives. A kragling destroyed by a cleric's **turning** or whose remains are annihilated is permanently destroyed.

Earth Kragling Leader

This strong rhul-thaun undead warrior shambles towards you, its body covered in rock and obsidian.

Earth Kragling Leader

CR 2

Male rhul-thaun **warrior** 3

NE Small **undead** (earth)

Init +2; **Senses** **darkvision** 60 ft.; **Listen** +0, **Spot** +0

Languages understands creator's orders

AC 16, **touch** 13, **flat-footed** 14

(+1 **size**, +2 **Dex**, +3 **natural**)

hp 19 (3 HD); **DR** 5/bludgeoning

Immune **undead immunities**

Fort +3, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)

Melee **claws** +4 (1d4+3) and **bite** -1 (1d8+1 plus energy bite)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Psi-Like Abilities (ML 3rd):

At will—*synesthete*

Abilities **Str** 16, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 12

SQ **turn resistance**, **undead traits**, **undying**

Feats —

Skills —

Energy Bite (Su) A kragling's bite deals additional acid damage unless the victim makes a **DC 12 Fortitude** save.

Turn Resistance (Ex) A kragling has +2 **turn resistance** versus an air cleric. An earth cleric, however, has a +2 bonus on his **turning** or **rebuking** check against the kragling.

Undying (Su) A destroyed kragling rises again after 1d12 days if Ure-opith survives. A kragling destroyed by a cleric's **turning** or whose remains are annihilated is permanently destroyed.

Random Encounters

While the PCs are exploring Mir-Sath roll once every hour on the following table (unless indicated in the description of that particular area). Add 20 to the roll if it is nighttime. All undead are built with a rhul-thaun commoner unless otherwise noted.

Table 9-1: Random Encounters on Mir-Sath

d%	Encounter
01–30	No encounter.
31–40	<i>Undissolved Spirit</i> (EL 1/2): Many rhul-thaun killed during the avalanche still roam the remains of Mir-Sath.
41–46	<i>Bog wader</i> (EL 3)
50–55	<i>Giant crocodile</i> (EL 4)
56–60	<i>Will-o'-wisp</i> (EL 6)
61–65	<i>Shambling mound</i> (EL 6): The swamp energies have animated a patch of soil into this creature.
66–80	<i>Bvanen Patrol</i> (EL 6-8): 1d3+1 bvanen are led by a bvanen elder (3rd-level ranger). They attack anything that

	appears to be weaker than they are.
81–82	<i>Behir</i> (EL 8)
83–84	<i>Krag Procession</i> (EL 8-10): Ure-opith leads a group of 1d4+1 kraglings. They attack any living creature nearby.
85–86	<i>Strangling vine</i> (EL 10)
87–90	<i>Reggelid Band</i> (EL 10-12): A reggelid commander (5th-level defiler) leads 1d3+3 reggelids. They attack any creature carrying a magical item.
91+	<i>Swamp Monstrosity</i> : One creature mutated almost beyond recognition by the Swamp's energies. Apply the swamp-touched template (page 112) to any swamp dwelling creature.

Lost Rhulisti Caves

There are rumors abound of strange caverns within the face of the Cliffs with perfectly round openings and perfectly ridged, round walls, reaching far back into the darkness of the Cliffs.

As presented here, the Lost Rhulisti Caves should provide a challenge for a group of 14th-level characters.

General History of the Caves

These caves are leftover constructions of the rhulisti, and rhul-thaun instinctively avoid and fear them. The tubes are caves grown rather than dug, deep into the sides of the cliffs. They actually crisscross much of this district of Athas, stretching back all the way under the Tyr Region from the Jagged Cliffs.

Secret History of the Caves

Close to the end of the Blue Age, a senior rhulisti nature-bender called Ner-ameth went into hiding after the nature-masters won the First of Wars. There, she could work with life-shaping until she could create the ultimate weapon that would once and for all revenge her brothers and sisters that were transformed against their will and banished from society, not to mention the ones that fell to the Brown Tide. Unfortunately, when she was close to making her breakthrough, the lowering of the sea level caused the what-soon-to-be-called Jagged Cliffs to shift and a great cave-in happened where Ner-ameth was hidden. Most of her laboratory was destroyed, including her followers and life-shaped servants. However, her will was strong enough to bring her back from the Gray as a venger.

When she returned to consciousness and saw what happened to the laboratory and to her, she almost fell into madness. Grief-stricken and imprisoned by tons of rock, she slowly began to rebuild her lab, almost from scratch, until she could experiment with a way to life-shape herself back to life, since undeath was something even the most corrupted nature-bender would not tolerate.

In Your Campaign

The Lost Rhulisti Caves could be placed anywhere within the Jagged Cliffs, or even in old known rhulisti cities, such as Tyr'agi or Basrai (see the *Lost Cities of the Trembling Plains* supplement for more information),

although it would be best placed somewhat distant to great population centers.

The Caves are a good place for a DM to set up a dungeon crawler adventure, filled with traps and obstacles, and to introduce the players to long gone items of the end of the Blue Age.

Conditions of the Caves

The caves are in poor shape, since they have had pretty much no maintenance in the last 10,000 years. The Great Earthquake did not help it much, either. There is always a 5% chance per day that a cave-in happens in a given room. Luckily, most life-shaped items were designed to go into a hibernation state if conditions became too unfavorable.

Unless otherwise noted, all areas inside the Caves are unlit. The descriptive text for these areas, however, assumes that the PCs are using some kind of light source.

Since the Caves were built for rhulisti, by the rhulisti, corridors are narrow (5 feet across), ceilings are low (6 feet high in most cases), and everything is made from the same strange porous stone.

Keyed Areas of the Caves

The areas below correspond to map of the Caves shown here.

1. Entrance

Any creature within 30 feet of the cave's opening can attempt a DC 20 Spot check. Those who succeed note that the strange rock fissure might actually be a cave entrance.

This cave opening has a perfectly round aperture, with a ridged surface. This does not look like it could have happened naturally.

The entrance ledge isn't easily noticed, located some 10 feet inside the cliff wall. Characters who climb into it (Climb DC 5) find a 6-foot diameter perfectly sculpted tunnel. The amount of lime and fungus growing on the outer side of the entrance denotes that no one has been here for a long time.

2. Trapped Hall (EL 10)

The dimly lit hall has a stale smell. It appears to have been designed for dwarves and halflings in mind, since the curved, porous rock ceiling is less than seven feet tall. After the first few steps, a dim buzz begins to be heard, and soon after a faint gush of fresh air can be felt.

The inner surfaces are smooth and warm to the touch. Entering the cave opening brought the ancient air purification and ventilation system out of dormancy and the air is breathable again. It has also brought back the traps.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden organic lock bypass (Search DC 25, Open Lock DC 20); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target

in each of two adjacent 5-ft. squares); pit spikes (*Melee* +10, 1d4 spikes per target for 1d4+5 plus poison each); poison (deathblade, *DC* 20 *Fortitude*, 1d6 *Con*/2d6 *Con*); Search *DC* 16; *Disable Device* *DC* 20.

3. Storeroom

This unremarkable room has several jars and containers, in various states of decay.

This room was used to store raw materials used in life-shaping endeavors. They hold nothing of interest, except that the left most recipient has a rather large quantity of pith (about 2 gallons) that managed to survive all those years.

4. Life-Shaping Laboratory (EL 6)

Several workbenches with withered forms and empty vats fill this room. On the left side of this chamber stands a bizarre rack holding an assortment of odd-looking swords and spears. Similar racks holding other unknown weapons line the walls. The weapons seem intact, though their hilts seem to be swollen and have a gray tinge, like old wood.

This is where mass production of the more regular items was made, specially life-shaped arms and armor in the last days before the cave-in. This is one of the rooms that had the least damage from the cave-in and the aftershocks. It currently has a batch of weepers that managed to safely enter hibernation in the east corner right after the cave-in. They will return if anyone brings a heat source as strong as a torch into 5 feet of them.

Weepers (8): See page 115.

Treasure: Within the racks, there are two armspikes, two quickstrikes, and one warstaff (see pages 43 and 44).

5. Dining Hall (EL 6)

Meals were once served to the benders in this room, but in more recent years, it has served as a lair for various underground denizens.

In this chamber is an untidy heap of dried out unknown organic material, and desiccated brushwood.

The organic debris is all that remains of the last creatures' nest, but a colony of monstrous scorpions is using it for cover.

Large Monstrous Scorpions (2): See page 287 of the *Monster Manual*.

Small Monstrous Scorpions (4): See page 287 of the *Monster Manual*.

6. Rhul-takh Lair (EL 14)

The door to this area is organically locked and it will open only for Ner-ameth and Bal-omehk. It requires a *break DC* 28 to burst open the door.

This area is dark and empty except for four cumbersome figures in one corner of the room.

This is where rhul-takh were kept when they were not in use. The rhul-takh in this room have all entered

hibernation due to lack of activity, and will quickly come out of it if any creature stands in the room for more than 1d3 rounds. They will be able to fight one round after that.

Rhul-takhs (4): See page 108.

7. Storeroom (EL 8)

This large oval room has several markings and drawings on its east side, written in an unknown language. It has several different-looking tubes coming out of it.

This room was used as a large cistern to store most of the water used by the nature-benders and now it serves as home for a group of cave fishers. The markings are written in rhulisti, albeit very worn with time, and serve as a key for the drawings, actually a diagram of the whole complex. A character must make a *DC* 30 *Decipher Script* or *Knowledge (architecture and engineering)* check to understand what they signify.

Cave Fishers (5): See page 179 of *Terrors of Athas*.

8. Library

This room apparently was a great library at some time. Time and infiltration have destroyed what aftershocks haven't.

Several volumes about biology and life-shaping in general, as well as several maps were kept here, but all of them are now ruined beyond repair after so many years without care. Most of the hardwood tables are too damaged or rotten to provide any real utility. The glowpods (see page 49) in the walls of the room spent all of their juice a long time ago.

9. Prison (EL Varies)

A foul stench of death fills this room. Several irregularly shaped small cages can be seen throughout this place.

This is where the nature-benders kept captured rhulisti that were friendly to the nature-master faction, to be used for both interrogation and experimentation. Several died during the cave-in, others died out of hunger and thirst, returning as undead.

Rhulisti Dhaots (2): See page 50 of *Terrors of the Deadlands*.

Rhulisti Skeletons (1d4): See page 226 of the *Monster Manual* (use the stats for the human skeleton).

Rhulisti Zombies (1d4): See page 226 of the *Monster Manual* (use the stats for the kobold zombie).

10. Maturation Chamber

Several dust-covered vats and chambers filled with rotten debris fill this room.

This is where all the life-shaped tissues and creatures that required further maturation were kept. Due to the cave-in, none of them have survived. However, a skilled

life-shaper might be able to recycle what is left of the creatures.

11. Research Laboratory (EL 7)

The door to this location is different and thicker from the others found in the complex.

The laboratory has a special valve-shaped door protecting it. Next to the door is a small orifice at about the right height for a rhulisti to place his hand in. If a character places his hand into the orifice, it closes tightly around his hand for a moment, and then releases it—and the portal opens wide (the door recognizes only living Rebirth races, though). It remains open long enough for one character to step through, two if moving very fast, and then closes again. Unless the opener has its genetic code imprinted into the life-shaped door, he sets off the trap right after walking through it.

Poison Dart Trap: CR 7; mechanical; location trigger; manual reset; Ranged +18 (1d4+1 plus poison, dart); poison (giant wasp, DC 18 Fortitude, 1d6 Dex/ 1d6 Dex); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

12. Research Vault (EL Varies)

This vast, dark corridor is filled with bizarre noises and several reinforced windowless cells.

When potentially unsafe and violent creations were made, this is where they were kept and tested until they were deemed safe enough for mass production. They are all kept within organically locked cells, which only Ner-ameth and Bal-omehk can open. They require a break DC 25 to be burst opened.

The creatures found below should be considered a life-shaped version of the creatures described in the *Monster Manual*.

Carrion Crawlers (1d3): See page 30 of the *Monster Manual*.

Chaos Beast (1): See page 33 of the *Monster Manual*.

Destrachan (1d3): See page 49 of the *Monster Manual*.

Roper (1): See page 215 of the *Monster Manual*.

13. Caved-in Corridor

The corridor abruptly ends into a collapsed rock wall. A small humanoid corpse is seen halfway trapped in it. You can see a dim light coming through a tiny crack. An unearthly moan can be heard in the distance.

This passage used to lead to where Ner-ameth conducted her private research, the path is now blocked by several feet of earth and rock. A recent aftershock helped to clear some of the debris away, and now some light comes through. Excavating requires considerable time and effort, characters using only their hands can dig out dirt and rubble equal to five times their heavy load limits (PH 162) with a day's work. The amount of the material that fills a 5-foot-by-5-foot area weighs two tons. With a shovel or other appropriate digging instrument,

characters can clear out material twice as quickly as by hand.

14. Ner-ameth's Chamber (EL 16)

The rubble ends at a vibrant blue structure that almost appears to glow, with flowing curves and sweeping spires constructed from a single piece of stone. It has no sharp corners, no straight lines, and no obvious signs of being carved or otherwise worked in any way.

This is where Ner-ameth and her faithful assistant, Bal-omehk, now an ioramh, have been trapped for the last millennia. This is where they spend most of their time, conducting experiments trying to life-shape Ner-ameth back to life. She has not succeeded so far, but has been able to progress on how to create undead grafts.

Ner-ameth instantly attacks any rhul-thaun or halfling that enters the precinct.

Ner-ameth: See the Encounters in the Caves section, below.

Bal-omehk: See the Encounters in the Caves section, below.

14. Ner-ameth's Personal Laboratory

Albeit very damaged and dusty, this place looks like it was some sort of laboratory, with several washed-out paintings and illustrations covering the rock walls.

This is where Ner-ameth conducted her most delicate and secret researches, and where she used to rest when she was still alive.

Treasure: Within the lab are old bones from a dead servant, dust, a **Small masterwork** steel heavy mace, 10 blue sapphires (1,000 Cp total), and 500 ghav-egoths. The most valuable possession in the room, however, is Ner-ameth's notebooks, as well as her personal recorder (see page 50), which contains secrets to life-shaping and nature-bending, considered to be long lost on Athas. The knowledge contained on those objects would be considered priceless in any rhul-thaun city (and also on New Kurn), and it would allow for anyone able to decipher its contents to take any life-shaping prestige classes presented in this book.

Encounters in the Caves

Here are the creatures and **NPCs** that explorers will encounter within the Caves.

Major NPCs

The following monsters and characters appear throughout the Caves, as indicated in the keyed areas, above.

Ner-ameth

This gaunt humanoid wearing dirty rags is about the size of a halfling. Her body bears several signs of being crushed.

Ner-ameth

CR 16

Female venger rhulisti **expert** 3/life-shaper 9/nature-master 2

NE Small humanoid (augmented humanoid, rhulisti, psionic)

Init +0; **Senses** darkvision 60 ft.; **Listen** +1, **Spot** +1

Languages Rhulisti

AC 13, touch 11, flat-footed 13

(+1 size, +2 natural)

hp 105 (14 HD)

Fort +4, **Ref** +4, **Will** +13

Speed 20 ft. (4 squares)

Melee slam +8 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +7

Atk Options flesh detonation, moan, vengeful grasp

Psi-Like Abilities (ML 14th):

At will—*body equilibrium*, *inflict pain* (6 targets, DC 17*)

1/day—*energy adaptation* (immediate action*), *recall agony* (13d6, DC 17*)

*Includes augmentation for Ner-ameth's **manifest** level.

Abilities Str 19, Dex 10, Con —, Int 18, Wis 12, Cha 14

SQ enduring focus, Gray toughness 1

Feats Gifted Shaper*, **Leadership**, Mastershaper, Nature-bender*, Shaper of Life^{B*}, Shape Creature*, Shape Tool*, **Skill Focus** [Craft (life-shaped)]

*New feats described on page 19

Skills Appraise +14, Bluff +9, Craft (life-shaped) +23, Diplomacy +4, Heal +14, Intimidate +4, Knowledge (architecture and engineering) +14, Knowledge (life-shaping) +21, Knowledge (nature) +21, Profession (life-shaper) +21, Search +11, Sense Motive +11

Enduring Focus (Su) Ner-ameth's life force is tied to revenge herself against the nature-masters. As long as they live, Ner-ameth reforms 1d6 days after its apparent death. Ner-ameth is permanently destroyed when she slays her target or is slain by that target. Killing Ner-ameth by other means only temporarily reduces her to a putrid mass of flesh.

Flesh Detonation (Ex) When Ner-ameth's quarry destroys her, Ner-ameth's body explodes in fearsome rage, spraying flesh and bone fragments in a 30-ft. radius. The fragments deal 5d6 points of **piercing** damage to anything within the radius (**Reflex** DC 19 half). The supernatural explosion deals double damage to the individual that slew the venger, if within range.

Moan (Su) Ner-ameth moans and wails in her anguish, especially when she senses living beings. Creatures with fewer than 14 **HD** who hear her moan must make a **Will** save or be **shaken** as long as they can hear it. Whether or not the save is successful, that creature cannot be affected again by Ner-ameth's moan ability for 24 hours.

The moans are autonomic and can barely be suppressed enough for her to speak.

Vengeful Grasp (Su) When Ner-ameth fights the being that wronged her, she attempts a vengeful grasp. As a

standard action that doesn't provoke **attacks of opportunity**, Ner-ameth initiates a **grapple**. Each round the **grapple** is maintained, Ner-ameth's prey must make a **Fortitude** save or die. If it makes the save, the victim still suffers Ner-ameth's slam damage. The save **DC** is **Strength** based.

Skills Ner-ameth receives a +4 bonus on **Survival** checks made while tracking. She can always sense the direction of its quarry.

Hook "I will have my revenge, no matter how long it takes!"

Ner-ameth was one of the highest-ranking members of her nature-bender team. When the nature-masters declared war against all benders and her friends started dying, she quickly started to think of a way to revenge herself. For that, she chose a remote location and some of her best assistants to work uninterrupted on her ultimate weapon.

Bal-omehk

This almost skeletal figure clad in a dirty white tabard has its skin speckled with patches of mold and liver spots. A permanent expression of agony twists its face, and its dark eyes stare lifelessly.

Bal-omehk

CR 3

NE Medium undead (ioramh)

Init -4; **Senses** deaf, darkvision 60 ft.; **Spot** +0

Languages Rhulisti

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 19 (3 HD)

Immune cold and electricity

Fort +1, **Ref** +1, **Will** +3

Vulnerability *raise dead*

Speed 30 ft. (6 squares)

Melee 2 **claws** +4 each (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options despair, telekinesis

Abilities Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 9

SQ death wish, **undead traits**

Feats Ability Focus (despair), **Weapon Focus** (claws)

Skills Hide +6, **Move Silently** +6, **Spot** +0

Despair (Su) On approaching within 30 ft. of Bal-omehk, the viewer must succeed on a **DC 12 Will** save or be **shaken** for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by Bal-omehk's despair ability for 24 hours.

Death Wish (Ex) Bal-omehk wishes to die forever but is cursed to live on as undead until his master releases him. If given an opportunity to permanently defeat the curse that binds it to undeath, and as long as it doesn't contradict Bal-omehk's commands, Bal-omehk ioramh may actually assist others in destroying it.

Telekinesis (Su) Bal-omehk can use *telekinesis* at will to hurl objects as a standard action. They can hurl

objects weighing up to 50 lb., moving them up to 20 ft. or dealing up to 2d6 points of damage, depending on the material thrown. Bal-omehk makes telekinetic combat maneuvers with a +0 bonus.

Vulnerability to Raise Dead (Ex) A spellcaster can target Bal-omehk with a *raise dead* spell, temporarily destroying the creature with a successful *touch attack*. Bal-omehk's master's compulsion causes it to rise again in 1d6 days.

Bal-omehk was an ambitious life-shaper that became attracted to Ner-ameth both mentally and physically. Seeing the power commanded by the benders, he quickly accepted Bal-omehk's invite to join her forces. He became more and more in love with Ner-ameth, who only cared about her research and did not have time for such frivolities.

When the cave-in destroyed most of their secret lab, Ner-ameth's desire for revenge brought back Bal-omehk as a ioramh.

Random Encounters

While the PCs are exploring the Caves roll once every hour on the following table (unless indicated in the description of that particular area).

Table 9–2: Random Encounters in the Caves

d%	Encounter
01–20	No encounter.
21–25	<i>Rhulisti Undead</i> (EL 1/3): Many rhulisti killed at the prison or during the cave-in still roam the Caves, seeking blood.????
26–30	<i>Subterranean lizard</i> (EL 4)
31–35	<i>Hej-kin Family</i> (EL 4-5): 1d3+3 hej-kins roam the Caves searching for a suitable nest and prey.
36–40	<i>Half-magma Darkmantles</i> (EL 5-7): 1d3+1 half-elemental darkmantles lurk in the darkness, waiting for unwary prey.
41–50	<i>Kalin Pack</i> (EL 6-8): 1d3+3 kalins hunt the underdark.
51–60	<i>Tyrian Slime</i> (EL 7-8): A trio of slime creeps through the complex, cleaning any debris they found.
61–70	<i>Wall Walker Hive</i> (EL 8-10): The recent aftershocks led this hive of 1d6+4 walkers into the Cave.
71–80	<i>Black-touched Dark Spiders</i> (EL 9-12): 1d4+3 dark spider warriors search for food.
81–90	<i>Magera Tribe</i> (EL 10-12): A magera commander (7th-level defiler) leads one 5th-level cleric and 1d4+3 magera.
91–95	<i>Roper</i> (EL 12): This creature was shaped to be used as a guardian beast.
96–100	<i>Life-shaped Guardian</i> : Choose any life-shaped creature from Chapter 9, increasing HD and adding templates such as the wild creature template (page 117).

The Sanctuary of Pareth

The second largest rhul-thaun city has one major life-shaper stronghold, a complex built into the side of the Cliff.

As presented here, the Sanctuary of Pareth should provide a challenge for a group of 5th-level characters.

General History of the Sanctuary

This sanctuary was created using long-forgotten life-shaped digging mechanisms; the result was a series of rooms and corridors within the cliff. It is currently used as a life-shaping laboratory. The life-shapers that currently occupy this stronghold use only a small portion of this underground domain. The vast majority of its rooms and galleries are unused—and for the most part, unexplored.

Secret History of the Sanctuary

The ancient tunnels honeycomb a large portion of the Cliffs; some passages lead to far away locales situated within the White Mountains and the Ringing Mountains. However, due to complete lack of maintenance and the recent earthquakes, only a few are still available and safe.

Most of the rhul-thaun in the sanctuary are either uninterested or afraid to explore the deeper part of the caves.

A small clan of hej-kin has made some of the unexplored parts of the maze their temporary homes, thinking the rocky rooms were a natural formation. After a while, they discovered the dead remains of an enormous digging creature and blamed the rhul-thaun for being deceived into living in unnatural grounds. Now, they use their phase ability to snatch unwary rhul-thaun and make them pay for the abuse of the Earth.

In Your Campaign

The PCs could be lured to the Sanctuary of Pareth in several ways. They could be hired to investigate the disappearance of rhul-thaun inside the sanctuary (either because of the hej-kin, or due to the cruelty of either Mag-aven or Lars-aren), or could be simple thieves searching for the richness that lie inside it.

The hej-kin inhabitants could be changed to a band of mindhome folk (*ToA* 89), magera (*ToA* 87) or dark spiders (*ToA* 132) in order to adapt the *Encounter Level* for the PCs.

Conditions of the Sanctuary

The interior sides of the complex are of exposed rocky walls. The interior is slightly cooler than the outside, and less moist.

Glowpods fill the areas occupied by the life-shapers of the sanctuary; however the unused parts have no source of illumination, and the PCs must provide their own light source.

Keyed Areas of the Sanctuary

The areas below correspond to map of the Sanctuary shown here.

1. Gateway

This large, valve-looking organic door has a bas-relief depicting strange creatures coming out of a vat, reaching out to a rhul-thaun bearing the outstretched hand graft of a life-shaper.

This door remains open only during day hours and it is organically locked at night (**break DC 25**), and only Mag-aven can open it.

2. Entry Hall (EL Varies)

Several rhul-thaun shuffle around this large and exotically decorated hall, mostly clearly climbers or windriders. Light comes through several oval-shaped orifices on the rock wall, covered with a substance akin to light amber.

X. This is one of the few sections of the Sanctuary that remains constantly illuminated, either through natural light coming from the windows or through glowpods at night.

Rhul-thaun Commoner (2d4): See the Encounters in Pareth section, below.

Rhul-thaun Guard (1d3): See the Encounters in Pareth section, below.

3. Mag-aven's Chambers (EL 9)

X. The recipients on the table contain an assortment of poisons Mag-aven collected while working in the vertical forests, and used to quickly dispose of her victims.

Mag-aven: See the Encounters in Pareth section, below.

4. Office (EL Varies)

Several queues and counters in this large oval-shaped room indicate this is clearly a place of business.

This is the administrative part of the Sanctuary, with accountants, sales clerks, and librarians. It contains 2d4 rhul-thaun commoners and 1d4-1 low-level shaper during the day or 1d4 rhul-thaun guards during nighttime. Anyone besides the guards attacks only if threatened.

Low-level Shaper (1d4-1): See the Encounters in Pareth section, below.

Rhul-thaun Commoner (2d4): See the Encounters in Pareth section, below.

Rhul-thaun Guard (1d4): See the Encounters in Pareth section, below.

Treasure: A strongbox (**Open Lock DC 35**) contains 1d8x100 ghav-egoths and an assortment of precious stones (worth 500 Cp).

5. Visitor's Chambers

This simple room contains an organic bed, a wooden table and chair, and a dresser.

This chamber is kept for special guests and customers that are required to stay away overnight. It is currently vacant.

6. Armory (EL 4)

The fortified wooden doors to this chamber are locked (**Open Lock DC 40**).

Several racks line up on the walls of this room, containing an assortment of regular weapons. On another

corner, a round tank contains several life-shaped weapons soaked up in a translucent fluid.

This is where all the weapons and shields are kept when not in use by the sanctuary guard. The racks hold about a dozen assorted **Small** weapons and the tank contains 2 grapplers, 2 mandibles, and 4 flashlances soaked in a lor-rahn solution for preservation. See page 43 for more information.

The weapon rack in the west wall near the chamber's south exit looks like all other racks in the room, but it hides a trap that slashes anyone who touches it.

Wall Scythe Trap: CR 4; **mechanical**; **location trigger**; **automatic reset**; **Melee +20** (2d4+8/x4, scythe); **Search DC 21**; **Disable Device DC 18**. Market Price: 17,200 Cp.

7. Barracks (EL 3)

Several small wooden bunk beds occupy this large room.

There are always five rhul-thaun guards off duty resting and killing time in here and can join any existing confrontation in 1d3 rounds.

Rhul-thaun Guard (5): See the Encounters in Pareth section, below.

8. Dining Hall

This room has one large oval wooden table with several tables around it. Its walls are decorated with paintings depicting heroic rhul-thaun battling monstrous creatures.

This room is only occupied during meal hours and it is closed during the night (**Open Lock DC 30**).

9. Storage Rooms

Several shelves, barrels, and crates are kept in this poorly lit room.

The Sanctuary has numerous storage areas for everything from foodstuffs to life-shaping raw materials.

10. Library

The wide doors to this chamber are locked (**Open Lock DC 40**).

This chamber is filled with wooden shelves, crammed with all sorts of books and parchments. Four reading tables lie in the middle of the room.

This library contains several life-shaping tomes, selling records, and books about biology and other various topics.

11. Auditorium

This hemisphere-shaped room has several curved benches, and an elevated stage.

This place is reserved for special announcements and staff meetings.

12. Shaper's Quarters (EL 4)

The doors to this chamber are locked and keyed to all current life-shapers' organic signatures (break DC 25).

This large and elegant room has several organic beds, healing pods, and all life-shaped comforts ghav-egoths can buy.

This is one of the largest rooms in the sanctuary, where the life-shapers can relax and enjoy their privileged status, with an assortment of life-shaped tools and creatures to provide for all their needs.

Treasure: There are 8 watchpacks in this room, and they carry a total sum of 1,100 ghav-egoths, and assorted gems worth 300 Cp.

13. Las-aren's Chamber

This dark and somber room is scantily decorated, with a simple wooden table, a chair, and an organic bed. Over the table, several different recipients lie around in disarrangement.

Las-aren has concocted a way to get in and out of the sanctuary whenever she needs to, using a carved out window. The recipients on the table contain an assortment of poisons Mag-aven collected while working on the vertical forests, and usually to quickly dispose of her victims.

Las-aren: See the Encounters in Pareth section, below.

Treasure: Hidden beneath the bed, a wooden box contains 350 ghav-egoths, a couple onyxes (worth 50 Cp) and an amethyst (worth 100 Cp).

14. Life-Shaped Engines

This large chamber has a massive structure connected with fleshy tendrils to the walls, floor, and ceiling, where they divide into hundreds of smaller veins that run deeper into the ruins. These tendrils and veins pulse with life, as does the structure they lead from. A loud thumping sound can be heard anywhere in the room.

This "machine" recycles and pumps fresh air thought the whole complex. The technology to shape such a complex creature was lost a long time ago, and all that the current shapers can do now is keep it alive and working.

15. Abandoned Room

This room is empty and doorless, its interior filled with dust and mold.

16. Fungi Room (EL 4)

Mushrooms of all shapes, colors and sizes thrive in this moist, dark and warm room.

This abandoned room receives little ventilation, and a recent infiltration has caused fungi to quickly grow on the organic matter left here a long time ago.

Shrieker (1): See page 112 of the *Monster Manual*.

Violet Fungus (1): See page 112 of the *Monster Manual*.

17. Hej-kin Lair (EL 5)

This earthen chamber is dark and has a foul stench about it. Several tiny bones can be found in one corner.

This chamber houses a family of hej-kin. Should any creature intrude upon the hej-kin, they bestir themselves and attack. They will phase into solid rock in case they are outnumbered, then heal themselves and return from surprise as long as needed.

Hej-Kin (3): See page 73 of *Terrors of Athas*.

18. Caved-in Corridor

A teardrop-shaped creature with a body seemingly composed of stone and two massive blunt claws lies inert at the end of this corridor.

This is the remains of one of the life-shaped machines that were employed in digging the complex. It was abandoned a long time ago for unknown reasons and it perished due to the lack of cam-rahn.

Where this corridor leads up to if excavated is up to the DM.

Encounters in Pareth

Here are the creatures and NPCs that explorers will encounter within Pareth.

Major NPCs

The following monsters and characters appear throughout the Sanctuary of Pareth, as indicated in the keyed areas, above.

Rhul-thaun Commoner

This simple rhul-thaun is wearing an ordinary tabard, with almost no life-shapes on his person at all.

Rhul-thaun Commoner

CR 1

Male/female rhul-thaun **commoner** 2

LN Small humanoid (rhulisti)

Init +2; **Senses** Listen +2, Spot +2

Languages Rhul-thaun

AC 13, touch 13, flat-footed 11

(+1 size, +2 Dex)

hp 7 (2 HD)

Fort +1, **Ref** +2, **Will** +1; +2 against **poison**, **spells** and **spell-like effects**

Speed 20 ft. (4 squares)

Melee none

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -4

Abilities Str 8, Dex 15, Con 12, Int 9, Wis 13, Cha 8

Feats Vertical Orientation*

*New feat described on page 20

Skills Climb +7, Hide +6, Jump +1, Listen +2, Move Silently +4, Profession +7, Spot +2

Commoners on the sanctuary will fight only to defend themselves and prefer to flee the scene if possible.

Rhul-thaun Guard

This strong and intimidating rhul-thaun is bearing a life-shaped polearm.

Rhul-thaun Guard

CR 2

Male/female rhul-thaun **warrior** 3

LN Small humanoid (rhulisti)

Init +2; **Senses** Listen +1, **Spot** +1

Languages Rhul-thaun

AC 17, **touch** 13, **flat-footed** 15

(+1 **size**, +2 **Dex**, +4 **armor**)

hp 13 (3 HD)

Fort +3, **Ref** +3, **Will** +1; +2 against **poison**, **spells** and **spell-like effects**

Speed 20 ft. (4 squares)

Melee mandibles +4 (1d4/19-20) or

Ranged sling +5 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -1

Abilities Str 11, Dex 14, Con 11, Int 9, Wis 12, Cha 8

Feats Vertical Orientation*

*New feat described on page 20

Skills Climb +9, Hide +6, Intimidate +4, Jump +4, Listen +1, Move Silently +4, Spot +1

Possessions sheath armor*, mandibles*, sling, sling bullets (10)

*New items described on Chapter 6.

If the circumstances allow, guards will call for reinforcements before entering battle, and will protect the shapers at the expense of others.

Rhul-thaun Low-Level Shaper

This rhul-thaun is carrying an assortment of books and papers with him, ordering others to do his bidding.

Rhul-thaun Low-Level Shaper

CR 2

Male/female rhul-thaun **expert** 3

LN Small humanoid (rhulisti)

Init +1; **Senses** Listen +2, **Spot** +2

Languages Rhul-thaun

AC 14, **touch** 12, **flat-footed** 13

(+1 **size**, +1 **Dex**, +2 **armor**)

hp 7 (3 HD)

Fort +1, **Ref** +2, **Will** +5; +2 against **poison**, **spells** and **spell-like effects**

Speed 20 ft. (4 squares)

Melee armpike +1 (1d4/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3

Abilities Str 8, Dex 13, Con 8, Int 13, Wis 14, Cha 9

Feats Shaper of Life*

*New feat described on page 19

Skills Climb +3, Craft (life-shaped) +9, Heal +2, Hide +5, Knowledge (life-shaping) +11, Knowledge (nature) +3, Listen +2, Move Silently +3, Profession +6, Spot +2

Possessions hidden sheath armor*, armpike*

*New items described on Chapter 6.

Shapers will send guards and life-shaped creature to fight in their stead and will flee if possible.

Rhul-thaun Shaper Supervisor

This rhul-thaun has a smug look about him, with several life-shaped covering his body. He bears the green hand cosmetic graft of the life-shapers.

Rhul-thaun Shaper Supervisor

CR 3

Male/female rhul-thaun **expert** 3/life-shaper 1

LN Small humanoid (rhulisti)

Init +2; **Senses** Listen +3, **Spot** +3

Languages Rhul-thaun

AC 15, **touch** 13, **flat-footed** 13

(+1 **size**, +2 **Dex**, +2 **armor**)

hp 14 (4 HD)

Fort +1, **Ref** +3, **Will** +6; +2 against **poison**, **spells** and **spell-like effects**

Speed 20 ft. (4 squares)

Melee mwk quickstrike +3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -2

Combat Gear detoxifier

Abilities Str 10, Dex 15, Con 10, Int 16, Wis 16, Cha 8

Feats Shaper of Life**, Shape Tool*, Vertical Orientation*

*New feats described on page 19

Skills Appraise +10, Climb +6, Craft (life-shaped) +12, Diplomacy +4, Heal +10, Hide +6, Jump +2, Knowledge (life-shaping) +14, Knowledge (nature) +10, Listen +3, Move Silently +4, Profession +10, Spot +3

Possessions combat gear plus hidden sheath armor*, masterwork quickstrike (+1 to attack)*

*New items described on Chapter 6.

Shapers will send guards and life-shaped creature to fight in their stead and will flee if possible.

Las-aren

You see a black haired rhul-thaun wearing drab clothes. Her features are very delicate for a rhul-thaun of her strength.

Las-aren

CR 7

Female rhul-thaun **fighter** 2/cliffclimber 5

CE Small humanoid (rhulisti)

Init +6; **Senses** Listen +2, **Spot** +4

Languages Rhul-thaun

AC 17, **touch** 13, **flat-footed** 15

(+1 **size**, +2 **Dex**, +2 **armor**, +2 **shield**); cliff fighting

hp 57 (7 HD)

Fort +11, **Ref** +3, **Will** +3; +2 against **poison**, **spells** and **spell-like effects**

Speed 20 ft. (4 squares)

Melee mwk flashlance +11/+6 (1d4+3 plus 1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +6

Special Actions Cliff Hanger, quick climber

Atk Options cliff fighting +2

Combat Gear sleep spore pod

Abilities Str 16, Dex 15, Con 19, Int 15, Wis 14, Cha 12

SQ quick climber, swift tracker

Feats Cliff Combat*, Cliff Hanger*, Improved Initiative, Endurance, Track^B

*New feat described on page 16

Skills Balance +6, Climb +27 (+29 involving ropes), Hide +10, Jump +7, Knowledge (geography) +7, Knowledge (nature) +6, Listen +2, Move Silently +9, Profession (climber) +6, Spot +4, Survival +7 (+9 to keep from getting lost/aboveground natural environments), Use Rope +7

Possessions combat gear plus hidden sheath armor*, flashlance*, climbers' shield*, climber's kit, climbing boots*, grasping hook*, organic rope (50 ft.)

*New items described on Chapter 6.

Cliff Fighting (Ex) Lar-aren gains a +2 bonus on attack rolls and a +1 competence bonus to Armor Class while fighting on cliff faces and ledges.

Quick Climber (Ex) Lar-aren can move at half-speed while climbing without taking the normal -5 penalty.

Swift Tracker (Ex) Lar-aren can move at normal speed while following tracks.

Hook "Psst, over here."

Las-aren is a professional climber who lives in Pareth. She is completely evil and thoroughly untrustworthy, but still manages to get enough work to make ends meet. Occasionally, she lures prospective employers into secluded areas in order to kill them and strip the valuables from their pockets.

Mag-aven

A horribly disfigured rhul-thaun hobbles towards you. By the tone of her voice and the look of her eyes, the exterior appearance seems to match the interior.

Mag-aven

CR 8

Female rhul-thaun bard 3/life-shaper 5

NE Small humanoid (rhulisti)

Init +1; **Senses** low-light vision; **Listen** +X, **Spot** +X

Languages Rhul-thaun

AC 14, touch 12, flat-footed 12

(+1 size, +1 Dex, +2 armor)

hp 42 (7 HD)

Fort +4, **Ref** +5, **Will** +8; +2 against poison, spells and spell-like effects

Speed 20 ft. (4 squares)

Melee mwk quickstrike +7 (1d4, 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions bardic music 3/day (countersong, fascinate 2 creatures, inspire competence, inspire courage +1), quick shape, superior heal

Atk Options poison (rubelu mushroom, DC 19, 2d6 Con/1d6 Con + 1d6 Dex), Quickdraw

Combat Gear 2 doses of rubelu mushroom poison

Abilities Str 12, Dex 13, Con 15, Int 20, Wis 13, Cha 17

SQ bardic knowledge +8, improve kit, poison use

Feats Mastershaper*, Quickdraw^B, Shape Tool*, Shaper of Life^B, Shape Tissue

*New feats described on page 19

Skills Appraise +10 (+12 related to life-shaping), Bluff +15, Craft (life-shaped) +19, Diplomacy +8, Gather Information +12, Heal +9, Intimidate +15, Knowledge (architecture and engineering) +13, Knowledge (life-shaping) +17, Knowledge (nature) +15, Profession (life-shaper) +11, Sense Motive +9, Sleight of Hand +8

Possessions combat gear plus masterwork quickstrike (+2 to attack rolls)*, chameleon cloak*, hidden sheath armor*, lightvisor*

*New items described on Chapter 6.

Quick Shape (Ex) When using the Craft (life-shaped) skill to shape such an item, you reduce the building time by half.

Superior Heal With 1 hour of work, you can heal a life-shaped creatures, tissues and tools with number of hit points based on your Heal check result.

Hook "Oh, let me show you this new experiment of mine."

The leader of the life-shaping sanctuary of Pareth, Mag-aven has a twisted soul in a twisted body. An accident during a life-shaping experiment disfigured her long ago and drove her partially mad. Though she has supposedly recovered from the insanity, she has since developed a penchant for pain and the macabre.

Appendix: Encounter Tables

These tables provide a guideline for encounters in the Jagged Cliffs, but they are not absolutes. Use them and bend them to suit your needs, and never be afraid to reroll an inappropriate encounter. In this section, creatures from the *Monster Manual*, *Expanded Psionics Handbook*, *Terrors of Athas*, and *Terrors of the Deadlands* are listed, except those that are found only underground, those that are native to a plane of existence, and some creatures with low CRs that are usually not appropriate for encounters.

This table is not broken down into climate subdivisions of cold, temperate and warm because it assumes that most Jagged Cliffs terrain is warm. Find the appropriate encounter level on the following tables and roll your encounter.

Table 10—1: Jagged Cliffs Encounters

Jagged Cliffs Encounters, EL 1—4

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number				
						EL 1	EL 2	EL 3	EL 4	
01—10	—	—	—	Rat (animal)	1/8	9—10	—	—	—	
11—15	01—05	—	—	Hurum (vermin)	1/4	4	8	—	—	
16—20	06—10	—	—	Hawk (animal)	1/3	3	5—6	—	—	
21—25	11—15	01—05	—	Rat, dire	1/3	3	5—6	8	—	
26—35	16—20	06—15	—	Rhul-thaun warrior skeleton	1/3	3	5—6	8	—	
36—41	21—25	16—20	01—05	Kes'trekel (animal)	1/2	2	3—4	5	8	
42—51	26—35	21—30	06—15	Ptterr, 1st-level warrior	1/2	2	3—4	5	8	
52—56	36—41	31—35	16—21	Snake, Small viper (animal)	1/2	2	3—4	5	8	
57—64	42—51	36—45	22—31	Zombie, rhul-thaun	1/2	2	3—4	5	8	
65	52	50	32	Half-giant	1	1	2	3	4	
66	53	51	33	Jozhal	1	1	2	3	4	
67	54	52	34	Thri-kreen	1	1	2	3	4	
68—73	55—64	53—62	35—44	Human raider, 1st-level fighter	1	1	2	3	4	
74	65	63	45	Bluebottle fly, Giant (vermin)	1	1	2	3	4	
75—92	66—75	64—73	46—59	Rhul-thaun, 1st-level warrior	1	1	2	3	4	
93—99	76—81	74—78	—	Kank, soldier (animal)	2	1	1	2	—	
100	82	79	—	Zombie, gray	2	1	1	2	—	
—	83—87	80—84	60—59	Ruve	3	—	1	1	1	
—	88	85	60—64	Ioramh	3	—	1	1	1	
—	89	86	—	Shadow	3	—	1	1	—	
—	90—94	87—88	66—69	Lirr (animal)	3	—	1	1	1	
—	95—99	89—90	70—74	Tigone	3	—	1	1	1	
—	100	91—92	75—79	Lizard, jastrak (animal)	4	—	1	1	1	
—	—	93—95	80—91	Magera	4	—	—	1	1	
—	—	96	92	Cilops (vermin)	4	—	—	1	1	
—	—	97	93	T'chowb	4	—	—	1	1	
—	—	98	94	Janni (genie)	4	—	—	1	1	
—	—	99—100	93—97	Ant lion, Giant (vermin)	4	—	—	1	1	
—	—	—	98	Tembo	5	—	—	—	1	
—	—	—	99	Id fiend	5	—	—	—	1	
—	—	—	100	Roll on Encounters, EL 5						

Jagged Cliffs Encounters, EL 5—8

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number				
						EL 5	EL 6	EL 7	EL 8	
01—03	01—03	01—03	01—03	Elemental, Small	1	5—6	6	8	11	
04—06	04—06	04—06	04—06	Monstrous scorpion, Medium	1	5—6	6	8	11	
07—08	07—08	07	07	Tarek, 1st-level warrior	1	5—6	6	8	11	
09—13	09—10	08—12	08—10	Kank, soldier (animal)	2	3	4	5—6	8	
14—18	11—13	13—17	11—13	Monstrous scorpion, Large	2	3	4	5—6	8	

19—23	14—15	18—19	14—16	Rat, swarm	2	3	4	5—6	8
24—25	16—17	20	17—18	Antloid, dynamis (vermin)	3	2	3	4	5—6
26—27	18—19	21	19	Creeping claw, Medium	3	2	3	4	5—6
28	20	—	20	Kank, zombie bugdead soldier (vermin)	3	2	3	4	5—6
29	21	—	—	Shadow	3	2	3	4	—
30—34	22—26	22—23	21—23	Belgoi	3	2	3	4	5—6
35—39	27—28	24—25	24—25	Lizard, jastrak (animal)	4	1	2	3	4
40—44	29—31	—	—	Magera	4	1	2	—	—
45—49	32—36	26—27	—	Ant lion, Giant (vermin)	4	1	2	3	—
50—54	—	—	—	Elven Rope	4	1	—	—	—
55—59	37—41	28—29	26—29	Basilisk	5	1	1	2	3
60—64	42—44	30—31	—	Id fiend	5	1	1	2	—
65—67	45—46	32—33	—	Flailer	5	1	1	2	—
68	47	34	—	Eel, fire	5	1	1	2	—
69	48	35	30—31	Jalath'gak	5	1	1	2	3
70—74	49—53	36—40	32—33	Tembo	5	1	1	2	3
75	54	—	—	Trin	5	1	1	—	—
76—77	55—59	41—45	34—38	Scorpion, barbed (vermin)	5	1	1	2	3
78	60—61	46—47	39—40	Phase spider	5	1	1	2	3
79—83	62—66	48—52	41—43	Lion, dire	5	1	1	2	3
84	67	53	44	Chahnth	5	1	1	2	3
85	68	54	45	Animated object, Huge	5	1	1	2	3
86	69	55	46	Wraith, Athasian	6	1	1	1	2
87—89	70—71	56—59	47—48	Spider, crystal	6	1	1	1	2
90—92	72—75	60—62	—	Lizard, fire (animal)	6	1	1	1	—
93—95	76—78	63—65	49—50	Hatori (animal)	6	1	1	1	2
96—100	79—83	66—70	51—55	Wyvern	6	1	1	1	2
—	84	71	56	Bone golem	7	—	1	1	1
—	85—87	72—76	57—61	Krag	7	—	1	1	1
—	88	77	62	Flesh golem	7	—	1	1	1
—	89	78	63	Animated object, Gargantuan	7	—	1	1	1
—	90	79	64	Jade golem	7	—	1	1	1
—	91—92	80—81	65—66	Worm of bones	7	—	1	1	1
—	93	82	67	Undead war beetle	7	—	1	1	1
—	94—98	83—87	68—72	Bulette	7	—	1	1	1
—	99—100	88—90	73—77	Dragonne	7	—	1	1	1
—	—	91	78	Ashen	8	—	—	1	1
—	—	92	79	Obsidian retriever	8	—	—	1	1
—	—	93	80	Shadow, greater	8	—	—	1	1
—	—	94—98	81—83	Slimahacc (animal)	8	—	—	1	1
—	—	99—100	84—86	Behir	8	—	—	1	1
—	—	—	87	Magma golem	9	—	—	—	1
—	—	—	88—92	Gaj	9	—	—	—	1
—	—	—	93—96	Drik, high	9	—	—	—	1
—	—	—	97	Black-touched dune trapper	9	—	—	—	1
—	—	—	98	Chimera, half-air	9	—	—	—	1
—	—	—	99	Aratha, half-earth drake	9	—	—	—	1
—	—	—	100	Roll on Encounters, EL 9					

Jagged Cliffs Encounters, **EL 9—12**

EL 9	EL 10	EL 11	EL 12	Creature	Number				
					CR	EL 9	EL 10	EL 11	EL 12
01—02	01—04	01—02	—	Dagorran	4	5—6	8	11	—
03—05	05—06	—	—	Id fiend	5	4	5—6	—	—
06—10	07—09	03—05	01—05	Jalath'gak (animal)	5	4	5—6	8	11
11—15	10—14	06—15	06—15	Lion, dire	5	4	5—6	8	11
16	15	—	—	Wraith, Athasian	6	3	4	—	—

17—21	16—20	16—25	16—20	Wyvern	6	3	4	5—6	8
22	21	—	—	Bone golem	7	2	3	—	—
23	22	26—27	21—23	Dune reaper, warrior	7	2	3	4	5—6
24—28	23—27	—	—	Lirr, Large (animal)	7	2	3	—	—
29—33	28—32	28—32	24—28	Dragonne	7	2	3	4	5—6
34—38	33—37	33—42	29—33	Bulette	7	2	3	4	5—6
39	38	—	—	Obsidian golem	8	1	2	—	—
40—44	39—43	43—47	32—36	Slimahacc (animal)	8	1	2	3	4
45—49	44—48	—	—	Behir	8	1	2	—	—
50	49	48—49	37—40	Shadow, greater	8	1	2	3	—
51—55	50	50—54	41—50	Klar	8	1	2	3	4
56—60	51	—	—	Gaj	9	1	1	2	3
61—65	52	55—59	51—55	Drik, high	9	1	1	2	3
66—75	53—57	—	—	Elemental, Greater	9	1	1	—	—
76—79	58—62	60—64	56—60	Monstrous centipede, Colossal	9	1	1	2	3
80	63	65	61	Magma golem	9	1	1	2	3
81	64	66	62	Clay golem	10	1	1	1	2
82	65	67—69	63	Animated object, Colossal	10	1	1	1	2
83—87	66—71	68—72	64—68	Bear, Athasian (animal)	10	1	1	1	2
88—92	72—76	73—77	69—73	Jalath'gak, Giant (animal)	10	1	1	1	2
93—97	77—81	78—82	74—78	Monstrous scorpion, Gargantuan (vermin)	10	1	1	1	2
98	82	83	79	Fael, 8th-level human rogue	10	1	1	1	2
99	83—87	84—85	—	Watroach (war beetle) (vermin)	10	1	1	1	—
100	88	86	—	Thrax, 7th-level half-elf ranger	10	1	1	1	—
—	89	87	80	Dwarven banshee, 7th-level fighter	11	—	1	1	1
—	90—99	88—92	81—86	Elemental, elder	11	—	1	1	1
—	100	93	87	Stone golem	11	—	1	1	1
—	—	94—98	86—90	Monstrous scorpion, Colossal	12	—	—	1	1
—	—	99—100	91—95	Braxat, Athasian	12	—	—	1	1
—	—	—	96	Iron golem	13	—	—	—	1
—	—	—	97	Gray touched mekillot	13	—	—	—	1
—	—	—	98	Fallen, 11th-level human fighter	13	—	—	—	1
—	—	—	99	Silt incarnation jhakar-headed beasthead giant	13	—	—	—	1
—	—	—	100	Roll on Encounters, EL 13					

Jagged Cliffs Encounters, **EL 13—16**

EL 13	EL 14	EL 15	EL 16		Number				
d%	d%	d%	d%	Creature	CR	EL 13	EL 14	EL 15	EL 16
01—03	—	—	—	Id fiend	5	16	—	—	—
04—08	01—05	—	—	Tembo	5	16	24	—	—
09—18	06—10	—	—	Lion, dire	5	16	24	—	—
19	11	—	—	Wraith, Athasian	6	12	16	—	—
20—24	12—16	01	—	Krag	7	8	11	16	—
25—29	—	—	—	Behir	8	5—6	—	—	—
30—34	17—21	02—06	—	Slimahacc (animal)	8	5—6	8	11	—
35	22—26	07—08	01	Venger, 6th-level gnome fighter	9	4	5—6	8	11
36—40	27—31	09—13	02—06	Gaj	9	4	5—6	8	11
41—45	32—36	—	—	Drik, high	9	4	5—6	—	—
46	37	14—15	07	Giant, desert	10	3	4	5—6	8
47—56	38—42	16—20	—	Monstrous scorpion, Gargantuan	10	3	4	5—6	—
57	43	—	—	Rock golem	11	2	2	—	—
58—62	44—49	21—25	08—12	Monstrous scorpion, Colossal	12	1	1	3	4
63—72	50—54	26—30	—	Braxat, Athasian	12	1	1	2—3	—
73	55	31—32	—	Gray touched mekillot	13	1	1	2	—
74	56	33—34	13—14	Fallen, 11th-level rhul-thaun fighter	13	1	1	2	3
75	57	35—36	15	Iron golem	13	1	1	2	3
76	58	37—38	16—17	Half-fire drake mekillot	14	1	1	1	2

77	59	39—40	—	Gray touched styr	14	1	1	1	—
78—100	60—96	41—67	18—49	Reggelid, 7th-level defiler	14	1	1	1	2
—	97	68—69	50—52	Drake, fire	15	—	1	1	1
—	96—100	70—72	53—62	Dishonored spirit	15	—	1	1	1
—	—	73—77	63—72	Experiment Bav-rem	15	—	—	1	—
—	—	78—87	73—82	Reggelid, 9th-level defiler	16	—	—	1	1
—	—	88—89	83—84	Stone golem, greater	16	—	—	1	1
—	—	90—99	85—94	Reggelid, 10th-level defiler	16	—	—	1	1
—	—	100	95	Drake, rain	17	—	—	—	1
—	—	—	96	Drake, magma	17	—	—	—	1
—	—	—	97	Drake, silt	17	—	—	—	1
—	—	—	98	Meorty, 11th-level human cleric	17	—	—	—	1
—	—	—	99	Dhaot, 10th-level elf rogue	17	—	—	—	1
—	—	—	100	Choose from Encounters, EL 17+					

Jagged Cliffs Encounters, EL 17+

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Drake, rain	17
Drake, magma	17
Drake, silt	17
Drake, sun	18
Morg, 14th-level human fighter	18
Kaisharga, 15th-level human defiler	19
Drake, air	19
T'liz, 17th-level elf defiler	20
Zhen, 18th-level human cleric	20
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