

# *Ssethregore: In the Coils of the Serpent Empire* – Official Errata and Clarifications

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The following changes and clarifications apply to the first printing of *Ssethregore: In the Coils of the Serpent Empire*. As a general policy, whenever descriptive text conflicts with tables, the text takes precedence over the contents of tables. (Specific exceptions, if any, will be called out in this document.) If you have additional questions or would like more information about products from Paradigm Concepts, please send us an e-mail on [ParadigmConcepts@aol.com](mailto:ParadigmConcepts@aol.com) or visit our Web site at <http://www.paradigmconcepts.com>. For players of our Organized Play campaign LIVING ARCANIS, please visit the official campaign Web site at <http://www.livingarcanis.com>. For more information about the campaign and its ongoing development of the world of Arcanis, you can also join our Internet Forum at on the Paradigm Concepts website.

## Chapter One: The Rise and Fall of an Empire

### Emperor Kahss Sidebar – Page 21

**Errata:** The creature statistics block presented for Emperor Khass is incorrect. Refer to *Appendix I* for a corrected statistics block.

**Errata:** The benefits listed for the *Crown of a Thousand Serpents* are incorrect. The crown grants a +4 enhancement bonus to all ability scores. Furthermore, it mimics the abilities of the *Iridescent Ioun Stone, Lavender and Green Ioun Stone, and Silver Ioun Stone* as detailed. The Caster Level of the *Crown of a Thousand Serpents* is 21; this does not change the caster level for specific abilities of the crown.

**Clarification:** The *Crown of a Thousand Serpents*, despite being inferior in abilities to *Naja'Haje*, is still an artifact and should be treated as such. This means amongst other things, that substantially powerful magic is required to be able to create this device.

## Chapter Two: Geography

There are currently no errata for this chapter.

## Chapter Three: Races of Ssethregore

### Ssanu – Pages 32-36

**Errata:** The creature statistics block presented on Page 35 for Sengal the Ancient is incorrect. Refer to *Appendix I* for a corrected statistics block.

### Ss'ressen – Pages 37-52

**Clarification:** Cold Susceptibility: This can be overcome through magical means, such as protection from elements.

**Clarification:** Ss'ressen Frenzy: While Ashen Hide Ss'ressen and Black Talon Ss'ressen do not trigger

each others Ss'ressen Frenzy abilities; the two Clutches consider each other's religious practices heretical.

### Black Talon Ss'ressen – Pages 43-49

**Errata:** The CR listing for Ven val'Sosi is incorrect, it should be 11.

**Errata:** The Natural Weaponry entry in the side-bar on page 48 is incorrect as written. It should read:

|  |
|--|
| <p><b>Natural Weapons:</b> Ss'ressen have sharp claws for natural weapons. Unarmed ss'ressen can attack with two claws dealing (1d4+Str) points of damage for each claw that hits. Ss'ressen using a one-handed melee weapon can attack with a claw as an off-handed attack that is considered a light weapon. As natural weapons, these off-handed attacks draw no attacks of opportunity. Ss'ressen monks learn to fight with their entire body. They learn to utilize their claws, feet, elbows, hands and sometimes their tails. This style is difficult to master. Therefore, ss'ressen monks do not gain an extra attack for using natural weapons, meaning they cannot combine an off-hand natural weapon strike with any of the monk's unarmed attack options. However, ss'ressen monks can choose to deal Slashing, Piercing, or Bludgeoning damage with their unarmed strikes.</p> |
|--|

### Ashen Hide Ss'ressen – Pages 49-51

**Errata:** Ashen Hide Ss'ressen have the same Cold Susceptibility as a Black Talon Ss'ressen.

**Errata:** The Natural Weaponry entry on the side-bar on page 50 is incorrect as written. It should read the same as the new entry for Black Talon Ss'ressen.

**Errata:** The Bonus Languages entry is incorrect, and should read as follows:

|  |
|--|
| <p><b>Bonus Languages:</b> Ssethric, Low Coryani</p> |
|--|

## Ghost Scale Ss'ressen – Pages 51-52

**Errata:** The Natural Weaponry entry on the side-bar on page 51 is incorrect as written. It should read the same as the new entry for Black Talon Ss'ressen.

## Troglodytes – Pages 52-54

**Errata:** The Natural Weaponry entry on the side-bar on page 54 is incorrect as written. It should read:

**Natural Weapons:** Troglodytes have sharp claws and a large maw with which to attack their foes. Troglodytes have two claw attacks, dealing 1d4+ Strength modifier damage with each successful hit, and one bite attack, dealing 1d6+ half Strength modifier damage with each successful hit. The claw attacks are primary natural weapons, and the bite attack is a secondary natural weapon (suffering a –2 penalty to hit, courtesy of the Troglodyte's bonus feat Multiattack).

**Errata:** The Racial Feats entry on the side-bar on page 54 is incorrect as written. It should read:

**Racial Feats:** Troglodytes begin with Multiattack as a bonus feat. They also receive one starting feat courtesy of their Hit Dice.

**Errata:** The side-bar on page 54 is missing the Weapon Proficiencies entry. It should read:

**Weapon Proficiencies:** Troglodytes favor the use of the club and javelin, and so are proficient in their use.

**Errata:** The side-bar on page 54 is missing the Special Attacks entry. It should read:

**Special Attacks:** Troglodytes have a Stench special attack. Refer to *Core Rulebook III* for details.

## Chapter Four: Classes of the Empire

### Druids – Page 62

**Errata:** The Alternative Animal Companion table is incorrect. For ease of reference, a new version of the table is presented below.

#### Tables: Ssethric Animal Companions <sup>1</sup>

##### 1<sup>st</sup> Level or Higher (Level –0 <sup>2</sup>)

|                          |                 |
|--------------------------|-----------------|
| Jaculi                   | Lizard, Monitor |
| Moloch                   | Toad            |
| Wolf Lizard <sup>4</sup> | Winged Viper    |

##### 4<sup>th</sup> Level or Higher (Level –3 <sup>2</sup>)

|                         |         |
|-------------------------|---------|
| Giant Frog <sup>3</sup> | Mor'let |
|-------------------------|---------|

##### 7<sup>th</sup> Level or Higher (Level –6 <sup>2</sup>)

|                          |                               |
|--------------------------|-------------------------------|
| Bonesnapper <sup>3</sup> | Giant Frog, Dire <sup>3</sup> |
| Sc'math                  | Rock Reptile <sup>3</sup>     |

##### 10<sup>th</sup> Level or Higher (Level –9 <sup>2</sup>)

|                                    |                                |
|------------------------------------|--------------------------------|
| Arboreal Black Caiman <sup>5</sup> | Wolf Lizard, Dire <sup>4</sup> |
|------------------------------------|--------------------------------|

##### 13<sup>th</sup> Level or Higher (Level –12 <sup>2</sup>)

Cyclura

##### 16<sup>th</sup> Level or Higher (Level –15 <sup>2</sup>)

Daughter of Yig, Immature Dragonnel

<sup>1</sup> These creatures are only available to druids (or other classes with an Animal Companion) who have the Ssethric subtype. The bond simply does not form otherwise.

<sup>2</sup> This is the modifier to the Druid level when determining the benefits to the animal. Remember to half the level of classes like Ranger before applying this modifier.

<sup>3</sup> These creatures may be found in *Sword and Sorcery's Tome of Horrors*.

<sup>4</sup> These creatures may be found in the *Player's Guide to Arcanis*.

<sup>5</sup> This creature was originally presented in *Eldst Sons*, however, an updated and revised version is included in *Appendix II*.

### Arcanists – Page 63

**Errata:** The Ssethric Familiars table is incorrect. For ease of reference, a new version of the table is presented below.

#### Table: Ssethric Familiars

| Familiar                        | Special   |
|---------------------------------|---|
| Lizard, Tiny                    | Master gains a +3 bonus on Climb checks                     |
| Eel, Small <sup>1</sup>         | Master gains a +3 bonus on Escape Artist checks             |
| Odonata <sup>2</sup>            | Master gains a +3 bonus on Spot checks                      |
| Treefrog, Tiny                  | Master gains a +3 bonus on Climb checks                     |
| Tarantula, Scarlet <sup>2</sup> | Master gains a +4 bonus on Fortitude saves versus paralysis |
| Viper, Tiny                     | Master gains a +2 bonus on Fortitude saves versus poison    |
| Winged Viper                    | Master gains a +2 bonus on Reflex saves                     |

<sup>1</sup> Can only be taken by pleisaurans, lophius, or sahuagin.

<sup>2</sup> Vermin taken as familiars become magical beasts. They lose all vermin traits and gain the magical beast traits.

**Sentinels of the Blazing Wyrm – Pages 64-68**

**Errata:** The following information was missing from the Sentinels of the Blazing Wyrm entry.

**Random Starting Gold:** Sentinels of the Blazing Wyrm begin play with 6d4 x 10 gold pieces in starting funds (average 150 gp).  
**Bonus Languages:** Celestial and Infernal are available as bonus languages for Sentinels of the Blazing Wyrm.

**Errata:** The following is general rules introduced during in *Player’s Guide to Arcanis Errata* that pertain to all Holy Champions, including the Sentinels of the Blazing Wyrm.

**Ex-Holy Champions:** There are various reasons why a character may fail to remain a holy champion in good standing. For example, the character’s alignment might change (whether voluntarily or involuntarily), he might fail to uphold the tenets of his particular order (either by deliberate commission or knowing omission), or he might decide to take the most dramatic step and change patron deities. The following rules apply to all holy champions who become ineligible to remain members of the class for any reason:

An ex-holy champion loses all of the special abilities of the class, including extraordinary, supernatural, and spell-like abilities, as well as spellcasting ability (if any) and channeling ability (if any). If the class grants a special mount, the mount immediately leaves the character’s service. The character retains the core features (base attack bonus, base saving throw bonuses, weapon and armor proficiencies).

Depending on the infraction committed, it may be possible for the holy champion to regain his former standing; this could be as simple as gaining an *atonement* spell to reverse an alignment shift or make up for a violation of the order’s code of conduct, or it could require an elaborate quest or other demonstrations of contrition for more significant transgressions (the details of which should be worked out with the GM and may serve as the basis for future adventures).

An ex-holy champion who voluntarily changed patron deities can never become a holy champion of the new patron; the character has demonstrated his fickleness once and the new God will not risk being betrayed in a like manner.

**Holy Champions and Multiclassing:** Information on the multiclass restrictions for the various holy champions was mistakenly left out of the book. The following general rules apply:

- A character may never have levels in more than one holy champion class, even if he changes patron deities. (See Ex-Holy Champions, above, for details.)
- Except for Beltinians, holy champions may not multiclass with levels of the priest class, even of the same deity. The holy champion’s role is primarily to be active in the world, while the priest’s role is primarily to tend to the deity’s followers at home.
- All holy champions, regardless of deity, may multiclass freely with levels of cleric and paladin of the same patron deity (note that not all deities sponsor paladins, however). However, if the deity’s holy champion class grants the Divine Grace ability or an equivalent ability based on a different ability score, then it does not stack with the paladin ability of the same name.
- Holy champions obviously may not take levels of classes that are specific to a different deity. Most of the orders have additional multiclass options, as detailed in the following table. (Cleric and Paladin are not listed in the table since all holy champions may multiclass with those classes.)

**Table: Holy Champion Multiclass Options**

| Deity       | Available Classes                     |
|-------------|---------------------------------------|
| Althares    | Bard, Expert, Patrician, Psion        |
| Anshar      | Monk                                  |
| Belisarda   | Druid, Ranger (Standard)              |
| Beltine     | Priest                                |
| Cadic       | Bard, Rogue, Ranger (Urban), Soulnife |
| Fire Dragon | Druid, Fighter                        |
| Hurrian     | Barbarian, Fighter, Psychic Warrior   |
| Illiid      | Fighter, Patrician                    |
| Larissa     | Bard, Rogue, Sorcerer, Wilder         |
| Neroth      | Fighter                               |
| Nier        | Fighter, Psychic Warrior              |
| Saluwé      | Druid, Ranger (Standard)              |
| Sarish      | Fighter, Rogue, Sorcerer, Wizard      |
| Yarris      | Barbarian, Druid, Fighter             |

**Errata:** The Talons of Flame entry is missing part of its text. Add the following text to the end of the Talons of Flame entry.

The target is entitled to a Fortitude save (DC 10 plus one-half the Sentinel's class level plus the Sentinel's Charisma modifier) for half damage.

**Errata:** Sanction of the Fire Dragon is listed as being gained at 9<sup>th</sup> level in the text and 10<sup>th</sup> level in the table. The text is correct; this ability is gained at 9<sup>th</sup> level.

### Chaoshammers "The Followers of Zedok" – Pages 68-70

**Errata:** The skill requirements for this prestige class are incorrect. The correct skill requirements are:

**Skills:** Bluff 4 ranks, Knowledge (Religion) 8 ranks, Knowledge (The Planes) 4 ranks

**Clarification:** The Smite Law ability of a Chaoshammer may only be used at most once per round, regardless of total uses per day.

**Errata:** The Table that describes the various Varn Grafts is incorrect. For ease of reference, a new version of the table is presented in *Appendix III*.

**Clarification:** The Twist Perspective ability of a Chaoshammer requires 10 minutes to use. This is due to the casting time of the *geas* spell.

**Errata:** The Ascendance ability of the Chaoshammer is incorrectly worded. It should be replaced with the following.

**Ascendance (Ex):** At 10<sup>th</sup> level, a Chaoshammer reaches the pinnacle of reptilian evolution. The Chaoshammer undergoes a metamorphosis, becoming a minor Varn. The following describes the changes:

- The Chaoshammer's type changes to Outsider with the Chaotic and Native subtypes. Do not recalculate hit points, base attack bonus, saving throws or skill points.
- The Chaoshammer gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to Charisma. However, the Chaoshammer also suffers a –2 penalty to Wisdom.
- The Chaoshammer gains Blindsense with a range of 60 ft. Refer to *Core Rulebook III* for details of Blindsense.

### Crocodile Lord "Acutus" – Pages 70-72

**Errata:** The class skills of the Crocodile Lord are incorrect; the following are the correct class skills for this prestige class.

**Class Skills:** The Crocodile Lord's class skills (and the key ability for each skill) are: Climb (Str), Craft (any) (Int), Examine Martial Technique (Wis), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Swim (Str), and Survival (Wis)

**Clarification:** A typographic error exists in the Weapon and Armor Proficiency listing of Crocodile Lord. Crocodile Lords are proficient with martial weapons, not marital weapons.

**Clarification:** The Weapon and Armor Proficiency entry for the Crocodile Lord does not replace other proficiencies; rather these are added to those the Crocodile Lord already had.

**Clarification:** The Crocodile Lord does not have to meet the requirements for bonus feats granted by the Peripheral Vision, Amphibious Lifestyle, Thickened with Age, and Distended Jaw class features.

**Errata:** The Keeled Tail ability of the Crocodile Lord requires some adjustment. The ability should only grant a +8 unnamed bonus to Swim checks, as well as halving the armor check bonus (round up) of any armor and shield the Crocodile Lord is wearing.

**Errata:** The Crocodile Lord entry is missing the following ability, gained at 5<sup>th</sup> level.

**Swim (Ex):** At 5<sup>th</sup> level, a Crocodile Lord gains a swim speed of 10 ft. This grants all the benefits of having a swim speed, as detailed in *Core Rulebook III*, except for the +8 bonus to the Swim skill. At 10<sup>th</sup> level, the Crocodile Lord's swim speed increases to 20 ft.

**Clarification:** Use of the Unsettling Presence ability is a standard action. This includes the action required to make the Intimidate check.

### Disciple of Jeggal Sag – Pages 72-74

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** Any Ss'ressen

**Skills:** Handle Animal 5 ranks, Knowledge (Nature) 10 ranks, Survival 8 ranks

**Feats:** Animal Mastery, Beastmaster

**Religion:** Must worship Jeggal Sag

**Special:** Must have the Wild Shape class ability, the Animal Companion class ability, and must have

successfully rebuked an animal using the Beastmaster feat.

**Clarification:** The Weapon and Armor Proficiency entry for the Disciple of Jeggal Sag does not replace other proficiencies; rather these are added to those the Disciple already had. The restriction on the use of metal armor applies regardless of proficiencies that the Disciple may have had from other classes.

**Errata:** The Wild Shape entry and the information in the table are both incorrect. The following text completely replaces the Wild Shape text in the class.

**Wild Shape (Su):** Starting at 1<sup>st</sup> level, all levels in the Disciple of Jeggal Sag prestige class stack with levels in classes that grant Wild Shape to determine the number of uses per day, and the restrictions on use (such as the size and type of the creatures are available to change into).

If the Disciple has more than one class that provides Wild Shape when they gain their first level, they must choose one of these classes. Their Disciple levels only stack with that class to determine their Wild Shape abilities. Once this choice is made, they cannot change it. Neither may they mix and match between two classes; all levels in Disciple of Jeggal Sag apply to a single class that grants Wild Shape.

If the Disciple would gain the ability to change into Plant creatures, they may forgo this access in order to gain access to change into Magical Beasts. However, the Disciple is limited to changing into magical beasts that have animal-like physiology. That is to say, one head, one tail, and four limbs. Other forms, such as that of a Hydra or a Roper, may not be selected. To make this limitation clear, there is an assembled list of all magical beast forms from *Core Rulebook III* that are acceptable.

Refer to *Appendix III* for the listing of acceptable forms.

**Errata:** The Master of Beasts entry is missing some crucial information. Replace its text with the following.

**Master of Beasts (Ex):** At 7<sup>th</sup> level, the Disciple of Jeggal Sag gains access to this Sign. When this sign is first used, it permanently reduces the number of rebuke animals attempts the Disciple may make each day by two. This does not prevent the Disciple from gaining additional new rebuke attempts each day, but the overall total of uses the Disciple must always be two uses lower than it otherwise would be.

Once the above cost has been paid, the Disciple's class abilities and ability to rebuke animals also extends to Magical Beasts. However, the duration of all such abilities in regards to Magical Beasts is halved.

**Errata:** The Animal Companion of the Disciple of Jeggal Sag is incorrect as written. Replace its text with the following.

**Animal Companion (Ex):** Starting at 1<sup>st</sup> level, the Disciple of Jeggal Sag's levels stack with levels in classes that grant an Animal Companion to determine the benefits accorded the creature.

If the Disciple has more than one class that provides an Animal Companion when they gain their first level, they must choose one of these classes. Their Disciple levels only stack with that class to determine the benefits to their Animal Companion. Once this choice is made, they cannot change it. Neither may they mix and match between two classes; all levels in Disciple of Jeggal Sag apply to a single class that grants an Animal Companion.

If the Disciple of Jeggal Sag does not have an Animal Companion, then he may gain one. His levels in Disciple of Jeggal Sag count as levels in the Druid class for determining the benefits to his Animal Companion.

At 5<sup>th</sup> level in the Disciple of Jeggal Sag prestige class, the Disciple gains a second animal companion. Treat their level as 5 levels lower (minimum 1) to determine the benefits to this animal (and which animals are available).

At 10<sup>th</sup> level, the Disciple gains a third animal companion. Treat their level as 10 levels lower (minimum 1) to determine the benefits to this animal (and which animals are available).

#### **Drakhen – Pages 74-76**

**Errata:** The Requirements for the Drakhen class are missing an entry. The following should be added to the Requirements.

**Special:** Must own a mount that meets the requirements for the Reptilian Mount ability.

**Clarification:** A typographic error exists in the Weapon and Armor Proficiency listing of the Drakhen. Drakhen are proficient with martial weapons, not marital weapons.

**Clarification:** The Weapon and Armor Proficiency entry for the Drakhen does not replace other proficiencies; rather these are added to those the Drakhen already had.

**Errata:** The Reptilian Mount entry of the Drakhen is incorrect as written, and should be replaced with the following entry. The referenced table, and associated text, may be found in *Appendix III*.

**Reptilian Mount (Ex):** Starting at 1<sup>st</sup> level, a Drakhen gains the ability to form a bond with a reptilian mount. Drakhen from Ssethregore may select any mount from *Table 8.3 Mounts and Related Gear*, while Drakhen from outside Ssethregore are limited to choosing from those creatures that can be found outside Ssethregore, namely the cyclura, the mor'let and the sc'mat.

The Drakhen and her mount form a special bond over time, for her attentiveness pushes her mount and companion to new heights. It also fosters an extreme loyalty in the companion to its master. The Drakhen's Reptilian Mount gains benefits as detailed on the *Table: Drakhen Mount Advancement*.

If the Drakhen's Reptilian Mount perishes, she must wait for thirty days before a new bond can be formed (or re-established, if the former mount was returned from the dead). During this time, the Drakhen does not gain the benefit of any class abilities that rely on having a Reptilian Mount. If a replacement mount must be obtained, then the Drakhen may purchase one from her organization at half-price.

The Drakhen's Reptilian Mount will only allow the Drakhen to mount it. It can be convinced (through a DC 25 Handle Animal check) to carry other passengers, but only so long as the Drakhen is riding or leading the mount.

Finally, the Drakhen's Reptilian Mount is considered to be a Magical Beast (Ssethric), not an Animal (Ssethric) for the purpose of all effects that depend on its type (although it retains its original Hit Dice, base attack bonus, saves, skill points and feats).

**Clarification:** The damage bonus that Inertial Charge provides is considered bonus damage, and does not multiply on critical hits (or during other instances when damage is multiplied).

**Errata:** The Drakhen table refers to Inertial Strike ability; this should refer to the Inertial Charge ability.

**Errata:** The Drakhen table indicates that a Drakhen has a +4 base Reflex save at level 4. This is incorrect; the Drakhen has a +1 base Reflex save at level 4.

**Errata:** Activating the Keening Wail ability is a full-round action for the Drakhen. It is a standard action for the Drakhen's mount to use this ability; which cannot be used without the participation of both the Drakhen and his mount.

**Errata:** The Matched Pair ability grants Uncanny Dodge (can't be flanked) as if the Drakhen and mount were 10<sup>th</sup> level rogues. Thus, they cannot be sneak attacked unless by a 14<sup>th</sup> or higher level rogue.

### **Ssethric Elementalist – Pages 76-78**

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** Naga or Ssanu

**Skills:** Knowledge (arcana) 10 ranks, Knowledge (The Planes) 10 ranks

**Feats:** Arcane Tutor (Ssanu only) or Prodigy (Naga only)

**Spellcasting:** Must be able to cast 3<sup>rd</sup> level arcane spells, including at least one Evocation spell (of any level).

**Errata:** The table that associates elements to damage types (the *Elemental Mastery* table) erroneously associates the Air element with Lightning damage. Lightning is not a damage type; the Air element is correctly associated with Electricity damage.

**Errata:** The Ssethric Elementalist's spellcasting progression is incorrect. An Elementalist does not advance in their spellcasting at first caster level.

**Errata:** The base save progressions on the Ssethric Elementalist's Class Table are incorrect for Fortitude and Reflex. Refer to *Appendix III* for a corrected class table.

**Errata:** The Elemental Resistance ability is incorrect as worded. Use the following instead.

**Elemental Resistance (Ex):** The everyday rigors of dealing with her chosen element and her detailed knowledge of its effects have forged a natural resistance to that particular type of energy. Starting at 2<sup>nd</sup> level, the Elementalist gains resistance 10 to the energy type associated with her element. For example, an Air Elementalist would ignore the first 10 points of electricity damage dealt with each attack.

Every two levels thereafter, this resistance increases. At 4<sup>th</sup> level, the Elementalist has resistance 15, increasing to 20 at level 6. At 8<sup>th</sup> level, the resistance increases to 30, and finally at level 10 the Elementalist gains complete immunity to elemental damage that is associated with her chosen element.

The immunity at level 10 comes with a price. The Elementalist also gains vulnerability to the opposed element's associated damage. For example, an Air Elementalist gains vulnerability to acid, the damage associated with the Earth element.

### Harbinger – Pages 79-80

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** any Ss'ressen  
**Base Attack Bonus:** +6  
**Skills:** Survival 4 ranks  
**Feats:** Alertness, Power Attack  
**Special:** Must have the ability to smite and must be immune to fear.

**Errata:** The Class Skills of the Harbinger are incorrect as written. Remove Knowledge (local: ss'ressen society) from the available list and add the following to the list: Hide (Dex), Knowledge (Local: Ss'ressen), Listen (Wis), Search (Int), and Spot (Wis).

Do not change the number of skill points gained each level.

**Errata:** The Track, Endurance and Scent abilities should be noted as being Extraordinary. They are otherwise unchanged.

**Errata:** The Smite Ss'ressen entry is missing an additional note from the end of the ability. Add the following after the last sentence of the ability, but still within the parentheses.

Once this choice has been made, it cannot be changed.

### Ironscale – Pages 80-82

**Errata:** The Class Skills of the Ironscale are incorrect as written. Add the following to the list: Examine Martial Technique (Wis), and Intimidate (Cha).

Do not change the number of skill points gained each level.

**Errata:** The Damage Reduction of an Ironscale does not stack with any other damage reduction.

**Errata:** The Reduced Critical ability of the Ironscale is cumbersome and unwieldy as written. Replace it with the following.

**Iron Skin (Ex):** The metallic nature of the Ironscale's hide makes it virtually impossible to target his vital organs. At 3<sup>rd</sup> level, there is a 25% chance that any potential critical hit (or sneak attack) against the Ironscale is ineffective (such a strike still deals damage as normal, it is simply not a critical hit and/or sneak attack). At 8<sup>th</sup> level, this becomes a 50% chance.

This ability does not stack with other similar effects, such as that of *light fortification* armor. The greater of the two effects takes precedence.

**Errata:** The Iron Body ability of the Ironscale is incorrectly worded. It should read as follows.

**Iron Body (Ex):** Upon reaching 10<sup>th</sup> level, the Ironscale is so consumed by the parasites that he has become more similar to a machine than a living being. The Ironscale's Intelligence is reduced by 4 (minimum 1) and he gains immunity to critical hits (and sneak attack damage). The Ironscale also gains acid resistance 15. However, he is now also affected by effects that target constructs, in addition to effects that target his original type. For such purposes he is considered to be both a construct and a humanoid.

### Laksiri – Pages 82-83

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** Kobold, Naga, Ssanu, Ss'ressen, or Troglodyte  
**Skills:** Concentration 9 ranks, Knowledge (Arcana) 9 ranks, Spellcraft 9 ranks  
**Feats:** Improved Counterspell  
**Spellcasting:** Must be able to cast 3<sup>rd</sup> level arcane spells.  
**Special:** Must be a member of the Black Coil of Gettalus Tower and sponsored by one of the Pits of Ssethregore.

**Errata:** The Class Skills of the Laksiri are incorrect as written. Replace them with the following. Do not change the number of skill points gained at each level.

The Laksiri's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Hide (Dex), Knowledge (any) (Int), Move Silently (Dex), Open Locks (Dex), Profession (any) (Wis), and Spellcraft (Int).

**Errata:** The class table for the Laksiri has a number of errors. A new table is included in *Appendix III*.

**Errata:** The Laksiri should not receive an increase to caster level at levels 4 and 8. This is indicated correctly on the revised class table.

**Clarification:** All bonus feats are Extraordinary class features.

**Clarification:** The bonuses granted by the Spell Buffer class feature apply to spells, spell-like abilities, psionic powers and psi-like abilities. The bonuses do not apply to preternatural psionics, only psionics that are using the psionics-magic transparency rule.

**Clarification:** The spell resistance granted by the Arcane Spell Resistance class feature cannot exceed 10 + the Laksiri's total Hit Dice. The Experienced Caster feat, found in the *Player's Guide to Arcanis* and the *Magic of Arcanis* books does affect this Arcane Spell Resistance, subject to the above restriction.

#### **Order of the Iridescent Scale – Pages 83-85**

**Errata:** The Onslaught ability may only be used when making a Spring Attack.

**Clarification:** The *Long Stride* ability does not stack with the base speed movement increase afforded to members of the Order of the Iridescent Scale monk order, described in the *Player's Guide to Arcanis*, due to the *My Body, My Soul* ability.

**Clarification:** The *Speed is My Ally* ability's increase to the dodge bonus granted by the Mobility feat does not stack with the +2 dodge bonus afforded to members of the Order of the Iridescent Scale monk order, described in the *Player's Guide to Arcanis*, due to the *My Body, My Soul* ability. If the character gains the mobility feat due to the *Speed is My Ally* ability, then they retain the +2 dodge bonus from *My Body, My Soul*.

**Clarification:** There are a number of abilities that grant bonus feats, or an added benefit if the member of the Order already possesses the feat when they gain the bonus feat. These benefits are not gained retroactively; that is if you do not have the applicable feat before that level is gained, then the other added option is forever lost.

#### **Marauder – Pages 86-87**

**Errata:** The Requirements for the Marauder class are incorrect as written. Remove Lightning Reflexes from

the list of required feats. All other requirements are unchanged.

**Errata:** The class table for the Marauder class contains errors. The base Reflex save column should have the same progression as the base Fortitude save column.

**Errata:** Deadly Aim is an Extraordinary ability.

**Errata:** The second paragraph of the Deadly Aim ability erroneously states that the damage is split between the shots of the Multishot feat. That is not correct; the damage only applies to the first arrow. The other arrow(s) shot are lacking in sufficient precision to inflict Deadly Aim damage.

**Clarification:** The Snap Shot ability specifically states that sneak attack damage may not be applied to the single shot it allows. This needs to be clarified, no bonus damage that is based on precision may be applied, including the Deadly Aim damage.

#### **Miliarius – Pages 88-89**

**Errata:** The Exotic Weapon Proficiency (bearded axe) requirement is incorrect, it should be Weapon Focus (bearded axe).

**Errata:** The Class Skills entry for the Miliarius is missing one entry; add the following to the Class Skills: Examine Martial Technique (Wis).

**Errata:** There is a typographic error in the Weapon and Armor Proficiencies section. Miliarius are proficient in Martial weapons, not Maritial.

**Errata:** Replace the Ambidexterity ability with the following.

**Toss and Twirl (Ex):** A Miliarius becomes adept at throwing and catching his bearded axe. This ability allows the Miliarius to throw his bearded axe, as a ranged weapon, with a range increment of 5 ft. per two Miliarius levels (minimum 5 ft.).

**Errata:** There is a discrepancy between the Miliarius Class Table and the text of the Rallying Cry ability in regards to whether the +3 bonus is available at 9<sup>th</sup> or 10<sup>th</sup> level. The bonuses granted by the Rallying Cry ability become +3d10 temporary hit points and a +3 morale bonus on attack and damage rolls at 9<sup>th</sup> level, as the table indicates.

Additionally, the benefits of the Rallying Cry ability of the Miliarius last for 1 minute. This increases to 2 minutes at 6<sup>th</sup> level, and 3 minutes at 9<sup>th</sup> level.

**Errata:** The Reverse Blow ability is incorrect as written, and should read as follows.

**Reverse Blow (Ex):** By 8<sup>th</sup> level, the Miliarius has become so adept at reversing the blade of his axe that he can easily slip around an opponent's defenses and attack the unshielded part of his foe's body. The Miliarius may now ignore half the Armor Class bonus provided by an opponent's shield (rounded down). If the opponent is using a Tower Shield, then it may not be used to grant cover against a Miliarius with this ability. It instead grants its full bonus to Armor Class (this bonus is not halved).

**Errata:** The Threshing Blade ability is incorrect as written, and should read as follows.

**Threshing Blade (Ex):** The power and skill by which a Miliarius wields his axe is terrible to behold. Opponents fall by droves to the great arcs of his flashing blade. At 10<sup>th</sup> level, the Miliarius may take a 5-foot step between cleave attempts made using the Great Cleave feat during a full attack action. This movement does not provoke attacks of opportunity, but the total of this movement may not exceed the Miliarius' normal movement rate; he can however, take multiple 5-foot steps, but no more than one between cleave attempts. These steps do not count as movement during the round, and are part of the full attack.

#### **Pit Fighter – Pages 89-91**

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Base Attack:** +6

**Feats:** Power Attack, and either Enslaved or Slave to the Serpents

**Errata:** There is a typographic error in the Class Skills section. The key ability for Ride is Dexterity, not Strength.

**Errata:** The Class Skills entry for the Pit Fighter is missing one entry; add the following to the Class Skills: Examine Martial Technique (Wis).

**Errata:** There is a typographic error in the Weapon and Armor Proficiencies section. Pit Fighters are proficient in Martial weapons, not Marital.

**Errata:** The Pit Fighter class is over-powered compared with similar classes. The class should not grant Improved Grapple as a bonus feat.

**Errata:** All granted bonus feats are Extraordinary abilities.

**Errata:** The Bloodsport ability is incorrect as written, and should read as follows.

**Bloodsport (Ex):** At 10<sup>th</sup> level, the Pit Fighter has mastered the art of the spectacle and now revels in the fight, the life and the death.

Whenever a Pit Fighter performs one of the following actions they gain a +1 morale bonus to attack and weapon damage rolls for 1 minute. The applicable actions are: coup-de-grace, an attack that slays an opponent, a critical hit, or the second (or more) cleave attempt in one round.

The above bonus will stack with itself to a maximum of +5 to attack and weapon damage rolls. Each time this ability is activated it adds 1 minute to the total duration of the bonuses.

For example, Belizar, a Marokene Pit Fighter, as a full-round attack, scores a critical hit as his first attack, slays that opponent with his second attack, cleaves into a second opponent, slays them with a critical hit on his third attack, and cleaves into a third opponent.

At the end of the round, Belizar will have accumulated a +5 morale bonus to attack and damage that lasts for 5 minutes.

#### **Plethorax – Pages 91-92**

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** Any Ssethric

**Skills:** Concentration 9 ranks, Perform (Oratory or Percussion) 9 ranks

**Feats:** Arcane Study or Skill Focus (Perform)

**Special:** Must have Bardic Music and the Inspire Courage class abilities.

**Errata:** The Class Table for the Plethorax class has an incorrect Base Attack Bonus listed. The Plethorax should have a Base Attack Bonus equal to three-quarters of their Plethorax class level (this is the same Base Attack Bonus progression that a cleric receives).

**Errata:** The Inspire Courage class ability of the Plethorax is incorrectly written, and does not agree with the Class Table. The ability reaches its maximum bonus of +5 at 8<sup>th</sup> level. This corrects both the text and the Class Table.

**Clarification:** Abilities that grant temporary hit points only grant these temporary hit points when allies are first affected by the ability. They do not refresh these temporary hit points.

### Ssethric Inquisitor – Pages 93-94

**Errata:** The requirements for this class are incorrect. The correct requirements are:

**Race:** Any Ssethric  
**Skills:** Bluff 5 ranks, Diplomacy 10 ranks, Gather Information 5 ranks, Knowledge (Religion) 5 ranks, Search 5 ranks, Sense Motive 5 ranks  
**Feats:** Investigator, Forked Tongue  
**Special:** Must have the Channeling ability, and the ability to cast at least 2<sup>nd</sup> level divine spells.

**Errata:** The Class Table for the Ssethric Inquisitor class has a number of errors. Refer to *Appendix III* for a replacement Class Table.

**Errata:** The Weapon and Armor Proficiency entry of the Ssethric Inquisitor class is incorrect as written, and should read as follows.

**Weapon and Armor Proficiency:** The Ssethric Inquisitor does not gain any additional weapon or armor proficiencies.

**Errata:** While the Spellcasting entry for the Ssethric Inquisitor is correct as written, because of the requirements of the class, the entry requires some additions to make the class better suited to potential entrants. Add the following to the end of the Spellcasting entry.

As an alternative, the Ssethric Inquisitor may choose to forgo the above spellcasting option (and all associated benefits, such as the spell-list) to instead gain increases to whatever spellcasting class the Ssethric Inquisitor had before entering this class.

If the Ssethric Inquisitor takes this second option, he only gains an increase to his caster level at every second level (1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup>). This increase to caster level only grants additional spells each day and spells known (if applicable). It does not grant any other benefits or features of the casting class.

**Errata:** The saving throw DC for the Unblinking Eyes ability is 11 + the Ssethric Inquisitor's Charisma modifier.

**Clarification:** The Smite Infidel ability may be used at most once per round, even if the Ssethric Inquisitor has multiple Smite attempts each day.

**Errata:** The Preach to the Masses ability should require 10 minutes to use. The saving throw DC against this ability is 13 + the Ssethric Inquisitor's Charisma modifier. Finally, it may only be used once per day per two Ssethric Inquisitor levels, reaching a maximum of 5 uses per day at 10<sup>th</sup> level.

**Errata:** The Detect Faith ability is poorly worded as written. Replace the text presented in the book with the following.

**Detect Faith (Sp):** The Ssethric Inquisitor's faith has become so strong that he can now see into the souls of those around them. As a standard action, the Ssethric Inquisitor may detect which god or pantheon a creature with an aura of faith follows. Like other *detect* spells, this ability disseminates information over a period of time.

On the first round, the Ssethric Inquisitor detects the number of creatures within the radius of effect (see below) with an aura of faith. He also learns the strength of the strongest aura of faith within the radius.

On the second round, the Ssethric Inquisitor learns the strength of all remaining auras of faith, and the location of the strongest aura within the radius.

On the third round, the Ssethric Inquisitor learns the location of all the remaining auras.

Once the location of an aura has been learnt, the Ssethric Inquisitor may make a DC 15 Knowledge (Religion) check to learn which pantheon the associated creature worships within. A DC 20 Knowledge (Religion) check reveals the specific deity that is worshipped, while a DC 25 check reveals which aspect of the deity is revered.

Once this ability is used, the Ssethric Inquisitor must maintain the effect on rounds that follow the first. Doing so requires expending concentration, as if a *detect* spell had been cast. This effect detects faith within a 60 ft. cone, and is considered a 2<sup>nd</sup> level spell for the purposes of countering, or immunity (such as from a *mind blank* spell).

**Errata:** The Soul Gaze ability needs some small clarification. This ability has the same activation time as *geas* has casting time. Furthermore, targets who venerate the same deity as the Ssethric Inquisitor receive no saving throw against this ability. Other creatures receive a Will save with a DC of 15 + the Ssethric Inquisitor's Charisma modifier to negate the effects of this ability.

## Chapter Five: Feats and Skills

### New Feat Type: Background

The background feat type was introduced in the *Player's Guide to Arcanis* and *Magic of Arcanis*. It is duplicated below.

**Background:** This feat type represents the training and studies undertaken by a character before starting his or her adventuring career. These feats may **only** be taken during character creation. Many of these feats have specific race or nationality requirements. Some background feats are part of a chain, and lose the background denotation once they have been taken once. These feats are indicated with an asterix (\*) next to the background denotation.

### New Feat: Arcane Study

This feat was mistakenly left out of the book. It is needed for certain character builds.

#### Arcane Study [General]

Through intense study you may gain access to magic that is normally forbidden.

**Prerequisite:** Bard level 1+

**Benefit:** Upon gaining this feat, you may select a wizard/sorcerer spell that is both not on the bard class spell list and one level lower than the highest level bard spell you can currently cast. You may add this spell to your spells known, but for you it is always cast using a slot one spell level higher than the class list you learned it from. Additionally, the spell gains a verbal component, if it does not already have one.

**Special:** You may gain this feat more than once, each time choosing a different spell.

### New Feat: Slave of the Serpents

This feat was mistakenly left out of the book. It is needed for certain character builds.

#### Slave of the Serpents [Background]

You have spent time, probably years, as a slave to the Ssethregoran Empire. This experience has changed you by altering your perceptions of morality.

**Benefit:** You receive a +2 bonus to Bluff and Sense Motive checks. However, you suffer a -2 penalty on saves against mind-affecting effects.

If you are Elorii you receive a +1 bonus to saves against poison. If you are Ssethric, you receive a +1 bonus to saves against *fear* effects. Any other race, receives a +2 bonus to Intimidate.

### Animal Mastery – Page 95

**Errata:** This feat should grant an additional 3 attempts each day, not 2 as written.

### Arcane Tutor – Page 95

**Errata:** This feat should also have the Background\* type with the notation, already included, in the special section that it can be taken after first level at a lower benefit.

### Artistic Agony – Page 95

**Errata:** The prerequisites for this feat are incorrect. The text should read as follows:

**Prerequisites:** Profession (torturer) 8 ranks, Use Rope 4 ranks.

### Beastmaster – Page 95

**Errata:** The prerequisites for this feat are incorrect. The text should read as follows:

**Prerequisites:** Wild Empathy, Able to cast 3<sup>rd</sup> level divine spells

**Clarification:** This feat does not grant fewer than 3 attempts, even if the character has a negative Charisma modifier.

### Berserker – Page 95

**Errata:** This feat should grant a +2 bonus to Intimidate, instead of the listed +1 bonus.

### Calculating Gaze – Page 95

**Errata:** The benefits for this feat are incorrect. The text should read as follows:

**Benefit:** You gain a +3 bonus on Intimidate and Sense Motive checks, but suffer a -1 penalty to Bluff, Diplomacy and Gather Information checks. These bonuses and penalties only apply to checks made versus non-Ssethric creatures.

### Counterspelling Adept – Pages 95-96

**Errata:** This feat is incorrect as written. The correct text is as follows.

#### Counterspelling Adept [General]

You are skilled in the art of foiling another's magic.

**Prerequisite:** Improved Counterspell, Spellcraft 10 ranks, and the ability to cast 4<sup>th</sup> level spells.

**Benefit:** When counterspelling, you may use two or more spells whose total level is two or more spell

levels higher than the target spell. Orisons count as half-level spells for this purpose.

**Example:** When countering a *fireball*, you could use 5 or more levels worth of *evocation* spells, regardless of their level. Five *burning hands* spells could be used; although a *lightning bolt* and two *burnings hands* spells would also work.

**Normal:** When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell; or you may counterspell using the same spell or a spell specifically designated as a countering spell.

### Crocodile Tail – Page 96

**Clarification:** The bonus to speed while swimming is applied after the normal swim speed is calculated. In other words, anytime the creature with the feat makes their Swim check for movement, they move at half their normal land speed plus 5 ft. as a move action.

### Deadly Strike – Page 96

**Errata:** This feat is incorrectly worded, the correct wording follows.

#### Deadly Strike [Fighter, General]

You know where to strike an enemy to make it count.

**Prerequisite:** Combat Expertise, Base Attack Bonus 6+, Intelligence 13+

**Benefit:** A number of times each day equal to one plus your Intelligence modifier, you may declare a full-attack to be a deadly strike. Each successful hit during this full-attack deals an extra 1d4 points of bonus damage.

This damage may only be applied to creatures that are susceptible to critical hits. Deadly Strikes that are declared against foes that are immune are wasted for the day.

This feat may be used with ranged attacks, however, it may only be used when making attacks at targets within 30 feet.

As bonus damage, the benefits of this feat do not multiply on a critical hit. Due to the care needed in placing blows, this feat may not be combined with the Power Attack feat, or the Heedless Assault feat. This feat may be used when you are striking to deal non-lethal damage.

### Enslaved – Page 96

**Errata:** This feat is incorrectly worded, the correct wording follows.

#### Enslaved [Background\*, General]

You have spent time toiling away under harsh masters but due to a quirk of fate, the will of the gods, or

perhaps your own ingenuity you have survived and find yourself free.

**Prerequisite:** Con 15+, must be or have been a slave (see Special below)

**Benefit:** You gain a +1 bonus to Fortitude saves and Will saves. However, you suffer a –2 penalty on saves against mind-affecting effects.

**Special:** If this feat is taken as a background feat, then the enslavement happened before your adventuring career (this means that Elorii qualify to take this feat, due to their former enslavement).

If this feat is taken as a general feat, then you must be a slave when the feat is taken. You can later gain your freedom without losing the benefits of this feat.

### Final Act – Page 96

**Errata:** Remove Endurance from the listed Requirements. For most creatures it will remain an implied requirement, however, there are means for some creatures (such as gnomes) to receive the Die Hard feat without having the Endurance feat.

### Furious Charge – Page 96

**Clarification:** This feat may be combined with Power Attack and Heedless Assault. However, when combined with Power Attack, this feat does not change the ratio of damage to penalty to attack that the Power Attack feat defines. If this feat is combined with Heedless Assault, then you suffer an additional –4 penalty on your Armor Class (in addition to the penalties from the feat).

**Clarification:** The attack of opportunity that this feat gives your opponent cannot be negated through the use of any other feats or abilities that you possess.

**Clarification:** This feat has the Fighter sub-type.

### Head-butt – Page 96

**Clarification:** The damage done by a Head-Butt is limited to being bludgeoning damage.

**Clarification:** This feat has the Fighter sub-type.

### Quickened Counterspell – Page 96

**Errata:** This feat is incorrectly worded, the correct wording follows.

#### Quickened Counterspell [General]

You can counter spells with the speed of a striking asp.

**Prerequisite:** Counterspelling Adept, Spellcraft 16 ranks, and the ability to cast 7<sup>th</sup> level spells.

**Benefit:** Once per turn, you may make a counterspell attempt as an *immediate* action. However, doing so

requires a greater expenditure of energy than a normal counterspell uses. Thus, you must expend sufficient spell levels to exceed the level of the spell to be countered by four levels.

For example, countering a *fireball* in this manner requires that you spend 7 spell levels worth of *evocation* spells.

Finally, on your next action, you may only take a move-action.

**Normal:** Countering a spell requires you to use the ready action during your turn.

### **Rending Talons – Page 96**

**Clarification:** You may only receive one rend attack per round total, not per foe.

**Clarification:** Power Attack damage is not applied to the rend damage that this feat deals.

**Clarification:** This feat has the Fighter sub-type.

### **Staple – Page 96**

**Errata:** You suffer a –10 penalty to the attack roll while using this feat, not the listed –8 penalty.

**Errata:** The Strength DC should be 5 + half damage dealt, not the listed 10 + half damage dealt.

**Errata:** You may only use this feat while shooting a bow or a crossbow.

**Clarification:** You may not use this feat in conjunction with any feat or ability that sacrifices accuracy for speed. Examples of such are the rapid shot and multishot feats, and the Hold the Line ability of the Bowman prestige class (see the *Player's Guide to Arcanis* for details of the Bowman prestige class).

**Clarification:** This feat has the Fighter sub-type.

### **Tail Attack – Page 97**

**Clarification:** The tail receives half the Ss'ressen's Strength bonus as a bonus to damage (thus they deal 1d6 + half Strength bonus as base damage).

### **Technomancer – Page 97**

**Errata:** Technomancer should have the Background sub-type, instead of the General sub-type.

**Clarification:** Once the choice of which skill to apply the bonus to has been made, the choice cannot be changed.

### **Writhe and Coil – Page 97**

**Clarification:** This feat has the Fighter sub-type.

### **Biological Feats – Pages 97-99**

**Errata:** The Biological subtype does not exist. Instead, these feats should have the General subtype; however, unlike those of the previous section, these feats may only be taken by creatures with the Ssethric subtype.

### **Amphibious Lifestyle – Page 97**

**Clarification:** This feat has the Background sub-type.

### **Blinding Spittle – Page 98**

**Errata:** There is no Fortitude save to resist the effects of this feat, only the Reflex save.

**Clarification:** Using this feat is a standard action.

**Clarification:** If this feat is used by a creature with a natural venom, then they may not deliver that venom until their next action. This means that they cannot deliver the venom during an Attacks of Opportunity.

### **Chameleon Skin – Page 98**

**Clarification:** You may make a Hide check as part of the full-round action that is required to use this feat.

### **Cold-Blooded – Page 98**

**Errata:** The bonuses and penalties granted by this feat are racial bonuses and penalties, not morale bonuses and penalties.

### **Distended Jaw – Page 98**

**Errata:** The bite attack deals 1d6 damage plus the Strength modifier of the creature. Bite attacks deal bludgeoning, piercing and slashing damage. The listed damage is for Medium-size creatures, it should be scaled for creatures of other sizes.

### **Dragon's Hide – Page 98**

**Errata:** The natural armor bonus granted by this feat is a racial bonus. This means it stacks with all other bonuses (including other racial bonuses). Spells, powers and effects that grant non-enhancement bonuses to natural armor do not stack with the benefits of this feat, only the greater bonus applies.

**Errata:** The Special entry for this feat is incorrect; the feat may be taken multiple times.

### **Improved Scent – Page 98**

**Errata:** The prerequisites for this feat are incorrect. The following are the correct prerequisites:

**Prerequisites:** Scent ability or Scent feat, Wisdom 14+, 10+ ranks in Survival

**Errata:** The following sentence is missing from the feat's benefits. It should be added between the third and fourth sentences.

Strong scents, such as rotting flesh, can be detected at three times the normal range.

### Improved Toxins – Page 98

**Errata:** This feat may only be taken once. The benefits of this feat do not stack with those of the Ability Focus feat from *Core Rulebook III*.

### Infravision Sidebar – Page 98

**Clarification:** Infravision allows the viewer to discern the differences in temperature between objects in the environment. Cold-blooded creatures exist at the temperature of their environment; however, warm-blooded creatures (such as humans) do not.

Creatures such as humans that are hiding in a cold environment are immediately obvious to a viewer who has infravision, while being potentially hidden to normal sight.

Ultimately, it is the GMs decision on when Infravision would or would not negate the effects of the Hide skill.

### Scent – Page 99

**Errata:** The prerequisites for this feat are incorrect. The correct prerequisites are:

**Prerequisite:** Any Ss'ressen and base fortitude save +4; or any Ssethric and Survival 5 ranks

**Errata:** The bonus to survival checks this feat provides, if you already possess scent, should be +4, not the listed +2.

**Errata:** This feat cannot be taken if you also have the Olfaction from the *Player's Guide to Arcanis* and vice versa.

### Serpent Blood – Page 99

**Errata:** This feat has the Background sub-type. If you are using the *Legacy of Damnation* sourcebook, then this feat should also have the Blood sub-type.

### Thickened with Age – Page 99

**Errata:** The prerequisites for this feat are incorrect. The following are the correct prerequisites:

**Prerequisites:** Dragon's Hide (x2), Constitution 15+

**Errata:** The bonus granted by this feat is a racial bonus. The total bonus between this feat and the Dragon's Hide feats is not limited to +3.

**Clarification:** Thickened with Age may only be taken once, unlike the Dragon's Hide feat which may be taken more than once.

### Venom Glands – Page 99

**Errata:** This feat may be taken more than once. Each time it is taken after the first, it grants two additional uses of venom. Thus, a creature that has taken the Venom Glands feat three times has 7 uses of venom each day.

### Elementalist Feats – Pages 99-101

**Errata:** None of the feats in section should have the Living Arcanis approved "A". These feats are limited to members of the Ssethric Elementalist prestige class, which is not generally available to Living Arcanis players.

**Errata:** The Elementalist subtype is not defined. This subtype is used to indicate that these feats are only available to members of the Ssethric Elementalist prestige class. They are not limited to only selecting these feats as their bonus feats, but they must meet the requirements as normal for any that they take outside of that option.

### Elemental Familiar – Page 99

**Errata:** The chosen familiar must match the chosen element of the Elementalist. The exception is that any Elementalist may choose the Thoqqua.

**Errata:** The Elementalist must meet the alignment listed on the table.

### Control Elemental – Page 99

**Errata:** If you have 5 or more ranks in Knowledge (The Planes) you receive a +2 synergy bonus to your rebuke attempts.

### Craft Minor Elemental – Page 99

**Errata:** This feat should have the Item Creation subtype, not the Creation Feat subtype. The former subtype is defined in *Core Rulebook I*.

**Clarification:** The rules for creating elementals are referenced as existing in Chapter Seven of the book.

These rules can be found in *Appendix IV* of this document.

#### **Craft Elemental – Page 100**

**Errata:** This feat should have the Item Creation subtype, not the Creation Feat subtype. The former subtype is defined in *Core Rulebook I*.

**Clarification:** The rules for creating elementals are referenced as existing in Chapter Seven of the book. These rules can be found in *Appendix IV* of this document.

#### **Craft Major Elemental – Page 100**

**Errata:** This feat should have the Item Creation subtype, not the Creation Feat subtype. The former subtype is defined in *Core Rulebook I*.

**Clarification:** The rules for creating elementals are referenced as existing in Chapter Seven of the book. These rules can be found in *Appendix IV* of this document.

#### **Craft Greater Elemental – Page 100**

**Errata:** This feat should have the Item Creation subtype, not the Creation Feat subtype. The former subtype is defined in *Core Rulebook I*.

**Clarification:** The rules for creating elementals are referenced as existing in Chapter Seven of the book. These rules can be found in *Appendix IV* of this document.

#### **Master of Elementals – Page 100**

**Errata:** This feat should have the Item Creation subtype, not the Creation Feat subtype. The former subtype is defined in *Core Rulebook I*.

**Clarification:** The rules for creating elementals are referenced as existing in Chapter Seven of the book. These rules can be found in *Appendix IV* of this document.

#### **Elemental Compulsion – Page 100**

**Errata:** This feat may only be taken once, but grants a +3 bonus instead of a +2 bonus.

#### **Elemental Expertise – Page 100**

**Errata:** This feat only grants a +1 bonus to the spell DCs. However, this bonus does stack with the benefits of the Spell Focus and Greater Spell Focus feat.

#### **Elemental Foothold – Page 100**

**Errata:** This feat may only be used three times per day. It may be taken additional times, each additional time it is taken, it grants an additional three uses per day.

#### **Elemental Maximization – Page 100**

**Errata:** The Metamagic Mastery feat from *Magic of Arcanis* may not be applied to this feat.

#### **Elemental Taint – Page 100**

**Errata:** The damage that this feat adds to a spell is of the same type that the spell deals. Metamagic feats that affect the quantity of damage a spell deals do not impact this extra damage, however, metamagic feats that change the damage type of a spell do affect this damage (the Empower Spell feat would not affect this damage, but the Soften Spell feat would affect the damage).

#### **Elemental Amplification – Page 100**

**Errata:** The prerequisites for this feat are incorrect. The following are the correct prerequisites:

**Prerequisites:** Elemental Taint, any other Elementalist Metamagic feat.

**Errata:** This feat's spell level cost is variable. When used on its own, it costs one spell level. When any other metamagic feat is combined with this feat, this feat costs two spell levels to use.

**Errata:** The Metamagic Mastery feat from *Magic of Arcanis* may not be applied to this feat.

#### **Elemental Augmentation – Page 100**

**Errata:** The prerequisites for this feat are incorrect. The following are the correct prerequisites:

**Prerequisites:** Elemental Foothold, Augment Summoning

#### **Empower Elements – Page 101**

**Errata:** The Metamagic Mastery feat from *Magic of Arcanis* may not be applied to this feat.

#### **Might of the Elements – Page 101**

**Errata:** The gained spell level must be at least one level lower than the highest level spell you can cast.

#### **Skills – Page 101**

**Clarification:** The meaning of the listed prerequisites on several of these skills is not clear. Characters may

purchase ranks in these skills like they would any other (given that some of these will be cross-class skills).

However, a character is not considered trained in these skills until they meet the prerequisite (hence, since these are trained only skills, the check cannot be made until that time). Furthermore, a character does not receive synergy bonuses based off having ranks in these skills until they are considered trained in the skill. For example, having 5 or more ranks in Medicine (Surgery) grants a +2 bonus to Profession (Torturer) checks, but only if the character also has 10 or more ranks in Heal.

### Craft (Biotechnology) – Page 101

**Errata:** The prerequisites for this skill are incorrect. The following are the correct prerequisites:

**Prerequisites:** Knowledge (Biotechnology) 10+ ranks, Heal 10+ ranks

### Medicine (Surgery) – Page 101

**Errata:** The prerequisites for this skill are incorrect. The following are the correct prerequisites:

**Prerequisites:** Heal 10+ ranks

**Errata:** The special section of this skill is incorrect. The following is the correct wording:

**Special:** If you make a Medicine (Surgery) check without a masterwork healer's hit on hand, you suffer a –4 penalty. Ranks in Medicine (Surgery) count as ranks in Heal for the purpose of meeting requirements for feats and classes. Feats that apply to the Heal skill, such as Skill Focus, grant half their bonus (round down) to the Medicine (Surgery) skill.

**Errata:** The synergy section of this skill is incorrect. The following is the correct wording:

**Synergy:** If you have 5 or more ranks in Craft (Biotechnology) you gain a +2 bonus to Medicine (Surgery) checks. If you have 5 or more ranks in Knowledge (Bioengineering) you gain a +2 bonus to Medicine (Surgery) checks.

## Chapter Six: Religion and Magic

### Crafting Elementals – Page 113

**Errata:** This entire section is revised in *Appendix IV*.

### The Creation Process – Page 113

**Errata:** This entire section is revised in *Appendix IV*.

### Dream Domain – Page 113

**Clarification:** The *greater command* spell may only be used to issue the *Sleep* command.

### Holy Domain – Page 113

**Errata:** Several of the spells listed for this domain are not used in Arcanis. Replace the spell list for this domain with the following:

1. **Protection from Chaos/Evil/Good/Law\*:** +2 to AC and saves, counter mind control, hedge out summoned creatures.
  2. **Aid:** Gain +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
  3. **Magic Circle against Chaos/Evil/Good/Law\*:** As *protection* spells, but 10-ft. radius and 10 min./level.
  4. **Divine Smite\*:** Damages foes of opposite alignment, and additional effect based on caster's alignment.
  5. **Dispel Chaos/Evil/Good/Law\*:** Gain +4 bonus against attacks by creatures of your opposite alignment.
  6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
  7. **Divine Word\*:** Severely inhibit, or kill, creatures of opposing alignment to the caster.
  8. **Aura of Faith\*:** Gain +4 bonus to AC and saves, counter mind control, SR against effects from opposing alignments and damage attackers of opposing alignment.
  9. **Summon Monster IX\*:** Calls extraplanar creature to fight for you.
- \* Cast as a spell of the chosen descriptor only.

**Clarification:** The *aura of faith*, *divine smite* and *divine word* spells may be found in *Appendix V*.

### Rage Domain – Page 114

**Clarification:** The eight level spell granted by this domain is the *transformation* spell.

### Refuge Domain – Page 114

**Clarification:** The caster level for the domain's granted power is the character's cleric level.

### Saurian Domain – Page 114

**Clarification:** The *shapechange* spell granted by this spell is limited to Black, Red and Gold Great Drakes, as determined by which deity you worship.

### Acid Burn Spell – Page 115

**Errata:** This spell is a Sorcerer/Wizard 4 spell, not an Elem 3 spell.

**Errata:** Increase the maximum damage of this spell to 15d6 damage.

**Errata:** Add the following paragraph to the spell description following the first paragraph, and before the *Material Component* entry.

You point your finger and determine the range (distance and height) at which the *acid burn* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into an explosion of green-tinted flame at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strike the barrier and detonates prematurely.

### Acid Fang Spell – Page 115

**Errata:** This spell is a Sorcerer/Wizard 2 spell, not an Elem 2 spell.

**Errata:** This spell has duration of 1 round, not duration of instantaneous.

**Clarification:** Opponents receive a Reflex save for half damage against each spray that a maw creates.

**Errata:** The maws only attack when they are granted an attack of opportunity; an opponent who does nothing to provoke an attack of opportunity suffers no damage from this spell.

### Acid Fang, Greater Spell – Page 115

**Errata:** This spell is a Sorcerer/Wizard 5 spell, not an Elem 5 spell.

**Clarification:** Opponents receive a Reflex save for half damage against each spray that a maw creates.

**Errata:** The maws only attack when they are granted an attack of opportunity; an opponent who does nothing to provoke an attack of opportunity suffers no damage from this spell.

### Annihilate Spell – Page 115

**Errata:** This spell is a Sorcerer/Wizard 9 spell, not an Elem 9 spell.

**Errata:** The area of effect for this spell is an 80-ft. radius burst; not a cylinder effect.

**Errata:** The duration of this spell is Instantaneous and 1d4+1 rounds. The damage inflicted is instantaneous; the remaining effects may be dispelled during the 1d4+1 round duration.

**Clarification:** An opponent struck by this spell receives one Reflex save against each wave; failure or success is determined for each wave individually.

**Clarification:** You must specify when this spell is cast what order the energy waves will occur; you cannot decide the ordering while the spell is taking effect.

### Augment Poison Spell – Page 115

**Clarification:** This spell has no material component; it does require a divine focus.

### Blood Frenzy Spell – Page 116

**Errata:** This spell is an Enchantment [Mind-Affecting] spell; not a Transmutation spell.

### Bolts of Damnation Spell – Page 116

**Errata:** Replace the text of this spell with the following:

*Evocation [Evil]*

**Level:** Clr 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Effect:** One or more rays

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

This spell channels bolts of unholy energy that can strike down foes or empower allies. You may fire two rays, plus one additional ray per four caster levels beyond 12<sup>th</sup> level (to a maximum of four rays at 20<sup>th</sup> level). Each ray requires a ranged touch attack to hit; and a creature may only be affected by a single ray from each casting of this spell. The rays can have one of the following two effects, chosen separately for each ray.

*Crippling bolt:* This bolt deals 6d6 unholy damage to its target, Neutral targets suffer only half this damage, and Evil targets suffer no damage. If the target is Good aligned, they also suffer a 1d6 point penalty to Strength and Charisma for 1 minute per caster level. If the target of this bolt is an Outsider with the Good subtype, you receive a +2 bonus to your spell penetration check.

*Empowering bolt:* This bolt gains 6d6 temporary hit points and provides a +4 unholy bonus to Strength and Charisma; these effects last 1 minute per caster level. Neutral creatures receive half of the above bonuses, and Good creatures receive no benefit from this bolt.

### Bolts of Reckoning Spell – Page 116

**Errata:** Replace the text of this spell with the following:

*Evocation [Good]*

**Level:** Clr 7, Priest 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Effect:** One or more rays

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

This spell channels bolts of holy energy that can strike down foes or empower allies. You may fire two rays, plus one additional ray per four caster levels beyond 12<sup>th</sup> level (to a maximum of four rays at 20<sup>th</sup> level). Each ray requires a ranged touch attack to hit; and a creature may only be affected by a single ray from each casting of this spell. The rays can have one of the following two effects, chosen separately for each ray.

*Weakening bolt:* This bolt deals 6d6 holy damage to its target, Neutral targets suffer only half this damage, and Good targets suffer no damage. If the target is Evil aligned, they also suffer a 1d6 point penalty to Strength and Charisma for 1 minute per caster level. If the target of this bolt is an Outsider with the Evil subtype, you receive a +2 bonus to your spell penetration check.

*Empowering bolt:* This bolt gains 6d6 temporary hit points and provides a +4 holy bonus to Strength and Charisma; these effects last 1 minute per caster level. Neutral creatures receive half of the above bonuses, and Evil creatures receive no benefit from this bolt.

### Deathroar Spell – Page 116

**Errata:** Replace the text of this spell with the following:

*Evocation [Sonic]*

**Level:** Sorcerer/Wizard 9

**Components:** V

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You release a pulverizing cone of sonic energy with your scream that deafens and damages creatures in your path. The energy of this spell is strong enough to turn bonus to powder, crumble the strongest stone and liquefy flesh of creatures caught in the blast.

Creatures and objects in the area of effect suffer 1d6 sonic damage per caster level (maximum 25d6) and are

permanently deafened. A successful Fortitude save halves the damage and reduces the deafening to 1d6+1 rounds. Crystalline creatures and objects suffer double damage.

Creatures that fail their Fortitude save must make a second Fortitude save, at the same DC, or immediately die. This portion of the spell is a death-effect.

Objects do not gain hardness against the damage inflicted by this spell.

### Detonating Rain Spell – Pages 116-117

**Errata:** This is a Sorcerer/Wizard 6 spell, not an Elem 6 spell.

**Errata:** This spell deals 1d4 points of damage per caster level, but the maximum damage of the spell is 15d4.

### Force Whip Spell – Page 117

**Errata:** This spell is also a Priest 2 spell. The Priest class is described in the *Player's Guide to Arcanis*.

### Hydroblast Spell – Page 117

**Errata:** This spell does not allow its target a saving throw; this includes creatures with the Fire subtype.

**Errata:** This spell is also a Priest (Yarris) 2 spell. The Priest class is described in the *Player's Guide to Arcanis*.

### Lightning Armor Spell – Page 117

**Errata:** This spell is a Cleric 5, Sorcerer/Wizard 5 spell, and is not an Elem 4 spell.

### Negative Energy Lance Spell – Page 118

**Errata:** Because the lance is weightless, it only requires one hand to wield this lance.

**Clarification:** This spell does not grant any special bonuses to your attack rolls made with the lance; you attack at whatever modifier you would normally have due to your base attack bonus, Strength and size. Feats whose benefits apply to the use of a lance can be used with the *negative energy lance*.

**Clarification:** Using the lance to *dispel* a good spell is done by making a touch attack against the creature under the effect of the spell. You forgo the normal lance damage to create the *dispel magic* effect. The maximum bonus to your dispel check is +10, as specified in the *dispel magic* spell description.

**Errata:** This spell is also a Priest 4 spell. The Priest class is described in the *Player's Guide to Arcanis*.

### Piercing Shriek Spell – Page 118

**Errata:** A target that fails this saving throw against this spell is *slowed* for 1 round. Targets that cannot hear, are immune to the *slowing* effect.

### Raze Spell – Page 118

**Errata:** This spell has the *Fire* subtype.

**Errata:** This spell is not an Elem 7 spell.

**Errata:** This spell is also a Priest 8 spell. The Priest class is described in the *Player's Guide to Arcanis*.

### Scorching Frost Spell – Page 118

**Errata:** This spell is not an Elem 3 spell.

### Shatterfrost Spell – Pages 118-119

**Errata:** Replace the text of this spell with the following:

*Evocation [Cold]*

**Level:** Sorcerer/Wizard 9

**Components:** V, S, M

**Casting Time:** 2 rounds

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 5 ft. / level-radius burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

With this spell, you invoke a devastating wave of swirling sleet so cold that it freezes creatures and objects to the point of becoming brittle statues that shatter with the slightest touch. The sleet drains the heat energy out of creatures and objects while at the same time infusing them with the bitterest of cold.

Creatures in the area of effect who fail their saving throw are reduced to –5 hit points and suffer 1d6 cold damage; if the creature survives they stabilize and can recover normally. Creatures that make their saving throw suffer 1d6 cold damage per two caster levels (maximum 15d6) and are *slowed*, as per the *slow* spell, for 1 round per caster level.

Creatures with cold resistance receive half their resistance (round down) as a bonus to their saving throw and if they succeed, they are *slowed* for half the above duration. Creatures immune to cold suffer no damage or effects from this spell.

The flesh of creatures slain by the intense cold of this spell turns icy-blue and becomes as brittle as thin glass. Even a single point of damage (regardless of type) shatters the corpse into tiny, frozen fragments. A DC 15 Heal check and 4 hours near open fire will return a corpse into an unfrozen state, suitable for being restored to life.

Objects affected by this spell have their hardness and hit points halved; attended objects receive a save as normal.

*Material Component:* A claw, tooth or scale from any creature with the cold subtype and a clear quartz worth 200 gp or more.

### Shrapnel of Flame Spell – Page 119

**Errata:** This spell has the *Fire* subtype, not the *Cold* subtype.

**Errata:** This spell is not an Elem 3 spell.

### Shrill – Page 119

**Errata:** This spell deals 1d2 sonic damage, not 1d3.

### Static Sting – Page 119

**Errata:** This spell is not a Cleric 2 spell.

**Errata:** The target of this spell receives no saving throw.

### Steam Blast – Pages 119-120

**Errata:** Replace the text of this spell with the following:

*Evocation [Fire]*

**Level:** Sorcerer/Wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone shaped burst of scalding steam

**Duration:** Instantaneous; see text

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You expel a cone of roiling steam from your mouth, dealing 1d6 damage per level (maximum 10d6) to any creature in the area of effect. Creatures with the Aquatic or Cold subtypes suffer double damage or regular damage on a successful save.

The steam blast fills the cone with dense steam that persists for one round following the casting of this spell. This steam cloud grants all creatures within the could concealment (20% miss chance) for one round.

*Material Component:* A tindertwig and a small vial of water that was once boiled.

### Wall of Water – Page 120

**Errata:** This spell has no material component; it does however require a divine focus.

### Windshear – Page 120

**Errata:** Replace the text of this spell with the following:

*Evocation [Air]*

**Level:** Druid 4, Sorcerer/Wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** Cylinder (100 ft. tall, 20 ft. radius)

**Duration:** 1 round

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

**Spell Resistance:** Yes

This spell's original intent was to rip flying creatures from the sky, but it has proven useful against ground-based opponents as well.

When cast, this spell duplicates the effects of the *gust of wind* spell within the area of effect. Treat the top of the cylinder as the origin of the *gust of wind*. Furthermore, all creatures within the area are struck by blades of compressed air that fill the cylinder, dealing 1d8 points of slashing damage per two caster levels (maximum 10d8); flying creatures suffer 1d6 damage per caster level (maximum 15d6) instead. All afflicted creatures receive a Reflex save to half this damage.

#### **Yig's Kiss – Page 120**

**Errata:** This spell has the *Death* descriptor.

**Clarification:** Creatures that are immune to poison are only subject to the 5d6 unholy damage.

### **Chapter Seven: Flora and Fauna**

There are currently no errata for this chapter.

### **Chapter Eight: Equipment, Biotechnology and Magic Items**

#### **Weapon Tables – Pages 129-130**

**Errata:** A new version of this table is included in *Appendix VI*.

#### **Bearded Axe – Page 130**

**Errata:** The weight of this weapon was incorrectly listed, a bearded axe weighs 20 lbs.

**Errata:** Replace the last sentence of the weapon description with the following:

This weapon is so heavy that it may not be wielded properly by anyone with a Strength score of less than 16. Anyone without sufficient Strength trying to wield this weapon suffers a –4 penalty on all attack rolls. A bearded axe gains a +2 damage bonus on all sunder attempts.

#### **Crowsbeak Flail – Pages 130-131**

**Errata:** Replace the last sentence of the weapon description with the following:

This weapon is sized for a Large-size creature; creatures of smaller size cannot use this weapon without having one specially made. Medium size versions of this weapon deal 1d8 damage. The hook of this weapon can be used to make trip attempts with a +2 bonus. If the wielder is tripped during the trip attempt, he may drop the crowsbeak to avoid being tripped in return. The hook can also be used to snag an opponent's weapon, granting a +2 bonus to disarm checks.

#### **Dagon Blade – Page 131**

**Clarification:** A dagon blade cannot be created from a special material; many of its properties are derived from its construction and material.

#### **Dha – Pages 131-132**

**Clarification:** The bonus granted by a Dha when attacking plants applies equally when attacking creatures with the Plant type, or simply when clearing vegetation.

#### **Flamberge, Ss'ressen – Page 132**

**Errata:** The cost, weight and damage type of the flamberge were incorrectly listed; the correct values are 75 gp, 15 lbs., and slashing damage.

#### **Mancatcher Staff – Page 132**

**Errata:** The damage for the mancatcher staff was incorrectly listed; the correct value is 1d4 damage.

**Errata:** Replace the weapon description with the following:

The favored weapon of Ssethregoran slavers, a mancatcher staff is a pole arm designed to capture an opponent without killing him. The weapon consists of a long pole with a set of spring-loaded, sharpened jaws at one end.

This weapon can only be used against Small and Medium-size opponents. Attacking with this weapon requires a successful melee touch attack against the target. Once hit, contact is made, the activation plate is triggered, and jaws snap shut initiating an immediate grapple check (as a free action that does not provoke attacks of opportunity) with the attacker receiving a bonus of +4 on the check. Grappled opponents may still use weapons of any size while they are held in a mancatcher staff, but they suffer a –4 penalty to all attacks. Pinned opponents may not attack at all. While caught in the mancatcher, the target suffers 1d4 points of non-lethal damage per round. The victim may attempt to escape the weapon's grasp with opposed grapple or Escape Artist checks as a normal grapple, but the victim suffers an additional 1d4 points of non-

lethal damage regardless of the outcome. If the defender winds the original grapple check, he has avoided the jaws and receives no damage. To use the weapon again, the attacker must re-arm the trapping mechanism (this requires a full-round action and provokes attacks of opportunity). The mancatcher has a reach of 10 feet and cannot be used against opponents in adjacent squares. The bonuses granted by the Improved Grapple feat do not apply when wielding this weapon, as it is the jaws that are doing the grappling, not the character. The mancatcher staff has a hardness of 5 and 12 hit points. If the grappled target wishes to sunder the mancatcher, he gains a +10 circumstance bonus to hit the weapon, but suffers a –5 penalty to his weapon damage.

### Rope Dart – Page 132

**Errata:** Replace the weapon description with the following:

A rope dart is a heavy steel spike affixed to the end of a flexible length of rope or cord. Whirled about the body, a rope dart dazzles the eye, while hiding its deadly intent. The dart relies more on finesse and accuracy to wield than it does Strength; wielders apply their Dexterity bonus to attack rolls instead of Strength; the rope dart does not gain a damage bonus due to a high Strength score.

The rope dart is the favored weapon of the Dripping Blade assassins in Ssethregore, and monks hailing from Ssethregore are considered proficient in the rope dart. The rope dart is a monk weapon for Ssanu, Ss'ressen and Naga monks. Other monks who have a tail attack and who are also proficient with the rope dart may also consider this weapon a monk weapon.

Finally, a rope dart has 10-ft. reach; however, you don't threaten the area into which you can make an attack.

### Shiv Spear – Page 132

**Errata:** The range of the shiv spear was incorrectly listed; the correct value is 10 ft.

### Sode-Garami – Page 132

**Errata:** A sode-garami does not grant the listed bonus to disarm checks.

### Spiked Pauldron – Page 132

**Clarification:** The special attack granted by the spiked pauldron is not in addition to any other attacks you receive while charging; it replaces your existing attack. Although, if you have the means to make multiple attacks while charging, you may only replace one attack with the spiked pauldron attack.

### Tail Bracer – Page 133

**Errata:** The tail bracer was incorrectly listed as a Martial Weapon; the correct listing is as an Exotic weapon.

### Table: Mounts and Related Gear – Page 134

**Errata:** Remove the *Jaculi: Lesser* entry, and rename the *Jaculi: Greater* entry to *Jaculi*. Leave the cost unchanged at 80 gp.

**Clarification:** Unless otherwise noted, the listed costs are for trained versions of these mounts.

### Bloodbag – Page 135

**Errata:** Bloodbags have hardness 5 and hit points equal to twice their storage capacity.

**Errata:** The creation requirements for the bloodbags are incorrect; the following are the correct requirements.

Small: Craft (Biotechnology) 5 ranks; DC 25; Price 5,000 gp.

Normal: Craft (Biotechnology) 10 ranks; DC 35; Price 20,000 gp.

Large: Craft (Biotechnology) 15 ranks; DC 45; Price 45,000 gp.

### Drakharl Cannon – Page 136

**Errata:** A drakharl cannon cannot be used more than 5 times each day; each use deals 5 damage to the wielder, not the listed 2 damage.

### Flesh Grafts – Page 136

**Errata:** Using a flesh graft is a full-round action; once used, they are completely consumed.

### Wisps – Page 136

**Clarification:** A wisp only understands one command language, as determined by its creator at creation.

### Adamantine Servos – Page 136

**Errata:** Installing an adamantine servo requires a DC 30 Medicine (Surgery) check; not the listed DC 20 Medicine and Surgery check.

**Errata:** The creation requirements for the adamantine servos are incorrect; the following are the correct requirements.

+2: Craft (Biotechnology) 10 ranks; DC 25; Price 32,000 gp.

+4: Craft (Biotechnology) 15 ranks; DC 35; Price 128,000 gp.

+6: Craft (Biotechnology) 20 ranks; DC 45; Price 288,000 gp.

### **Retinal Shine – Pages 136-137**

**Errata:** Installing a retinal shine requires a DC 25 Medicine (Surgery) check; not the listed DC 25 Medicine and Surgery check.

### **Neurological Shiv – Page 137**

**Errata:** Installing a neurological shiv requires a DC 30 Medicine (Surgery) check; not the listed DC 30 Medicine and Surgery check.

**Errata:** A neurological shiv grants the subject the Wild Talent feat as a bonus feat; it provides no other benefit.

**Errata:** Crafting a neurological shiv requires 25 ranks in Craft (Biotechnology), not the listed requirement of 12 ranks.

### **Corrupted – Page 138**

**Clarification:** This enhancement deals Wisdom damage, as opposed to permanent drain.

### **Venemous – Page 139**

**Clarification:** This enhancement's effect is a poison effect. Furthermore, there is no secondary effect for the poison it delivers.

**Errata:** The caster level requirement for this enhancement is 8<sup>th</sup> level.

### **Elixir of Longevity – Page 138**

**Errata:** The DC of the Fortitude save is 28, not the listed 20; furthermore, failing the saving throw does not kill the imbiber, it permanently placed them outside of the time stream.

**Errata:** The correct creation requirements are as follows.

|   |
|---|
| Strong Transmutation; CL 20 <sup>th</sup> ; Prerequisites: Craft Wondrous Item, Craft Epic Wondrous Item, <i>temporal stasis</i> , Elorii tears, venom of the Lifewell Asp; Market Price: 400,000 gp. |
|---|

### **Staff of the Beastlord – Page 140**

**Errata:** This item is actually a magical rod, and requires the Craft Rod feat, not the Craft Staff feat.

### **The Split Staff of Zhulass – Page 140**

**Errata:** There is one feat missing from the requirements listing for this item; it also requires the Craft Rod feat.

### **Drums of the Deep – Page 141**

**Errata:** The save DC for the *fear* effect is 16, not the player's perform check.

### **Scalpel of the Vivisectionist – Page 141**

**Errata:** The scalpel grants a +10 competence bonus to Medicine (Surgery) checks. It does not change the creation DC for biotechnological items.

**Errata:** The correct creation requirements are as follows.

|  |
|--|
| Moderate Transmutation; CL 9 <sup>th</sup> ; Prerequisites: Craft Wondrous Item, <i>keen edge</i> , 10 ranks in Medicine (Surgery); Market Price: 10,000 gp. |
|--|

## **Chapter Nine: Creature Catalog**

Refer to *Appendix II*.

## Appendix I: Ssethregoran NPC Creature Statistic Blocks

|  |   |                     |                      |
|--|---|---------------------|----------------------|
| <b>Emperor Kahss</b>   |   | <b>CR: 36</b>       |                      |
| LE Huge Aberration, Dark Naga, Advanced +8 HD, Ssethric Elementalist 10 Archmage 5 Sorcerer 10 |   |                     |                      |
| <b>HD:</b>   | 17d8+25d4+252 (475 hp)  |                     |                      |
| <b>BAB:</b>  | +24   | <b>Grapple:</b>     | +40                  |
| <b>Initiative:</b>   | +8  | <b>Trip:</b>        | +10                  |
| <b>Speed:</b>  | 40 ft.  |                     | <b>Space:</b> 15 ft. |
|  |   |                     | <b>Reach:</b> 10 ft. |
|  |   |                     | <b>Aura:</b> --      |
| <b>AC:</b>   | 50 (-2 size, +4 Dex, +14 natural, +12 armor, +8 deflection, +4 shield*)   |                     |                      |
| <b>Touch:</b>  | 24  | <b>Flat-Footed:</b> | 46                   |
| <b>Immunity:</b>   | Poison, Acid  |                     | <b>DR:</b> --        |
| <b>Resistance:</b>   | Charm (+2 to saves)   |                     | <b>SR:</b> --        |
| <b>Attack:</b>   | Sting +30 melee (2d6+8 plus poison, 20/x2)  |                     |                      |
| <b>Attack:</b>   | Sting +30 melee (2d6+8 plus poison, 20/x2) and bite +25 melee (1d6+4, 20/x2)  |                     |                      |
| <b>SA:</b>   | Poison, spells, arcane fire, spell-like abilities   |                     |                      |
| <b>Saves:</b>  | Fort +26  | Ref +24             | Will +39             |
| <b>Abilities:</b>  | Str 27 (+8)   | Dex 18 (+4)         | Con 23 (+6)          |
|  | Int 27 (+8)   | Wis 24 (+7)         | Cha 34 (+12)         |
| <b>Languages:</b>  | Ssethric, Varn, Golic, Eloran   |                     |                      |
| <b>SQ:</b>   | <i>Detect thoughts</i> , guarded thoughts, <i>mage hand</i> , elemental mastery (earth), electricity vulnerability, arcane reach, mastery of shaping, summon familiar   |                     |                      |
| <b>Senses:</b>   | Darkvision 60 ft.   |                     |                      |
| <b>Skills:</b>   | Bluff +28, Concentration +50, Diplomacy +20, Disguise +14 (+16 when acting), Knowledge (Arcana) +53, Knowledge (Bioengineering) +18, Knowledge (History) +20, Knowledge (Local: Ssethregore) +18, Knowledge (Nobility and Royalty) +23, Knowledge (The Planes) +28, Listen +24, Profession (Torturer) +37, Sense Motive +19, Spellcraft +53, Spot +24   |                     |                      |
| <b>Feats:</b>  | Alertness <sup>B</sup> , Combat Casting, Dodge, Elemental Amplification, Elemental Expertise <sup>B</sup> , Elemental Mastery (Earth) <sup>B</sup> , Elemental Maximization <sup>B</sup> , Elemental Taint <sup>B</sup> , Empower Elements <sup>B</sup> , Epic Spellcasting <sup>EPIC</sup> , Eschew Materials <sup>B</sup> , Heighten Spell, Improved Initiative, Improved Metamagic <sup>EPIC</sup> , Improved Spell Capacity <sup>EPIC</sup> , Leadership, Prodigy (Arcane) <sup>B</sup> , Skill Focus (spellcraft), Spell Focus (enchantment, evocation), Silent Spell, Still Spell, Unholy Spell |                     |                      |

|               |   |
|---------------|---|
| <b>Items:</b> | Emperor Kahss, as the ruler of one of the eldest and most powerful civilizations upon Onara, has access to virtually any non-unique magic item in existence, and quite a few of the unique creations that have sprung from the minds of men and serpents alike. The following list represents only a small fraction of the resources that Emperor Kahss commands, however, he is never found without these specific items.<br><i>Bracers of Armor +12</i> , <i>Ring of Protection and Resistance +8</i> , <i>Ring of Freedom</i> (as the <i>freedom</i> spell), <i>Crown of a Thousand Serpents</i> , <i>Greater Metamagic Rods</i> (one of each kind are typically within his easy reach), <i>Amulet of Natural Armor +8</i> . |
|               | Amongst Emperor Khass' magical storehouses is a librarium that contains scrolls, and sometimes wands, of virtually every spell known to Onara, regardless of its age or source.   |
|               | <b>Poison (Ex):</b> Injury, Fortitude DC 24 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.   |
|               | <b>Resistance to Charm:</b> Dark nagas have a +2 racial bonus on saving throws against all <i>charm</i> effects (not included in the statistics block).   |
|               | <b>Detect Thoughts (Su):</b> A dark naga can continuously use <i>detect thoughts</i> as the spell (caster level 9 <sup>th</sup> ; Will DC 24 negates). This ability is always active. The save DC is Charisma-based.  |
|               | <b>Guarded Thoughts (Ex):</b> Dark nagas are immune to any form of mind-reading.  |
|               | <b>Mage Hand (Sp):</b> Dark nagas may use <i>mage hand</i> at will. Caster level 9 <sup>th</sup> .  |
|               | <b>Arcane Fire (Su):</b> Ranged touch attack (600 ft. range); deals 5d6 damage + 1d6 damage per spell level of the spell spent to produce the bolt.   |
|               | <b>Arcane Reach (Su):</b> Can cast touch range spells on targets within 60 ft.; requires a ranged touch attack when doing so.   |
|               | <b>Mastery of Shaping:</b> The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.   |
|               | <b>Spell-like Abilities:</b> <i>4/day—dominate person</i> (DC 27). Caster level 31.   |
|               | * This <i>shield</i> spell has been made permanent upon Emperor Khass using the <i>wish</i> spell. The caster level for this effect is 24.  |
|               | <b>Improved Metamagic:</b> Spell slot modifier of all metamagic feats is reduced by 1, minimum +1.  |

**Arcane Caster Level:** 31<sup>th</sup>

**Spell Save DC:** 22 + spell level; +1 for **Enchantment** and **Evocation** spells

**Spells per Day:** 6 / 9 / 9 / 9 / 9 / 6 / 7 / 6 / 7 / 6 / 2

**Epic Spells per Day:** 4

0<sup>th</sup>-Level: *arcane mark, detect magic, ghost sound, light, mending, message, prestidigitation, read magic, ray of frost*

1<sup>st</sup>-Level: *charm person, hydroblast, magic missile, ray of enfeeblement, shield*

2<sup>nd</sup>-Level: *blindness/deafness, glitterdust, mirror image, scorching ray, web*

3<sup>rd</sup>-Level: *displacement, lightning bolt, stinking cloud, suggestion, vampiric touch*

4<sup>th</sup>-Level: *charm monster, enervation, solid fog, stone skin*

5<sup>th</sup>-Level: *cone of cold, dominate person, greater acid fang*

6<sup>th</sup>-Level: *chain lightning, greater dispel magic, mass suggestion*

7<sup>th</sup>-Level: *greater teleport, prismatic spray, spell turning*

8<sup>th</sup>-Level: *deathroar, polar ray, trap the soul*

9<sup>th</sup>-Level: *annihilate, power word: kill, wish*

10<sup>th</sup>-Level: --

Epic: Emperor Kahss has access to virtually all known Epic spells, and the resources required to both research and cast them.

| <b>Sengal the Ancient</b>  |   | <b>CR: 31</b>       |                         |
|--|---|---------------------|-------------------------|
| LE Large Monstrous Humanoid (Ssethric); Ssanu Advanced +6 HD, Wizard 12 Ssethric Elemental 10 Cleric 4 (Kassegore) |   |                     |                         |
| <b>HD:</b>   | 13d8+22d4+4d8+234 (394 hp)  |                     |                         |
| <b>BAB:</b>  | +26   | <b>Grapple:</b>     | +39                     |
| <b>Initiative:</b>   | +9  | <b>Trip:</b>        | +13                     |
| <b>Speed:</b>  | 40 ft., swim 30 ft.   |                     | <b>Space:</b> 10 ft.    |
|  |   |                     | <b>Reach:</b> 10 ft.    |
|  |   |                     | <b>Aura:</b> --         |
| <b>AC:</b>   | 32 (-1 size, +5 Dex, +6 natural, +2 luck (from <i>staff of power</i> ), +5 deflection, +5 armor)  |                     |                         |
| <b>Touch:</b>  | 21  | <b>Flat-Footed:</b> | 27                      |
| <b>Immunity:</b>   | Poison, Fire  |                     | <b>DR:</b> --           |
| <b>Resistance:</b>   | --  |                     | <b>SR:</b> 18           |
| <b>Attack:</b>   | Scimitar +39 melee (2d6+18 plus 1d6 fire, 18-20/x2 plus 1d10 fire; Ssanu struck by this blade must make a DC 20 Fortitude save or die)  |                     |                         |
| <b>Attack:</b>   | Scimitar +39/+34/+29/+24 melee (2d6+18 plus 1d6 fire, 18-20/x2 plus 1d10 fire; Ssanu struck by this blade must make a DC 20 Fortitude save or die) and bite +29 melee (2d6+4 plus poison, 20/x2)  |                     |                         |
| <b>SA:</b>   | Hypnotic gaze, poison, spell-like abilities, rebuke undead (9/day; +8; 2d6+10; 4 <sup>th</sup> level effect)  |                     |                         |
| <b>Saves:</b>  | Fort  | +26                 | Ref +25 Will +35        |
| <b>Abilities:</b>  | Str   | 28 (+9)             | Dex 20 (+5) Con 22 (+6) |
|  | Int   | 31 (+10)            | Wis 18 (+4) Cha 22 (+6) |
| <b>Languages:</b>  | Ssethric and 7 others   |                     |                         |
| <b>SQ:</b>   | Fast healing 1, lordship and domination, summon familiar, cold vulnerability  |                     |                         |
| <b>Senses:</b>   | Darkvision 60 ft., scent  |                     |                         |
| <b>Skills:</b>   | Bluff +13, Concentration +32, Craft (cartography) +27, Craft (biotechnology) +36, Diplomacy +23, Disguise +8, Heal +16, Hide +8, Intimidate +16, Knowledge (Arcana) +48, Knowledge (Bioengineering) +33, Knowledge (History: Ssethregore) +32, Knowledge (The Planes) +32, Knowledge (Religion) +32, Listen +13, Medicine (Surgery) +33, Move Silently +12, Spot +13, Sense Motive +14, Sleight of Hand +13, Spellcraft +40                 |                     |                         |
| <b>Feats:</b>  | Alertness, Arcane Tutor, Brew Potion, Craft Staff, Craft Wondrous Item, Dodge, Elemental Amplification <sup>B</sup> , Elemental Expertise <sup>B</sup> , Elemental Mastery (fire) <sup>B</sup> , Elemental Maximization <sup>B</sup> , Elemental Taint, Empower Elements <sup>B</sup> , Epic Spellcasting, Forge Ring, Improved Initiative, Improved Natural Attack (bite), Might of the Elements, Scribe Scroll <sup>B</sup> , Spell Focus |                     |                         |

|                                      |   |
|--------------------------------------|---|
| <b>Items:</b>                        | (evocation) <sup>B</sup> , Still Spell, Quicken Spell <sup>B</sup><br>Sengal has hundreds of lesser magic items at his beck and call, but he keeps his most powerful with him at all times. Sengal always carries the following items: <i>staff of power</i> , <i>ring of elemental control (earth)</i> , <i>ring of protection +5</i> , <i>black robe of the archmagi</i> , <i>Ssanu-slaying +5 scimitar of flaming burst</i> , <i>belt of perfection</i> (+6 enhancement bonus to all ability scores) |
| <b>Hypnotic Gaze (Su):</b>           | Gaze attack, 30 foot range, <i>hypnotism</i> (Will DC 19 negates), 5 <sup>th</sup> level caster. The save DC is Charisma-based.   |
| <b>Poison (Ex):</b>                  | A Ssanu's bite paralyzes an opponent, before killing it. Fortitude DC 22, initial damage 2d6 Dexterity, secondary damage 1d6 Constitution. The save DC is Constitution-based.   |
| <b>Spell-like Abilities:</b>         | A Ssanu has a number of spell-like abilities. 3/day— <i>enthrall</i> (DC 18), <i>charm person</i> (DC 17), <i>charm monster</i> (DC 20), <i>cause fear</i> (DC 17). Caster level 13th. The save DC's are Charisma-based.  |
| <b>Fast Healing (Ex):</b>            | A Ssanu heals quickly, and easily. It heals 1 damage each round; if the Ssanu has suffered both lethal and non-lethal damage, then it heals 1 of each type each round.  |
| <b>Lordship and Domination (Ex):</b> | As the first children of Kassegore, the Ssanu have power over all of Kassegore's other creations. A Ssanu gains a +2 inherent bonus to the saving throw DC of all spells, spell-like abilities, powers, psi-like abilities, supernatural abilities and extraordinary abilities when using them against any Ssethric creature or any reptile.  |
| <b>Poison Immunity (Ex):</b>         | Ssanu are immune to all natural poisons.  |
| <b>Arcane Caster Level:</b>          | 21 <sup>th</sup> (23 <sup>th</sup> for bypassing SR/PR)   |
| <b>Spell Save DC:</b>                | 20 + spell level; +1 for evocation spells   |
| <b>Spells per Day:</b>               | 4 / 7 / 7 / 6 / 6 / 6 / 6 / 5 / 5 / 5   |
| <b>Epic Spells per Day:</b>          | 3   |
| <b>Spell Book:</b>                   | Sengal's grimoires are virtually boundless, and contain virtually every arcane spell that exists on Onara. Included in his vast tomes are dozens of unique spells known only to himself.  |
| <b>Epic Spellbook:</b>               | Sengal has access to most epic spells, and the resources to use them when needed.   |
| <b>Divine Caster Level:</b>          | 4 <sup>th</sup> (6 <sup>th</sup> for bypassing SR/PR)   |
| <b>Spell Save DC:</b>                | 14 + spell level; +1 for evocation spells   |
| <b>Spells per Day:</b>               | 5 / 4+1 / 3+1   |
| <b>Domains:</b>                      | <u>Destruction</u> (1/day; smite attack, +4 to attack, +4 to damage); <u>Fire</u> (turn/destroy water creatures; rebuke/command fire creatures; 9/day; +8; 2d6+10; 4 <sup>th</sup> level effect)  |

## Appendix II: Creature Catalog Errata

The following entries summarize the changes present in the statistics blocks on the following pages; those marked with an asterix (\*) do not have associated statistics blocks.

### **New Creature: Arboreal Black Caiman**

This creature, originally appearing in *Eldest Sons*, is included below in an updated form as it should have been included in this book.

### **New Creature: Daughter of Yig**

This creature is mentioned in several places in the book, however, the game statistics for it were mistakenly left out.

### **New Creature: Eel, Small**

This creature, referenced in several places, was mistakenly left out of the book. It is included here for your reference.

### **New Creature: Tarantula, Scarlet**

This creature, referenced in several places, was mistakenly left out of the book. It is included here for your reference.

### **Cyclura – Page 142**

As originally presented, this creature is too weak for its size. The corrected version has 14 Hit Dice (instead of 8) and has a base Challenge Rating of 10 (instead of 6).

### **Jaculi – Page 145**

The greater version of this creature that is mentioned is not correct, and should be removed.

### **Mor’let – Page 146**

This creature, as originally presented, is too powerful for its challenge rating. A revised version of this creature was included in the *Player’s Guide to Arcanis (Revised)*, that version is included here.

### **\* Oniscus – Pages 147-148**

The listed challenge rating for the Oniscus is too low; this creature should correctly have a challenge rating of 15.

### **\* Rhamphorike – Page 149**

The maneuverability entry for this creature is erroneously listed as excellent, a rhamphorike has *good* maneuverability.

### **Sc’Math – Page 149**

As originally presented, this creature is too weak for its listed purpose. The corrected version has 8 Hit Dice (instead of 4) and has a base Challenge Rating of 6 (instead of 3).

### **Ssanu – Page 150**

The *Psionics of Arcanis* book included a version of the Ssanu with psionic abilities. This new version is included here for completeness.

Finally, Ancient Ssanu advance to Large size upon attaining 9 HD.

### **Ashen Hide Ss’ressen – Pages 150-151**

New versions of these entries are included, where necessary, to account for errata presented in the main document above.

### **\* Winged Viper – Page 156**

The poison of this creature is too powerful for its Challenge Rating. The poison damage should be 1d2 Constitution (as both primary and secondary damage).

### **\* Hussuma/Yissera – Pages 156-157**

The Challenge Rating increase of this template is not large enough to fully account for the bonuses that the template provides. Increase the Challenge Rating increase of the template, at all Hit Dice, by +1.

## Arboreal Black Caiman

CR: 5

NE Large Animal (Aquatic)

**HD:** 7d8+35 (79 hp)  
**BAB:** +5      **Grapple:** +18      **Space:** 10 ft.  
**Initiative:** +2      **Trip:** +12      **Reach:** 5 ft.  
**Speed:** 20 ft., swim 40 ft., climb 20 ft.      **Aura:** --

**AC:** 17 (-1 size, +2 Dex, +6 natural)  
**Touch:** 11      **Flat-Footed:** 15  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Bite +12 melee (1d8+12, 20/x2) or tail slap +12 melee (2d6+12, 20/x2)

**SA:** Improved grab  
**Saves:** Fort +5      Ref +5      Will +2  
**Abilities:** Str 17 (+8)      Dex 14 (+2)      Con 21 (+5)  
Int 2 (-4)      Wis 12 (+1)      Cha 2 (-4)

**SQ:** Amphibious  
**Senses:** Low-light vision, scent  
**Skills:** Hide +5, Listen +3, Spot +3  
**Feats:** Alertness, Improved Natural Attack (tail slap), Power Attack

**Improved Grab (Ex):** To use this ability, an arboreal black caiman must hit a creature of up to one size category larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Amphibious (Ex):** Although arboreal black caiman are naturally water creatures, they can survive indefinitely on land.

**Skills:** An arboreal black caiman 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.

Arboreal black caiman's also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

**Environment:** Estuaries and Mangroves

**Organization:** Solitary

**Treasure:** None

**Advancement:** 8-10 HD (Large); 11-15 HD (Huge)

## Cyclura

CR: 10

N Huge Animal (Ssethric)

**HD:** 14d8+98+3 (180 hp)  
**BAB:** +10      **Grapple:** +28      **Space:** 15 ft.  
**Initiative:** +0      **Trip:** +14      **Reach:** 10 ft.  
**Speed:** 40 ft.      **Aura:** --

**AC:** 16 (-2 size, +8 natural)  
**Touch:** 8      **Flat-Footed:** 16  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Gore +18 melee (3d6+15, 20/x2) or tail slap +18 melee (3d4+15, 20/x2)

**SA:** Powerful charge, trample 1d8+15  
**Saves:** Fort +16      Ref +9      Will +7  
**Abilities:** Str 30 (+10)      Dex 10      Con 25 (+7)  
Int 2 (-4)      Wis 12 (+1)      Cha 2 (-4)

**SQ:** --  
**Senses:** Low-light vision  
**Skills:** Listen +12, Spot +7  
**Feats:** Die-Hard, Endurance, Improved Natural Attack (gore), Iron Will, Toughness

**Powerful Charge (Ex):** A cyclura deals 6d6+20 points of damage when it makes a charge attack with its gore attack.

**Trample (Ex):** Reflex half DC 27. The save DC is Strength-based.

**Environment:** Marshy terrain

**Organization:** Solitary or herd (2-12)

**Treasure:** None

**Advancement:** 15-20 HD (Huge); 21-30 HD (Gargantuan)

## Daughter of Yig, Immature

CR: 9

N Huge Animal (Ssethric)

**HD:** 17d8+37 (113 hp)  
**BAB:** +12      **Grapple:** +27      **Space:** 15 ft.  
**Initiative:** +4      **Trip:** +11      **Reach:** 10 ft.  
**Speed:** 20 ft., climb 20 ft., swim 20 ft.      **Aura:** --

**AC:** 18 (-2 size, +4 Dex, +6 natural)  
**Touch:** 12      **Flat-Footed:** 14  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Bite +18 melee (2d6+10, 20/x2)

**SA:** Constrict 1d8+10, improved grab, poison  
**Saves:** Fort +12      Ref +14      Will +6  
**Abilities:** Str 25 (+7)      Dex 18 (+4)      Con 14 (+2)  
Int 1 (-5)      Wis 12 (+1)      Cha 2 (-4)

**SQ:** --  
**Senses:** Low-light vision, scent  
**Skills:** Balance +13, Climb +18, Hide +12, Listen +10, Spot +10, Swim +17  
**Feats:** Alertness, Endurance, Improved Natural Attack (bite), Skill Focus (Hide), Toughness, Weapon Focus (bite)

**Improved Grab (Ex):** To use this ability, a daughter of Yig must hit a creature of up to one size category larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, it can then constrict

**Constrict (Ex):** A daughter of Yig deals 1d8+10 points of damage with a successful grapple check.

**Poison (Ex):** The bite of a daughter of Yig injects a deadly poison. Injury, Fortitude DC 20, initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

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

A daughter of Yig also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

**Environment:** Warm forests, warm marshes

**Organization:** Solitary

**Treasure:** None

**Advancement:** 18-33 HD (Huge); 24-50 HD (Gargantuan)

The Daughters of Yig are feared more by Ssethregorans than nearly any other creature, for they rule the night and feed upon the unwary. A fully-grown Daughter of Yig is an immense serpent, reaching 50 feet or more, that constricts its prey while delivering a deadly poison. Their heads are the size of a large horse, their fangs like sabers, and their hoods blot out the sun when unfurled.

The Daughters gain their name from the stylized pattern on the back of their hood that resembles the holy symbol of Yig, Goddess of Serpents. With the decline of the worship of Yig in the Empire, the Daughters are no longer considered sacred by most of the populace, but they still evoke fear in the lower castes. When the sun sets in any city in Ssethregore, a curfew is in effect. Gates beneath the Ssanu pits open and the Daughters pour forth into the streets. There they dine on anyone foolhardy enough to trod the streets against the will of the ruling elites.

Of course, Nagas and Ssanu have no reason to fear the Daughters, for their natural powers over reptiles allow them to slither the streets with impunity.

## Daughter of Yig, Mature

CR: 18

N Gargantuan Animal (Ssethric); Advanced +24 HD

**HD:** 41d8+290 (504 hp)

**BAB:** +30      **Grapple:** +53      **Space:** 15 ft.  
**Initiative:** +4      **Trip:** +15      **Reach:** 10 ft.  
**Speed:** 20 ft., climb 20 ft., swim 20 ft.      **Aura:** --

**AC:** 23 (-4 size, +4 Dex, +13 natural)

**Touch:** 10      **Flat-Footed:** 19

**Immunity:** --      **DR:** --

**Resistance:** --      **SR:** --

**Attack:** Bite +38 melee (3d6+16, 19-20/x2)

**SA:** Constrict 2d6+16, improved grab, poison

**Saves:** Fort +29      Ref +26      Will +16

**Abilities:** Str 33 (+11)      Dex 18 (+4)      Con 24 (+7)  
Int 1 (-5)      Wis 12 (+1)      Cha 2 (-4)

**SQ:** --

**Senses:** Low-light vision, scent

**Skills:** Balance +13, Climb +22, Hide +20, Listen +16, Spot +16, Swim +21

**Feats:** Ability Focus (poison), Alertness, Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Natural Armor x3, Improved Natural Attack (bite), Skill Focus (Hide), Power Attack, Toughness, Weapon Focus (bite)

**Improved Grab (Ex):** To use this ability, a daughter of Yig must hit a creature of up to one size category larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, it can then constrict

**Constrict (Ex):** A daughter of Yig deals 2d6+16 points of damage with a successful grapple check.

**Poison (Ex):** The bite of a daughter of Yig injects a deadly poison. Injury, Fortitude DC 39, initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

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

A daughter of Yig also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

**Environment:** Warm forests, warm marshes

**Organization:** Solitary

**Treasure:** None

**Advancement:** 41-50 HD (Gargantuan)

| <b>Eel, Small</b>  |   | <b>CR: 1/3</b>      |                        |
|--|---|---------------------|------------------------|
| N Small Animal (Aquatic)   |   |                     |                        |
| <b>HD:</b>   | 1d8 (8 hp)  |                     |                        |
| <b>BAB:</b>  | +0  | <b>Grapple:</b>     | -7                     |
| <b>Initiative:</b>   | +4  | <b>Trip:</b>        | -3                     |
| <b>Speed:</b>  | Swim 40 ft.                                       |                     |                        |
| <b>Space:</b>  | 5 ft.   |                     |                        |
| <b>Reach:</b>  | 5 ft.   |                     |                        |
| <b>Aura:</b>   | --  |                     |                        |
| <b>AC:</b>   | 17 (+1 size, +4 Dex, +2 natural)                  |                     |                        |
| <b>Touch:</b>  | 15  | <b>Flat-Footed:</b> | 13                     |
| <b>Immunity:</b>   | --  |                     |                        |
| <b>Resistance:</b>   | Electricity 5                                     |                     | <b>DR:</b> --          |
|  |   |                     | <b>SR:</b> --          |
| <b>Attack:</b>   | Bite +4 melee (1d2-3 plus 1d3 electricity, 20/x2) |                     |                        |
| <b>SA:</b>   | Electric shock                                    |                     |                        |
| <b>Saves:</b>  | Fort  | +2                  | Ref +6 Will +1         |
| <b>Abilities:</b>  | Str   | 4 (-3)              | Dex 19 (+4) Con 11     |
|  | Int   | 1 (-5)              | Wis 12 (+1) Cha 2 (-4) |
| <b>SQ:</b>   | --  |                     |                        |
| <b>Senses:</b>   | Low-light vision, scent                           |                     |                        |
| <b>Skills:</b>   | Hide +9, Swim +5                                  |                     |                        |
| <b>Feats:</b>  | Weapon Finesse                                    |                     |                        |
| <b>Electric Shock (Ex):</b> An eel deals 1d3 points of electricity damage with each bite attack. |   |                     |                        |
| <b>Environment:</b> Any lake, river or ocean   |   |                     |                        |
| <b>Organization:</b> Solitary  |   |                     |                        |
| <b>Treasure:</b> None  |   |                     |                        |
| <b>Advancement:</b> --   |   |                     |                        |

| <b>Jaculi</b>   |   | <b>CR: 1/2</b>      |                        |
|---|---|---------------------|------------------------|
| N Small Animal  |   |                     |                        |
| <b>HD:</b>  | 2d8 (16 hp)   |                     |                        |
| <b>BAB:</b>   | +1  | <b>Grapple:</b>     | -2                     |
| <b>Initiative:</b>  | +3  | <b>Trip:</b>        | +1                     |
| <b>Speed:</b>   | 20 ft., climb 20 ft.  |                     | <b>Space:</b> 5 ft.    |
|   |   |                     | <b>Reach:</b> 5 ft.    |
|   |   |                     | <b>Aura:</b> --        |
| <b>AC:</b>  | 16 (+1 size, +3 Dex, +2 natural)                                  |                     |                        |
| <b>Touch:</b>   | 14  | <b>Flat-Footed:</b> | 13                     |
| <b>Immunity:</b>  | --  |                     |                        |
| <b>Resistance:</b>  | --  |                     | <b>DR:</b> --          |
|   |   |                     | <b>SR:</b> --          |
| <b>Attack:</b>  | Bite +3 melee (1d4+1, 20/x2)                                      |                     |                        |
| <b>Attack:</b>  | Bite +3 melee (1d4+1, 20/x2) and hood slash +1 melee (2d3, 20/x2) |                     |                        |
| <b>SA:</b>  | Pounce  |                     |                        |
| <b>Saves:</b>   | Fort  | +3                  | Ref +6 Will +1         |
| <b>Abilities:</b>   | Str   | 12 (+1)             | Dex 17 (+3) Con 10     |
|   | Int   | 2 (-4)              | Wis 12 (+1) Cha 2 (-4) |
| <b>SQ:</b>  | Hard to swallow   |                     |                        |
| <b>Senses:</b>  | Low-light vision, scent   |                     |                        |
| <b>Skills:</b>  | Balance +8, Climb +9, Hide +13, Swim +8                           |                     |                        |
| <b>Feats:</b>   | Multiattack   |                     |                        |
| <b>Pounce (Ex):</b> If a jaculi charges its prey, it may make a full attack with all its natural weapons.   |   |                     |                        |
| <b>Hard to Swallow (Ex):</b> A jaculi's spined hood makes it hard to swallow. A creature that attempts to swallow a jaculi must make a DC 12 Fortitude save or fail to swallow the jaculi. Failure also deals 1d6 piercing damage to the offending creature. The save DC is Strength-based. |   |                     |                        |
| <b>Skills:</b> A jaculi receives a +5 racial bonus to Balance checks, a +5 racial bonus to Swim checks, and a +10 racial bonus to Hide checks.  |   |                     |                        |
| A jaculi also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.   |   |                     |                        |
| <b>Environment:</b> Temperate marshes   |   |                     |                        |
| <b>Organization:</b> Solitary   |   |                     |                        |
| <b>Treasure:</b> None   |   |                     |                        |
| <b>Advancement:</b> 3-5 HD (Small); 6-8 HD (Medium)   |   |                     |                        |

| <b>Mor'let</b>            |  | <b>CR: 4</b>        |                      |
|---------------------------|--|---------------------|----------------------|
| N Large Animal (Ssethric) |  |                     |                      |
| <b>HD:</b>                | 4d8+12 (41 hp)   |                     |                      |
| <b>BAB:</b>               | +3   | <b>Grapple:</b>     | +12                  |
| <b>Initiative:</b>        | +3   | <b>Trip:</b>        | +9                   |
| <b>Speed:</b>             | 50 ft.   |                     | <b>Space:</b> 10 ft. |
|                           |  |                     | <b>Reach:</b> 5 ft.  |
|                           |  |                     | <b>Aura:</b> --      |
| <b>AC:</b>                | 17 (-1 size, +3 Dex, +5 natural)   |                     |                      |
| <b>Touch:</b>             | 12   | <b>Flat-Footed:</b> | 14                   |
| <b>Immunity:</b>          | --   | <b>DR:</b>          | --                   |
| <b>Resistance:</b>        | --   | <b>SR:</b>          | --                   |
| <b>Attack:</b>            | Claw +8 melee (1d6+5, 20/x2)   |                     |                      |
| <b>Attack:</b>            | 2 claws +8 melee each (1d6+5, 20/x2) and bite +6 melee (1d8+2, 20/x2)  |                     |                      |
| <b>SA:</b>                | Pounce, guthook (2 claws, +8 melee, 1d6+2, 20/x2)  |                     |                      |
| <b>Saves:</b>             | Fort +7  | Ref +7              | Will +2              |
| <b>Abilities:</b>         | Str 20 (+5)  | Dex 16 (+3)         | Con 16 (+3)          |
|                           | Int 2 (-4)   | Wis 12 (+1)         | Cha 10               |
| <b>SQ:</b>                | --   |                     |                      |
| <b>Senses:</b>            | Dark-vision, low-light vision  |                     |                      |
| <b>Skills:</b>            | Hide +7, Jump +13, Listen +7, Spot +7, Survival +8   |                     |                      |
| <b>Feats:</b>             | Alertness, Multiattack   |                     |                      |
| <b>Pounce (Ex):</b>       | If a mor'let charges a foe, it may make a full attack, including two guthook attacks.  |                     |                      |
| <b>Guthook (Ex):</b>      | When it pounces, or during a grapple, a mor'let can bring its lethal rear claws to bear, receiving two extra attacks (+8 melee each, 1d6+2 damage, 20/x2).                 |                     |                      |
| <b>Skills:</b>            | A mor'let receives a +4 racial bonus on Hide, Listen, Spot and Survival checks (included above). This bonus increases to +8 in forested surroundings (not included above). |                     |                      |
| <b>Environment:</b>       | Tropical forests or grasslands   |                     |                      |
| <b>Organization:</b>      | Solitary, pair or pack (3-6)   |                     |                      |
| <b>Treasure:</b>          | None   |                     |                      |
| <b>Advancement:</b>       | 5-8 HD (Large); 9-12 HD (Huge)   |                     |                      |

| <b>Sc'Math</b>             |  | <b>CR: 6</b>        |                      |
|----------------------------|--|---------------------|----------------------|
| N Large Animal (Ssethric)  |  |                     |                      |
| <b>HD:</b>                 | 8d8+24 (73 hp)   |                     |                      |
| <b>BAB:</b>                | +6   | <b>Grapple:</b>     | +17                  |
| <b>Initiative:</b>         | +2   | <b>Trip:</b>        | +11                  |
| <b>Speed:</b>              | 40 ft.   |                     | <b>Space:</b> 10 ft. |
|                            |  |                     | <b>Reach:</b> 5 ft.  |
|                            |  |                     | <b>Aura:</b> --      |
| <b>AC:</b>                 | 19 (-1 size, +2 Dex, +8 natural)   |                     |                      |
| <b>Touch:</b>              | 11   | <b>Flat-Footed:</b> | 17                   |
| <b>Immunity:</b>           | --   | <b>DR:</b>          | --                   |
| <b>Resistance:</b>         | --   | <b>SR:</b>          | --                   |
| <b>Attack:</b>             | Bite +13 melee (2d10+10, 20/x2)  |                     |                      |
| <b>SA:</b>                 | Improved grab  |                     |                      |
| <b>Saves:</b>              | Fort +9  | Ref +10             | Will +3              |
| <b>Abilities:</b>          | Str 24 (+7)  | Dex 14 (+2)         | Con 16 (+3)          |
|                            | Int 2 (-4)   | Wis 12 (+1)         | Cha 11               |
| <b>SQ:</b>                 | --   |                     |                      |
| <b>Senses:</b>             | Low-light vision   |                     |                      |
| <b>Skills:</b>             | Listen +7, Spot +6   |                     |                      |
| <b>Feats:</b>              | Lightning Reflexes <sup>B</sup> , Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)  |                     |                      |
| <b>Improved Grab (Ex):</b> | To use this ability, a sc'math must hit a creature of up to one size category larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. |                     |                      |
| <b>Environment:</b>        | Tropical forests or grasslands   |                     |                      |
| <b>Organization:</b>       | Solitary, pair or pack (3-6)   |                     |                      |
| <b>Treasure:</b>           | None   |                     |                      |
| <b>Advancement:</b>        | 9-12 HD (Large); 13-24 HD (Huge)   |                     |                      |

| <b>Ssanu</b>                            |   | <b>CR: 4</b>            |
|---|---|-------------------------|
| LE Medium Monstrous Humanoid (Ssethric) |   |                         |
| <b>HD:</b>                              | 7d8+7 (51 hp)   |                         |
| <b>BAB:</b>                             | +7  | <b>Grapple:</b> +9      |
| <b>Initiative:</b>                      | +7  | <b>Trip:</b> +6         |
| <b>Speed:</b>                           | 40 ft., swim 30 ft.   |                         |
| <b>AC:</b>                              | 17 (+3 Dex, +4 natural)   |                         |
| <b>Touch:</b>                           | 13  | <b>Flat-Footed:</b> 14  |
| <b>Immunity:</b>                        | Poison  | <b>DR:</b> --           |
| <b>Resistance:</b>                      | --  | <b>PR:</b> --           |
| <b>Attack:</b>                          | Scimitar +9 melee (1d8+3, 18-20/x2)   |                         |
| <b>Attack:</b>                          | Bite +9 melee (1d8+2 plus poison, 20/x2)  |                         |
| <b>Attack:</b>                          | Scimitar +9 melee (1d8+3, 18-20/x2) and bite +4 melee (1d8+1 plus poison, 20/x2)  |                         |
| <b>Attack:</b>                          | Bite +9 melee (1d8+2 plus poison, 20/x2) and scimitar +4 melee (1d8+2, 18-20/x2)  |                         |
| <b>SA:</b>                              | Hypnotic gaze, poison, spell-like abilities   |                         |
| <b>Saves:</b>                           | Fort +3   | Ref +8 Will +6          |
| <b>Abilities:</b>                       | Str 14 (+2)   | Dex 16 (+3) Con 12 (+1) |
|   | Int 18 (+4)   | Wis 12 (+1) Cha 16 (+3) |
| <b>Languages:</b>                       | Ssethric, any 3 others  |                         |
| <b>SQ:</b>                              | Fast healing 1, lordship and domination   |                         |
| <b>Senses:</b>                          | Darkvision 60 ft., scent  |                         |
| <b>Skills:</b>                          | Bluff +10, Craft (alchemy) +5, Diplomacy +10, Disguise +5, Hide +10, Intimidate +10, Knowledge (Psionics) +10, Listen +10, Move Silently +10, Spot +10, Sense Motive +5, Sleight of Hand +5   |                         |
| <b>Feats:</b>                           | Alertness, Improved Initiative, Improved Natural Attack (bite)  |                         |
| <b>Hypnotic Gaze (Su):</b>              | Gaze attack, 30 foot range, <i>hypnotism</i> (Will DC 16 negates), 5 <sup>th</sup> level caster. The save DC is Charisma-based.   |                         |
| <b>Poison (Ex):</b>                     | A Ssanu's bite paralyzes an opponent, before killing it. Fortitude DC 14, initial damage 2d6 Dexterity, secondary damage 1d6 Constitution. The save DC is Constitution-based.   |                         |
| <b>Spell-like Abilities:</b>            | A Ssanu has a number of spell-like abilities. 1/day— <i>enthrall</i> (DC 15), <i>charm person</i> (DC 14), <i>charm monster</i> (DC 17), <i>cause fear</i> (DC 14). Caster level for these effects is equal to the Ssanu's racial Hit Dice, default is 7. The save DC's are Charisma-based. |                         |
|   | A Ssanu with 12 or more racial Hit Dice may use these abilities 3 times each day.   |                         |

**Fast Healing (Ex):** A Ssanu heals quickly, and easily. It heals 1 damage each round; if the Ssanu has suffered both lethal and non-lethal damage, then it heals 1 of each type each round.

**Lordship and Domination (Ex):** As the first children of Kassegore, the Ssanu have power over all of Kassegore's other creations. A Ssanu gains a +2 inherent bonus to the saving throw DC of all spells, spell-like abilities, powers, psi-like abilities, supernatural abilities and extraordinary abilities when using them against any Ssethric creature or any reptile.

**Poison Immunity (Ex):** Ssanu are immune to all natural poisons.

**Environment:** Any

**Organization:** Solitary, pair or raid group (3-9)

**Treasure:** Standard

**Advancement:** 8-10 HD (Medium); 9-15 HD (Large)

Not all Ssanu have spell-like abilities; some Ssanu are psionically active. Psionically active Ssanu gain the Psionic subtype, and replace their spell-like abilities entry with the following.

**Psi-like Abilities:** A Ssanu has a number of psi-like abilities. 1/day—*false sensory input* (2 targets within 15 ft of each other, DC 16\*), *psionic charm* (animal, giant, humanoid, magical beast or monstrous humanoid, 7 day duration, DC 17\*), *psionic daze* (*daze* creature of up to 10 HD, DC 14\*). Manifest level for these effects is equal to the Ssanu's racial Hit Dice, default is 7. The save DC's are Charisma-based.

A Ssanu with 12 or more racial Hit Dice may use these abilities 3 times each day.

\* Includes augmentation to the Ssanu's base racial Hit Dice.

| <b>Ashen Hide Ss'ressen "Terdiss"</b> |  | <b>CR: 1</b>        |                    |
|---------------------------------------|--|---------------------|--------------------|
| LN Medium Humanoid (Ssethric)         |  |                     |                    |
| <b>HD:</b>                            | 1d8 (8 hp)                                   |                     |                    |
| <b>BAB:</b>                           | +0   | <b>Grapple:</b>     | +0                 |
| <b>Initiative:</b>                    | +1   | <b>Trip:</b>        | +0                 |
| <b>Speed:</b>                         | 30 ft.                                       |                     |                    |
|                                       |  | <b>Space:</b>       | 5 ft.              |
|                                       |  | <b>Reach:</b>       | 5 ft.              |
|                                       |  | <b>Aura:</b>        | --                 |
| <b>AC:</b>                            | 14 (+1 Dex, +3 natural)                      |                     |                    |
| <b>Touch:</b>                         | 11   | <b>Flat-Footed:</b> | 13                 |
| <b>Immunity:</b>                      | --   |                     |                    |
| <b>Resistance:</b>                    | --   |                     |                    |
|                                       |  | <b>DR:</b>          | --                 |
|                                       |  | <b>SR:</b>          | --                 |
| <b>Attack:</b>                        | Claw +0 melee (1d6, 20/x2)                   |                     |                    |
| <b>Attack:</b>                        | 2 claws +0 melee each (1d6, 20/x2)           |                     |                    |
| <b>Attack:</b>                        | Javelin +1 ranged (1d6, 20 ft. range, 20/x2) |                     |                    |
| <b>SA:</b>                            | --   |                     |                    |
| <b>Saves:</b>                         | Fort   | +0                  | Ref +3 Will +0     |
| <b>Abilities:</b>                     | Str  | 11                  | Dex 13 (+1) Con 10 |
|                                       | Int  | 8 (-1)              | Wis 10 Cha 9 (-1)  |
| <b>SQ:</b>                            | Cold susceptibility, natural weaponry        |                     |                    |
| <b>Senses:</b>                        | Low-light vision                             |                     |                    |
| <b>Skills:</b>                        | Climb +2, Jump +1, Swim +1                   |                     |                    |
| <b>Feats:</b>                         | Crocodile Hide <sup>B</sup> , Dodge          |                     |                    |
| <b>Environment:</b>                   | Geothermal vents and volcanoes               |                     |                    |
| <b>Organization:</b>                  | Solitary, pair or clutch (3-20)              |                     |                    |
| <b>Treasure:</b>                      | Standard                                     |                     |                    |
| <b>Advancement:</b>                   | By character class                           |                     |                    |

Ashen Hide have the same cold susceptibility as all other Ss'ressen do.

| <b>Barbed Tail Ss'ressen "Sspiniferous"</b> |   | <b>CR: 2</b>        |                    |
|---|---|---------------------|--------------------|
| CE Medium Monstrous Humanoid (Ssethric)     |   |                     |                    |
| <b>HD:</b>                                  | 3d8+9 (33 hp)   |                     |                    |
| <b>BAB:</b>                                 | +3  | <b>Grapple:</b>     | +5                 |
| <b>Initiative:</b>                          | +0  | <b>Trip:</b>        | +2                 |
| <b>Speed:</b>                               | 30 ft.  |                     |                    |
|   |   | <b>Space:</b>       | 5 ft.              |
|   |   | <b>Reach:</b>       | 5 ft.              |
|   |   | <b>Aura:</b>        | --                 |
| <b>AC:</b>                                  | 16 (+6 natural)   |                     |                    |
| <b>Touch:</b>                               | 10  | <b>Flat-Footed:</b> | 16                 |
| <b>Immunity:</b>                            | --  |                     |                    |
| <b>Resistance:</b>                          | --  |                     |                    |
|   |   | <b>DR:</b>          | --                 |
|   |   | <b>SR:</b>          | --                 |
| <b>Attack:</b>                              | Claw +5 melee (1d6+2, 20/x2)  |                     |                    |
| <b>Attack:</b>                              | 2 claws +5 melee each (1d6+2, 20/x2) and tail slap +3 melee (1d10+1, 20/x2) |                     |                    |
| <b>Attack:</b>                              | Greatclub +5 melee (1d10+3, 20/x2)  |                     |                    |
| <b>Attack:</b>                              | Greatclub +5 melee (1d10+3, 20/x2) and tail slap +3 melee (1d10+1, 20/x2)   |                     |                    |
| <b>Attack:</b>                              | Javelin +3 ranged (1d6+2, 20 ft. range, 20/x2)                              |                     |                    |
| <b>SA:</b>                                  | --  |                     |                    |
| <b>Saves:</b>                               | Fort  | +6                  | Ref +1 Will +1     |
| <b>Abilities:</b>                           | Str   | 15 (+2)             | Dex 10 Con 16 (+3) |
|   | Int   | 8 (-1)              | Wis 10 Cha 10      |
| <b>SQ:</b>                                  | Cold susceptibility, natural weaponry                                       |                     |                    |
| <b>Senses:</b>                              | Low-light vision  |                     |                    |
| <b>Skills:</b>                              | Balance +4, Climb +6, Jump +4, Swim +4                                      |                     |                    |
| <b>Feats:</b>                               | Multiattack, Tail Attack  |                     |                    |
| <b>Environment:</b>                         | Tropical marsh  |                     |                    |
| <b>Organization:</b>                        | Solitary, pair or clutch (3-20)   |                     |                    |
| <b>Treasure:</b>                            | Standard  |                     |                    |
| <b>Advancement:</b>                         | By character class  |                     |                    |

| <b>Black Talon Ss'ressen "Thulluss"</b> |  | CR: ½               |                     |
|---|--|---------------------|---------------------|
| LN Medium Humanoid (Ssethric)           |  |                     |                     |
| <b>HD:</b>                              | 1d8 (8 hp)                                   |                     |                     |
| <b>BAB:</b>                             | +0   | <b>Grapple:</b>     | +0                  |
| <b>Initiative:</b>                      | +1   | <b>Trip:</b>        | +0                  |
| <b>Speed:</b>                           | 30 ft.                                       |                     | <b>Space:</b> 5 ft. |
|   |  |                     | <b>Reach:</b> 5 ft. |
|   |  |                     | <b>Aura:</b> --     |
| <b>AC:</b>                              | 13 (+1 Dex, +2 natural)                      |                     |                     |
| <b>Touch:</b>                           | 11   | <b>Flat-Footed:</b> | 12                  |
| <b>Immunity:</b>                        | --   |                     | <b>DR:</b> --       |
| <b>Resistance:</b>                      | --   |                     | <b>SR:</b> --       |
| <b>Attack:</b>                          | Claw +0 melee (1d4, 20/x2)                   |                     |                     |
| <b>Attack:</b>                          | 2 claws +0 melee each (1d4, 20/x2)           |                     |                     |
| <b>Attack:</b>                          | Longsword +1 melee (1d8, 19-20/x2)           |                     |                     |
| <b>Attack:</b>                          | Javelin +1 ranged (1d6, 20 ft. range, 20/x2) |                     |                     |
| <b>SA:</b>                              | --   |                     |                     |
| <b>Saves:</b>                           | Fort +0                                      | Ref +3              | Will +0             |
| <b>Abilities:</b>                       | Str 11                                       | Dex 13 (+1)         | Con 10              |
|   | Int 8 (-1)                                   | Wis 11              | Cha 10              |
| <b>SQ:</b>                              | Cold susceptibility, natural weaponry        |                     |                     |
| <b>Senses:</b>                          | Low-light vision                             |                     |                     |
| <b>Skills:</b>                          | Balance +3, Climb +1, Jump +4, Swim +3       |                     |                     |
| <b>Feats:</b>                           | Weapon Focus (longsword)                     |                     |                     |
| <b>Environment:</b>                     | Temperate marsh                              |                     |                     |
| <b>Organization:</b>                    | Solitary, pair or clutch (3-20)              |                     |                     |
| <b>Treasure:</b>                        | Standard                                     |                     |                     |
| <b>Advancement:</b>                     | By character class                           |                     |                     |

### Curled Tail Ss'ressen "Barbatus"

CR: 2

N Medium Monstrous Humanoid (Ssethric)

**HD:** 2d8+4 (20 hp)  
**BAB:** +2      **Grapple:** +3      **Space:** 5 ft.  
**Initiative:** +2      **Trip:** +1      **Reach:** 5 ft.  
**Speed:** 30 ft., climb 20 ft.      **Aura:** --

**AC:** 15 (+2 Dex, +3 natural)  
**Touch:** 12      **Flat-Footed:** 13  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Claw +3 melee (1d4+1, 20/x2)  
**Attack:** 2 claws +3 melee each (1d4+1, 20/x2) and dagon blade –3 melee (1d6, 20/x2)  
**Attack:** Javelin +4 ranged (1d6+1, 20 ft. range, 20/x2)  
**Attack:** Paralytic tongue +4 ranged touch (Fort DC 13 or paralysis for 2d3 rounds; 10 ft. max range)

**SA:** Tongue lash  
**Saves:** Fort +5      Ref +2      Will +0  
**Abilities:** Str 12 (+1)      Dex 15 (+2)      Con 14 (+2)  
Int 9 (-1)      Wis 10      Cha 8 (-1)

**SQ:** Cold susceptibility, natural weaponry, all-around vision, prehensile tail  
**Senses:** Low-light vision  
**Skills:** Balance +4, Climb +17, Jump +4, Spot +2, Swim +3  
**Feats:** Multiattack

**Tongue Lash (Ex):** Once every three rounds, but no more than three times each day, the curled tail ss'ressen can lash out with its paralytic tongue as a ranged touch attack with a maximum range of 10 ft. Those struck by this attack must make a DC 13 Fortitude save or be paralyzed for 2d3 rounds. The save DC is Constitution-based.

**All-Around Vision (Ex):** The unique positioning of the curled tail ss'ressen's eyes provides it with all-around vision. It gains a +2 racial bonus to Spot checks and cannot be flanked.

**Prehensile Tail (Ex):** The curled tail ss'ressen have evolved a prehensile tail that allows them to wield a one-handed or light weapon as a secondary natural weapon. As a secondary natural weapon, attacks with the wielded weapon suffer a –5 penalty, however, unless the curled tail ss'ressen also takes Weapon Proficiency (prehensile tail), they suffer a –4 non-proficiency penalty. Despite being a natural attack, the attack bonus and damage of this attack are determined by the weapon that is being wielded.

It is not possible to combine the Improved Natural Attack feat with this ability.

**Skills:** Curled tail ss'ressen have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

**Environment:** Tropical jungle

**Organization:** Solitary, pair or clutch (3-20)

**Treasure:** Standard

**Advancement:** By character class

| Dark Crest Ss'ressen "Acerbuss"   |  | CR: 1               |                    |
|---|--|---------------------|--------------------|
| LE Medium Monstrous Humanoid (Ssethric)   |  |                     |                    |
| <b>HD:</b>  | 1d8 (8 hp)   |                     |                    |
| <b>BAB:</b>   | +1   | <b>Grapple:</b>     | +2                 |
| <b>Initiative:</b>  | +2   | <b>Trip:</b>        | +1                 |
| <b>Speed:</b>   | 30 ft.   |                     |                    |
|   |  | <b>Space:</b>       | 5 ft.              |
|   |  | <b>Reach:</b>       | 5 ft.              |
|   |  | <b>Aura:</b>        | --                 |
| <b>AC:</b>  | 16 (+2 Dex, +4 natural)  |                     |                    |
| <b>Touch:</b>   | 12   | <b>Flat-Footed:</b> | 14                 |
| <b>Immunity:</b>  | --   | <b>DR:</b>          | --                 |
| <b>Resistance:</b>  | --   | <b>SR:</b>          | --                 |
| <b>Attack:</b>  | Claw +2 melee (1d6+1, 20/x2)   |                     |                    |
| <b>Attack:</b>  | 2 claws +2 melee each (1d6+1, 20/x2) and bite -3 melee (1d6, 20/x2)                      |                     |                    |
| <b>Attack:</b>  | Yataghan +2 melee (1d6+1, 18-20/x2) and bite -3 melee (1d6, 20/x2)                       |                     |                    |
| <b>Attack:</b>  | Javelin +3 ranged (1d6+1, 20 ft. range, 20/x2)   |                     |                    |
| <b>SA:</b>  | Sneak attack +1d6  |                     |                    |
| <b>Saves:</b>   | Fort   | +0                  | Ref +4 Will +0     |
| <b>Abilities:</b>   | Str  | 12 (+1)             | Dex 15 (+2) Con 11 |
|   | Int  | 10                  | Wis 11 Cha 8 (-1)  |
| <b>SQ:</b>  | Cold susceptibility, natural weaponry, veiled in shadows                                 |                     |                    |
| <b>Senses:</b>  | Low-light vision   |                     |                    |
| <b>Skills:</b>  | Balance +4, Bluff +1, Climb +5, Diplomacy +1, Hide +2 (+10 in shadows), Jump +5, Swim +5 |                     |                    |
| <b>Feats:</b>   | Forked Tongue  |                     |                    |
| <b>Sneak Attack (Ex):</b> Dark crest ss'ressen possess a natural sneak attack ability that functions just like the rogue ability of the same name. This racial ability stacks will all other forms of sneak attack. |  |                     |                    |
| <b>Veiled in Shadows (Ex):</b> While attempting to hide in darkness or shadows, a dark crest ss'ressen gains a +8 racial bonus to Hide checks.  |  |                     |                    |
| <b>Environment:</b> Tropical jungle   |  |                     |                    |
| <b>Organization:</b> Solitary, pair or clutch (3-20)  |  |                     |                    |
| <b>Treasure:</b> Standard   |  |                     |                    |
| <b>Advancement:</b> By character class  |  |                     |                    |

| Emerald Scale Ss'ressen "Viridiss"                   |  | CR: 1/2             |                    |
|--|--|---------------------|--------------------|
| LN Medium Monstrous Humanoid (Ssethric)              |  |                     |                    |
| <b>HD:</b>   | 1d8 (8 hp)   |                     |                    |
| <b>BAB:</b>  | +1   | <b>Grapple:</b>     | +2                 |
| <b>Initiative:</b>                                   | +1   | <b>Trip:</b>        | +1                 |
| <b>Speed:</b>  | 30 ft.   |                     |                    |
|  |  | <b>Space:</b>       | 5 ft.              |
|  |  | <b>Reach:</b>       | 5 ft.              |
|  |  | <b>Aura:</b>        | --                 |
| <b>AC:</b>   | 13 (+1 Dex, +2 natural)                                    |                     |                    |
| <b>Touch:</b>  | 11   | <b>Flat-Footed:</b> | 12                 |
| <b>Immunity:</b>                                     | --   | <b>DR:</b>          | --                 |
| <b>Resistance:</b>                                   | --   | <b>SR:</b>          | --                 |
| <b>Attack:</b>                                       | Claw +2 melee (1d6+1, 20/x2)                               |                     |                    |
| <b>Attack:</b>                                       | 2 claws +2 melee each (1d6+1, 20/x2)                       |                     |                    |
| <b>Attack:</b>                                       | Tulwar +2 melee (1d8+1, 18-20/x2)                          |                     |                    |
| <b>Attack:</b>                                       | Javelin +2 ranged (1d6+1, 20 ft. range, 20/x2)             |                     |                    |
| <b>SA:</b>   | --   |                     |                    |
| <b>Saves:</b>  | Fort   | +0                  | Ref +3 Will +2     |
| <b>Abilities:</b>                                    | Str  | 12 (+1)             | Dex 13 (+1) Con 10 |
|  | Int  | 14 (+2)             | Wis 11 Cha 10      |
| <b>SQ:</b>   | Cold susceptibility, natural weaponry                      |                     |                    |
| <b>Senses:</b>                                       | Low-light vision   |                     |                    |
| <b>Skills:</b>                                       | Balance +5, Climb +5, Jump +6, Swim +6, Survival +4        |                     |                    |
| <b>Feats:</b>  | Exotic Weapon Proficiency (tulwar), Iron Will <sup>B</sup> |                     |                    |
| <b>Environment:</b> Tropical jungle                  |  |                     |                    |
| <b>Organization:</b> Solitary, pair or clutch (3-20) |  |                     |                    |
| <b>Treasure:</b> Standard                            |  |                     |                    |
| <b>Advancement:</b> By character class               |  |                     |                    |

| Flame Tongue Ss'ressen "Pyrolengus"  |  | CR: 2               |                         |
|--|--|---------------------|-------------------------|
| LE Medium Monstrous Humanoid (Ssethric)  |  |                     |                         |
| <b>HD:</b>   | 2d8+2 (18 hp)  |                     |                         |
| <b>BAB:</b>  | +2   | <b>Grapple:</b>     | +3                      |
| <b>Initiative:</b>   | +3   | <b>Trip:</b>        | +1                      |
| <b>Speed:</b>  | 30 ft.   |                     |                         |
|  |  | <b>Space:</b>       | 5 ft.                   |
|  |  | <b>Reach:</b>       | 5 ft.                   |
|  |  | <b>Aura:</b>        | --                      |
| <b>AC:</b>   | 18 (+3 Dex, +5 natural)  |                     |                         |
| <b>Touch:</b>  | 13   | <b>Flat-Footed:</b> | 15                      |
| <b>Immunity:</b>   | --   | <b>DR:</b>          | --                      |
| <b>Resistance:</b>   | --   | <b>SR:</b>          | --                      |
| <b>Attack:</b>   | Claw +3 melee (1d6+1, 20/x2)   |                     |                         |
| <b>Attack:</b>   | 2 claws +3 melee each (1d6+1, 20/x2)   |                     |                         |
| <b>Attack:</b>   | Khyber +3 melee (1d6+1, 18-20/x2)  |                     |                         |
| <b>Attack:</b>   | Javelin +5 ranged (1d6+1, 20 ft. range, 20/x2)   |                     |                         |
| <b>Attack:</b>   | Fire tongue +5 ranged touch attack (2d4 fire damage, DC 15 Reflex or catch on fire, 20/x2) |                     |                         |
| <b>SA:</b>   | Fire tongue  |                     |                         |
| <b>Saves:</b>  | Fort   | +1                  | Ref +6 Will +0          |
| <b>Abilities:</b>  | Str  | 13 (+1)             | Dex 16 (+3) Con 13 (+1) |
|  | Int  | 9 (-1)              | Wis 10 Cha 10           |
| <b>SQ:</b>   | Cold susceptibility, natural weaponry  |                     |                         |
| <b>Senses:</b>   | Low-light vision   |                     |                         |
| <b>Skills:</b>   | Balance +5, Climb +3, Jump +6, Swim +3   |                     |                         |
| <b>Feats:</b>  | Point Blank Shot   |                     |                         |
| <b>Fire Tongue (Ex):</b> Once every three rounds, flaming tongue ss'ressen can spit a stream of sticky, fiery oil to a distance of 20 feet as a ranged touch attack. Those struck by the flames suffer 2d4 fire damage, and must make a DC 15 Reflex save or catch on fire (and remain on fire for 1d4 rounds thereafter). |  |                     |                         |
| <b>Environment:</b> Temperate forests  |  |                     |                         |
| <b>Organization:</b> Solitary, pair or clutch (3-20)   |  |                     |                         |
| <b>Treasure:</b> Standard  |  |                     |                         |
| <b>Advancement:</b> By character class   |  |                     |                         |

| Ghost Scale Ss'ressen "Amelanis"  |   | CR: 1               |                         |
|---|---|---------------------|-------------------------|
| NE Medium Monstrous Humanoid (Ssethric)   |   |                     |                         |
| <b>HD:</b>  | 1d8+1 (9 hp)  |                     |                         |
| <b>BAB:</b>   | +1  | <b>Grapple:</b>     | +1                      |
| <b>Initiative:</b>  | +1  | <b>Trip:</b>        | +4                      |
| <b>Speed:</b>   | 30 ft.  |                     |                         |
|   |   | <b>Space:</b>       | 5 ft.                   |
|   |   | <b>Reach:</b>       | 5 ft.                   |
|   |   | <b>Aura:</b>        | --                      |
| <b>AC:</b>  | 14 (+1 Dex, +2 natural, +1 light shield)  |                     |                         |
| <b>Touch:</b>   | 11  | <b>Flat-Footed:</b> | 13                      |
| <b>Immunity:</b>  | --  | <b>DR:</b>          | --                      |
| <b>Resistance:</b>  | --  | <b>SR:</b>          | --                      |
| <b>Attack:</b>  | Claw +1 melee (1d6, 20/x2)  |                     |                         |
| <b>Attack:</b>  | Claw +1 melee (1d6, 20/x2) and tail -5 melee (1d4, 20/x2)                                     |                     |                         |
| <b>Attack:</b>  | Javelin +1 ranged (1d6, 20 ft. range, 20/x2)  |                     |                         |
| <b>SA:</b>  | --  |                     |                         |
| <b>Saves:</b>   | Fort  | +1                  | Ref +3 Will +0          |
| <b>Abilities:</b>   | Str   | 10                  | Dex 13 (+1) Con 12 (+1) |
|   | Int   | 9 (-1)              | Wis 10 Cha 9 (-1)       |
| <b>SQ:</b>  | Cold susceptibility, natural weaponry, camouflage, enhanced balance                           |                     |                         |
| <b>Senses:</b>  | Low-light vision  |                     |                         |
| <b>Skills:</b>  | Balance +7, Hide +12 (+14 in forested or overgrown areas), Jump +3, Move Silently +3, Swim +4 |                     |                         |
| <b>Feats:</b>   | Tail Attack   |                     |                         |
| <b>Camouflage (Ex):</b> Ghost scale ss'ressen have the ability to change the color of their scales. This grants them a +10 racial bonus on Hide checks, increasing to +12 in forested or overgrown areas.   |   |                     |                         |
| <b>Enhanced Balance (Ex):</b> Generations of breeding in treacherous and slimy underground caverns have given the ghost scale ss'ressen an uncanny sense of balance that gives them a +4 racial bonus on Balance checks, and checks made to resist being tripped. |   |                     |                         |
| <b>Environment:</b> Any underground   |   |                     |                         |
| <b>Organization:</b> Solitary, pair or clutch (3-20)  |   |                     |                         |
| <b>Treasure:</b> 50% coins, 50% goods, 50% items  |   |                     |                         |
| <b>Advancement:</b> By character class  |   |                     |                         |

| <b>Horned Jowl Ss'ressen "Agamassi"</b> |   | <b>CR: 4</b>        |                      |
|---|---|---------------------|----------------------|
| LE Large Monstrous Humanoid (Ssethric)  |   |                     |                      |
| <b>HD:</b>                              | 5d8+15 (49 hp)  |                     |                      |
| <b>BAB:</b>                             | +5  | <b>Grapple:</b>     | +16                  |
| <b>Initiative:</b>                      | -1  | <b>Trip:</b>        | +7                   |
| <b>Speed:</b>                           | 40 ft.  |                     | <b>Space:</b> 10 ft. |
|   |   |                     | <b>Reach:</b> 10 ft. |
|   |   |                     | <b>Aura:</b> --      |
| <b>AC:</b>                              | 17 (-1 size, -1 Dex, +9 natural)                                      |                     |                      |
| <b>Touch:</b>                           | 8   | <b>Flat-Footed:</b> | 17                   |
| <b>Immunity:</b>                        | --  |                     | <b>DR:</b> --        |
| <b>Resistance:</b>                      | --  |                     | <b>SR:</b> --        |
| <b>Attack:</b>                          | Slam +11 melee (1d6+7, 20/x2)   |                     |                      |
| <b>Attack:</b>                          | 2 slams +11 melee each (1d6+7, 20/x2)                                 |                     |                      |
| <b>Attack:</b>                          | Crowsbeak flail +12 melee (1d12+10, 20/x3)                            |                     |                      |
| <b>SA:</b>                              | --  |                     |                      |
| <b>Saves:</b>                           | Fort  | +4                  | Ref +4 Will +3       |
| <b>Abilities:</b>                       | Str 24 (+7)   | Dex 8 (-1)          | Con 16 (+3)          |
|   | Int 6 (-2)  | Wis 10              | Cha 9 (-1)           |
| <b>SQ:</b>                              | Cold susceptibility, natural weaponry                                 |                     |                      |
| <b>Senses:</b>                          | Low-light vision  |                     |                      |
| <b>Skills:</b>                          | Climb +9, Listen +3, Spot +3  |                     |                      |
| <b>Feats:</b>                           | Iron Will <sup>B</sup> , Power Attack, Weapon Focus (crowsbeak flail) |                     |                      |
| <b>Environment:</b>                     | Tropical jungle   |                     |                      |
| <b>Organization:</b>                    | Solitary, pair or clutch (3-20)                                       |                     |                      |
| <b>Treasure:</b>                        | Standard  |                     |                      |
| <b>Advancement:</b>                     | By character class  |                     |                      |

| <b>Razor Claw Ss'ressen "Sulsellous"</b> |   | <b>CR: 3</b>        |                     |
|--|---|---------------------|---------------------|
| LE Medium Monstrous Humanoid (Ssethric)  |   |                     |                     |
| <b>HD:</b>                               | 3d8+6 (30 hp)   |                     |                     |
| <b>BAB:</b>                              | +3  | <b>Grapple:</b>     | +10                 |
| <b>Initiative:</b>                       | +4  | <b>Trip:</b>        | +3                  |
| <b>Speed:</b>                            | 30 ft.  |                     | <b>Space:</b> 5 ft. |
|  |   |                     | <b>Reach:</b> 5 ft. |
|  |   |                     | <b>Aura:</b> --     |
| <b>AC:</b>                               | 15 (+5 natural)   |                     |                     |
| <b>Touch:</b>                            | 10  | <b>Flat-Footed:</b> | 15                  |
| <b>Immunity:</b>                         | --  |                     | <b>DR:</b> --       |
| <b>Resistance:</b>                       | --  |                     | <b>SR:</b> --       |
| <b>Attack:</b>                           | Claw +6 melee (2d6+3, 20/x2)  |                     |                     |
| <b>Attack:</b>                           | 2 claws +6 melee each (2d6+3, 20/x2)  |                     |                     |
| <b>Attack:</b>                           | Javelin +3 ranged (1d6+3, 20 ft. range, 20/x2)  |                     |                     |
| <b>SA:</b>                               | Improved grab, razor hide   |                     |                     |
| <b>Saves:</b>                            | Fort  | +3                  | Ref +3 Will +1      |
| <b>Abilities:</b>                        | Str 16 (+3)   | Dex 11              | Con 15 (+2)         |
|  | Int 8 (-1)  | Wis 10              | Cha 9 (-1)          |
| <b>SQ:</b>                               | Cold susceptibility, natural weaponry   |                     |                     |
| <b>Senses:</b>                           | Low-light vision  |                     |                     |
| <b>Skills:</b>                           | Balance +5, Swim +4   |                     |                     |
| <b>Feats:</b>                            | Improved Initiative, Improved Natural Attack (claw) <sup>B</sup> , Power Attack   |                     |                     |
| <b>Improved Grab (Ex):</b>               | To use this ability, a razor claw ss'ressen must hit a creature of up to one size category larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Finally, razor claw ss'ressen have a +4 racial bonus to all grapple checks. |                     |                     |
| <b>Razor Hide (Ex):</b>                  | An opponent grappled by, or grappling, a razor claw ss'ressen suffers 1d8+3 points of damage whenever the razor claw ss'ressen makes a successful grapple check.  |                     |                     |
| <b>Environment:</b>                      | Any underground   |                     |                     |
| <b>Organization:</b>                     | Solitary, pair or clutch (3-20)   |                     |                     |
| <b>Treasure:</b>                         | Standard  |                     |                     |
| <b>Advancement:</b>                      | By character class  |                     |                     |

### Venomous Scale Ss'ressen "Venaris"

CR: 2

LE Medium Monstrous Humanoid (Ssethric)

**HD:** 2d8+6 (22 hp)  
**BAB:** +2      **Grapple:** +3      **Space:** 5 ft.  
**Initiative:** +0      **Trip:** +1      **Reach:** 5 ft.  
**Speed:** 30 ft.      **Aura:** --

**AC:** 15 (+5 natural)  
**Touch:** 10      **Flat-Footed:** 15  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Claw +3 melee (1d4+1, 20/x2)  
**Attack:** 2 claws +3 melee each (1d4+1, 20/x2) and bite –2 melee (1d6 plus paralytic poison, 20/x2)  
**Attack:** Javelin +2 ranged (1d6+3, 20 ft. range, 20/x2)  
**Attack:** Paralytic poison +2 ranged touch attack (Fortitude DC 14 or paralysis for 1d6+2 minutes)

**SA:** Paralytic poison  
**Saves:** Fort +3      Ref +3      Will -1  
**Abilities:** Str 13 (+1)      Dex 10      Con 16 (+3)  
Int 10      Wis 8 (-1)      Cha 9 (-1)

**SQ:** Cold susceptibility, natural weaponry  
**Senses:** Low-light vision  
**Skills:** Balance +5, Jump +7, Swim +6  
**Feats:** Serpent Blood

**Paralytic Poison (Ex):** Once every three rounds, a venomous scale ss'ressen can either spit a jet of poison at a foe, or deliver the poison using its bite attack. A target that is struck by the poison, or whom it bit by a poison-laden bite attack, must make a DC 14 Fortitude save or be paralyzed for 1d6+2 minutes. This is a poison effect; however, there is no secondary damage. The save DC is Constitution-based.

**Environment:** Coastal marshes  
**Organization:** Solitary, pair or clutch (3-20)  
**Treasure:** Standard  
**Advancement:** By character class

### Tarantula, Scarlet

CR: ¼

N Tiny Vermin

**HD:** 1/2d8 (4 hp)  
**BAB:** +0      **Grapple:** -12      **Space:** 2-1/2 ft.  
**Initiative:** +3      **Trip:** +0      **Reach:** 0 ft.  
**Speed:** 30 ft., climb 20 ft.      **Aura:** --

**AC:** 15 (+2 size, +3 Dex)  
**Touch:** 15      **Flat-Footed:** 12  
**Immunity:** --      **DR:** --  
**Resistance:** --      **SR:** --

**Attack:** Bite +5 melee (1d3-4 plus poison, 20/x2)

**SA:** Poison  
**Saves:** Fort +2      Ref +3      Will +0  
**Abilities:** Str 3 (-4)      Dex 17 (+3)      Con 10  
Int --      Wis 10      Cha 2 (-4)

**SQ:** Vermin traits  
**Senses:** Darkvision 60 ft., tremorsense 60 ft.  
**Skills:** Climb +11, Hide +15, Jump +6, Spot +12  
**Feats:** Weapon Finesse<sup>B</sup>

**Poison (Ex):** A scarlet tarantula has a poisonous bite. A creature bit by a scarlet tarantula must make a DC 10 Fortitude save or be paralyzed for 1d3 rounds; there is no secondary damage.

**Tremorsense (Ex):** A scarlet tarantula can detect and pinpoint any creature or object within 60 feet in contact with the ground.

**Skills:** Scarlet tarantulas have a +4 racial bonus on Hide checks, a +12 racial bonus on spot checks, a +10 racial bonus on Jump checks, and a +8 racial bonus on Climb checks. A scarlet tarantula can always choose to take 10 on Climb checks, even if rushed or threatened. Scarlet tarantulas use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

**Environment:** Warm plains and desert  
**Organization:** Solitary  
**Treasure:** None  
**Advancement:** None

## Appendix III: Prestige Class Tables

**Table: Varn Grafts**

| Name                     | Effect   |
|--------------------------|--|
| Flesh of the Master (Ex) | You gain +1 natural armor, and DR 3/- versus non-lethal damage from weapons.   |
| Varn Glands (Ex)         | All foes within 10 ft. receive a –2 penalty to saving throws.  |
| Third Eye (Ex)           | You receive a +3 bonus on Search, Sense Motive and Spot checks.  |
| Claws of Zedok (Sp)      | Once per day, you may cast <i>bestow curse</i> . You must succeed on a melee touch attack to deliver the curse. The save DC against this effect is 13 + the number of grafts you have. The caster level for this effect is your divine caster level.   |
| Heart of Chaos (Su)      | You are protected by a permanent <i>protection from law</i> effect. This effect can be suppressed for 2d4 rounds by a targeted <i>dispel magic</i> effect. The caster level for this effect is your divine caster level.   |
| Quills (Ex) <sup>1</sup> | You gain quills as a secondary natural attack. Any foe struck by your quills suffers 1d4 damage and must make a DC 16 (18 on a critical hit) Reflex save or have the quill stuck in them.<br>A character with one or more quill(s) stuck in them suffers a –1 penalty to attack rolls, saves and skill checks. Removing a quill is a move action, which does provoke an attack of opportunity, and which deals a further 1d4 points of damage. |

<sup>1</sup> This is an advanced graft; you must have Flesh of the Master to take this graft.

**List: Disciple of Jeggal Sag Acceptable Magical Beast Forms**

| Creature Name  | Size       | Sub-Type             | Source <sup>1</sup>              |
|----------------|------------|----------------------|----------------------------------|
| Ankheg         | Large      |                      | <i>Core Rulebook III</i>         |
| Basilisk       | Medium     |                      | <i>Core Rulebook III</i>         |
| Bulette        | Huge       |                      | <i>Core Rulebook III</i>         |
| Eagle, Giant   | Large      |                      | <i>Core Rulebook III</i>         |
| Eloran War Elk | Large      |                      | <i>Player's Guide to Arcanis</i> |
| Gorgon         | Large      |                      | <i>Core Rulebook III</i>         |
| Gray Render    | Large      |                      | <i>Core Rulebook III</i>         |
| Griffon        | Large      |                      | <i>Core Rulebook III</i>         |
| Hell Horse     | Large      |                      | <i>Legacy of Damnation</i>       |
| Hippogriff     | Large      |                      | <i>Core Rulebook III</i>         |
| Kraken         | Gargantuan | Aquatic              | <i>Core Rulebook III</i>         |
| Krenshar       | Medium     |                      | <i>Core Rulebook III</i>         |
| Manticore      | Large      |                      | <i>Core Rulebook III</i>         |
| Owl, Giant     | Large      |                      | <i>Core Rulebook III</i>         |
| Sea Cat        | Large      | Aquatic <sup>2</sup> | <i>Core Rulebook III</i>         |
| Shocker Lizard | Small      |                      | <i>Core Rulebook III</i>         |
| Stirge         | Tiny       |                      | <i>Core Rulebook III</i>         |
| Winter Wolf    | Large      | Cold                 | <i>Core Rulebook III</i>         |
| Worg           | Medium     |                      | <i>Core Rulebook III</i>         |

<sup>1</sup> Additional Sources will be periodically added as Web-Enhancements for this class. When available, these enhancements will be available from [www.paradigmconcepts.com](http://www.paradigmconcepts.com)

<sup>2</sup> A Sea Cat does not have the Aquatic subtype, however, they are aquatic creatures and cannot survive long away from the sea.

**Table: Drakhen Mount Advancement**

| Drakhen Level                     | Bonus HD | Natural Armor Adj. | Str. Adj. | Int | Special                             |
|-----------------------------------|----------|--------------------|-----------|-----|-------------------------------------|
| 1 <sup>st</sup> -2 <sup>nd</sup>  | +2       | +0                 | +1        | 4   | Share saving throws, Keening Wail   |
| 3 <sup>rd</sup> -4 <sup>th</sup>  | +2       | +2                 | +1        | 5   | Improved Speed                      |
| 5 <sup>th</sup> -6 <sup>th</sup>  | +4       | +4                 | +2        | 6   | Their Minds are One (Empathic Link) |
| 7 <sup>th</sup> -8 <sup>th</sup>  | +4       | +6                 | +2        | 7   | Improved Evasion                    |
| 9 <sup>th</sup> -10 <sup>th</sup> | +6       | +8                 | +3        | 8   | Spell Resistance                    |

**Bonus HD**

These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improved the mount's base attack and base save bonuses. A reptilian mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount as good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Bonus HD do not increase the size of a mount, they do however improved the mount's ability scores as normal for advancing a monster's Hit Dice. The value on the table above is the total bonus HD granted to the mount; the listed values are not incremental.

**Natural Armor Adj.**

The bonus on the table above is an improvement to the mount's existing natural armor bonus. The value is the total bonus granted; the listed values are not incremental.

**Str Adj.**

The bonus on the table above is an improvement to the mount's existing Strength score. The value is the total bonus granted; the listed values are not incremental.

**Int**

This value replaces the mount's Intelligence score.

**Share Saving Throws**

For each of its saving throws, the mount uses its own base save bonus, or the Drakhen's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

**Keening Wail**

Refer to the Drakhen class abilities.

**Improved Speed (Ex)**

The mount's base land speed increases by 10 ft. If it possesses other movement modes, those speeds increase by 5 ft.

Alternatively, a mount with a fly speed may forgo the above bonuses to increase its maneuverability category by one step.

**Their Minds are One**

Refer to the Drakhen class abilities.

**Improved Evasion (Ex)**

When subjected to an attack that normally allows a Reflex saving throw for half damage, the mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

This benefit does not extend to the rider of the mount; however, if the mount successfully makes its saving throw, then the rider receives cover versus the effect (granting the +4 bonus to Reflex saves that cover provides).

**Spell Resistance (Ex)**

A mount's spell resistance equals its master's Drakhen level + 10. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

**Table: The Ssethric Elementalist**

| Class Level      | Base         |           |          |           | Special                         | Spells                 |
|------------------|--------------|-----------|----------|-----------|---------------------------------|------------------------|
|                  | Attack Bonus | Fort Save | Ref Save | Will Save |                                 |                        |
| 1 <sup>st</sup>  | +0           | +0        | +0       | +2        | Elemental Mastery               |                        |
| 2 <sup>nd</sup>  | +1           | +0        | +0       | +3        | Elemental Resistance 10         | +1 arcane caster level |
| 3 <sup>rd</sup>  | +1           | +1        | +1       | +3        | Bonus Elementalist Feat         | +1 arcane caster level |
| 4 <sup>th</sup>  | +2           | +1        | +1       | +4        | Elemental Resistance 15         | +1 arcane caster level |
| 5 <sup>th</sup>  | +2           | +1        | +1       | +4        | Bonus Elementalist Feat         | +1 arcane caster level |
| 6 <sup>th</sup>  | +3           | +2        | +2       | +5        | Elemental Resistance 20         | +1 arcane caster level |
| 7 <sup>th</sup>  | +3           | +2        | +2       | +5        | Bonus Elementalist Feat         | +1 arcane caster level |
| 8 <sup>th</sup>  | +4           | +2        | +2       | +6        | Elemental Resistance 30         | +1 arcane caster level |
| 9 <sup>th</sup>  | +4           | +3        | +3       | +6        | Bonus Elementalist Feat         | +1 arcane caster level |
| 10 <sup>th</sup> | +5           | +3        | +3       | +7        | Elemental Resistance (see text) | +1 arcane caster level |

**Table: The Laksiri**

| Class Level      | Base         |           |          |           | Special                           | Spells                 |
|------------------|--------------|-----------|----------|-----------|-----------------------------------|------------------------|
|                  | Attack Bonus | Fort Save | Ref Save | Will Save |                                   |                        |
| 1 <sup>st</sup>  | +0           | +0        | +0       | +2        | Counterspelling Adept             | +1 arcane caster level |
| 2 <sup>nd</sup>  | +1           | +0        | +0       | +3        | Spell Buffer +1                   | +1 arcane caster level |
| 3 <sup>rd</sup>  | +1           | +1        | +1       | +3        | Spell Penetration                 | +1 arcane caster level |
| 4 <sup>th</sup>  | +2           | +1        | +1       | +4        | Spell Buffer +2                   |                        |
| 5 <sup>th</sup>  | +2           | +1        | +1       | +4        | Quickened Counterspell            | +1 arcane caster level |
| 6 <sup>th</sup>  | +3           | +2        | +2       | +5        | Spell Buffer +3                   | +1 arcane caster level |
| 7 <sup>th</sup>  | +3           | +2        | +2       | +5        | Greater Spell Penetration         | +1 arcane caster level |
| 8 <sup>th</sup>  | +4           | +2        | +2       | +6        | Spell Buffer +4                   |                        |
| 9 <sup>th</sup>  | +4           | +3        | +3       | +6        | Arcane Spell Resistance           | +1 arcane caster level |
| 10 <sup>th</sup> | +5           | +3        | +3       | +7        | Reverse the Flow, Spell Buffer +5 | +1 arcane caster level |

**Table: The Ssethric Inquisitor**

| Class Level      | Base         |           |          |           | Special                 | Spells per Day  |                 |                 |                 | Spells (see text)      |
|------------------|--------------|-----------|----------|-----------|-------------------------|-----------------|-----------------|-----------------|-----------------|------------------------|
|                  | Attack Bonus | Fort Save | Ref Save | Will Save |                         | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> |                        |
| 1 <sup>st</sup>  | +0           | +0        | +0       | +2        | Skill Focus (Diplomacy) | 0               | —               | —               | —               | +1 divine caster level |
| 2 <sup>nd</sup>  | +1           | +0        | +0       | +3        | Unblinking Eyes (1/day) | 1               | —               | —               | —               |                        |
| 3 <sup>rd</sup>  | +2           | +1        | +1       | +3        | Smite Infidel (1/day)   | 1               | 0               | —               | —               | +1 divine caster level |
| 4 <sup>th</sup>  | +3           | +1        | +1       | +4        | Preach to the Masses    | 1               | 1               | —               | —               |                        |
| 5 <sup>th</sup>  | +3           | +1        | +1       | +4        | Detect Faith            | 1               | 1               | 0               | —               | +1 divine caster level |
| 6 <sup>th</sup>  | +4           | +2        | +2       | +5        | Smite Infidel (2/day)   | 2               | 1               | 1               | —               |                        |
| 7 <sup>th</sup>  | +5           | +2        | +2       | +5        | Unblinking Eyes (2/day) | 2               | 2               | 1               | 0               | +1 divine caster level |
| 8 <sup>th</sup>  | +6           | +2        | +2       | +6        | Heart of Stone          | 2               | 2               | 1               | 1               |                        |
| 9 <sup>th</sup>  | +6           | +3        | +3       | +6        | Smite Infidel (3/day)   | 2               | 2               | 2               | 1               | +1 divine caster level |
| 10 <sup>th</sup> | +7           | +3        | +3       | +7        | Soul Gaze               | 3               | 3               | 2               | 2               |                        |

## Appendix IV: Craft Elemental Guidelines

The following material is new content for the *Ssethregore: In the Coils of the Serpent Empire*.

### Elemental Creation

Powerful Ssethric Elementalists have the ability, if they have the correct training, to create elemental creatures by binding together the various elemental essences of Onara. Detailed below are both rules for the costs associated with creating an elemental, and several sample elementals and a break-down of the cost of creating those sample elementals.

#### Creating Elementals

To create an elemental, a Ssethric Elementalist must create the physical form of the elemental, define its purpose and if necessary, must acquire or fabricate a soul to power the new elemental.

The cost of creation for an elemental is complex to determine. There are a number of component costs, as detailed on the tables below, with additional notes to follow.

| Component Cost        | GP Cost  |
|-----------------------|--|
| <i>Hit Dice Cost</i>  | HD squared x 62.5 gp   |
| <i>Abilities Cost</i> | (Str – 5) x 100 gp +<br>(Dex – 5) x 100 gp +<br>(Con – 5) x 100 gp +<br>(Int – 5) x 100 gp +<br>(Wis – 5) x 100 gp +<br>(Cha – 5) x 100 gp |
| <i>Qualities Cost</i> | (# of SA) squared x 1,000 gp +<br>(# of SQ) squared x 500 gp   |

An additional part of the final creation cost is a pair of multipliers, as summarized on the following table, with additional notes below.

| Cost Multiplier | Multiplier  |
|-----------------|---|
| <i>Subtype</i>  | 4 / (5 – number of subtypes)  |
| <i>Soul</i>     | 0.5 if no soul<br>1.0 if rudimentary soul<br>1.5 if standard soul<br>2.0 if advanced soul |

The final gold piece cost of creating an elemental is:

$(1,000 \text{ gp} + \textit{Hit Dice Cost} + \textit{Abilities Cost} + \textit{Qualities Cost}) \times \textit{Subtype Modifier} \times \textit{Soul Modifier}$

The final XP cost of crafting an elemental is:

$1000 \text{ XP} + (\textit{Final GP Cost} \times \textit{Soul Multiplier}) / 25$

#### *Hit Dice Cost*

The Hit Dice cost is equal to the elemental's racial Hit Dice squared x 62.5 gp plus the elemental's class level squared x 62.5 gp.

#### *Abilities Cost*

The abilities cost is determined for each Ability score individually, and then added together. The cost for each ability is the Ability score minus 5 x 100 gp.

It is permissible for Ability scores below 5 to lower the cost for creating the elemental. For elementals that do not have specific Ability scores, those scores are treated as a value of 0 for determining the cost.

#### *Qualities Cost*

The qualities cost is determined for Special Attacks and Special Qualities individually, and then added together.

The cost for each is the number of individual Special Attacks or Special Qualities squared, times 1,000 gp for Special Attacks or 500 gp for Special Qualities.

Do not count Special Attacks or Special Qualities that are derived from the elemental type or an elemental subtype which the creature possesses.

Spell-like abilities are considered Special Attacks, and each spell-like ability counts as a number of special attacks equal to its spell-level x number of uses per day (unlimited uses count as 5 uses per day).

#### *Subtype Multiplier*

The subtype multiplier only applies to elemental subtypes; subtypes of other kinds do not directly impact this multiplier, but should be considered when determining the *Qualities Cost*, as noted above.

#### *Soul Multiplier*

The soul multiplier is determined by the type of soul that will be bound into the elemental; in return, the type of soul determines the advancement capabilities of the final creature.

A creature with no soul cannot advance through any means (including adding racial Hit Dice). Such creatures are purely static creatures, never learning or growing.

A creature with a rudimentary soul advances simply by Hit Dice advancement. Such creatures can only grow physically larger over time, and typically have moderate to lengthy lifespan.

A creature with a standard soul advances usually by Hit Dice advancement, however, can occasionally advance by learning new abilities and gaining class levels. Such creatures are predominantly advancing by growing physically larger, with the rare example advancing by class levels.

A creature with an advanced soul can only advance itself by learning. Its physical form is incapable of gaining additional racial Hit Dice, and often has none of its own; only acquiring Hit Dice when it gains its first class level.

### Sample Elementals

See the following pages for three sample creatures. These sample creatures include a break-down of their creation cost, and how it was calculated. A brief summary of the sample elementals follows.

*Large Earth Elemental:* This is a creature with a rudimentary soul, and one elemental subtype.

*Crystallized Annihilate:* This is a crystallized elemental, a creature without a soul, four elemental subtypes and a fifth non-elemental subtype.

*Invisible Stalker:* This is a creature with a standard soul, and one elemental subtype.

### Crystallized Elemental (Template)

The Ssethregoran Empire learnt from others before them, how to crystallize elemental energy into a static, but living form. This technique creates crystallized elementals, a manifestation of elemental energy that is bound into a solid form.

Because of its limited intellect and awareness, a crystallized elemental is typically only useful as a weapon of war, where there is no regard for casualties, or as powerful guardians. Rarely are crystallized elementals kept as pets, and even

more infrequently are they used as familiars, and then only by spellcasters of epic powers.

### Creating a Crystallized Elemental

This is a template in as much that it creates a new creature where none existed before; however, this template cannot be applied to an existing creature. Instead, the template uses a spell as the seed for creating the new creature. This template can be applied to any spell from the Conjuraton, Evocation, Illusion or Necromancy spell schools that has an elemental subtype associated with it. That spell is referred to hereafter as the base effect.

**Size and Type:** The crystallized elemental's size is dependent on the spell level of the base effect; the table below details the size of the resulting elemental. The crystallized elemental has the elemental type, with any of the elemental subtypes of the base effect; given that the [Acid] subtype becomes [Earth], [Cold] becomes [Water] and [Electricity] becomes [Air]. The [Sonic] identifier does not change into a subtype, but should be left to indicate its presence. It has no ingame effect in regards to subtypes.

| Base Effect<br>Spell Level | Size   | Slam<br>Damage |
|----------------------------|--------|----------------|
| 0-1                        | Tiny   | 1d2            |
| 2-3                        | Small  | 1d3            |
| 4-5                        | Medium | 1d4            |
| 6-7                        | Large  | 1d6            |
| 8-9                        | Huge   | 1d8            |

**Hit Dice:** The crystallized elemental has Hit Dice equal to one plus double the spell level of the base effect.

**Speed:** The speed of the crystallized elemental depends on the range of the base effect. Refer to the following table for details. If the resulting elemental has the [Air] subtype they receive half the following speed as a fly speed with perfect maneuverability; if the elemental has the [Water] subtype, it receives half the following speed as a swim speed.

| Base Effect Range | Speed                        |
|-------------------|------------------------------|
| Touch/Personal    | 10 ft.                       |
| Close             | 5 ft. + 5 ft. / spell level  |
| Medium            | 5 ft. + 10 ft. / spell level |
| Long              | 5 ft. + 15 ft. / spell level |
| Other             | 20 ft.                       |

**Armor Class:** The crystallized elemental has a natural armor bonus equal to the spell level of the base effect plus one.

**Attacks:** A crystallized elemental gains two slam attacks, each of which can be used for one attack each round at the elemental's full attack

bonus. A crystallized elemental's base attack bonus is 3/4s of its Hit Dice.

**Damage:** The slam attacks of a crystallized elemental deal damage according to the elemental's size (see the table above).

**Special Attacks:** A crystallized elemental gains the following special attack.

*Crystal Touch (Su):* A creature that is struck by both slam attacks of a crystallized elemental in one round is subject to an additional effect. Such a creature must make a saving throw (DC 10 + ½ the crystallized elemental's Hit Dice + Constitution modifier) or be subject to the spell effect of the base effect. The type of save that must be rolled is dependent upon the save granted by the base effect (if the base effect grants multiple saving throws, then so does this ability). If the base effect normally does not grant a save, the subject receives a Fortitude save, however, the DC is raised by 2. The Caster Level for this effect is equal to the elemental's Hit Dice.

**Special Qualities:** A crystallized elemental gains the following special qualities.

*Spell Resistance (Ex):* A crystallized elemental gains Spell Resistance equal to 6 plus double the spell level of the base effect, minimum SR 6 (for 0<sup>th</sup> level spells).

*Damage Reduction (Ex):* A crystallized elemental has damage reduction against all attacks equal to the spell level of the base effect, minimum DR 1/- (for 0<sup>th</sup> and 1<sup>st</sup> level spells).

**Saves:** Base saves are dependent on the elemental subtype(s) of the elemental. If the elemental has the [Earth] or [Water] subtype then the base Fort save is +1/2 HD +2, otherwise it is +1/3 HD. If the elemental has the [Air] or [Fire] subtype, then the base Ref save is +1/2 HD +2, otherwise it is +1/3 HD. Regardless of subtype, the base Will save is always +1/3 HD.

**Abilities:** A crystallized elemental has a Strength score equal to 10 plus double the spell level of the base effect, a Dexterity score equal to 10 plus the spell level of the base effect; a Constitution score equal to 10 plus double the spell level of the base effect, no Intelligence score, a Wisdom score of 12, and a Charisma score of 8.

**Skills:** A crystallized elemental has no skills.

**Feats:** A crystallized elemental gains Alertness as a bonus feat. It also gains one additional bonus feat for each three full Hit Dice it has; it must meet the requirements for any feat that is selected as a bonus feat.

**Environment:** Any

**Organization:** Any

**Challenge Rating:** Double the spell level of the base effect plus one.

**Treasure:** None

**Alignment:** Always Neutral

**Advancement:** None

### Using this Template with Psionics

It is possible to create a crystallized elemental that is based upon a psionic power, however, there are a few changes that are needed. Detailed below are only the changed sections.

This template can be applied to any power from the Metacreativity, Psychokinesis or Telepathy power discipline that has an elemental subtype associated with it. That power is referred to hereafter as the base effect. It is possible to augment the power used to create the base effect; make note of the number of power points spent to manifest the final power.

**Size and Type:** The crystallized elemental's size is dependent on the power point cost of the base effect; the table below details the size of the resulting elemental. The crystallized elemental has the elemental type, with any of the elemental subtypes of the base effect; given that the [Acid] also grants [Earth], [Cold] also grants [Water] and [Electricity] also grants [Air]. Crystallized elemental's based on psionic powers also gain the [Psionic] subtype. The [Sonic] identifier does not change into a subtype, but should be left to indicate its presence. It has no ingame effect in regards to subtypes.

| Base Effect Power<br>Point Cost | Size   | Slam<br>Damage |
|---------------------------------|--------|----------------|
| 1+                              | Tiny   | 1d2            |
| 4+                              | Small  | 1d3            |
| 8+                              | Medium | 1d4            |
| 12+                             | Large  | 1d6            |
| 16+                             | Huge   | 1d8            |

**Hit Dice:** The crystallized elemental has Hit Dice equal to the power point cost of the base effect.

**Armor Class:** The crystallized elemental has a natural armor bonus equal to one plus one half the power point cost of the base effect (round down).

*Power Resistance (Ex):* A crystallized elemental gains Power Resistance equal to 5 plus the power point cost of the base effect.

*Damage Reduction (Ex):* A crystallized elemental has damage reduction against all attacks equal to one half the power point cost of the base effect, minimum DR 1/-.

**Abilities:** A crystallized elemental has a Strength score equal to 10 plus the power point cost of the

base effect, a Dexterity score equal to 10 plus half the power point cost of the base effect (round down); a Constitution score equal to 10 plus the power point cost of the base effect, no Intelligence score, a Wisdom score of 12, and a Charisma score of 8.

**Challenge Rating:** The power point cost of the base effect plus one.

| <b>Large Earth Elemental</b>   |                                       | <b>CR: 5</b>        |                      |
|--|---------------------------------------|---------------------|----------------------|
| N Large Elemental (Earth)  |                                       |                     |                      |
| <b>HD:</b>   | 8d8+32 (81 hp)                        |                     |                      |
| <b>BAB:</b>  | +6                                    | <b>Grapple:</b>     | +17                  |
| <b>Initiative:</b>   | -1                                    | <b>Trip:</b>        | +7                   |
| <b>Speed:</b>  | 20 ft.                                |                     | <b>Space:</b> 10 ft. |
|  |                                       |                     | <b>Reach:</b> 5 ft.  |
|  |                                       |                     | <b>Aura:</b> --      |
| <b>AC:</b>   | 18 (-1 size, -1 Dex, +10 natural)     |                     |                      |
| <b>Touch:</b>  | 8                                     | <b>Flat-Footed:</b> | 18                   |
| <b>Immunity:</b>   | --                                    |                     | <b>DR:</b> 5/-       |
| <b>Resistance:</b>   | --                                    |                     | <b>SR:</b> --        |
| <b>Attack:</b>   | Slam +12 melee (2d8+7, 20/x2)         |                     |                      |
| <b>Attack:</b>   | 2 slams +12 melee each (2d8+7, 20/x2) |                     |                      |
| <b>SA:</b>   | Earth mastery, push                   |                     |                      |
| <b>Saves:</b>  | Fort +10                              | Ref +1              | Will +2              |
| <b>Abilities:</b>  | Str 24 (+7)                           | Dex 8 (-1)          | Con 19 (+4)          |
|  | Int 6 (-2)                            | Wis 11              | Cha 11               |
| <b>Languages:</b>  | None                                  |                     |                      |
| <b>SQ:</b>   | Earth glide, elemental traits         |                     |                      |
| <b>Senses:</b>   | Darkvision 60 ft.                     |                     |                      |
| <b>Skills:</b>   | Listen +6, Spot +5                    |                     |                      |
| <b>Feats:</b>  | Cleave, Great Cleave, Power Attack    |                     |                      |
| <b>Earth Mastery (Ex):</b> An earth elemental 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.)   |                                       |                     |                      |
| <b>Push (Ex):</b> An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.   |                                       |                     |                      |
| <b>Earth Glide (Ex):</b> An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save. |                                       |                     |                      |
| <b>Environment:</b> Any  |                                       |                     |                      |
| <b>Organization:</b> Solitary  |                                       |                     |                      |
| <b>Treasure:</b> None  |                                       |                     |                      |
| <b>Advancement:</b> 9-15 HD (Large)  |                                       |                     |                      |

### Creation Cost Breakdown

**Hit Dice Cost:**  $8 \times 8 \times 62.5 \text{ gp} = \underline{4,000 \text{ gp}}$

**Abilities Cost:**  $(24-5) + (8-5) + (19-5) + (6-5) + (11-5) + (11-5) = 49$   
 $49 * 100 \text{ gp} = \underline{4,900 \text{ gp}}$

**Qualities Cost:**  $(2 \times 2) \times 1,000 \text{ gp} + (2 \times 2) \times 500 \text{ gp} = \underline{6,000 \text{ gp}}$   
 (earth mastery and push are the two special attacks; damage reduction and earth glide are the two special qualities)

**Subtype Modifier:**  $4 / (5 - 1) = 1.0$

**Soul Multiplier:** 1.0 (rudimentary soul)

### Final Gold Piece Cost:

$1,000 \text{ gp} + 4,000 \text{ gp} + 4,900 \text{ gp} + 6,000 \text{ gp} = 15,900 \text{ gp}$

$15,900 \text{ gp} \times 1.0 \times 1.0 = \underline{15,900 \text{ gp}}$

### Final XP Cost:

$1,000 \text{ XP} + 15,900 \text{ gp} \times 1.0 / 25 = \underline{1,636 \text{ XP}}$

| <b>Crystallized Annihilate</b>  |  | <b>CR: 19</b>       |                         |
|---|--|---------------------|-------------------------|
| N Huge Elemental [Air, Earth, Fire, Sonic, Water]   |  |                     |                         |
| <b>HD:</b>  | 19d8+171 (275 hp)  |                     |                         |
| <b>BAB:</b>   | +14  | <b>Grapple:</b>     | +31                     |
| <b>Initiative:</b>  | +4   | <b>Trip:</b>        | +13                     |
| <b>Speed:</b>   | 140 ft., fly 70 ft. (perfect), swim 70 ft.   |                     | <b>Space:</b> 15 ft.    |
|   |  |                     | <b>Reach:</b> 10 ft.    |
|   |  |                     | <b>Aura:</b> Magic (19) |
| <b>AC:</b>  | 22 (-2 size, +4 Dex, +10 natural)  |                     |                         |
| <b>Touch:</b>   | 12   | <b>Flat-Footed:</b> | 18                      |
| <b>Immunity:</b>  | Cold, Fire   |                     | <b>DR:</b> 9/-          |
| <b>Resistance:</b>  | --   |                     | <b>SR:</b> 24           |
| <b>Attack:</b>  | Slam +23 melee (2d8+9, 20/x2)  |                     |                         |
| <b>Attack:</b>  | 2 slams +23 melee each (2d8+9, 20/x2)  |                     |                         |
| <b>SA:</b>  | <i>Crystal touch</i>   |                     |                         |
| <b>Saves:</b>   | Fort +20   | Ref +15             | Will +9                 |
| <b>Abilities:</b>   | Str 28 (+9)  | Dex 19 (+4)         | Con 28 (+9)             |
|   | Int --   | Wis 12              | Cha 8 (-1)              |
| <b>Languages:</b>   | None   |                     |                         |
| <b>SQ:</b>  | Elemental traits   |                     |                         |
| <b>Senses:</b>  | Darkvision 60 ft.  |                     |                         |
| <b>Skills:</b>  | --   |                     |                         |
| <b>Feats:</b>   | Alertness <sup>B</sup> , Awesome Blow <sup>B</sup> , Improved Bull Rush <sup>B</sup> , Improved Natural Attack (slam) <sup>B</sup> , Iron Will <sup>B</sup> , Power Attack <sup>B</sup> , Weapon Focus (slam) <sup>B</sup> |                     |                         |
| <b>Crystal Touch (Su):</b> A creature that is struck by both slam attacks of a crystallized elemental in one round is subject to an additional effect. Such a creature must make a Reflex saving throw (DC 28) or be subject to the <i>annihilate</i> spell (caster level 19). The save DC is Constitution based. |  |                     |                         |
| <b>Environment:</b> Any   |  |                     |                         |
| <b>Organization:</b> Any  |  |                     |                         |
| <b>Treasure:</b> None   |  |                     |                         |
| <b>Advancement:</b> None  |  |                     |                         |

**Creation Cost Breakdown**

**Hit Dice Cost:** 19 x 19 x 62.5 gp = 22,562.5 gp  
**Abilities Cost:** (28-5) + (19-5) + (28-5) + (0-5) + (12-5) + (8-5) = 65  
65 \* 100 gp = 6,500 gp  
**Qualities Cost:** (1 x 1) x 1,000 gp + (2 x 2) x 500 gp = 3,000 gp  
(crystal touch is the special attack; damage reduction and spell resistance are the two special qualities)  
**Subtype Modifier:** 4 / (5 - 4) = 4.0  
**Soul Multiplier:** 0.5 (no soul)

**Final Gold Piece Cost:**  
1,000 gp + 22,562.5 gp + 6,500 gp + 3,000 gp = 33,062.5 gp  
33,062.5 gp x 4.0 x 0.5 = 66,125 gp

**Final XP Cost:**  
1,000 XP + 66,125 gp x 0.5 /25 = 2,323 XP

| <b>Invisible Stalker</b>  |   | <b>CR: 7</b>        |                      |
|---|---|---------------------|----------------------|
| N Large Elemental [Air]   |   |                     |                      |
| <b>HD:</b>  | 8d8+16 (65 hp)  |                     |                      |
| <b>BAB:</b>   | +6  | <b>Grapple:</b>     | +14                  |
| <b>Initiative:</b>  | +8  | <b>Trip:</b>        | +4                   |
| <b>Speed:</b>   | 30 ft., fly 30 ft. (perfect)  |                     | <b>Space:</b> 10 ft. |
|   |   |                     | <b>Reach:</b> 5 ft.  |
|   |   |                     | <b>Aura:</b> --      |
| <b>AC:</b>  | 17 (-1 size, +4 Dex, +4 natural)  |                     |                      |
| <b>Touch:</b>   | 13  | <b>Flat-Footed:</b> | 13                   |
| <b>Immunity:</b>  | --  | <b>DR:</b>          | --                   |
| <b>Resistance:</b>  | --  | <b>SR:</b>          | --                   |
| <b>Attack:</b>  | Slam +10 melee (2d6+4, 20/x2)   |                     |                      |
| <b>Attack:</b>  | 2 slams +10 melee each (2d6+4, 20/x2)   |                     |                      |
| <b>SA:</b>  | --  |                     |                      |
| <b>Saves:</b>   | Fort +4   | Ref +10             | Will +4              |
| <b>Abilities:</b>   | Str 18 (+4)   | Dex 19 (+4)         | Con 14 (+2)          |
|   | Int 14 (+2)   | Wis 15 (+2)         | Cha 11               |
| <b>Languages:</b>   | Ssethric (understand)   |                     |                      |
| <b>SQ:</b>  | Elemental traits, natural invisibility, improved tracking                                   |                     |                      |
| <b>Senses:</b>  | Darkvision 60 ft.   |                     |                      |
| <b>Skills:</b>  | Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 when following tracks) |                     |                      |
| <b>Feats:</b>   | Combat Reflexes, Improved Initiative, Weapon Focus (slam)                                   |                     |                      |
| <b>Natural Invisibility (Su):</b> This ability is constant, allowing a stalker to remain <i>invisible</i> even when attacking. This ability is inherent and not subject to the <i>invisibility purge</i> spell. |   |                     |                      |
| <b>Improved Tracking (Ex):</b> An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.   |   |                     |                      |
| <b>Environment:</b> Elemental Plane of Air  |   |                     |                      |
| <b>Organization:</b> Solitary   |   |                     |                      |
| <b>Treasure:</b> None   |   |                     |                      |
| <b>Advancement:</b> 9-12 HD (Large); 13-24 HD (Huge); or rarely by character class  |   |                     |                      |

### Creation Cost Breakdown

**Hit Dice Cost:**  $8 \times 8 \times 62.5 \text{ gp} = \underline{4,000 \text{ gp}}$

**Abilities Cost:**  $(18-5) + (19-5) + (14-5) + (14-5) + (15-5) + (11-5) = 61$   
 $61 * 100 \text{ gp} = \underline{6,100 \text{ gp}}$

**Qualities Cost:**  $(0 \times 0) \times 1,000 \text{ gp} + (2 \times 2) \times 500 \text{ gp} = \underline{2,000 \text{ gp}}$   
 (natural invisibility and improved tracking are the two special qualities)

**Subtype Modifier:**  $4 / (5 - 1) = 1.0$

**Soul Multiplier:** 1.5 (standard soul)

### Final Gold Piece Cost:

$1,000 \text{ gp} + 4,000 \text{ gp} + 6,100 \text{ gp} + 2,000 \text{ gp} = 13,100 \text{ gp}$

$13,100 \text{ gp} \times 1.0 \times 1.5 = \underline{19,650 \text{ gp}}$

### Final XP Cost:

$1,000 \text{ XP} + 19,650 \text{ gp} \times 1.5 / 25 = \underline{2,179 \text{ XP}}$

## Appendix V: Holy Domain Spells

### Alignment-Keyed Spells

Several spells from the core rules are replaced by new spells that use the [Alignment-Keyed] descriptor. Several of the converted spells were left out of the *Player's Guide* and subsequently appeared in *Magic of Arcanis*. All of the relevant spells are reproduced here for ease of reference. The effect tables for these spells are found in *Appendix II* of this document.

### Aura of Faith

Abjuration [Alignment-Keyed]

**Level:** Holy 8, Honor 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by creatures of an opposed alignment, and causing creatures of an opposed alignment to suffer ill effects when they strike the subjects.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers the spell's effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the spell's effects if it is lawful good, neutral good, or

chaotic good. A creature whose alignment is not diametrically opposed to the key alignment is unaffected by this spell, except as noted below.

This abjuration has four effects:

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all its saving throws. This benefit applies against all attacks, not just against attacks by creatures of the diametrically opposed alignment.
- Second, each warded creature gains spell resistance 25 against all spells with the opposed alignment descriptor and all spells cast by creatures of the diametrically opposed alignment.
- Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. This benefit applies regardless of the alignment of the creature that is attempting to possess or mentally influence a subject.
- Finally, if a creature of the diametrically opposed alignment succeeds on a melee attack against a warded creature, the offending attacker suffers the listed secondary effect (Fortitude save negates, but against this spell's save DC).

In *Arcanis*, this spell replaces the following spells from the core rules: *cloak of chaos* (which becomes Aura of Faith [Chaotic]); *holy aura* (which becomes Aura of Faith [Good]); *shield of law* (which becomes Aura of Faith [Lawful]); and *unholy aura* (which becomes Aura of Faith [Evil]).

*Focus:* A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp

### Divine Smite

Evocation [Alignment-Keyed]

**Level:** Holy 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft. radius burst

**Duration:** Instantaneous

**Saving Throw:** Will partial; see text

**Spell Resistance:** Yes

You draw down divine power to smite your enemies. This spell's alignment descriptor is keyed to the descriptor you chose for the Holy

domain. Only creatures whose alignment differs from yours along the chosen axis are affected. For example, if you cast this spell as a Good spell, only evil and neutral creatures are harmed by it. True neutral characters cannot cast this spell.

On the effect table, “X” represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of “Neutral X” means that a creature suffers partial effects if it is neutral good, true neutral, or neutral evil. An entry of “X Good” means that a creature suffers the full effects if it is lawful good, neutral good, or chaotic good. A creature that matches the key alignment component is completely immune to this spell’s effects.

**Full Effects:** The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each creature in the area that suffers its full effects. Outsiders instead take 1d6 points of damage per caster level (maximum 10d6). All creatures that suffer the spell’s full effects also suffer the listed secondary effect. A successful Will saving throw reduces damage to half and negates the secondary effect completely.

**Partial Effects:** The spell deals only half damage to creatures that suffer partial effects, and they do not suffer the secondary effect at all. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

In Arcanis, this spell replaces the following spells from the core rules: *chaos hammer* (which becomes Divine Smite [Chaotic]); *holy smite* (which becomes Divine Smite [Good]); *order’s wrath* (which becomes Divine Smite [Lawful]); and *unholy blight* (which becomes Divine Smite [Evil]).

#### **Divine Word**

Evocation [Alignment-Keyed, Sonic]

**Level:** Clr 7, Holy 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Creatures of an opposed alignment in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

You speak a single word of divine power. Any creature whose alignment is diametrically opposed to yours within the area that hears the *divine word* suffers the following ill effects. The effects of this spell are cumulative and concurrent. Any creature whose Hit Dice are equal to or lower than your caster level receives no saving throw against these effects; any creature whose Hit Dice are greater than your caster level receives a Will save to negate the effects. The effects are based on the alignment descriptor you choose when you cast the spell, not on the subject creature’s alignment.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that

will be the key for this spell at the moment you cast the spell. For example, if you are lawful good,

you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

**Confused:** The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting compulsion effect.

**Dazed:** The creature can take no actions for 1 round, though it defends itself normally.

**Deafened:** The creature is deafened for 1d4 rounds.

**Blinded:** The creature is blinded for 2d4 rounds.

**Paralyzed:** The creature is paralyzed and helpless for 1d10 minutes.

**Slowed:** The creature is slowed, as by the *slow* spell, for 2d4 rounds.

**Stunned:** The creature is stunned for 1 round.

**Weakened:** The creature’s Strength score decreases by 2d6 points for 2d4 rounds.

**Killed:** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the diametrically opposed alignment within the area of effect are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes

place regardless of whether the creatures hear the divine word. The banishment effect allows a Will save (at a -4 penalty) to negate.

In Arcanis, this spell replaces the following spells from the core rules: *blasphemy* (which becomes Divine Word [Evil]); *dictum* (which becomes Divine Word [Law]); *holy word* (which becomes Divine Word [Good]); and *word of chaos* (which becomes Divine Word [Chaos]).

## Appendix VI: Table: Ssethric Weapons

| Name                                  | Cost   | Damage  | Critical | Range Increment | Weight  | Type |
|---------------------------------------|--------|---------|----------|-----------------|---------|------|
| <b>Simple Weapons</b>                 |        |         |          |                 |         |      |
| <b>Light Melee Weapons</b>            |        |         |          |                 |         |      |
| Kriss <sup>6</sup>                    | 2 gp   | 1d4     | 19-20/x2 | 5 ft.           | 1 lb.   | P    |
| <b>One-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Katar                                 | 8 gp   | 1d6     | 19-20/x2 | -               | 2 lbs.  | P    |
| <b>Two-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Shiv Spear <sup>6</sup>               | 2 gp   | 1d8     | x3       | 10 ft.          | 9 lbs.  | P    |
| <b>Martial Weapons</b>                |        |         |          |                 |         |      |
| <b>Light Melee Weapons</b>            |        |         |          |                 |         |      |
| Celt                                  | 5 gp   | 1d6     | x3       | -               | 3 lbs.  | S    |
| Dagon Blade <sup>6</sup>              | 8 gp   | 1d6     | x2       | -               | 1 lb.   | P    |
| <b>One-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Dha                                   | 4 gp   | 1d6     | x3       | -               | 3 lbs.  | S    |
| Khyber                                | 15 gp  | 1d6     | 18-20/x2 | -               | 3 lbs.  | S    |
| Latt                                  | 6 gp   | 1d6     | x2       | -               | 3 lbs.  | B    |
| Spiked Pauldron                       | 25 gp  | 1d8     | x2       | -               | 8 lbs.  | P    |
| Yataghan <sup>5</sup>                 | 18 gp  | 1d6     | 18-20/x2 | -               | 4 lbs.  | S    |
| <b>Two-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Bearded Axe                           | 25 gp  | 3d4     | x3       | -               | 20 lbs. | S    |
| Crowsbeak Flail                       | 20 gp  | 1d12    | x3       | -               | 11 lbs. | B/P  |
| Flamberge, Ss'ressen <sup>5</sup>     | 75 gp  | 3d4+1   | 19-20/x2 | -               | 15 lbs. | S    |
| Surimata <sup>3</sup>                 | 10 gp  | 1d8     | x3       | -               | 12 lbs. | S    |
| Sode-Garami <sup>3</sup>              | 12 gp  | 2d4     | x3       | -               | 10 lbs. | S/P  |
| War Maul                              | 15 gp  | 1d10    | x3       | -               | 15 lbs. | B    |
| <b>Ranged Weapons</b>                 |        |         |          |                 |         |      |
| Fanged Arrows/Bolts (20) <sup>6</sup> | 3 gp   | -       | -        | -               | 3 lbs.  | P    |
| Verruc Sling                          | 3 gp   | -       | -        | 40 ft.          | 1 lb.   | -    |
| Lead Slug (10)                        | 3 sp   | 1d6     | x2       | -               | 8 lbs.  | B    |
| Urchinites (1) <sup>6</sup>           | 200 gp | 1d6     | x2       | -               | ½ lb.   | P    |
| Blowgun                               | 7 gp   | -       | -        | 20 ft.          | 3 lbs.  | -    |
| Darts (10)                            | 3 sp   | 1d3     | x3       | -               | 3 lbs.  | P    |
| <b>Exotic Weapons</b>                 |        |         |          |                 |         |      |
| <b>Light Melee Weapons</b>            |        |         |          |                 |         |      |
| Jambiya                               | 8 gp   | 1d6     | 18-20/x2 | -               | 2 lbs.  | S    |
| <b>One-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Tulwar                                | 35 gp  | 1d8     | 18-20/x2 | -               | 6 lbs.  | S    |
| <b>Two-Handed Melee Weapons</b>       |        |         |          |                 |         |      |
| Shuang-Pian <sup>2</sup>              | 50 gp  | 1d8/1d8 | x3       | -               | 13 lbs. | S    |
| Kabe-Flyssa                           | 45 gp  | 1d10    | 19-20/x2 | -               | 20 lbs. | S/B  |
| Mancatcher Staff <sup>3,4</sup>       | 30 gp  | 1d4     | x2       | -               | 5 lbs.  | P    |
| Rope Dart <sup>3</sup>                | 10 gp  | 1d6     | x2       | -               | 3 lbs.  | P    |
| <b>Special</b>                        |        |         |          |                 |         |      |
| Tail Bracer                           | 30 gp  | 1d8     | x2       | -               | 10 lbs. | B/P  |