

LOST PREHISTORICA



Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast, Inc.



LOST PREHISTORICA

LOST CREATURES



20
system



DARK QUEST

LOST PREHISTORICA

Has your adventuring party ever wondered what was to be found on those parts of the map marked “Here there be monsters”?

Have you, as a GM ever been at a loss as to what to do if they decide to explore these hitherto uncharted regions?

Have you, or your players ever wanted to play something a little more primitive?

Lost Prehistorica could be the answer to your questions! An informative, well presented tool-book for the GM who wants to try something that little bit different!

Packed full of new playable races, information upon long lost cultures, lost continents, nomadic tribes and settings-specific monsters, this book could be just what you need to spark a whole new range of adventures in a land untouched by time, where dinosaurs still roam!

Features include:

- ≈ Sixteen new diseases to show the rough life
- ≈ Over a dozen natural traps
- ≈ New weapons, armor and equipment
- ≈ Nine new races
- ≈ Ten new divine entities
- ≈ Extensive bestiary
- ≈ Guidelines for creating tribes



LOST PREHISTORICA

WRITERS

Steven Cook, David Woodrum

ADDITIONAL WRITERS

Michael Hammes, Neal Levin

EDITORS

Joanna G. Hurley, Derek Lane, Ben Oxwell

LINE DEVELOPER

Darren Pearce

ART DIRECTOR

Gillian Pearce

COVER ARTIST

Steve A. Roberts

GRAPHIC DESIGN

Duncan Fielden

INTERIOR ART

Owen Kuhn, Gillian Pearce

EXECUTIVE PRODUCER

Neal Levin



Games

[WWW.DARKQUEST.COM](http://www.DARKQUEST.COM)

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CHAPTER 1: THE LOST LANDS

As *Lost Prehistorica* is intended to be more of a toolkit for introducing exotic lands with a prehistoric flair into campaigns, the setting is quite open as to where the lost lands can occur. Whether you intend to use *Lost Prehistorica* for a single remote location in a pre-existing campaign or as an entire campaign itself, there are many different options in regards to choosing a location and the exact type of geography. The majority of the possible locations are presented below.

REMOTE, ISOLATED AREAS

These are places on the existing active landmasses in a campaign, such as a jungle, valley, canyon, or other areas that need a touch of savage flavor.

Advantages: The use of the contents of *Lost Prehistorica* to such areas really allows these places to stand out and become rather interesting environments to explore.

Disadvantages: This can be considerably limiting as to how much content can be included. Plus, it could raise questions as to why the savage beasts and tribes native to *Lost Prehistorica* haven't bothered to move on and settle elsewhere.

ISLANDS

Islands allow the lost lands to be separated from other landmasses, thus requiring one to travel to the lost lands in order to discover the prehistoric flavor. This format is typically common, and allows one to run those fun "island of doom" style nautical/land style adventures. Due to their size, islands are also reasonably easy to incorporate into pre-existing campaigns.

Advantages: Islands are easy to incorporate into existing campaigns and have a true "lost land" feel to them.

Disadvantages: Islands, unless several different islands are used, typically limit one to a small selection of diversity in regards to climate and geography. Also, particularly small islands could have a rather "cramped" feel in regards to the appearance of several new races and prehistoric beasts of gigantic proportions.

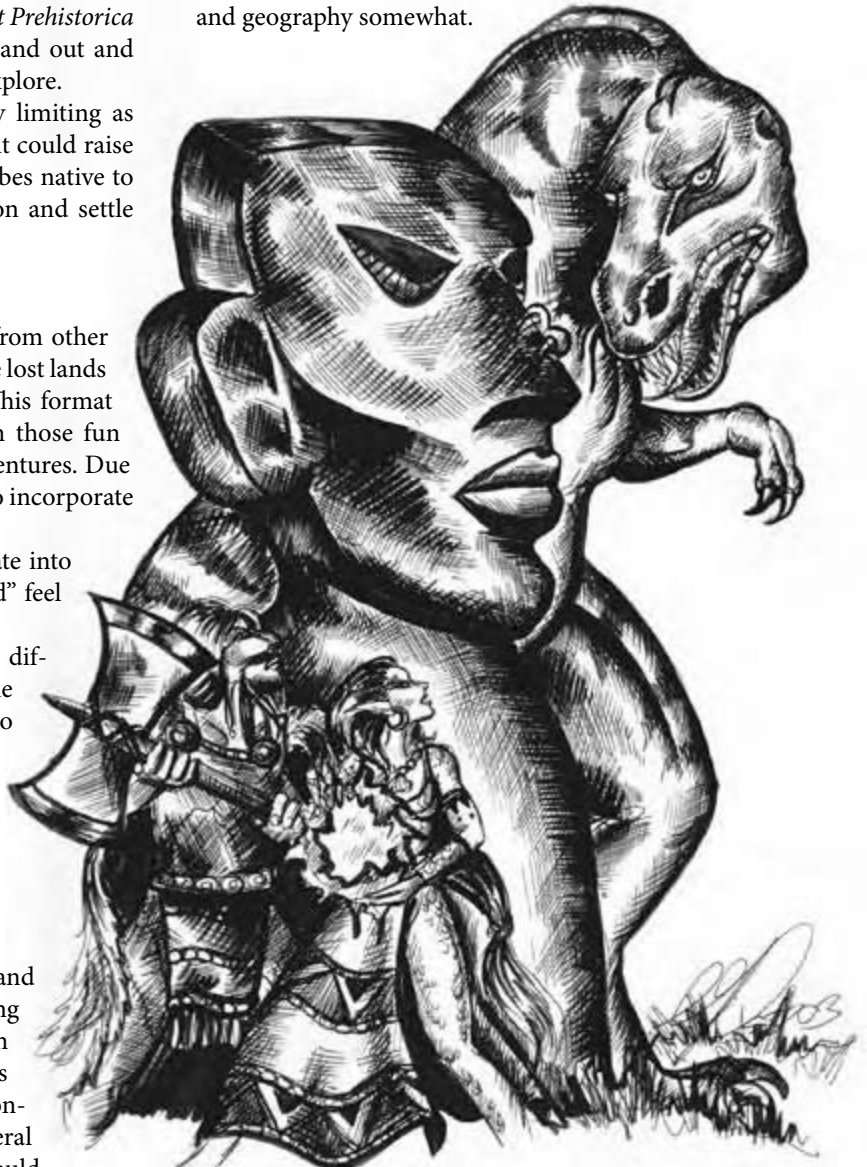
SUBCONTINENT

The subcontinent is a decently sized area of land that is a bit easier to shove into a pre-existing campaign world. Though perhaps lacking in enough space to allow all the possible elements of geography and climate that the entire contents of *Lost Prehistorica* thrives upon, several different subcontinents and large islands could

accommodate this problem. With a subcontinent, you have just enough space to keep the adventurers wandering and searching the lost lands for years.

Advantages: Subcontinents are reasonably easy to shove into campaign worlds and require little effort to populate with prehistoric, savage flavor. Likewise, in the event that different climates and geographic regions are desired, several islands and subcontinents can be located on the map of an existing campaign world without too much of a hassle.

Disadvantages: Subcontinents are somewhat large to shove into campaign worlds that are already heavily pre-defined. Likewise, the typical size of these landmasses tends to limit the diversity of climate and geography somewhat.



CONTINENT

This is actually quite a good area for the contents of the lost lands to thrive. With the addition of “Americana” style flavor in the contents of the lost lands, it would be possible to not only introduce prehistoric themes into an existing campaign but also a whole new sense of culture that exists on “the other side of the world”. The introduction of Polynesian, Native American, Mayan, Aztec, Eskimo, Caribbean, and African flair to the already common elements of European, Arabic, Greek, Norse, and Asian fantasy styles helps round out a very multicultural world.

Likewise, a large body such as a continent allows for all conceivable types of terrain and climate. This allows the full contents of *Lost Prehistorica* to be completely utilized.

Advantages: The use of a good sized continent to the contents of *Lost Prehistorica* allows for considerable room for flavor and variety. Likewise, large landmasses such as continents provide enough room for alternate cultural styles.

Disadvantages: Continents are, quite simply, big. Likewise, they may be rather hard to shove into a campaign that is already well developed. On the other hand, however, if a homemade campaign has an existing continent that has not yet been defined, the addition of a savage, prehistoric world may be an easy way to fill up the space. As *Lost Prehistorica* is well suited for creating savage lands with a lost sense of history or development, these areas often require significantly less effort to plot and define.

LOST UNDERWORLD

The prehistoric, savage lost lands actually exist in the center of the campaign world. This concept has been made popular in fiction in the past and could work for a fantasy campaign.

Advantages: A lost underworld would provide an interesting twist to underground adventuring.

Disadvantages: A lost underworld poses a lot of questions, such as where light comes from, if there is any form of light.

ENTIRE WORLD

In this type of setting the contents of *Lost Prehistorica* becomes the central basis for the entire campaign. More advanced lands, if any, would be limited to small, secluded areas and most likely be inhabited by the lost ancients. In this format, the prehistoric, savage nature of the lost lands is the standard environment for most of the world.

Advantages: This allows full use of the contents of *Lost Prehistorica* with no regards to limitation of space as far as geography is concerned. Likewise, the intelligent races that inhabit the lost lands could be more spread out, thus holding a dominant degree of influence over greater portions of land.

Disadvantages: There are not a lot of disadvantages to this format other than perhaps limiting some of the more

common elements of fantasy gaming. Likewise, the sense of “lost culture” that the lands described in the contents of *Lost Prehistorica* is not really all that “lost” at all.

MULTIPLE WORLDS

This is most likely either intended to be a very large campaign in itself or to merely flesh out the other possible worlds that would exist alongside the campaign world in the prime material plane. Either the main world could be more developed and the rest of the worlds to be explored would be lost lands with a primitive, prehistoric flair, or all of the worlds, including the main campaign world would be lost lands.

Advantages: This format allows a diversity of campaign selections and utilizes the contents of *Lost Prehistorica* as filler material for different worlds on the prime material plane.

Disadvantages: There are no real disadvantages to this method.

LOST PLANE

In such a setting, the lost lands are actually an entire plane of existence, possible infinitely stretching in all directions rather than a world, series of worlds, or a land mass.

Advantages: A lost plane would naturally give one unlimited space.

Disadvantages: None other than that such an idea might raise a few eyebrows from the players.

GEOGRAPHIC ELEMENTS

ALL TOO FAMILIAR CAMEOS

One particular, almost eerie, twist that can be added to any lost land is the appearance of structures and cultures that are extremely all too familiar to the explorers. Hiking through the dense, prehistoric forests, hills, and valleys for days only to come across a long abandoned castle bearing a design and structure similar to that found in the character’s native lands can be rather intriguing if not entirely unsettling. The discovery of the remains of wrecked ships and lost colonies can add a sense of mystery and intrigue to the otherwise savage, primitive flavor that the lost lands have to offer.

BITTER WEATHER

Though many associate the prehistoric lands with hot, sunny weather and lush, tropical forests, there are also the elements of the bitter cold to be dealt with in the cold glacier encrusted climates. Even the warm environments are not immune to the effects of cruel weather. Tornadoes, hurricanes, dust storms, and drought can make life a misery in the lost lands. As the characters make their way across these uncharted lands, it is likely that they might come across situations where adequate resources of water, warmth, proper clothing, and shelter could pose more of a life or death situation than merely fighting off savage beasts and hostile natives.

DISEASE AND NATURAL POLLUTION

While the lush environment of the lost lands can provide the characters with many natural resources and sources of food and water, these environments also tend to carry a hefty degree of disease. Likewise the big creatures of the areas tend to leave behind large quantities of waste, whether it be through bodily digestion or simply rotting carcasses. Combined with the climates, this can lead to a variety of hazardous illnesses that the characters may often have to overcome.

In addition, the lost ancients left behind the aftershock of strange, hazardous magic that has tainted a few places in the lost lands, particularly the ruins of these races.

Sometimes it is not just disease that the characters must be aware of. Volcanic action can spit forth various forms of hazardous gas and mineral compounds that can be conflicting with the health of the natives and the explorers alike.

EDIBLE OR WORTHY CRITTERS

Lost Prehistorica has a format for minute living creatures that are typically diminutive to fine in size called “critters”. While critters are unsuitable for combat and there is no gain in experience points for defeating, many are edible or hold some measure of value. Most of the critters in *Lost Prehistorica* are found in the wild, with a good number along the coastlines. As these critters might provide a means of keeping wandering characters from starving to death, it might be interesting to place them in different locations for the characters to possibly stumble across. While finding and identifying such critters might require some form of skill check, particularly Spot, Search, or Knowledge, their presence and discovery might be important.

Likewise, some of these creatures may provide a challenge or “trap” of sorts as they could either carry disease or be found in waters or other areas infested with disease.

SOURCES OF MAGIC

While powerful magic is sometimes a bit of a rarity amongst the natives of the lost lands, this does not always have to be the case. Some natives may have discovered higher, more educated forms of spell craft and could then hold a degree of dominance over the savagery of the lands. As such, the environment surrounding these individuals might be a little bit different. There may be fewer amounts of dinosaurs and other great beasts in the area, cleared off and defined trails, roads, or paths, and evidence of an advanced civilization with impressive architecture. Also, there should be signs of the tribe’s use and depletion of natural resources.

RUINS OF THE LOST ANCIENTS

The lost ancient races presented in the contents of *Lost Prehistorica* provide the perfect backdrop for the addition of ruins, lost cities, and even dungeons. Likewise, ancient magic and advanced forms of weapons and armor such as carefully stored swords and platemail could be obtained at these locations. Likewise, these areas give a sense of

mystery, culture, and intrigue as well as suitable areas of ruin for foul, spine chilling monsters and evil races to dwell in.

BEDS OF PETRIFIED WOOD AND AMBER

While many of the insects and plants that are popularly found as fossils are alive and well in the lost lands, it should be possible to find wealthy chunks of petrified wood and/or amber lying about in dried up swamp beds and such. Though these areas may also be the home of a variety of vicious beasts, such natural occurrences give that much more potential for the adventurers to harvest the natural resources and wealth that the lost lands have to offer. Below is a random chart to help one determine the exact amount of materials that could be found from such areas and the exact value of these findings.

Roll	Treasure Type Plus Value
1-4	Very little to be found other than a few fragments of petrified wood. These pieces are lying in the bottom of murky swamp water. A total of 3 to 9 (2d4+1) small pieces of petrified wood can be found here, valued at 2 to 16 (2d8) sp apiece.
5-6	A decent offering of petrified wood is lying about here, some more or less in close appearance to the wood’s original shape. A total of 5 to 11 (2d4+3) various pieces of petrified wood can be found here, valued at 1 to 8 (1d8) gp apiece.
7-8	There are a few chunks of amber lying in the bottom of the mud and dead vegetation. These pieces are fairly small and lacking in interesting detail. A total of 2 to 5 (1d4+1) pieces of amber can be found, valued at 10 to 40 (2d4x5) gp apiece.
9-12	There are several chunks of petrified wood and amber lying about. These pieces are broken up quite a bit and a bit plain, but a decent find all the same. A total of 2 to 24 (2d12) pieces of petrified wood can be found, valued between 1 to 4 (1d4) gp apiece. Likewise, there are 2 to 8 (2d4) pieces of amber here as well, valued between 10 to 40 (2d4x5) gp apiece.
13-14	There are some interesting chunks of amber with insect inclusions lying about here. These pieces are quite collectible and make quite a worthy find. A total of 1 to 8 (1d8) pieces of this amber is here, valued between 20 to 160 (2d8x10) gp apiece.
15-16	There is an interesting mix of valuable amber and petrified wood lying about in the dirt and debris here. This natural treasure includes 2 to 24 (2d12) reasonably decent sized chunks of petrified wood, valued at 2 to 8 (2d4) gp apiece. Also there are 2 to 8 (2d4) interesting chunks of amber, mostly with insect inclusions, valued between 30 to 160 (3d8x10) gp apiece.
17-20	This area contains a great deal of petrified wood, ranging in all sizes and shapes. There are a total of 12 to 26 (2d8+10) chunks of petrified wood, valued between 3 to 36 (3d12) gp each.

As this treasure is in a sense “free findings”, the discovery should require two or three skill checks to spot and identify (Spot, Search, and Appraise, with DC ratings of 10 to 15 for each being suitable). This should also be along with some form of nasty beast that’s presence is unintentionally guarding the area.

EXISTING COLONIES AND ESTABLISHMENTS

While the presence of abandoned castles and colonial dwellings might be enough to spark curiosity or dread in the characters, the existence of functioning locales such as these may prove to be even more bizarre. For the natives, such a presence may prove to be somewhat threatening to the lost lands; for the explorer, a sign that they are not alone in such expeditions. While the discovery of a remote trade colony might introduce the appearance of a rival nation from the explorer’s home, a more popular example of the appearance of advanced culture would be through the form of pirates. If the lost land adventure happens to take place on an island, subcontinent, or even a previously “unknown” continent, it is possible that nautical pirates may have been using the coastal areas as havens for quite a good while.

FOSSILS AND BONES

While the natives of the lost lands may not have much practical use for a fossilized trilobite when live ones are scurrying about the coastal waters, the fossilized remains of such creatures might still inspire feelings of awe and superstition. The natives could believe that these hardened fossils are not the remains of creatures from ages ago but rather the fatal product of evil magic. Likewise, ammonite shells, fossilized teeth, and other remains might be worn as adornment or used as a form of currency of sorts.

The fossils and bones of animals and plants should be relatively easy to find in the lost lands, especially if there is a high degree of unstable geographic activity such as earthquakes. These items can often be taken

home upon the explorer’s return to their homelands and sold at a decent price. Due to this potential degree of natural “wealth”, it might be interesting to occasionally reward the characters with a bed of fossils and bones. Though such loose, random findings should be reasonably rare for the characters to easily stumble across, it



might inspire the party to wander about more and explore. When placing such a random find upon the characters, use the below chart to determine the quantity and value of such fossils and bones.

Roll	Description
1–2	A few old, broken fossils lie about, mostly of various sea creatures and a dead bird or two. There are a total of 5 to 14 (3d4+2) fossils here with a value of 1 to 4 (1d4) SP apiece.
3–5	There are several fossils and valuable bones here, mostly of small creatures. If the characters bother to carefully Search (DC 10) about, they should find a total of 8 to 17 (3d4+5) fossils valued between 2 to 12 (2d6) apiece.
6–7	Judging by the scattered bones lying here, it looks as though dinosaurs or some other form of great beasts once battled here in the past. The bones are now half-buried in the soil and for the most part bleached out. There are some reasonably interesting specimens in the mix, however, including some large, nearly perfect teeth that some of the natives or collectors back home might take a particular liking to. If a Search (DC 8) is made through this debris of bone, the characters should find 6 to 27 (3d8+3) interesting pieces valued at 2 to 9 (1d8+1) sp apiece.
8–9	Half-buried in the dirt/sand the characters stumble across a great fossil (roll 1d6 for type: 1- ammonite shell of Small size, 2- trilobite of Small size, 3- skull of a gastronis, 4- encrusted bed of 3 to 9 (2d4+1) trilobites, 5- foot claw of a tyranosaurus, 6- encrusted bed of 9 to 29 (4d6+5) ammonite shells. This fossil is worth 7 to 13 (2d4+5) gp in value.
10–13	The characters stumble upon an old shell bed containing 3 to 18 (3d6) trilobite shells. Each of these pieces is worth 3 to 9 (2d4+1) SP each. In addition, if the characters Search (DC 12) about with great care, they should be able to find the fossilized jaws of a medium sized shark buried under the sand/soil, worth 5 to 17 (4d4+1) gp.
14–15	The characters stumble across an old shore bed that has long since been drained. Judging by the looks of this area, ocean water has not touched the ground for several generations. Amongst the pretty shells, there is a chance that the characters might find the following (Search, DC 10): 2 to 8 (2d4) fossilized jaws of small sharks worth 1 to 4 (1d4) gp apiece, 3 to 24 (3d8) fossilized trilobite shells worth 2 to 9 (2d4+1) sp each, and 2 to 5 (1d4+1) broken bits of red coral worth 4 to 24 (4d6) gp apiece.
16–20	Hanging from the side of a rock cliff are several broken bits of fossils from the bones of many great beasts and dinosaurs. Though the pieces are mostly incomplete and damaged, they are none the less somewhat valuable. With a decent Search (DC 10) and digging about, the characters should be able to recover 4 to 32 (4d8) pieces of fossil worth between 3 to 12 (3d4) sp apiece.

CHAPTER 2:

SURVIVAL

Nya stood before the children of her tribe and nearly shook her head in laughing disbelief. In just over ten more harvests or so, her students would be fully-fledged druids with goals and dreams of their own. Today, however, the children were little more than wide-eyed youngsters, curious of their surroundings and unaware of its many hidden dangers.

Leading her students away from the safety of the village Nya passed through the ferns that danced along the stream near the edge of the forest edges. Just a brief journey along the ancient trails the children will first see the abandoned stone temple of the village's ancestors. In the walls of this sacred site Nya will spend the next several days teaching her students in the same manner and fashion as she was once taught by her druid elders a dozen harvests ago. The children would learn to respect the nature of the plants, water, soil and sun and what these elements mean to their people. Likewise, the children will be properly taught the customs of the village, as passed down from their ancestors from generation to generation.

DISEASES

DESCRIPTIONS

Bawling Fits: Bawling fits is a form of bacteria that thrives in waste areas. Scraping one's skin against a sharp object in such places can cause the infection. Those who are inflicted with a case of bawling fits suffer from both physical and psychological symptoms. Hideous reddish pink splotch marks form along the skin and the eyes of the victim appear bloodshot and somewhat glassy. In addition, the victim suffers constantly from crying fits that are uncontrollable and occur sporadically and without cause or reason.

Blue Giggles: Blue giggles are caused by a strange, somewhat rare fungus that thrives on the vegetation and animals that are killed off due to the flow of lava from volcanic activity. After the lava has had time to cool down, within a matter of 2d8 days, strange bluish green patches of the fungus forms on the jagged lava formations and dead material.

When someone happens to scrape themselves along the rocky formations where the fungus infestation is, the individual is at risk of the fungus getting in their bloodstream and infecting their bodies. Victims with a blue giggles infection show physical signs of patches of the fungus breaking out of bleeding, pus dripping lesions on their skin. Likewise, the fungus affects their ability to properly think, often sending the individuals into strange fits of giggling and cackling.

Cannibal Fever: Cannibal fever is a dreaded disease that instills a vicious form of insanity amongst its victims, causing them to tremble for the taste of the flesh of their

own kind. Believed to be the curse of the ancients for their acts of debauchery, cannibal fever is contracted by committing the taboo act of desecrating ancient ruins.

While simply visiting such locations does not inflict one with cannibal fever, being wounded by a sharp object (such as a spear trap, falling down and scraping a leg against an area of jagged stone, etc.) in certain ruined areas can inflict an individual with the cannibal fever virus. This disease is somewhat magical, and could very well have been a curse inflicted upon the ancients. Though most of these ruins have not seen any degree of activity within hundreds of years or more, the virus is still lying about dormant, just waiting to find its way into the bloodstream of an intelligent creature.

In addition to the cannibalistic urges, victims also experience a variety of physical symptoms. Bouts of violent shaking are common, and the eyes are heavily dilated and

Disease	Infection	DC	Incubation	Temporary Damage
Bawling Fits	Injury	14	1d3 days	1d6 Cha
Blue Giggles	Injury	18	1d3 days	1d6 Wis
Cannibal Fever	Injury	14	1 day	1d6 Wis**
Carcass Film	Ingested	10	1d3 days	1d4 Con
Clammy Crud	Ingestion	14	1 day	1d6 Con**
Ear Blisters	Contact	14	1d3 days	1d6 Dex**
Fish Muck	Injury	14	1d4 days	1d6 Dex
Foot Worm	Contact	10	1d3 days	1d6 Dex**
Fright Leeches	Contact	18	1d3 days	1d8 Int**
Green Nose	Inhaled	14	1d3 days	1d8 Con**
Ice Bumps	Inhaled	14	1d3 days	1d4 Str
Jungle Fever	Injury	12	1d4 days	1d6 Con*
Leaf Trembles	Inhaled	12	1d3 days	1d4 Str
Lingering Quivers	Ingested	18	1d3 days	1d8 Con**
Night Flu	Inhaled	16	1d3 days	1d8 Wis**
Stinking Drip	Ingested	14	1d3 days	1d8 Cha

*The character makes an additional Fortitude save (DC 12), if they fail this second saving throw they lose 1 point of Constitution permanently.

**Special Illness Effect. See Description.

bloodshot. The victim may experience excessive drooling, and may have slight urges to constantly gnash their teeth together.

Special Illness Effect: For the full duration of recovery from cannibal fever, the victim must succeed a Will save (DC 12) anytime a member of their own race approaches within 5 feet of them, or otherwise enter an uncontrollable cannibalistic rage. Victims who fail this role make any attempt possible to capture the target and devour them while they are still alive. If the target manages to flee, the victim infected with cannibalistic urges returns to normal within 1d4+2 rounds. Victims who are under the influence of the disease's rage will fight to the death. If killed, their bodies will rise up as ghouls in 1d3 days unless somehow protected from doing so by a special means.

Carcass Film: Carcass film is actually a bacterial rot that forms on the meat and flesh of dead animals that are left to lie in the sun for several days. Usually the carcass film thrives particularly well on the carcasses of large mammals and reptiles, and typically accompanies maggots. Due to the environment from which carcass film thrives, the infection is mostly common amongst starving tribes. Symptoms include the swelling of face and stomach, cold sweats accompanied by trembling, high body temperature, and mild hallucinations in the worst of cases.

Clammy Crud: Not to be confused with the various ailments from eating bad shellfish, clammy crud actually comes from eating food that has started to spoil in dungeons and underground environments. Usually the tainted food has a mild film of grayish-black scum that is often mistaken for mold and mildew. The film is actually a bacterial infection that is the cause of the ailment clammy crud.

Once the clammy crud has made its way into a person's system, the affected individual starts showing signs of the crud's infection. Symptoms include constant nausea, diarrhea, cold sweats, and cool patches of the skin that appear grayish in tint and feel clammy to the touch. Likewise, the victim remains in an exhausted state during this time and usually has trouble staying awake.

Special Illness Effects: Those infected with clammy crud are treated as being *exhausted* until they fully recover and thus have all Constitution points fully restored.

Ear Blisters: Ear blisters are actually infected areas under the skin where nearly microscopic parasites have set up home. These parasites are contracted by walking underneath large quantities of rotting vegetation in moist, hot jungle regions. Additional symptoms include temporary deafness, a mild change in the victim's disposition and also their inability to hold a steady sense of balance.

Special Illness Effect: The victim is deafened by the infection until cured.

Fish Muck: Fish muck is a virus that thrives on the decay that is often found around still, coastal waters where crabs and shellfish gather. Usually it is contracted through injury, most often when crab fishers or shellfish gatherers scrape their ankles and feet against the collection of endless mussel shells and coral that gather on the shallow surface. Fish muck causes swelling and pain in the injured areas, and usually renders one to slower movements. Often the illness is accompanied by a mild fever and aching joints.

Foot Worm: Foot worm is a collection of minute parasitic worms that often thrive in piles of refuse and other such waste. When someone steps into such messes barefoot, they run the risk of contracting Foot Worm.

Foot worms attach on to the underside of one's foot and burrow their way up through the flesh. Once underneath the skin, they lay their eggs. The eggs hatch in a matter of a day or two and full infestation takes place. The foot and ankle becomes swollen, reddish in color, and lesions of pus form on the underside. The infected individual has great amounts of difficulty walking as a result and feels somewhat out of balance.

Special Illness Effect: Though somewhat easy to avoid, foot worm can be a serious disease once the worms have managed to take hold. The character's base move speed is reduced in half as a result of the infestation and foot worm is reasonably hard to heal and usually takes a great deal of time to overcome. Even with full rest and treatment the infested character has only a 15% chance each day of healing back a lost Dexterity point. As a result, recovering from a foot worm infestation can take weeks.

Fright Leeches: Fright leeches are minute brownish black leeches that thrive in areas of still, murky water. The



leeches are commonly found in warm to hot areas with a moist environment. When an intelligent creature happens to enter the leeches' waters, these tiny creatures trail the individual and burrow beneath the skin of the prospective host's neck, back, and scalp.

In addition to the natural symptoms of bodily infection from the wastes and presence of the fright leeches, the host also behaves in a jittery fashion and is apt to run in fear from the most trivial of things.

Special Illness Effects: In a situation where the inflicted target happens to encounter some event that is stressful or otherwise exciting (DM's choice), the inflicted target must make a Fortitude save (DC 12) or behave as though they had *cause fear* placed upon them. Targets that are immune to fear are naturally unaffected by this symptom of fright leeches and targets with fear resistance apply their resistance to fear checks but not towards avoiding the infestation of the leeches.

Green Nose: Green nose is named not for the coloration of one's nose, as the nose is usually a bright pinkish red, but rather for the infected mucus that constantly oozes out of the nasal openings. Green nose is actually caused by the spores of a type of mildew. These spores get into the sinuses and set up infection. The mildew that causes green nose is commonly found in the caves and underground areas of warm, moist areas.

Special Illness Effect: Green Nose is fairly hard to get rid of. Even with full rest and treatment the infested character has only a 30% chance each day of healing back a lost Constitution point.

Ice Bumps: Ice bumps are contracted from an airborne virus that thrives in cold regions. The disease causes small bluish purple splotches to form on the skin and is accompanied by an aching, stuffy feeling that is comparable to having a very bad cold.

Jungle Fever: Jungle fever is a bacterial infection that occurs in the polluted drinking waters of livestock and is often carried by mosquitoes and certain forms of monstrous vermin. A sting or bite by such a creature can cause Jungle Fever. The infection can harm most varieties of mammals and humanoids and has numerous symptoms. Those who are infected with Jungle Fever break out into sweats and suffer from sporadic fits of diarrhea and stomach cramps. Their skin becomes jaundiced and some may have a slight, filmy buildup of pus like infection around their eyes and in their saliva.

Leaf Trembles: Leaf trembles is named as such as the airborne illness is active in the autumn when the leaves are falling from the trees. The disease is mostly exclusive to temperate climates, and is more commonly a problem in cooler, mountainous areas. Symptoms include a weak, achy feeling combined with running sinuses and a lack of energy and overall strength. Diarrhea is common, and leaf trembles often causes either a loss of appetite or inability to hold down anything but liquids and simple varieties of broth. Usually those who are infected with leaf trembles are either burning up or feeling cold and shivering, and often

break into violent sweats when the illness is finally being wiped out by their body's immunity system. Leaf trembles is somewhat similar to common forms of influenza.

Lingering Quivers: This horrible form of viral infection is found on meats that have been poorly cured and is most often associated with temperate to cool regions. Lingering quivers is a vitality sapping illness, and often takes many, many days of rest to overcome. Those suffering from the virus experience constant shakes and chills, have sporadic bouts of diarrhea and nausea, and often appear either pale or flushed in the face.

Special Illness Effect: Even with proper rest the Lingering Quivers are hard to get over. Every day that the character rests the individual still only has a 20% chance of regaining a lost Constitution point.

Night Flu: This variety of influenza causes the victim to be unable to think clearly. Unless restrained, they often become extremely active at night, and behave as though they were inflicted with a form of insanity. Victims of night flu have been known to break out into murderous rages, attack loved ones, or even attempt suicide. Unlike most forms of influenza, however, the victim doesn't seem to suffer any physical weakness though many symptoms are quite noticeable. Such symptoms include violent sweating, dark patches under eyes, discoloration of lips, and in worse cases, the victim's hair falls out in places and their fingernails and toenails become brittle and chip away.

Special Illness Effect: For the full duration of the night flu, the victim must succeed a Will save (DC 16) during the dusk of each evening or be treated as though they were inflicted with insanity until sunrise. The risk of night time insanity can be treated to a mild degree, however, with the administration of a special broth made of the leaves of the ginkgo biloba plant each evening before the victim of night flu lies down to rest. Drinking this broth gives the victim a +4 to their Will save against the risk of such insanity.

Stinking Drip: Though somewhat harmless in comparison to other infections, stinking drip is none the less a repulsive and horrible disease that affects the victim both mentally and physically. The infection is caused by drinking from polluted waters, especially when the source contains bodily waste.

Individuals with stinking drip are quite undesirable to be around. A repulsive clear fluid that's full of infection drips from their sweat glands and orifices, and the smell of this fluid is horrible. Likewise, the face and body of the individual breaks out with acne and the victim suffers constant bouts of diarrhea.

Stinking drip also affects the character's chemical balance to a mild degree, often causing them to be moody and unsociable.

ENVIRONMENT

While the inhabitation of intelligent beings provides a wide range of artificially designed traps, there are plenty

of similar hazards that exist through the elements of nature. Likewise, the presence of abandoned magic can create new “pseudo-natural” hazards that can be considered more of the effects of arcanic pollution rather than pre-planned trap.

NATURAL HAZARDS AND THEIR STAT DESCRIPTIONS

The following is a description of the different statistics of natural hazards.

Name: This simply identifies the type of natural hazard.

CR: The challenge rating of the natural hazard. As a general rule of thumb, every 2d6 points of initial damage that a natural hazard has, their challenge rating increases by 1 level. Likewise, though most forms of natural hazards have some variety of secondary damage/effect, those with particularly harmful secondary effects can cause an increase in Challenge Rating. In addition, if the natural hazard is extremely easy or difficult to avoid, the CR can be increased or decreased due to such elements.

Attack/Effect Range: This statistic states the physical range of the natural hazard’s “attack”.

Initial Damage/Effect: This indicates the type of “attack” and the damage of the attack. In addition, if a saving throw is allowed to avoid such damage, the saving throw is listed along with the Difficulty Class. Some natural hazards may not cause actual hit point damage with their Initial Damage/Effect but rather some form of effect instead (such as blindness or paralysis).

Secondary Damage/Effect: This statistic lists any form of secondary damage or effects that are caused by the natural hazard, if any. In addition, if a saving throw is allowed to avoid such damage, the saving throw is listed along with the Difficulty Class. The secondary damage/effect is most often weaker than the initial damage and is usually easier to avoid.

Setoff: This is what causes the activation of the natural hazard’s effects and attacks. Many are “self” activated, meaning that they occur at random intervals. Other forms of natural hazards might be set off by the presence of movement or noise.

Aversion Skill Rolls: While most of the damage and effects of these natural hazards allow for resistance through saving throws, many such hazards may be avoided altogether through the careful use of skills. Normally a Spot, Search, Listen, or Knowledge: Nature Check is appropriate when avoiding the presence of natural hazards.

Description: This is the description of the natural hazard.

Terrain: This is the type of terrain that such a hazard may be found in. Unlike the terrain listed in typical monster stats, the terrain of natural hazards usually requires more specific details.

Hazard Type: There are three different versions of hazard types.

Natural: These are normal, natural hazards that can be found in various locations on historic Earth.

Exotic: These non-supernatural hazards are very similar

to normal natural hazards, but are not found on historic Earth. An example would include Stench Boulders, which are located both underground and openly sitting around above ground and emit a steady stream of poisonous, corrosive gas.

Arcane: These are “pseudo-natural” pollutants and leftovers from the use or misuse of magic and other supernatural elements.

BLAST CRYSTALS

CR: 2

Attack/Effect Range: Shock Wave Blast Spread: 60 ft Radius, 40 ft height

Initial Damage/Effect: Explosive blast (4d6), Reflex save (DC 18) avoids

Secondary Damage/Effect: Chain reaction potential, any other blast crystals with 200 feet of the exploding crystals are also set off.

Setoff: Noise/Vibrations And Handling/Tampering

Aversion Skill Rolls: Move Silently (DC 10)

Descriptions: These mineral based crystal cluster formations usually stand between three to six feet in height and are usually around 4 to 5 feet in diameter. While they may be confused for valuable gemstones (DC 15), blast crystals are usually of varying shades of bright, fluorescent colors and glow softly (treat light emitting properties of one cluster as having the strength of one lamp) in the dark.

A composite of highly explosive chemicals and minerals, blast crystals are extremely dangerous and can be set off by vibrations and touch. Usually they are encountered in areas that are reasonably isolated though under the right conditions, the needed compounds can come together and react to form a new mound of crystals in as little as seventy two hours time. Often the particles of exploded crystal colonies began reproducing new colonies, causing even more of a potential hazard than before.

Terrain: Warm To Hot Lands plus underground

Hazard Type: Exotic

BLOOD MUCK

CR: 3

Attack/Effect Range: Pool Spread: 6 to 8 ft Diameter, 3 ft deep

Initial Damage/Effect: Flesh consuming (2d6), Fortitude save (DC 18) avoids (each round trapped in muck)

Secondary Damage/Effect: Temporary paralysis (2d4+1 rounds), Fortitude (DC 12) avoids.

Setoff: Self (constant)

Aversion Skill Rolls: Search (DC 12)

Descriptions: Blood Muck is a terrible, foul smelling pool of reddish brown mud, dried blood, and decayed muck that is found in areas where extensive works of dark necromancy have taken place in the past. As a result, the very ground itself began to reject the corpses and elements of death magic, turning into a puddle of flesh devouring blood and filth. When detect magic is placed upon the pool, the blood muck will radiate figments of magical

energy, proving that it is the hazardous remains of arcane, necromantic practices.

Though non-intelligent and non-living, blood muck has a hint of terrible evil about it. Often resembling little more than a puddle of reddish mud, some characters may foolishly step into it not realizing its depth or actual properties. When doing so, the mystical properties of the blood muck begin to slowly consume flesh and bone and the target must also succeed a Fortitude save or become paralyzed by the attack. Once a victim has suffered the paralysis or succeeded a saving throw, they are immune to the paralyzing effects of any pool of blood muck for the next 24 hours.

Terrain: Any

Hazard Type: Arcane

GAS BUBBLE

CR: ¼

Attack/Effect Range: Burst Spread: 15 ft Diameter

Initial Damage/Effect: Victims within diameter are overcome with nausea (1d4 rounds), Fortitude save (DC 16) avoids

Secondary Damage/Effect: None

Setoff: Self

Aversion Skill Rolls: Survival (12)

Descriptions: Gas bubbles are usually composed of volcanic or other rotting gases incased in a thin layer of mud or organic film.

Terrain: Warm To Hot Lands plus underground

Hazard Type: Natural

GEYSER (LESSER)

CR: 1

Attack/Effect Range: Hot Steam Blast Spread: 20 ft Diameter, 2 ft height

Initial Damage/Effect: Hot steam (2d6), Reflex save (DC 16) avoids

Secondary Damage/Effect: None

Setoff: Self

Aversion Skill Rolls: Survival (16)

Descriptions: Geysers spew up the occasional blast of steam from a hot, underground water source. Usually this liquid is a result of volcanic activity.

Terrain: Warm To Hot Lands plus underground

Hazard Type: Natural

GEYSER (GREATER)

CR: 2

Attack/Effect Range: Hot Steam Blast Spread: 40 ft Diameter, 3 ft height

Initial Damage/Effect: Hot steam (4d6), Reflex save (DC 18) avoids

Secondary Damage/Effect: None

Setoff: Self

Aversion Skill Rolls: Survival (15)

Descriptions: Geysers spew up the occasional blast of steam from a hot, underground water source. Usually this liquid is a result of volcanic activity.

Terrain: Warm To Hot Lands plus underground

Hazard Type: Natural

MUDPOT (LESSER)

CR: 1

Attack/Effect Range: Cone Spread: 5 ft Radius, 12 ft height

Initial Damage/Effect: Stream of hot steam (2d6), Reflex save (DC 16) avoids

Secondary Damage/Effect: Character overwhelmed with nausea (1 round), Fortitude save (DC 12) avoids

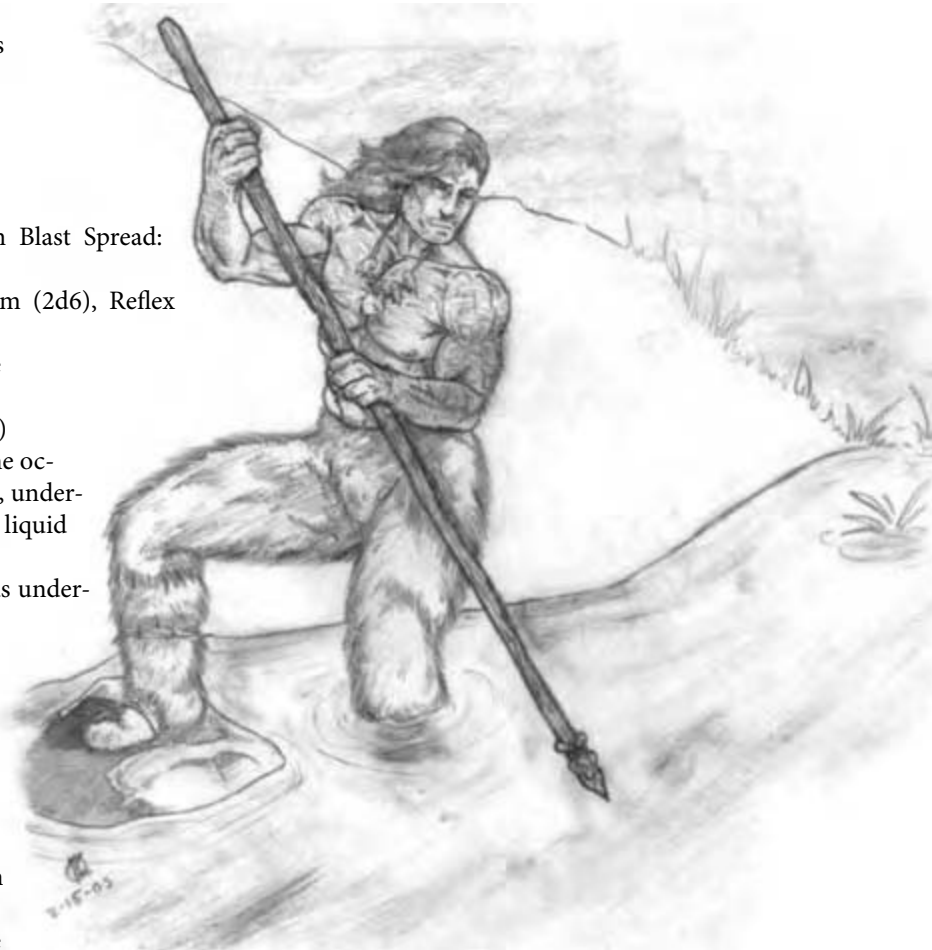
Setoff: Self

Aversion Skill Rolls: Spot (DC 18)

Descriptions: Mudpots are build ups of rotten smelling gases under a layer of wet, warm to hot earth. As they randomly go off without warning, spot checks serve as a safer means of avoiding the damage from a mudpot than actively searching does.

Terrain: Warm to hot areas of moist earth where sub-terra heat and volcanic activity is present.

Hazard Type: Natural



MUDPOT (GREATER)

CR: 2

Attack/Effect Range: Cone Spread: 10 ft Radius, 20 ft height

Initial Damage/Effect: Stream of hot steam (4d6), Reflex save (DC 18) avoids

Secondary Damage/Effect: Character overwhelmed with nausea (1d4 rounds), Fortitude save (DC 18) avoids

Setoff: Self

Aversion Skill Rolls: Spot (DC 14)

Descriptions: Mudpots are build ups of rotten smelling gases under a layer of wet, warm to hot earth.

Terrain: Warm to hot areas of moist earth where sub-terra heat and volcanic activity is present.

Hazard Type: Natural

QUICKSAND

CR: 1

Attack/Effect Range: Pool Spread: 6 to 12 ft diameter, 6 to 12 ft deep

Initial Damage/Effect: Drowning hazard: -4 penalty to swim checks

Secondary Damage/Effect: None

Setoff: Immersion

Aversion Skill Rolls: Search (DC 12)

Descriptions: Though resembling normal patches of ground and moist sand, quicksand is a combination of sand and water that can cause drowning and has suction like properties when a victim attempts to thrash about in it. It does allow a victim a degree of buoyancy, and with calm, careful motions the victim's upper body should be able to remain somewhat afloat. The victim may be able to paddle to the edge of the pool provided that they do so slowly and with a minimal degree of activity.

Terrain: Marshes and underground

Hazard Type: Natural

SHELL BED

CR: 1

Attack/Effect Range: Stationary Mass: 15 to 80 ft diameter

Initial Damage/Effect: 2d6 cutting injury, Reflex save (DC 12) negates

Secondary Damage/Effect: Disease: Fish Muck

Setoff: Slip/Fall

Aversion Skill Rolls: Search (DC 10)

Descriptions: Lying at the bottom of still coastal waters are formations that contain large buildups of fossilized corral beds and the abandoned shells of salt water mussels, clams, and oysters. This mass of shells forms a surface that is nearly razor sharp and causes slashing wounds. Often a film of decay and debris covers this mound, causing potential disease infection as well as a slipping hazard. Though usually found in saltwater areas, such similar buildups can also exist in freshwater lakes, ponds, and rivers.

Terrain: Aquatic

Hazard Type: Natural

STENCH BOULDER (LESSER)

CR: 3

Attack/Effect Range: Fog/Mist Spread: 10 ft Radius, 10 ft height

Initial Damage/Effect: Acidic (5d6), Fortitude save (DC 18) avoids

Secondary Damage/Effect: Character blinded for a temporary duration of time (1d4 hours), Fortitude save (DC 14) avoids

Setoff: Self (constant)

Aversion Skill Rolls: Spot (DC 10)

Descriptions: Lesser stench boulders are unusual looking rocks of medium size that constantly emit a steady fog-like mist of corrosive gases. This gas is terrible in odor and often stings the eyes slightly at even reasonably safe distances of 30 feet away or more. Their texture is rough and porous, and their coloration is often extremely unnatural, with shades of brilliant fuchsia, yellow, blood red, purple, or even green and light blue being common. Though somewhat more pale and weaker in shade, the fog-like mist of these boulders has the same general coloration as the rock itself. The rocks are actually a hard composite of base minerals mixed with compounds that slowly break down when exposed to oxygen. As such, many of the lesser stench boulders were much larger and a fine layer of the powdered mineral can be found along the ground surrounding the boulder.

While greater sized stench boulders have the ability to corrode metal objects, the lesser variety has long since lost a good portion of its potency. The emitted gases are still hazardous to most creatures, however, and can cause serious burns to the flesh and even blindness should one come into contact with the fog.

Terrain: Temperate to hot lands plus any underground.

Hazard Type: Exotic

STENCH BOULDER (GREATER)

CR: 4

Attack/Effect Range: Fog/Mist Spread: 25 ft Radius, 30 ft height

Initial Damage/Effect: Acidic (7d6), Fortitude save (DC 22) avoids

Secondary Damage/Effect: Character blinded for a temporary duration of time (2d8 hours), Fortitude save (DC 18) avoids; Metallic armor, weapon, and shield damage (destroyed if affected: non-magical items only, Character's Reflex save (DC 10) avoids)

Setoff: Self (constant)

Aversion Skill Rolls: Spot (DC 8)

Descriptions: Greater stench boulders are unusual looking rocks of large size that constantly emit a steady fog-like mist of corrosive gases. This gas is terrible in odor and often stings the eyes slightly at even reasonably safe distances of 60 feet away or more. Their texture is rough and porous, and their coloration is often extremely unnatural, with shades of brilliant fuchsia, yellow, blood red, purple, or even green and light blue being common.

Though somewhat more pale and weaker in shade, the fog-like mist of these boulders has the same general coloration as the rock itself. The rocks are actually a hard composite of base minerals mixed with compounds that slowly break down when exposed to oxygen. As such, many of the stench boulders have a fine layer of the powdered mineral can be found along the ground surrounding the boulder.

While greater sized stench boulders have the ability to corrode ferrous based metal objects, particularly weapons, armor, and shields, the potency is reasonably weak and a character that can move away from the fumes in time can prevent this destruction. Any of such items that have not been removed from the fume successfully, however, are completely destroyed and thus useless. The emitted gases are also hazardous to most creatures, and can cause serious burns to the flesh and even blindness should one come into contact with the fog.

Note: This corrosive is different than most forms of acid and while its misty odor is quite foul, its toxin levels are less harmful than most acids. In addition, the mucus lining of one's respiratory system seems to function as a shield of sorts to the corrosive mist and as such protects the throat and lungs to a fair degree.

Terrain: Temperate to hot lands plus any underground.

Hazard Type: Exotic

TAR PITS

CR: 3

Attack/Effect Range: Pool Spread: 8 to 30 ft diameter, 8 to 16 ft deep

Initial Damage/Effect: Drowning hazard: -10 penalty to Swim checks

Secondary Damage/Effect: None

Setoff: Immersion

Aversion Skill Rolls: Search (DC 10)

Descriptions: Though often hid under a layer of still water, tar pits are quite dangerous and difficult to escape and navigate out of once a victim has become stuck in the sticky tar. Quite often a good tell tale sign of such tar is in the form of various half-submerged bones and carcasses in the tar.

Terrain: Any temperate to hot land

Hazard Type: Natural

PLANTS AND FUNGI OF THE LOST LANDS

BOLETES

Though not as delicious as morels, boletes are none the less a popular form of edible fungi that is quite often gathered by the natives. These mushrooms commonly grow in the temperate areas of the Lost lands, particularly in the damp forests.

FERNS

Ferns make up a great deal of the ground foliage in the lost lands. These plants are commonly grazed upon.

HORSETAILS, COMMON

A diminutive offshoot of the giant horsetails, the common horsetail is usually found in the marshy regions of the lost lands.

HORSETAILS, GIANT

Ancestors of the common horsetail, giant horsetails grow up to fifty feet in height and provide a staple supply of foliage for the massive herbivores that exist in the lost lands.

KAVA

Kava is a tropical plant with heart shaped leaves that the natives consider sacred. The roots of the mature kava plant are ground up and prepared for drinking. This consumed substance has mild narcotic properties and is used for relaxation, ease of pain, and as an aphrodisiac.

MARAVILLA

Maravilla or *Mirabilis multiflora*, is one of the few flowering plants found in the lost lands. Usually growing in or near the warmer plains, these plants are consumed by the natives for their vision inducing, psychotropic properties.

MOSS

Mosses, particularly club moss, are quite common in the lost lands. Like the ferns, these plants are typically grazed upon. There are many different varieties of mosses to be found, and some are edible to both humanoids and beasts alike.

PEYOTE

A curious flowering cactus found in the desert regions, "buttons" of the peyote cactus are consumed by the tribal adepts, who hope that they might gain mystic visions and insight.

TEMPSKYA

These tree like ferns have a "trunk" that is actually made up of various small, ramifying stems. From these stems come a soft covering over the mass that is actually the production of multitudes of tiny rootlets. These rootlets travel down the body of the tempskya and into the ground. In addition to the rootlets leaves form on the sides of the stem mass.

WILLIAMSONIA

These bizarre looking plants have seed bearing cones and palm-like leaves. In order to properly spread out and reproduce, the williamsonia relies on animals to consume the fruiting cones and then deposit the seeds elsewhere in their digested droppings. While the natives usually have little use for this plant themselves, the williamsonia is respected as being an important food source for the many beasts that the natives hunt.

CHAPTER 3:

CULTURES

Ela stopped and sniffed the air. Though faint, the smell of smoke was obvious. Careful and quiet with her footsteps Ela trekked through the tangled forest until she found the hint of a trail just a few paces to the east. Her instincts were right; this smoke was not from a naturally occurring fire but rather a sign of civilization.

Though the dinosaurs and other great beasts are the true rulers of the lost lands, civilizations of humans and other intelligent creatures still somehow manage to exist. Unlike the developed societies of other lands these social units tend to be isolated from each other for the most part, and as such, there is little knowledge of who or what exists beyond a few nearby tribes or chiefdoms. While such little contact with the rest of the surrounding civilizations prevents accurate records regarding history many of the cultures that can be found within the lost lands have certain distinctive elements about them that separate these tribes from the rest of the groupings of intelligent creatures.

When creating a tribe of humans or other group of intelligent creatures in the lost lands it is important to take many factors into consideration. What kind of climate surrounds the culture and what is the geography like? Do these individuals wear a great deal of clothing and how do they go about adorning their bodies? What is the basis of their social order? Though answering a few of these questions might help flesh out the society to some degree there are still many other issues that must be addressed. The following information in this chapter is intended to help one establish cultures to exist within the lost lands.

SUBSISTENCE PATTERNS OF PRIMITIVE SOCIETIES

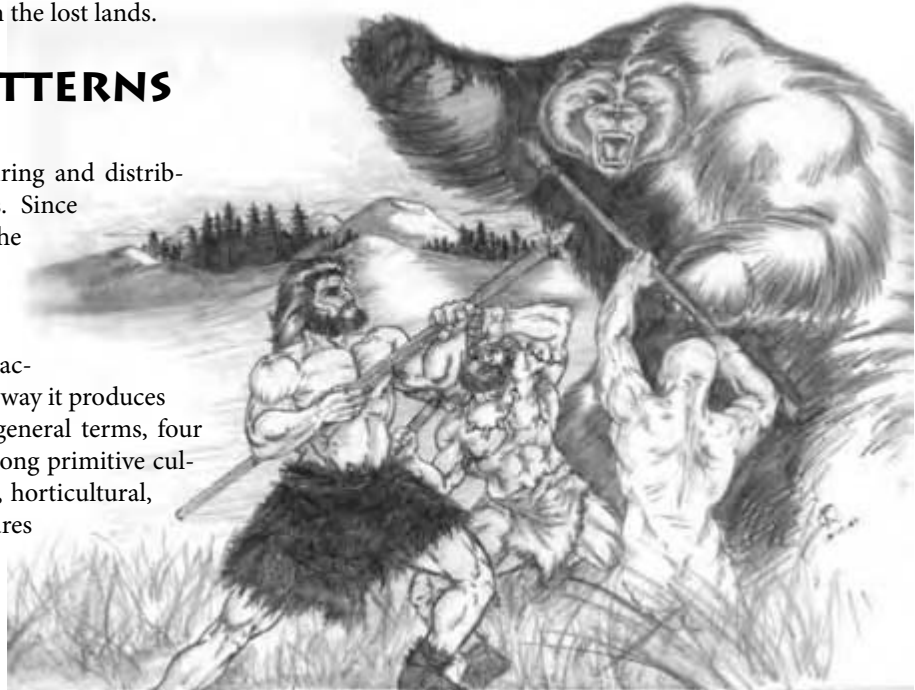
All cultures have a means of acquiring and distributing food among their members. Since everyone needs to eat and drink, the subsistence pattern of a culture is one of its most basic organizational systems, and most, if not all, of the other social and technological characteristics of a culture derive from the way it produces and distributes food. In the most general terms, four major subsistence patterns exist among primitive cultures: hunter and gatherer, pastoral, horticultural, and agricultural. While most cultures exhibit a few traits common to two or more of these subsistence patterns, every culture has one dominant subsistence pattern upon which its society functions.

Random innovation and outside technological or cultural influences are the reasons why cultures demonstrate overt signs of multiple subsistence patterns. Nevertheless, the four subsistence patterns listed above form a solid basis upon which to construct primitive cultures.

HUNTER AND GATHERER

Hunting and gathering tribes (also called foragers) are nomadic and their survival depends upon the availability of natural food sources. Although these groups are known to hunt wild game, fish, and domesticate animals for food their diet is primarily vegetal, consisting of fruits, berries, nuts, and naturally occurring vegetables. These groups live in diverse environments, migrating as the supply of animal and plant food determines. Necessarily, hunters and gatherers possess extensive knowledge of animal migration patterns, edible natural foods, safe sources of drinking water, and naturally available shelter.

Hunting and gathering tribes are egalitarian. There is little difference within a tribe in terms of social rank and power or wealth, and all members of a tribe have equal access to the tribe's resources. Some tribes, particularly those that frequently interact with other tribes through trade, have a designated leader or leaders. These people are well-respected heads of families or those with a unique role in the tribe, such as a shaman or exceptionally gifted warrior. A tribe is just as likely to have an informal council leadership, composed of family heads or knowledgeable elders.



Aside from gender and age divisions, there is little occupational specialization in hunting and gathering tribes. All able-bodied men devote their time to hunting and trapping, fishing, and building shelters, while women collect and process plant foods, skin animals, make clothing, and tend to domesticated animals. A tribe's children are cared for by their mothers until they are old enough to work and hunt alongside the adult men, and the elderly tribal members teach children survival skills, as well as the tribe's traditions, language, and customs.

The hunting and gathering lifestyle does not support a large population density and the land a tribe occupies is normally vast, often hundreds of square miles for the smallest tribe. A tribe consists of many related families, or kin-groups, with a flexible membership—new families join and leave the group as resources become plentiful or scarce. In times of hardship, a tribe will split to form two or more smaller tribes known as bands, usually along lineally related lines (or directly descended families).

The freedom of movement that exists in hunting and gathering tribes is also important in maintaining social harmony. Lasting conflicts are rare because one faction of the tribal group is generally able to leave whenever they wish. Individual conflicts are as common in these societies as they are in more advanced societies, but rarely do they ignite into full-scale tribal warfare. Social isolation is the most efficient means of dealing with troublesome tribe members—the whole tribe meets and agrees to banish an individual that cannot get along with the others.

PASTORAL

Pastoral tribes depend upon the products of domesticated herd animals, and either cultivation or trade for subsistence. Domesticated animal products, such as milk, meat and eggs provide the majority of food sources for the tribe, while animal hides, wool, bones and sinew provide tools, clothing, and building materials for shelter. The cultivation of some plant foods is common and a necessary addition to the tribe's diet. Alternatively, vegetal foodstuffs are acquired through trade with neighboring tribes.

Pastoral tribes are nomads by necessity, as domestic herd animals require large areas of vegetation for grazing. The degree of mobility in a tribe largely depends on two factors: the availability of land for their animals to graze, and the geographical and environmental conditions in which the tribe lives. If a tribe inhabits a mildly seasonal environment with plenty of land for grazing, it leads a semi-nomadic lifestyle. The men of the tribe drive the animals to seasonal pastures while the women, children, and elderly remain at a permanent settlement or village. Tribes that live in regions with radical climatic changes from season to season are generally permanent nomads. The entire tribe moves with the herds year round and does not build permanent settlements.

Like hunters and gatherers, pastoral tribes are generally small populations with egalitarian authority structures. The nomadic nature of their lifestyle does not support rigid

class divisions or large populations. Aside from herd inheritance traditions that exist within individual families, there is little distinction between rich and poor or leader and follower, and all members of the tribe share the resources available to them. The tribe actually benefits by allocating its resources efficiently and equally. If members starve or go hungry, they become too weak to herd animals, produce food, or travel with the tribe. If there are designated leaders within a tribe, they are usually the heads of families that have inherited control over the largest animal herds, or those who possess the best trading skills and are able to secure essential resources from neighboring tribes.

HORTICULTURAL

Horticultural tribes, also known as extensive cultivating tribes, are characterized by the dependence on animal products and the cultivation of numerous crops, as well as shifting or permanent tribal residences. Typical domesticated animals among horticultural tribes include cattle, chickens, sheep, pigs, and water buffalo; common crops include wheat, barley, corn, rice, beans, and cotton. Numerous other vegetables are also grown in smaller, household gardens. Horticultural tribes generally grow enough food to support the local population (which is on average larger than either foraging or pastoral tribes), but are also known to grow surpluses for trading with neighboring tribes. The settlement patterns of horticultural tribes vary: some shift residences as they move from field to field to harvest crops, while others maintain permanent residences and return to them on a regular basis once crops are harvested.

Horticultural tribes have more formalized group leadership and social divisions than hunter and gatherer and pastoralist tribes. Extended kin-groups and families collectively own cropland, but the rights to use the land are often exclusive to important household leaders. These family heads often form the tribal leadership along with certain respected elders, and are responsible for adjudicating or allocating land rights—giving them a measure of control over the other members of the tribe, and a more prestigious status within the tribe.

Occupational specialization is also more developed in horticultural tribes than foraging and pastoral tribes. Tribe members focus more intently on various “jobs,” such as food production and harvesting, management and distribution of tribe resources, the protection of the tribe from hostile outsiders, and the establishment of laws and conflict resolution procedures (or legal systems). As these social roles become more defined, favoritism develops and gratuities are sometimes exchanged for access to croplands and resources, as well as the leadership's attention to personal conflicts. Thus, resentment, inequity, and hostility may develop along status lines within the tribe.

Consequently, organized warfare is more common in horticultural tribes than in hunter and gatherer and pastoralist tribes, particularly in regions with high populations and minimal productive farmland. With the increased reliance on delineated territory to separate tribes (and even

families within a tribe), conflicts inevitably arise. If tribal leaders cannot settle these conflicts peacefully, outright hostility settles the matter.

The agricultural technology extant in horticulture tribes is primitive, consisting primarily of simple digging sticks and hoes for cultivation, but also wood-haft and stone-blade sickles and machetes for clearing fields. The fields cultivated by horticultural tribes are not permanent; they lie fallow for long periods enabling soil nutrients to replenish. Swidden cultivation techniques (also known as “slash and burn”) dominate the horticultural way of life. Through this method, felling trees and burning the brush clear fields, and the remaining vegetation is left on the soil to prevent drying and to act as a fertilizer. Typically, crops rotate between four to five years of fallow period and one year of cultivation. Consequently, horticultural tribes require numerous fields to support their populations from year to year.

AGRICULTURAL

Agricultural tribes possess sophisticated food production techniques and technologies, generally large populations, and sedentary, highly organized societies. Unlike horticultural tribes, agricultural tribes permanently cultivate the same land with a variety of crops to ensure that soil nutrients are replenished continually. In addition, field irrigation in dry lands, terraced cropping in mountainous regions and natural fertilization by animals ensures that agricultural tribes produce large quantities of food to feed their populations. Plows, draft animals, and advanced tools such as the scythe are also indicative of the advanced production technologies utilized by agricultural tribes.

The agricultural lifestyle is labor intensive and requires large capital investments. Many workers are needed to cultivate the plethora of crops grown in an agricultural society, and the manufacturing and maintenance of plows, harvesting tools, and draft animals is expensive. Thus, private ownership of land in agricultural societies is widespread and, to compensate for the costs involved in cultivating the land, surplus food production is retained by the landowner not the workers. Not only are laborers responsible for cultivating crops, but they also must build their own homes, maintain their own gardens (or crops if they possess a small plot of land), and raise their families. The life of an agricultural tribe laborer is a harsh one compared to that of a forager, horticultural or pastoral tribesman—his access to resources depends on his wealth and status within the tribe instead of his ability to work the land.

The control of materials and labor is a significant factor in the social development of agricultural tribes. It inevitably leads to highly developed authority structures and social stratification. In the most basic form of agricultural tribe, there are food producers and non-food producers. The food producers, or laborers, support a landowning class, which, by virtue of its control over food surpluses, can enjoy a more leisurely and “rich” lifestyle. Additionally,

the labor class supports non-agricultural specialists, such as full-time tribal warriors, tool and weapon craftsmen, and spiritual or religious orders.

Warfare is very common among agricultural tribes as the competition for territory, food and animals increases as tribal populations rise. Arable land is a commodity, and those tribes that control the greatest amount of arable land are the most likely to survive, particularly in times of drought. Thus, protecting existing land and acquiring new land are of prime importance, and agricultural tribes have the most developed military structures of any subsistence group.

KIN-GROUPS, FAMILY AND MARRIAGE

All cultures organize themselves into a network of inter-related groups and subgroups. The importance of these groups to one another and the way in which they interact largely depends on the social divisions, religious beliefs, and subsistence patterns extant in the culture. When creating primitive cultures, two important basic group definitions need to be addressed: the family and the kin-group. Furthermore, the marriage traditions that exist in a culture play an important role in the development of that culture’s social groups.

FAMILY

At its most basic level, a culture is organized around the family unit, or the nuclear family. The family consists of a married couple and their children that live in their own residence, either independently or as part of a larger group. Families may also be composite families or extended families.

A composite family is a group of nuclear families linked by a common spouse, either male or female. Typically, each wife and her children live in separate residences and the husband will rotate his residence (and thereby the time spent with each of his wives) by prearranged schedule. Alternatively, the wife remains in one residence and her husbands rotate their visitations. Because women almost inevitably rear children in primitive cultures, it is extremely rare for a woman to alternate her residence between various households if she has multiple husbands.

An extended family is composed of two or more kin of the same sex and their spouses who occupy a single residence under the authority of a household head. In an extended family, lineal ties, or ties of blood, are more significant than ties of marriage. Extended families are either patrilineal or matrilineal, depending on the traditions of the culture, but are rarely mixed. So, for instance, in a patrilineal culture, a father and his sons and their spouses live in the same household. It is unlikely that a father, his daughters, his sons, and all their spouses would live together; if daughters are of marrying age, they live with their husbands’ fathers.

KIN-GROUPS

Kin-groups are groups of families, related through blood and marriage, that form a social web of rights and obligations. The extent of a kin-group, or the size of the web of obligations, is determined by the values and traditions of a culture. Some cultures, particularly agricultural ones, tend toward tightly knit kin-groups of nuclear or extended families, while the web of a hunter and gatherer kin-group typically extends to a larger number of families, often the entire tribe.

Kin-groups serve two primary functions in a culture. Firstly, they provide generational continuity. That is, they provide a system by which children are educated and cared for, and by which property and social position are transferred from one generation to the next through inheritance or succession rights. Secondly, kin-groups define whom one can depend upon for aid in times of need, and who has the obligation to care for others in the kin-group. For instance, in some cultures, a husband's brother might be obligated to marry and care for his wife if he dies while on a hunt. In other cultures, the responsibility of raising a child when both parents die falls to the closest blood relative, usually a grandparent or sibling.

MARRIAGE

The word marriage refers to the customs, rituals, obligations, and rules that establish a relationship between sexually cohabiting people. Marriage also encompasses how this basic family unit cares for its children and how it functions in society. Like kin-groups, marriage exists to further develop generational continuity by establishing rights and obligations between husbands and wives, and parents and children.

Marriage is also different from a kin group system in that it clearly regulates sexual access and competition within society. While an extensive knowledge of his family tree may allow a tribesman to identify the past six generations of his blood relatives, it's the marriage customs of his tribe that dictate whether he is able to marry a distant cousin, three times removed. Incest taboos, exogamy (marriage outside certain groups) and endogamy (marriage within certain groups) all develop out of the marriage practices that exist within cultures; these social rules serve to define which members of a cultural group are appropriate mates and which are not.

The exchange of goods between the families of betrothed individuals is a common practice in primitive cultures. There are several forms of goods exchange, including bride wealth, bride service, and dowries.

Bride wealth involves the groom and his kin giving material wealth or goods to the bride's kin. If one of the parties in the marriage fail to fulfill their duties as a mate,



the bride wealth is either returned to the groom's kin or kept by the bride's kin (depending on who fails to live up to their marital duties) and the marriage is annulled. This exchange is common in many societies, particularly pastoral and agricultural societies.

A bride service is a period during which a husband works for the bride's family in exchange for marital rights. This type of exchange is common in hunting and gathering tribes where material wealth is limited or nonexistent.

Dowries are exchanges of wealth or goods from a bride's family to the groom's, and have different meanings in different cultures. Sometimes, the newlywed couple establishes their own household using the dowry, as it represents a bride's share of her family inheritance. In other cultures, it is considered a payment to the husband and his kin, presumably to compensate them for their newly acquired responsibilities—namely caring for the bride and any children born to the couple.

Regardless of the form of exchange between families of married couples, they perform a vital cultural function: they publicly legitimize the marriage and the newly formed family alliances. Other public aspects of marriages are the festivities and ceremonies associated with them. Groups of people inevitably gather at weddings to not only celebrate the occasion but also to bear witness to the joining of two people, thereby rendering the union a socially legitimate marriage.

POLITICAL ORGANIZATION

Primitive societies are organized not only by subsistence strategy, as discussed above, but also by political structure. The primary political structures found in primitive societies are as follows: bands, tribes, chiefdoms, and states.

BANDS

Bands are the least organized political entities. They are typically formed by several nuclear families of twenty to thirty people that live together, forage, and hunt on the same land. Bands are independent of each other for the most part, though many maintain trade relations with other bands, tribes, and chiefdoms (but rarely with other states). Band societies lack formal leadership—"leaders" of a band are experienced men who head a family and whose knowledge of the environment, hunting techniques, and animal migrations earn them respect in the eyes of other band members. In some bands, the leader will have a spiritual advisor, such as a shaman, seer, or witch doctor. Band societies are almost exclusively found among hunter and gatherer tribes.

Order is maintained in band societies by combination of public ridicule, social isolation, and established custom. Since bands have few codified laws, often the mere threat of public ridicule is enough to keep members of the band in line. When conflicts do arise, they are mostly personal in nature—arising between two individuals. Often these conflicts can lead to violence, particularly if allowed to fester over time, but the tightly knit nature of band societies usually prevents quarrels from expanding to the entire group. If a heated conflict arises and threatens the entire band, individual families from the band may split up and go their separate ways to avoid unnecessary (or prolonged) bloodshed. In some bands, conflicts between individuals or families are settled by peaceful competition. Such competitions may involve feats of strength, organized duels with "blunt" weapons made of wood, debates, tests of skill, or singing and storytelling. An arbiter—be it the whole band or a select few individuals—is chosen and the two parties have at it, with the winner of the competition claiming legitimate victory in the dispute.

TRIBES

Tribes are groups of culturally distinct people that believe they are descended from common ancestors or are part of the same cultural group. Like band societies, tribes possess few social strata and are structured around kin groups or extended families. Well-defined political roles are rarely found in tribal societies and tribal resources are generally shared equally among all members of the tribe, with some limited hierarchical division of resources existing by virtue of inheritance rights or special privileges. For instance, in honey collecting tribes, the tribe members who first harvest the honey from the treetop beehives traditionally get to gorge themselves before returning the spoils to the rest of the tribe—such is their right for risking hundreds, if not thousands of bee stings. Tribal societies are most likely to possess pastoral and horticultural subsistence patterns. Tribes with a population in excess of two or three hundred members are extremely rare.

Kin-groups within tribal societies often act independently of one another, forming their own complicated net of alliances (and adversaries) through marriages. Tribes often function more like loosely allied bands, coming

together only in times of food scarcity or for mutual protection. In some cases, tribes do not have cordial relations at all, and a permanent state of war exists between them over territorial issues, resource theft, past insults, and any number of other issues.

Depending on the geographical or social conditions of a tribe, some central authority figure (or chief) might exist to regulate or guide a tribe's activities. For example, in nomadic pastoral societies, tribes often herd animals through the territories of other tribes. In such situations, an effective chief is a crucial asset. He must be able to keep the tribe and its animals moving as well as negotiate effectively with the neighboring tribes to prevent hostilities. In essence, he can determine whether the tribe survives a migration cycle or perishes. Tribe members could starve during lengthy travel delays around neighboring tribal territories, or they could die in a series of protracted skirmishes through unfamiliar terrain.

From time to time, a tribal chief may also emerge because of his personal achievements. These leaders don't hold an official position of power *per se*; rather they hold sway over tribe members through a series of public actions. Such actions include loaning food, animals, or other forms of wealth to fellow tribe members. Garnering followers and favors through such actions, these leaders are able to command loyalty and even obedience in other tribal matters, such as the planning of marriages, resolution of territorial disputes, and so on. Because these chiefs have no formal offices, their tenure solely rests on the strength of their personalities, and their authority is not passed down to their children through inheritance.

CHIEFDOMS

Unlike bands and tribes, chiefdoms are ranked societies, both by power structure and by genealogy. In a chiefdom, the rulers, nobles, and commoners are distinguished by their lineal closeness to a single chief, and they hold different privileges, obligations, and status based on their relationship to the chief. Chiefdoms are found primarily among pastoral and horticultural groups where food resources are plentiful, and typical have populations in the hundreds or even thousands.

The primary power structure distinction between bands, tribes and chiefdoms lies in the office of the chief. The chief is the ultimate authority in his realm, and he dominates all aspects of society. The chief's control is sanctioned and codified in the laws of the society. He is responsible for the distribution of economic resources to the group's members, he metes out punishment to those who break the laws, and he commands the labor and military forces. The chief's control over food surplus distribution and the military are the primary administrative means by which he retains his position. However, a healthy dose of fear mongering and intimidation, as well as a genuine respect for his position also help maintain his rule.

To help in his duties, the chief typically has a small group of noble administrators with blood or marriage ties to his

family. These include priests or shamans, expert herders, farmers, warriors, and so on. If food resources become scarce, the chief has clearly neglected his duty to the group, and he may be removed through legal processes or by organized rebellion. The military usually precipitates such rebellions, as it is the most organized segment of society and the most capable of filling the power gap. Rebellions are rare, though, as crimes against the chief are always punishable by death. If a rebellion fails, the chief tends not to play favorites because of bloodlines—all transgressors of his authority are killed.

STATES

The state is the most sophisticated and complex form of political organization. States only arise out of agricultural societies that possess rich surpluses of food resources, ample material goods, and large, sedentary populations. Characteristics of a state include clearly defined social classes, a strong centralized government that controls the military and the means of food distribution, and the ability to expand without fragmenting its inherent political structure or social groups.

Social ranks and authority roles in states are not defined by blood relations as they are in chiefdoms. Members of a social class in a state society tend to marry within their own class, and it is generally difficult to move upward from one social class to another. Furthermore, the legitimate authority in a state is the state itself—the complex bureaucracy established to allocate the societies economic resources efficiently and to administer the day to day operations of the society as a whole. The most marked difference between states and other political organizations—aside from sheer population—is the fact that the economic surpluses of a state society are not distributed back to the society's members directly or even in their original forms. Surpluses, whether financial wealth or subsistence resources, are kept by the state to keep its bureaucracy operating, and are most commonly collected in the form of taxes. Taxes are used to maintain the administrative branch of the state, the military, the priesthood, artisans and crafters, public construction projects, and so on.

States are organized into highly structured administrative divisions called districts, cities, provinces, and so forth. The size of a state determines the groupings of subdivisions it has: smaller states, such as cities, typically have only districts and neighborhoods; larger states encompassing vast territories have a multitude of provincial divisions, estates, regions, and possibly dozens of cities.

In a state society, the government has a monopoly on the use of force, both against its own citizens and its neighboring states or societies. The use of force is regulated by a series of laws enacted by duly appointed

and authorized legislative groups within the state. These laws are overseen by a court system and are enforced by a state-operated police force. The right to fine individuals who break society's laws, confiscate their property, or otherwise punish, imprison, and kill them rests solely with the state.

TECHNOLOGY

ARCHAIC SETTLEMENTS

The most primitive nomadic hunter and gatherer tribes use a variety of naturally occurring shelters to protect themselves from the elements, as well as simple construction methods. Depending on the regions where a tribe migrates they utilize shallow caves, overhanging cliffs, and deep cavern complexes. Fire pits for heating and cooking are usually built or dug out near an entrance or in high-roofed caves to keep the spaces well ventilated. If the tribe is fortunate enough, a cavern complex might also provide a continuous source of fresh spring water.

In forested or jungle regions, simple huts are built with tree-branch poles, covered with animal hides or broad leaves, grass, and brush. Tribes in these regions also build sleeping platforms in the treetops by cross-thatching branches and covering them with leaves, vines, and other foliage. These high-perched beds offer minimal shelter from the elements, but they do protect the tribe from nocturnal, forest-floor dwelling predators.

Plain or steppe nomads face tougher challenges when searching for shelter. If the tribe hunts large wild game (such as woolly mammoths), the tusks or large bones are used to build crude frames and then covered with thick hides. If the slain animal's bones aren't too massive, such shelters may be portable. The tribe carries the shelters throughout their migration routes on pack animals, setting them up and taking them down as needed. If the tribe



cannot hunt large wild animals, they must rely on natural shelters, including rocky outcroppings in hilly regions and caves in mountainous regions. Sparse growing trees can even assist in building makeshift shelters—animals skins slung between two trees provide a measure of protection from the biting steppe winds if nothing else.

VILLAGE SETTLEMENTS

Cultures that develop agriculture inevitably build permanent village settlements. The organization of these settlements varies widely, but the most basic structures are designed to house a single family. Several homes may be grouped together around a rough courtyard, with a ceremonial hut or shrine at the center. In larger settlements, clusters of a dozen or so such homes are organized like satellites around a public area, typically a tribal leader's home, a temple, or some other ceremonial or community building akin to a public meeting hall.

The village crop fields usually stretch out beyond the village proper in a series of divided plots. Semi-permanent huts designed to store harvested foods are built alongside the crops, as well as beside the home of the villagers that work the individual field plots. If the tribe has domesticated animals, pens are built near the homes and storage facilities to house the animals—close enough to keep watch over the animals, but far enough to keep the residential and storage huts clear of the odors and noises of the animals.

The homes of primitive agricultural tribes are typically built on permanent earth and stone platforms to keep the floors clear and well drained. A pole framework fastened with vines provides a basic structure and the walls are plastered with a variety of mud, reeds, small branches, and sometimes even small undressed stones. The roofs are built of thatched leaves and grass, and are angled steeply to prevent water from pooling. The interiors feature simple furnishings, such as straw mats and low wood benches. Mobile wood or reed partitions typically divide the home into separate areas for sleeping and for cooking, food processing, and eating. Household items are functional, consisting of a range of wooden or bone utensils, stone hearths for cooking and simple pottery for eating, storing grains, liquids, and other foods.

CITIES

Technologically advanced agricultural societies build cities for housing and protection. The central districts of cities feature open plazas, temples and shrines, government buildings, and the homes of high-ranking city officials. Important buildings are elevated on earth and stone mounds, emphasizing their significance to the society. These structures are usually built of quarried stone and fea-

ture elaborate decorations like friezes, sculptures, complex façades, and even brightly colored paintings. Intricately carved obelisks in cities typically depict religious scenes or the lineage of the city's ruling family. Large courts or theaters with tiered seating are also common and are used for a variety of entertainment like sporting games, gladiatorial combat, and public sacrifices and executions.

Roadways and avenues link the administrative core of a city with its outlying residential districts. These roads are constructed on raised causeways and consist of stone and rubble surfaced with a variety of cements to keep them level. Other roads are simply hard packed earth topped with flat stones. In the wealthiest cities, roadways extend beyond residential districts to the crop fields surrounding the city. State societies maintain permanent highways connecting various cities to each other, though these are seldom more than packed earth roads lined with trees or distance marker stones.

An enormous amount of physical labor is needed to build a city. Consequently, most city rulers have a healthy supply of slaves and paid laborers to construct buildings and roads. The laborers are farmers from the outskirts of the city or poor craftsmen, and are paid in food for their toil. Since much of these laborers' crops are collected as taxes by the city administration, the supplemental income from public construction projects is greatly valued. The slaves put to work by a city are usually prisoners of war.

TRADE AND COMMERCE

Trade is the lifeblood of culture. Trade is important not only because it allows cultures to exchange needed resources and goods, but also because it promotes peaceful



relations and the sharing of ideas, technology, and experiences between differing cultures.

All advanced agricultural societies engage in trade, and even the most primitive pastoral and horticultural societies trade goods to obtain food and resources not immediately available to them. The only groups that don't regularly engage in trade are hunters and gatherers. These foraging societies tend to be geographically isolated from one another, which inhibits trade, and they are generally self-sufficient and therefore don't produce the surplus goods needed for trade.

Long distance trade is usually the province of the elite classes of a society: the rulers, chiefs and wealthy merchants. Since the elite classes take the greatest financial risks by organizing trading caravans to neighboring territories, they also benefit the most from trade by keeping the profits. In this respect, the surplus goods produced by a village or city serve to reinforce existing social divisions and power structures.

Often these trade ventures have diplomatic purposes. Neighboring villages, cities and tribes make high-ranking contacts because of their trading relations, establishing ever wider and wider trade networks. Military alliances also result when trade relationships prove profitable, ensuring stability between neighboring cities, villages or tribes.

However, poorer merchants, artisans, craftsmen, and farmers in a society dominate local trade. City markets are crowded to overflowing with "common" folk, plying their wares or what little share of the local crops they are allowed to keep, haggling for clothing, tools or other goods they need to support their families. In sparsely populated regions, temporary marketplaces arise at regular intervals throughout the year where villagers from different areas meet and exchange goods.

TOOLS AND TRADES

The tools utilized by primitive cultures are simple and crude, but very durable and precisely edged. Foraging and pastoral tribes use the same types of tools for the same purposes, though they are made of varying substances depending on the environment the tribes live in. Common to both groups are sharp edged flint scrapers for scraping, cutting, planing and smoothing animal hides, wood, and tough fibrous plants. Also common are flint drill-like implements used for fine drilling as well as planing and wood shaving (with a widened end). Awls are used to puncture tough animal hides and are fashioned from long, thin animal bones. Delicate wood carving work is done with razor sharp flint shards, and pine needles or minute animal bones are used for threading stitches in clothing.

There is little differentiation in primitive tribes between occupations. Everyone in the tribe learns survival skills, how to hunt, prepare and cook food, and manufacture clothing, weapons, and tools. While some specialization exists between the sexes (such as women cooking and

making clothes more often than men do), each tribe member needs a diverse set of skills to live and survive without hardship. Tribe members, especially men on a hunt, are often separated for long periods, and without the requisite survival skills, death is inevitable—either by exposure to the elements or in the maw of a hungry, predatory beast.

While horticultural and agricultural cultures sometimes retain the use of primitive tools that work efficiently, they also possess implements that are more sophisticated. In societies that utilize stone to build homes, temples and other structures, stone working tools develop. Such tools include stone chisels, stone hammers, wooden mallets, and hard-edged stone axes. The tools and technologies needed to build with stone also include strong fiber ropes, log rollers, the plum bob to accurately align walls, and accurate mathematical instruments to measure distances, angles, and to level stone.

Occupational specialization also increases in more advanced horticultural and agricultural societies. Professional trades develop as some men and women specialize in stonework, pottery, weaving, farming, sculpting, and myriad other trades. In addition, professional religious and warrior classes emerge, as men (and sometimes women) are brought into the expanding ranks of the priesthood and military. In general, as a society becomes more economically diverse, its range of professional occupations follows suit.

CLOTHING AND DECORATION

The clothing worn by members of primitive societies is linked to their wealth, social status, and the climate in which they live. Commoners and low class men in agricultural societies in warm climates typically wear loincloths, simple tunics of cotton, bark cloth, and animal skins, while women wear short skirts and shawls of cotton. Buckskin boots and shoes or rawhide sandals are common footwear, and are often insulated in the cooler seasons by attaching small plant fiber webbing to the sole and stuffing it with grass, moss or other insulating materials. Decorations worn include simple necklaces, earplugs and rings, pendants, nose buttons and rings, beaded fringe, adornments of dangled feathers, hair beads and small, elaborate mantras that are also known as dream catchers. Typical materials for such jewelry includes raw gems, carved jade, beads of turquoise, seashells, amber, bone, fossils, teeth, feathers, and obsidian.

The rich or upper classes wear elaborate cotton tunics and robes dyed a variety of colors. Rare or imported animal skins are also popular, as are high quality sandals and footwear similar in style to that worn by commoners. The decorations and jewelry worn by the rich is similar to that of the commoners, though manufactured to much higher standards and of rarer, more valuable materials, such as gold, silver, ivory, pearl, and many gems. The rich also

sometimes inlay their teeth with jade, obsidian, gold, and other materials to further accentuate their lofty social status.

The clothing worn in extremely warm climates also varies widely. In rainforest regions, for example, clothing is typically minimal, and nudity is commonplace, particularly among men. In desert regions, clothing tends to cover most of the body, both to prevent sunburn and to help the body retain moisture.

The poor and wealthy in cooler climates utilize thicker animal hides and skins, wool, fur boots with hardened leather soles, as well as insulated hats and gloves. In the coldest climates, numerous layers of animal skins and furs are worn to maximize heat retention. In cold climates, one of the primary distinctions between the rich and poor is not so much the clothes they wear, but the quality and warmth of the shelters they live in—the poor generally can't afford to build well insulated homes.

WARFARE

The propensity toward war increases as a society becomes more technologically advanced. Hunting and gathering societies seldom engage in organized warfare, as the means of training troops, feeding and equipping them, and employing them on a battlefield simply don't exist. In these cultures, violent conflicts occur between individuals and small groups for the most part, and larger skirmishes between bands and tribes are rare. When war does break out, it is typically short and with minimal casualties. Often, the death of one or two warriors or tribal leaders is enough to initiate a truce.

Similarly, primitive pastoral societies don't wage war often. Battles between tribes do occur from time to time, but the nomadic nature of pastoral life isn't suited to protracted engagements—tribes are more likely to move to different lands than fight a lengthy battle over one locale. Wars between pastoral tribes occur most often when good land is scarce or when a tribe's animals have died from disease and new ones are needed to ensure the tribe survives.

Horticultural societies fight more wars than both pastoralists and hunters and gatherers. Since horticulturalists lead sedentary lifestyles and need good land to raise animals and crops, warfare usually breaks out in times of drought. Tribes raid neighboring territories for animals and food stores. Consequently, most horticultural tribes have groups of trained warriors to protect the lands and crops. These warriors don't constitute a permanent standing army per se, but they are usually adult men who have had training with several weapons and rudimentary military tactics.

Agricultural societies frequently engage in warfare, mostly over land and food. Plentiful arable land and food resources are needed to support a large population, so, in times of drought, agricultural societies often have no choice but to attack neighboring settlements to acquire food, animals, and land.

Another principle goal of primitive warfare is to capture as many enemies as possible. Prisoners are condemned to slavery, forced to work in crop fields, on construction projects, or as servants in the household of nobles and leaders. When enemy officers are captured, they are typically reserved for sacrifices to the gods because of their higher status and worth. Presumably, the gods look more favorably on a wealthy or high-status sacrifice than a poor, low class one.

As a government increases the amount of good land and people under its control, the society it supports becomes richer—through trade with allied neighbors, the levying of taxes on its population, and by its increased labor force. Ultimately, a society administered by a government with vast lands under its sway is more likely to survive drought, hardship, and the aggressive actions of other societies.

In advanced societies, warfare occurs for other reasons as well—namely religion and ideology. A society may engage in war not just to acquire resources, but because it doesn't condone or support another society's way of life or belief system. These "holy wars" are sometimes the most bloody, as the aggressors often seek to destroy their enemy utterly, not just convincingly.

The employment of professional and semi-professional warriors is common in advanced agricultural societies. Standing armies are maintained in almost all cities and troops are conscripted from the local peasantry when needed. Typically, the standing armies of societies that frequently engage in war are well trained, well fed (compared to the general population), and have the best available equipment.

WARFARE AND RITUAL

In primitive societies, warfare is often a ritualistic activity. Tribes engage in ceremonies to enlist their gods' support and blessing before engaging in war, warriors paint their bodies with symbolic colors or patterns to denote their rank, status, or prowess, and the act of war itself is sometimes thought of as necessary to win the favor of the gods.

After a victorious battle, warriors will often cut body parts from slain enemies or skin them entirely. The bones and skins of the dead are worn like elaborate, gruesome costumes in ceremonies honoring the tribe's victory. The warriors of some tribes also wear bones and body parts (or even the heads) of slain enemies as war trophies or tokens of their prowess.

FOOD AND DRINK

Bread: The making of breads and various grain products is a fairly ancient process and is most likely also used by the natives. Such breads may often be made of a variety of ground meals but may often be a bit flat and hard as the use of yeast may be unknown or somewhat limited.

Cheese: Though one might mistake this to be a more advanced form of food, the processing of simple cheeses is actually quite easy and possibly originated by accident. If a tribe has managed to utilize the milk of a herd mammal for food and learned to use the sewn stomach bags of such animals for drinking vessels, then chances are the tribe has also discovered how to make forms of soft cheese. Such simple cheeses are made by an interaction with enzymes that are commonly found in the digestive systems of different creatures. Given a decent temperature, a good amount of milk, and several hours to work out the process, these enzymes can curdle the milk into an edible dairy product that is more or less a form of soft cheese.

While this cheese would most likely be more than satisfying enough for many tribes, it is possible that other tribes may have gone as far as improve the taste of the curdled product with a variety of herbs, fruits, or such additives.

Fermented Drink: Though its process is not exactly difficult to learn to do, there is a good chance that many of the tribes may not have discovered the benefits of the fermented fluids of fruits and vegetation. Chances are that even if the accidental bubbling mixtures of plant, juice, and naturally occurring yeast have tapped into the curiosity of the natives, it is quite likely that the blend probably becomes contaminated or turns to vinegar before the tribes bother to try drinking the formula. Sometimes this lack of brewing knowledge becomes a great weapon against the natives. There have been more than a few legends in the past of primitive natives becoming enslaved to the “fire water” that the men of the ships have brought to trade.

As for the tribes that do know how to harness the properties of yeast, the resulting drink will probably be quite unlike what an adventurer visiting the land would be used to drinking in the taverns and inns back home. Either the drink is considered crude and quick to cause discomfort, or is unusually powerful and contains the essences of psychotropic plants.

Meat, Domestic: It is quite likely that more than a few tribes have managed certain types of animals and beasts as livestock. Depending on the exact elements of the surrounding environment, such creatures could be the same as normal livestock or quite different. While tasting the meats of exotic livestock would seem appealing in itself to a visiting explorer, trading for the more unusual of live domesticated creatures could prove to be profitable upon the return to the trader’s homeland.

Meat, Fermented: While probably considered foul and disgusting by the civilized world, many coastal tribes enjoy praghok, or fermented fish paste. This substance is eaten in much the same way that some cultures enjoy soft cheeses and its taste and smell usually has to be acquired in order to enjoy.

Meat, Preserved: As their travels are long and difficult, most natives are reasonably well developed when it comes to preserving meat. Usually the processes involve both smoking and salting, and the variety of meat can vary greatly.

Meat, Wild: Though the primitive tribes may not enjoy the luxuries of the more civilized world, the results of their hunting expeditions allow the natives to enjoy foods that even the greatest of kings have never tasted. Often visiting explorers are treated to the meats of both giant lizards and rare mammals alike.

Salt: Not only a valuable flavoring, salt is also known as a vital mineral that the bodies of man and beast alike crave from time to time. While the coastal inhabitants have no problem gathering salts from evaporated ocean water, those who live in the higher elevations typically have to seek out caves and mines that are rich in saltpeter. While the simple refined salts used by such natives may not be as fine in quality as the table salt of the more civilized world, explorers to the area may find abundant salt mines worthy of setting up trade routes.

Sugar: While sugar may be held as a highly valuable item in the civilized world, it could be considered to be quite common amongst the lost natives, particularly if the tribe is located in warmer climes where sugar cane flourishes. Quite often such sugars might be a bit less refined and it would not be too odd of a sight to see a native cutting a bit of cane to chew on after having a meal.

Vegetation, Domestic: While most of the natives are probably gatherers, some may have developed decent enough agricultural skills to cultivate various fruits and vegetables. Such domestic plants would often include various tubers. Corn is also a good choice for domestic vegetation.

Vegetation, Wild: The gathering of fruits, nuts, vegetables, tubers, herbs, spices, and edible plants is a common practice by most primitive tribes.

CANNIBALISM

While cannibalism is wholly regarded as being a practice of evil amongst the more civilized cultures, there are various reasons for its existence in the more primitive lands. In fact, many tribes actually justify certain acts of cannibalism. For such reasons this unwholesome act of dire evil might actually exist, if not thrive amongst neutrally aligned tribesmen. Below are the various beliefs and reasons that accompany the existence of cannibalism.

THE INCREASE OF INTELLIGENCE

Many savages who have had a long history of eating the brains of apes naturally adopted the cannibalistic act of eating the brains of their own kind. Usually this practice is ceremonial and performed only by the men. The eating of brain is held to cause an increase of intelligence, the gift of psychic and supernatural powers, and increased reproductive drive and vitality.

Note: Any real benefits bestowed from eating brains should be allowed at the option of the DM. An example list of benefits would include the transfer of the memories of the victim to the eater or a minor increase in the cannibal’s

Intelligence or Wisdom score for a temporary amount of time.

SYMBOLISM OF WAR OR REVENGE

While the threatening phrase “I will eat your heart” has been muttered amongst enemies in many cultures, the meaning is quite literal in many lands. Often certain acts of cannibalism are used as rites of war and victory amongst tribes. To eat the heart of a rival is to show a final display of dominance over that individual.

THE PASSING OF THE DEAD

Many tribes recognize the continuation of their dead through the consumption of their body parts, brains, or burial ashes. The most common form of this cannibalism involves mixing the cremated ashes of the deceased with water and perhaps a few special plants into a ceremonial bowl. These ashes are then drunk amongst the members of the tribe, in hopes that the abilities and knowledge of the dead will be passed on to them.

DECADENT ACTS OF PLEASURE AND MADNESS

Most often where evil ancient races have left behind elements of their culture, certain acts of decadence and debauchery will thrive amongst the primitive natives. Often included in this mix of foul pleasure and ritual are the elements of cannibalism. It's not uncommon to see the members of the tribe kill a victim of their own race and consume certain body parts to either satisfy a bizarre craving, a dark ritual, or for pleasurable sensations. The brain in particular is popular as certain areas are claimed to have chemical properties that bring great pleasure to the cannibal.

SURVIVAL

Often the act of cannibalism is simply out of the need for food, or to preserve certain elements that are key to survival. Usually, if not for food, victims are eaten to keep the population down in a specific area while cutting down on the chances of disease building up amongst the rotting corpses.

PSEUDO CANNIBALISM

Pseudo- or quasi-cannibalism involves the eating of intelligent races other than the one that the eater belongs to. Lizardfolk eating humans and humans eating mandrillions are good examples of pseudo cannibalism. Pseudo cannibalism has the same reasons for existing as cannibalism has.

LANGUAGE

In the history of real world exploration, language has always presented a cultural barrier of sorts between the explorer and the native. Quite often such populations were well isolated from the rest of the known world and as such,

they had a language and form of writing that was quite unique in comparison to other cultures.

In many fantasy settings, however, Common is more or less regarded as a universally spoken language, especially amongst humans. While the use of the Common language by such an isolated tribe would seem rather odd, there are several factors that can ease the obvious questions regarding its use, and perhaps make the cultural flow somewhat more interesting at the same time. Below are some helpful guidelines regarding the handling of the Common language with tribal natives.

INFLUENCE OF THE ANCIENTS

Though they are certainly not required to be used in any prehistoric or lost land setting, lost ancient races can fill up a lot of cultural gaps and add to the mysterious flavor of the gaming experience. It is quite possible that such ancients also spoke Common, and the last of the race's elders (or few remaining members, if the race still exists) taught this language to the tribes. In such a case, Common is definitely spoken but the actual use of the alphabet for writing could be held in question. Some tribes may have carried on the teachings of such writings; others may have been reduced to keeping history orally or by cave drawings.

FOREIGN VISITORS

While the island, subcontinent, etc. may be more or less isolated and unknown by the civilized world, various sailors or pirates may have made port or even shipwrecked on the island at one time or another. These visitors could have managed to form some sort of bonding orientation with the tribes and through such relations passed on the Common language to the natives of the land.

LANGUAGE GRANTED BY DEITY

It is quite possible that the deities that the tribes worship could have set forth the structure of language and writing. While the natives may be isolated from the rest of the cultural world, the deities of the tribes would certainly not be as hindered by limitations of travel and natural borders.

ALTERED COMMON

While the exact learning of the Common language still remains a mystery, the natives have long since deviated from this language somewhat. While many simple words and phrases are still understood, others may have taken on a more local flavor. This could either mean descriptive phrases for common words (such as “great lizard of kings” for a t-rex) or the Common language could be mixed with a more native tongue. When handling a later native language, the DM might want to consider using a broken mix of words and phrases from another spoken language when speaking as the tribe. Coastal tribes could actually use a mix of simple Polynesian words and phrases while the DM may want to research the assorted languages of the Native Americans when dealing with the tribes of temperate or arid regions.

CHAPTER 4:

TRIBES

Nya sat around the bonfire of the strange village and watched as her newfound friends danced about and performed their bizarre rituals. Nya's people were worshippers of the plants, water, soil, and sun, while these villagers offered forth their sacrifices to some strange idol. Though grateful for their hospitality Nya couldn't help but to feel a bit out of place. It would be time for her to be moving on soon...

CREATING NEW TRIBES

While it would be easy to populate the prehistoric lands with simple tribes lacking in detail and culture, such encounters quickly become rather boring in the game. Pretty soon, it's easy to find yourself dropping the actual tribe's name and simply referring to them as "that good tribe" or "that evil cannibal tribe". Adding flavor to the tribes through further development is relatively easy to do and often helps spice the primitive adventure.

Below are the various statistics and their notes for creating new tribes. Instead of forcing definite calculations or restrictive choices down the creator's throat, the stats for the tribes are set up in a much less restrictive manner. After all, these are tribes that survive in a world of natural anarchy; enforcing needlessly strict structures of logic would just kill the flavor and fun of creating tribes.

THE TRIBAL STATISTICS

Tribal Name: The name of the tribe can vary greatly and such limits are left up to the boundaries of one's imagination. While names such as the Tribe of the Sleeping Bear or the Lizardfoot Tribe are perfectly nice, you might want to come up with more creative or different sounding names. For example, making a name like the Yamo Huka would be perfectly acceptable for such a tribe and would likewise add a dash of mysterious flavor to the local inhabitants.

Population: This is an average population figure, divided into two parts. The first part consists of the fit adults (or combatants), and the second part consists of the children, elderly, and other such non-combatants.

The exact amount may vary from time to time at the option of the DM as the population score reflects the normal average amount of inhabitants. *Sample: Population: 500 adults/150 non-combatants.*

Government: This is a description of the means of government within the tribe. Such forms can vary greatly, from laws being passed down from the eldest of the tribe to staring into the swirling muck of stirred pond water in hopes that the ancient gods will bring forth a decision on an important matter. As such, this tends to be more descriptive than statistic. While a few cultures have risen

up to the typical standards of a well run imperialism, most tribes are too busy running from predators to adopt much more than the old "do taboo and die" system of law and order. *Sample: The Lizardfoot Tribe has a system of ruling that is an unsteady merger of cooperative anarchy and a "strongest shall survive" pecking order. A dominating chieftain exists but usually he is removed from the position of ruling when a more suitable leader is acknowledged within the tribe. As some of the ex-chieftains in the past have caused great quarrels and trouble within the tribe, most are now usually exiled or killed.*

Dominant Alignment: This is the most dominant alignment in the tribe, such as lawful neutral.

Religion: Most tribes have some sort of religious viewpoint, but some may be druids instead of clerical in belief. Those who do worship a deity of some sort, however, might do so in different ways. While most may follow an "active" deity a few may even pay homage to the old crumbling monoliths and idols that the ancient races left behind. While the deity of such tribes may actually be non-existent or dead, these can often be the tribes that are the most superstitious and religiously structured. Many are so desperate to see a sign from their deity that they are quick to believe that any occurrence, natural or not, is somehow linked to their worship (or lack of). *Sample: The Clan of the Stingray are devoted followers of Puka Kul. Hoping to gain the highest of favor from this deity, the clan members offer regular human sacrifices by throwing such victims into the various openings of active volcanoes.*

Major Trades/Skills: Many tribes rely on one another as well as outsiders for trading of various goods. Others may be more self-sufficient but still have a few trades or skills that are dominant within the tribe. *Sample: The Lizardfoot Tribe is commonly known for their excellent fishing and spear making skills. Usually most tribe members have a couple of ranks or more in the following: Craft: Spear Making, Profession: Fishermen.*

Currency: This includes how the tribe normally trades and if it's a means other than bartering, what they use for coin. *Sample: The Black Ravens typically use minute raw chunks of aventurine or smoky quartz for their trading. Due to the various sizes and quality, a piece of such stone may be judged to be anywhere in value from 3 cp to 1 gp.*

Dress: This is the customary manner of dress by the tribe members. It can be as simple as merely listing the common items of clothing or as complex as including the various ornaments, trimming, and so forth. *Sample: Members of the Tribe of the Sleeping Bear are fond of clothing made of various skins and suede. These are often fringed at the trimmings and sometimes the trim of such clothing is knotted with beads of turquoise.*

Preferred Weapons: These are the more dominantly used weapons of the tribe. *Sample: Members of the Walking Elk tribe prefer to use clubs made of the bones of large animals. While they respect the benefits of other weapons, the tribesmen value the fact that such clubs are easy to obtain, which allow them to quickly outfit their warriors.*

Description: This area is left to discuss the various aspects of the tribe and whatever interesting details might be left. Included could be important NPCs who are members of the tribe, interesting bits about the tribe's history, the tribe's enemies, and so forth.

CLAN OF SHARKS

Population: 500 adults/1250 non-combatants

Character Types: 30 Warrior: 1, 50 Warrior: 2, 30 Warrior: 3, 40 Warrior: 4, 10 Warrior: 5, 1 Warrior: 6 (Chieftain), 50 Commoner: 1, 70 Commoner: 2, 100 Commoner: 3, 30 Commoner: 4, 25 Adept: 1, 20 Adept: 2, 10 Adept: 3 (Witch Doctors), 1 Adept: 4 (Elder Witch Doctor), 10 Expert: 1, 10 Expert: 2, 3 Expert: 3, 5 Cleric: 1, 4 Cleric: 2, 1 Cleric: 3 (High Priest/Priestess)

Government: The Clan of Sharks functions under a vicious "pecking order", where the chieftain and elder rulers are usually selected from the toughest and cruelest of the tribe's aging veterans. When such a ruler dies off, the tribe holds the "ceremony of pigs" where prospective rulers are placed in a pit with several feral pigs. Those that die from goring and fighting are needless to say "unfit" for ruling and thus their carcasses are not buried but rather devoured by the terrible beasts. The one individual who shows the most violent, vicious behavior towards the animals is elected as the new tribal ruler.

Tribal members are expected to show full obedience to their elder rulers and any refusal to do so is considered to be a terrible taboo. Usually punishment for such involves a sick and depraved act of live cannibalism. During such ceremonies of "tribal cleansing" offenders are secured to a large boulder and struggle in pain and terror as fellow tribesmen begin to devour this individual. Though some may use bits of rock and bone to cut away portions of the guilty party's flesh, others are known to go into a trance-like fury and literally bite away at the bound and dying victim. While such acts would normally be seen as displays of absolute utter madness, the clan elders view the cannibalistic trances as being sacred rites of power from their deity, Makodae.

Dominant Alignment: Lawful Evil (most of the Ruling Elders, however, are usually Neutral Evil)

Religion: The Clan of Sharks is a devoted, fearful follower of Makodae, god of sharks. Often the clan can be seen down at the coastline, slashing great wounds into their herded pigs and offering these screaming, dying animals to the foamy tidal waves. This spillage of blood usually attracts nearby, shallow water sharks who often begin striking at tribal members during the feeding frenzy. Rather than helping these struggling tribesmen, the rest of the clan cheer them on and offer forth their blessings. While

being eaten alive by sharks is considered to be a terrible fate by most individuals, the followers of Makodae view it as being one of the highest rites of passage that a fellow tribesman could obtain. To be chosen by one of Makodae's children is considered to be a sign of purity and valor, and to try to refuse the tribesman such an honor would be the most offensive of actions.

Major Trades/Skills: While the clan members are naturally skilled fishermen, many actually fear taking up such a trade. To catch or spear one of Makodae's children, even as an accident, is a serious taboo and thus punishable by death. The women of the tribe usually perform the various chores and gather shells and other items of interest that the ocean waters spit forth. Due to the many wrecks of pirate ships along the nearby reef lines, some of these treasures are quite unusual to the tribe indeed. Naturally, the best of such items are given to the ruling elders, as they are considered to be precious gifts from Makodae and thus intended only for those who are truly "worthy".

The youngsters of the tribe are usually given the task of herding pigs, and these beasts are often marginally domesticated. Many of the clan's children have died as a result of goring from these creatures.

Common skills include Profession: Fisher, Profession: Herdsman, Knowledge: Religion, and Intimidate.

Currency: It's a rare occasion that The Clan of Sharks ever bothers to use any form of currency. They have reasonably poor relations with other tribes and if they cannot take something from these folk by force then they usually try to steal it. Within the tribe, things are bartered or openly taken away by the rulers, who naturally impose a threat of "cleansing" to anyone who bothers to object. When faced with an outside faction that the tribe must trade with and cannot gain needed goods otherwise, they usually attempt to use dried sand dollars or the various coins that wash up upon the beach.

Dress and Adornment: The clan typically dresses in an assorted manner of crudely stitched boar hides with little coverage. Simple loin cloths are quite common, the women often have little to no coverage of their breasts, and such a manner of dress differs only in the cooler of seasons, where a simple draping of hide and animal hair is considered sufficient garb. Some of the clan's women at one time were reasonably skilled at making tapa, or bark cloth, but that art has fallen more or less by the wayside with the tribe. What the tribe lacks in actual clothing, however, they make up for in ornaments, crude jewelry, and personal adornment. War paint consisting of a mixture of various dyes and blood is commonly worn, with the inks of the octopus being a common additive. Necklaces of boar tusk and interesting shells are commonly worn and a few ruling elders are permitted to wear objects of jewelry that have shark's teeth in their workings.

Ritual scarring and tattoos are often reasonably common among the tribal members. Many members of the clan also file their teeth to points. This is usually done as a symbolic gesture to their worshipping of Makodae.



Preferred Weapons: Spears, fighting nets, and bone clubs dominate most of the choices of weapons for the clan's warriors, and a few of the elders utilize various weapons that have washed up upon the beach as a result of nearby shipwrecks. One such item, the trident, is considered to be a sacred gift from Makodae and a few of the highest-ranking tribe members, the chieftain included, wield the tridents.

Description: The Clan of Sharks is rather unpopular with other tribes and seems to have some skirmish or another going on with such individuals. Usually the clan dominates a few miles of the coastline, where they can continue their rituals and day-to-day practices with little interference. Though brutal savages, they recognize the most basic of needs and tend to find shelter in some of the nearby coastal caves. Often these dwellings are somewhat damp and cold but usually feature a well-tended bonfire.

The clan members are a medium tanned, smooth skinned race with hair that is usually straight and a glossy raven black in color. Oddly enough, they have piercing steel gray eyes. Despite having little bodily hair, the men of the tribe can grow facial hair, although most keep this shaven off with scrapings of specially formed rock and bone or allow themselves only a moustache.

EMPIRE OF THE COYOTARRU

Population: 20,000+ adults/40,000+ non-combatants

Character Types: 3,000 Warrior: 1, 500 Warrior: 2, 200 Warrior: 3, 200 Warrior: 4, 100 Warrior: 5, 10 Warrior: 6, 5 Warrior: 7, 5 Warrior: 8 (Royal Guard), 8,000 Commoner: 1, 2,000 Commoner: 2, 500 Commoner: 3, 500 Com-

moner: 4, 335 Commoner: 5, 200 Adept: 1, 100 Adept: 2, 50 Adept: 3, 20 Adept: 4, 10 Adept: 5, 2,000 Expert: 1, 500 Expert: 2, 200 Expert: 3, 150 Expert: 4, 100 Expert: 5, 50 Rogue: 1, 10 Rogue: 2, 100 Cleric: 1, 50 Cleric: 2, 20 Cleric: 3, 15 Cleric: 4, 10 Cleric: 5, 10 Cleric: 6, 5 Cleric: 7, 5 Cleric: 8, 4 Cleric: 9 (High Priests/Priestesses), 20 Aristocrat: 1, 10 Aristocrat: 2, 5 Aristocrat: 3 (Royal Heirs), 1 Warrior: 5/Aristocrat: 4 (Emperor), plus 3d8+45 Luchadors (Variant Levels) and 5d100+1,000 Slaves (50% Commoner: 1, 50% Non-Combatants)

Government: The Coyotarru is ruled under a government lead by a demanding emperor and clerical order, neither of which offers any sign of mercy or patience towards the common citizen. The laws are strict, and the punishments

for breaking them are harsh. Though there are no acts of known cannibalism within the members of the empire and bulls are usually the choice offering, ritual human sacrifice is a fairly common practice. Usually the sacrifice involves a criminal or slave, but in desperate pleadings with Dystorro, the emperor and clergy are known to demand the sacrifice of several innocent citizens, particularly young, female virgins.

Dominant Alignment: True Neutral (The Aristocrats, Emperor, Clerics, and Royal Guard are Lawful Evil)

Religion: The Coyotarru worship Dystorro, the evil god of law and destruction. Dystorro is a demanding deity, who insists on regular sacrifices of both bulls and humans. While the Coyotarru are allowed to enjoy certain advancements in their culture, Dystorro is quite envious of other deities and thus keeps the Coyotarru Empire somewhat isolated. Travel across the waters is forbidden and Dystorro will do what he can to make horrible examples of those who break his law.

Dystorro is particularly fond of the pit fights that the Coyotarru hold for sporting entertainment, and occasionally "Sacrifice Matches" are dedicated to him. Though usually the pit fights are reasonably non-lethal, during the sacrifice matches the battles are to the death.

Major Trades/Skills: The Coyotarru Empire is uncommonly advanced in certain aspects yet quite barbaric in other ways. They have created a sense of indoor water works and have reasonably developed forms of canals and irrigation. The Coyotarru calendar is intriguing and their language, alphabet, and mathematics are quite complex. As for the craftsmen, the trades within the empire are quite diverse and mostly capable of supporting the whole struc-

ture. This is a good thing since the Coyotarru have gained many enemies but very few friends.

Though not so much of a trade as it is a cross between gladiator combat and performance entertainment, the luchadors, or pit grapplers, are perhaps some of the most exciting characters to be found within the culture of the Coyotarru Empire. These self styled warriors typically wear snug fitting facemasks and outfits that are flashy in design yet durable. It is the custom for the luchador to not only train for the brutal contests of might, dexterity, and cunning but also have a sense of style about their appearance and performance. Though it would seem that survival in the spike lined pit would be all that matters, a sense of flair and showmanship is also important if the luchador wishes to gain additional gifts of coin from the crowds. Likewise, it takes a real sense of character for one to be worthy of mention one day in the legends of the Coyotarru descendants.

While not all of the luchadors are citizens of the empire, the ones that are the most successful come from the stock of the emperor's people.

Due to the heavy variance in trade and social rank, there are no particularly common skills amongst the Coyotarru.

Currency: The Coyotarru recognize coinage in addition to bartering. The empire has its own coins in copper, silver, and gold. These are similar in weight and size to normal currency.

Dress and Adornment: The Coyotarru favor cloth that is lightweight, and thus cool on the body. They live in a reasonably hot climate so often such clothing can be somewhat "revealing" at times. The aristocrats garb themselves in jewelry, rare feathers, and fine furs. Though tattooing and other such adornments are not exactly unheard of amongst the Coyotarru, it is not entirely common either.

Preferred Weapons: Though reasonably advanced, the Coyotarru have little iron resources, nor the capability to work a great deal of steel weapons or armor. There were a few weapons left behind by the ancients, particularly swords, and these are carried by the royal family. Most of the empire's warriors are limited to simple weapons.

Description: Having cultural roots that were borrowed from the lost ancients, the Coyotarru Empire considers itself to be superior to the more primitive, neighboring tribes. Both vicious and arrogant, the Coyotarru usually do not take very well to outsiders. Usually foreigners are captured and thrown into the fighting pits or sacrificed.

The Coyotarru have medium skin and usually have dark colored hair. The men and women alike are smooth-skinned though some of the males can grow facial hair.

FEATHER DANCERS

Population: 200 adults/350 non-combatants

Character Types: 20 Warrior: 1, 20 Warrior: 2, 10 Warrior: 3, 5 Warrior: 4, 1 Warrior: 5 (Chieftain) 10 Commoner: 1, 20 Commoner: 2, 5 Adept: 1, 2 Adept: 2, 1 Adept: 3 (Elder Medicine Man), 10 Expert: 1, 4 Expert: 2, 2 Expert: 3

Government: The Feather Dancers hold in high respect elders, chieftain warriors, and the spirits of nature. Rather than making harsh, exacting rules, the Feather Dancers prefer to show honor to that which naturally deserves respect. These people can be either friendly, trustworthy allies or fierce enemies who offer no quarter and show no mercy. Usually the Feather Dancers are peaceful folk, however, and are rather easy for strangers to approach.

While every member of the tribe universally observes this philosophy, the Feather Dancers do have a few selected individuals within the tribe that they look to for guidance.

Dominant Alignment: Chaotic good

Religion: Though not having a particular clerical structure, Feather Dancers believe in a single higher power that they claim brings them great visions, signs, and blessings through various aspects of nature. Such beliefs form the basis of their government and social cultures. They prefer to let the wisdom of the spirits of nature guide them. In the eyes of a Feather Dancer the "laws of man" are binding tools only best used on those who are blind and ignorant to the forces around them, and thus cannot make proper judgments on their own.

Major Trades/Skills: Feather Dancers are skilled in many trades, and are expert hunters, fishers, and gatherers. The young tend to a few livestock or work the fields while the women weave and dye garments. Most every male in the village has some degree of hide working and there are a few experts who have a decent amount of knowledge and talent with jewelry, tribal art, stone working, and the study of the nature that exists around them.

While some of the goods of the Feather Dancers would appear to be rather simple and quaint, the clothing and beadwork is quite beautiful and very functional. In addition to such items, the Feather Dancers are known for their dream catchers, a simple charm-like object that's rumored to be able to catch one's dreams. Though arcane scholars have found no real proof of such claims, the structure seems to be decent material for the creation of new wondrous items. Divination magic seems to take rather well to dream catchers.

Common skills include the following: Profession: Fisher, Profession: Farmer, Profession: Herbalist, Profession: Tanner, Craft: Weaving, Craft: Gem Cutting, Craft: Leatherworking, Survival

Currency: The Feather Dancers prefer to barter rather than trade. They recognize the foreign currency, value it to some degree actually, but quickly tend to work such coinage into jewelry so thus it's rare to ever find a Feather Dancer purchase an item with such currency. Though they have on a past few occasions accepted the dried sand dollar of the more coastal tribes, they usually refrain from such payments. These too have become ornaments and the Feather Dancers have collected more than enough sand dollars in the past to decorate their people for generations to come. Raw shards of semi-precious stones are usually taken or given as payment in trading but the Feather Dancers value actual foreign goods the most. Swords are held in

high awe and respect (and often can purchase 200% their worth in goods) as are daggers. Though looked upon with curiosity, the tribe tends to show little purchasing interest in medium or heavy armor. Feather Dancers hold pride in those who are agile and quick, and many of the tribe members hold such heavier armors to be little more than a burden.

Dress and Adornment: Feather Dancers traditionally dress in garments of deerskin or other similar hides. Their clothing is often fringed and most tribe members wear skin boots or moccasins. Colorful beadwork usually decorates their clothing and quite often the more prominent members of the Feather Dancer tribe are known to wear the feathers of various birds, especially during ceremonies.

Preferred Weapons: While the Feather Dancers hold a high degree of awe and respect for swords, these are usually only carried by the chief and a couple of the higher-level warriors. Most of the rest of the tribe use spears and bows.

Description: The Feather Dancers are a reasonably old tribe with early ancestors that can be traced back to thirty generations or so. Though they move around every few generations to new hunting grounds, the tribe favors settling in the higher elevations of temperate lands. Though capable of making sturdy tents of hide, Feather Dancers prefer caves and caverns for shelter whenever such places can be obtained.

The skin tone of the average Feather Dancer is a reddish brown and members of the tribe have straight black hair. Their skin is quite smooth and almost hairless, and the men likewise do not grow facial hair. Their eyes are brown in color.

THE STONE WATCHERS

Population: 2,366 adults/4,000 non-combatants

Character Types: 200 Warrior: 1, 200 Warrior: 2, 50 Warrior: 3, 50 Warrior: 4, 500 Commoner: 1, 200 Commoner: 2, 100 Commoner: 3, 100 Commoner: 4, 100 Commoner: 5, 300 Expert: 1, 200 Expert: 2, 100 Expert: 3, 50 Expert: 4, 50 Expert: 5, 50 Adept: 1, 50 Adept: 2, 10 Adept: 3, 10 Adept: 4, 5 Adept: 5 (High Adepts), 20 Cleric: 1, 10 Cleric: 2, 5 Cleric: 3, 5 Cleric: 4, 1 Expert: 4/Warrior: 3 (Tribal Leader)

Government: The Stone Watchers have a developed structure of law where the tribal leader and the high priests of the clergy share power with the high adepts. The tribal leader oversees all the tribe and has a specific nature of reign over the warriors of the tribe while the clerics and adepts work out the issues of magic and studies on the ways of the ancients. The clerics of the tribe hold specific homage to Quartikos, High Maker of Golems. Though the adepts are naturally inferior to the ways and studies of wizards, they nonetheless do their best to try to study the texts and manuscripts of the ancients in an attempt to learn the ways of crafting golems.

Dominant Alignment: True Neutral

Religion: Though the Stone Watchers pay regular homage to a wide assortment of deities as well as the idols

left behind by the ancients, the bulk of their theology is centered on Quartikos. The tribe makes huge stone heads resembling the solemn, constantly staring face of Quartikos, and often these monoliths are placed near the shore cliffs of the Stone Watchers' island home. These faces are positioned towards the waters, and the Stone Watchers believe that these staring faces ward off rival tribes, hostile pirates, and assorted evil forces.

Major Trades/Skills: The Stone Watchers are reasonably self-sufficient though many spend a great deal of time and effort constructing huge stone monoliths as either a means to scare off invaders or to pay homage to Quartikos. Fishing is also very common, as is farming and horticulture. Most of the women make cloth or pottery. Common skills amongst the tribe include: Craft: Stonemasonry, Craft: Weaving, Craft: Pottery, Profession: Farmer, Profession: Fisherman.

Currency: The Stone Watchers recognize the coins of strangers but usually trade amongst themselves with raw or polished gems. Usually the typical tribe member has several of such gems around, and specific value depends on the exact size, quality, and type of gem. Examples range from pieces of rough quartz that are 8mm or less in size (1 cp) to heavy clusters of peridot, amethyst, and citrine (300 gp +). Various grades of rock crystal are also commonly traded amongst the tribe.

Dress and Adornment: Though hides are fairly common, many members of the Stone Watchers wear simple clothing made of dyed tapa, or bark cloth. Tattoos and piercing of one's ears or nose is reasonably common amongst the tribe members, and the men and women wear jewelry made of gemstones and shell. As fishing is a common source for food, the young men often wear a stylish and function fishhook around their necks on a leather cord.

Preferred Weapons: As the tribe is not very advanced in the art of developing weapons and armor, most weapons are limited to clubs and spears.

Description: Though quite formidable during times of war, the Stone Watchers are fairly peaceful. They can be very suspicious and cautious towards strangers, and a haughty or threatening approach to their lands usually ends at spear point.

WANDERING DOGS

Population: 850 adults/1500 non-combatants

Character Types: 100 Warrior: 1, 30 Warrior: 2, 20 Warrior: 3, 1 Warrior: 4 (Chieftain), 300 Commoner: 1, 100 Commoner: 2, 50 Commoner: 3, 20 Adept: 1, 10 Adept: 2, 5 Adept: 3 (Witch Doctors), 4 Adept: 4 (Elder Adepts), 50 Expert: 1, 50 Expert: 2, 20 Expert: 3, 10 Expert: 4, 30 Rogue: 1, 5 Rogue: 2, 10 Cleric: 1, 5 Cleric: 2

Government: The Wandering Dogs have a very loose form of government where some degree of respect is paid to the greatest of warriors and adepts but otherwise the tribe members act as they please. In addition to the influences of the warrior chieftain and the adepts, most of the

Wandering Dogs look up to the clerics of the lesser deity Chunda Nol.

Within the cultural system of the Wandering Dogs there is little desire or need for taboos or regulatory structure. The tribe as a whole works as a cooperative; anarchy and negative actions within the tribe are treated with just reactions. If one is caught stealing from another tribe member, then the victim is allowed to beat the thief to a pulp. If the tribe member can't accomplish this, then he is allowed to murder the rogue in their sleep for the wrongful theft. While some have been known to abuse such freedoms, the rest of the Wandering Dogs tend to quickly rise up and exile or kill of the offender.

Dominant Alignment: Chaotic Neutral

Religion: There is no single, defined religion that the tribal members are required to follow, but most pay their respects to Chunda Nol, The Lizard Thief. Chunda Nol has a handful of clerics within the tribe who help cultivate more worshippers through subtle influence.

Major Trades/Skills: Due to the diversity of the tribe's members, and the wide assortment of climates that the nomadic Wandering Dogs have settled in, the trades and skills of these members are greatly diverse. While all the simple methods of hunting, gathering, and fishing are common skills, the more cultivated trades such as pottery, jewelry making, weaving, and even alchemy are also present. Pick Pocket and Innuendo are very common skills amongst most of the tribe members.

Currency: All forms of known currency have passed amongst the hands of the Wandering Dogs, but



bartering is the most popular form of trade. In fact, trading as such is often a day long process, as one might have to start out with one type of item and work their way around the village, trading all the while in the process. This is often accepted as a common chore in order to gain something that is sufficient enough to use in bartering for the original object of one's desire.

Dress and Adornment: Much in the same way that the actual tribal members vary, the general style of dress and adornment varies as well. Tattoos, ritual scars, and piercing are common and the ornaments and jewelry also vary greatly. Though hides are naturally the most typical form of garb, there are several members of the Walking Dogs who prefer woven wool or bark cloth.

Preferred Weapons: The most preferred weapons of the Wandering Dogs are those that can be easily come across. Clubs of wood and bone are obvious choices.

Description: The Wandering Dogs never named their tribe, rather it was given to them as an insult by other tribes. Wandering Dogs are outcasts, exiles, the descendents of lost explorers or shipwrecked pirates, and those who have difficulty fitting in with their native tribal customs. As such, the body features and accents of these people vary to a great amount, and it is difficult to point out a lone scout for the Wandering Dogs simply by tribal standards.

The Wandering Dogs are greatly nomadic and have lived in a variety of climates and regions. Though often staying in an area for at least a few years, they are ready to move on once the resources start to dwindle. Usually during such stays they tend to pick up new members while a few former members may decide to stay and settle down with another local tribe or fend for their own in the wild.



CHAPTER 5:

ITEMS

Captain Bloodpatch greedily eyed the approach of the native traders. While other pirates had tried unsuccessfully to tap into the vast resources of the lost lands in the past through capture and force, Bloodpatch had found a much easier approach. By introducing the natives to something as simple as the barrels of distilled whiskey that his men were unloading from the ship, Bloodpatch was able to enslave the tribes in a manner that no other captain had managed to think of.

The chief of the tribe approached Bloodpatch with open greetings. Due to minor earthquake tremors, the recent mining attempts had been quite successful. In exchange for Bloodpatch's firewater the chief had managed to recover over 50,000gp worth of raw amethyst from the caverns. In addition the village was able to capture three female slaves from a recent raid upon a rival tribe. These women bound in crude rope were lovely prizes to gaze upon, all having smooth, rounded curves and good teeth. Captain Bloodpatch smiled lustfully, his heart filled with a lust for greed and pleasure. Business in the lost lands was a fine prospect indeed.

STANDARD EQUIPMENT, WEAPONS, AND ARMOR IN THE LOST LANDS

Clothing		
Item	Cost:	Weight:
Hide Cloak	3gp	10lbs
Loin Cloth	1cp	¼lb
Loin Hide	5cp	½lb
Loin Hide, Warriors	2sp	1lb
Tribal Outfit, Hot Climate	8cp	2lbs
Tribal Outfit, Warm Climate	1sp	2lbs
Tribal Outfit, Temperate Climate	3sp	4lbs
Tribal Outfit, Cool Climate	5sp	4lbs
Tribal Outfit, Cold Climate	1gp	5lbs
Tribal Outfit, Wise man/Elder	3gp	4lbs
Tribal Outfit, Chief/Noble	30gp	5lbs
Wing Cloak, Common	8gp	8lbs
Wing Cloak, Ornate	25gp	12lbs
Decoration		
Ceremonial Mask, Wooden	3gp	4lbs
Ceremonial Mask, Bone	4gp	4lbs
Ceremonial Mask, Bronze/Copper	15gp	8lbs
Fish Hook Necklace	4sp	*
Tooth Necklace, Simple	3cp	*
Tooth Necklace, Fancy	5sp	½lb

General Items	Cost:	Weight:
Beauty Paint	1sp	*
Ceremonial Bowl, Wood/Shell	1sp	¼lb
Ceremonial Bowl, Stone	5sp	1lb
Ceremonial Pipe, Wooden, Simple	3sp	1lb
Ceremonial Pipe, Wooden, Fancy	8sp	1lb
Ceremonial Pipe, Stone	2gp	1lb
Dream Catcher, 2"	4cp	*
Dream Catcher, 4"	1sp	*
Dream Catcher, 6"	2sp	¼lb
Dream Catcher, 10"	5sp	½lb
Dream Catcher, 16"	2gp	2lbs
Health/Grooming Kit	1gp	1lb
Hide Blanket	2gp	15lbs
Hide Cord, 50'	1sp	½lb
Hide Satchel	1gp	2lbs
Hide Tent	10gp	70lbs
Kava Root	15gp	1lb
Medicinal Pipe, Clay	1cp	*
Medicinal Pipe, Stone	1sp	*
Medicinal Pipe, Jade	3gp	*
Sand Dollar, dried	1sp	*
Shrunken Head	3gp	*
Tapa/Bark Cloth, sq. yard	5sp	1lb
Tiki/Totem Necklace, Common	8cp	*
Tiki/Totem Necklace, Fancy	1gp	*
Tiki/Totem Statuette, Diminutive	1sp	¼lb**
Tiki/Totem Statuette, Tiny	3sp	2lbs**
Tiki/Totem Statuette, Small	2gp	10lbs**
Tiki/Totem Statuette, Medium	10gp	500lbs**
Tiki/Totem Statuette, Large	100gp	1,500lbs**
Tiki/Totem Statuette, Huge	800gp	7,500lbs**
Riding Blanket	1gp	8lbs
Tribal Blanket	5sp	5lbs
War Paint	2cp	*
* Weight negligible · ** Weight given for wood construction. Multiply by 10 for stone construction.		
Food/Plants		
Ceremonial Herbs, Dried	1sp	1lb
Fish Paste/Prahok	3cp	¼lb
Maravilla Root	1gp	1lb
Peyote Cactus	1gp	½lb
Wound Rub	2sp	½lb

In addition to the new items presented in this book, it is possible to find many of the standard selections of equipment, weapons, and armor in the lost lands. While some items may be more rare or impossible to acquire, others may be as commonly found as they are in the more civilized world.

STANDARD EQUIPMENT AND ITEMS IN THE LOST LANDS

The natives of the lost lands will employ many of the same items that an adventurer needs to survive in the more civilized world as well. While their composition might be a bit different, the overall value of such items should be roughly the same. This is due to the fact that some of these products are probably cruder in design and made with different materials. The standards of craftsmanship will not be quite as demanding in a primitive society and due to an ample supply of natural resources the raw materials should be more readily available.

Some items should not be easy to come by, however. These would include things such as water clocks, viewing lenses, and special or superior items. With the exception of items such as these found washed up along the beach from shipwrecks or half buried under dust and cobwebs in the ruins of the ancients, more sophisticated items should be nearly impossible for the natives to acquire. Items such as lenses and so forth require fine craftsmanship, and such they should be quite difficult for the natives to invent or create with their limited access to advanced tools or sophisticated education.

Beauty Paints: These body paints are made from a wide variety of ingredients and are used as a form of beauty makeup by the tribal women.

Ceremonial Bowl: These bowls are made of wood, shell, or stone and are used in a variety of ceremonies.

Ceremonial Herbs: Certain ceremonial herbs are blended and smoked by tribesmen for their calming, uplifting, or psychotropic effects. The exact blends or variety of herbs varies from tribe to tribe.

Ceremonial Mask: These masks are usually either face fitting or a bit larger, and are used primarily for ceremonial purposes.

Ceremonial Pipes: Sometimes called peace pipes, many of these pipes have a longish design but many different versions exist. Typically, sacred ceremonial herbs are smoked from these pipes and the pipe is usually passed from member to member in the tribe.

Dream Catcher: These circle ornaments feature a web work of design in their center and are usually complemented with feathers and beads. While possessing no real known magical or spiritual properties, these are still considered to be good luck charms.

Fish Hook Necklace: This is a fishing hook of wood or bone hanging on a leather cord. The design is both stylish and functional, and when not used to fish with, it is worn as a symbol of personal prosperity.

Fish Paste: Also sometimes known as Prahok, this substance is made from the flesh of fish and is often fermented. Though some might find this food to be repulsive, many tribes consider it a delicacy and savor fish paste as some would favor cheese.

Health/Grooming Kit: This kit features a variety of simple tools and components that have been constructed out of natural materials including bone, rock, wood, and plant dyes. Usually included in such a kit are bone hair picks and combs, sharpened rocks for shaving, piercing picks, tattooing tools and dyes, ritual scarring blades, dental filling and removal tools, and other such items. While most often kept by the women of the village, the men also value and rely on the uses of such items.

Hide Blanket: This blanket is made from the hides of various creatures and may sometimes be adorned with fringed edges or pelt trimmings. Sometimes these may be dyed as well.

Hide Cloak: These thick, heavy cloaks are made from a variety of creatures and are used for warmth.

Hide Cord, 50': This cord can either be thin or heavy, and is cut from a large section of hide.

Hide Satchel: A decent sized waist bag made of hide with a shoulder strap. Hide satchels are often used in the same manner as a backpack.

Hide Tent: Hide tents include a variety of shelters made from a construction of sewn hides secured to sturdy wooden posts. Often these can be taken apart and moved to other locations if needed.

Kava Root: The root of the kava plant is traditionally ground up and mixed in a bowl of water. The mixed concoction is then drunk by the various members of the tribe, who value the kava root for its soothing, narcotic-like effects. The grinding methods of kava vary, and though the use of stones is somewhat popular, the more traditional method usually involves virgins chewing on the root and spitting its essence into the ceremonial kava bowl.

Loin Cloths and Loin Hides: These are simple garments merely used to cover one's groin and buttocks area. Loin Cloths are made of simple cloth, sometimes dyed, while the loin hides are constructed of the pelts of various animals. Warriors often wear a special loin hide that typically includes a belt-like waist strap that allows the wearer more support and also a place to hold scabbards and so forth.

Maravilla Root: The root of the *Mirabilis multiflora* (Maravilla) is often called the "vision root" by tribal medicine men and is used for ceremonial visions. Though possibly gaining a spiritual insight or "vision from the gods", anyone chewing upon this root must succeed a Fortitude save (DC 12) or succumb to a deep, mind-altering trance for 1d4 hours. Treat this character as being unconscious for the duration of the trance. A single pound's worth of this root is good for around twenty portions.

Medicinal Pipe: These small pipes are used for smoking medicinal herbs.

Peyote Cactus: The sacred peyote cactus, or *Lophophora williamsii*, is used by the tribal medicine men to receive

“visions from the gods”. Such mind-altering hallucinations are obtained by chewing on sliced pieces of the peyote “buttons”. Though possibly gaining a spiritual insight, anyone chewing upon the mescal buttons must succeed a Fortitude save (DC 12) or succumbs to a deep, mind-altering trance for 1d4+1 hours. Treat this character as being unconscious for the duration of the trance. A single cactus is good for around ten portions.

Riding Blanket: These blankets are usually woven or made of an assortment of materials and are used in place of a saddle.

Sand Dollar: These dried specimens of marine life are often gathered and used for currency. A typical sand dollar usually represents a silver piece.

Shrunken Head: This is the prepared, boiled, and mummified head of a human or humanoid (usually always Medium sized) that has been preserved for the purposes of keeping as a charm or trophy.

Tapa Cloth: Tapa, or bark cloth, is made from bark and often dyed. While the poorer villages usually have plain looking tapa, some of the more prosperous of tribes may wear tapa clothing with various designs and patterns.

Tiki/Totem Necklace: These necklaces are usually made of wood, stone, bone, shell, ivory, jade, or onyx and are sculpted into the various images of creatures or idols. Though not possessing any known arcane or divine powers, these necklaces are still often considered to be lucky or sacred charms.

Tiki/Totem Statuette: These are usually made of wood or stone and are sculpted into the various images of creatures or beings. While held as sacred, these are not considered to be in the same craftsmanship and purpose of idols.

Tooth Necklaces: These can be as simple as a single tooth of a shark or animal mounted with a bit of copper or silver and hung on a leather cord, or much more ornate with several teeth separated by beads of stone, ivory, bone, or shell.

Tribal Blanket: This blanket may be either made of wool, cloth, or thin hide and is usually adorned with patterned designs. Some tribesmen hold their blankets as a personal, sacred object.

Tribal Outfit, Chief/Noble: These outfits are very ornate, well constructed, and decorated in a variety of ways. They are used to represent the rulers and the distinguished within the tribe.

Tribal Outfit, Cold Climate: These outfits bear a lot of resemblance to the outfits of cool and temperate climates but are thicker, make use of much warmer materials, and are often layered.

Tribal Outfit, Cool Climate: Similar to a temperate outfit but usually more layered as to allow a sense of protection and warmth from the cooler environment.

Tribal Outfit, Hot Climate: This outfit is often very little more than a loincloth. Often amongst more primitive tribes, such an outfit is a simple, concealing hide or cloth that drapes over one shoulder.

Tribal Outfit, Temperate Climate: This outfit is a bit cozier in construction than an outfit for warm climates but has many similarities. It may be made of pelt, wool, or cloth. Some of the better grades may be of soft suede and features elements such as woven patterns, fringe, beads, hoods, tie-ups, crude buttons or pockets. Light shoes or boots of deerskin or other similar hides are commonly included.

Tribal Outfit, Warm Climate: Such an outfit is a bit more than one worn in hotter climes. It may be made of pelt, wool, or cloth. Some of the better grades may be of soft suede and features elements such as woven patterns, fringe, beads, tie-ups, crude buttons or pockets.

Tribal Outfit, Wise man/Elder: These outfits are similar to those worn by others in the tribe but are often more comfortable and decorative in design. Usually decorations, patterns, and particular artistic designs are used to distinguish the individual.

War Paint: These paints are made from a wide variety of mud, plant materials, and other components. Typically they are used for decoration for warfare.

Wing Cloak: These stylish, prestigious cloaks are made from the wings of Medium to Large sized creatures, including pterosaurs. More ornate versions feature beadwork, pelt trimmings, and other ornaments.

Wound Rub: This substance is made from a variety of plant substances including aloe, limes, witch hazel, wild thyme, and mint leaves. Wound rubs are used to relieve itching and bites, control infection, and help in healing.

STANDARD WEAPONS

The frequency of the standard weapons in the lost lands may vary greatly from type to type. Simple weapons such as clubs, spears, and quarterstaves should be quite common, while other piercing or bludgeoning weapons possible with a few minor changes in design or materials. Slashing weapons with fine crafted steel blades, however, will be the most difficult to come by.

There have been many swords and daggers found in the ancient ruins, but most of the metal bladed weapons found in the lost lands are crafted by the dwarves in the mountains. While it is a good rule of thumb to keep the values the same on these, it is also possible that due to their worth and rarity metal swords, axes, and daggers might be worth twice their normal value in the lost lands. Normal steel weapons should be considered as if masterwork weapons when used against *Lost Prehistorica* armor, due to increased durability.

STANDARD ARMOR

Cloth, hide, and leather based armor is quite common in the lost lands, as are wooden shields. Metal armor, such as plate mail, scale mail, and chain mail, is nearly impossible to obtain except when crafted by the mountain dwarves. Some examples of such armor may also be found in the ruins of the ancients, though the condition of such pieces might be less than desirable.

SIMPLE WEAPONS – MELEE

Weapon	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Dagger, Bone	1gp	1d3	1d4	×2	10 ft	1 lb	Piercing
Dagger, Stone	2gp	1d3	1d4	19-20/×2	10 ft	1 lb	Piercing
Knife, Bone	1gp	1d3	1d4	×2	—	¾ lb	Slashing
<i>One-handed Melee Weapons</i>							
Club, Bone	—	1d4	1d6	×2	10 ft	3 lbs	Bludgeoning
Club, Leaded	8sp	1d4	1d6	19-20/×2	10 ft	4 lbs	Bludgeoning
Club, Spiked	2gp	1d6	1d8	×2	10 ft	4 lbs	Bludgeoning and Piercing
Mace, Rock	4gp	1d6	1d8	×2	—	8 lbs	Bludgeoning
<i>Two-handed Melee Weapons</i>							
Quarterstaff, (spiked)	1gp	1d6/1d6	1d8/1d8	×2	—	5 lbs	Bludgeoning

EXOTIC WEAPONS – MELEE

Weapon	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Raptor Dagger	5gp	1d4	1d6	18-20/×2	—	2 lbs	Slashing
<i>One-handed Melee Weapons</i>							
Claw Staff	10gp	1d6	1d8	19-20/×2	10 ft	8 lbs	Slashing
Dire Claw	30gp	1d6	1d8	19-20/×2	—	7 lbs	Slashing
Jaw Sword	25gp	1d6	1d8	×2	—	10 lbs	Slashing
Spine Whip	8 gp	1d4	1d6	×2	10 ft	6 lbs	Bludgeoning
<i>Two-handed Melee Weapons</i>							
Terror Clawer	28 gp	1d6/1d6	1d8/1d8	18-20/×2	10 ft	12 lbs	Slashing

If normal metal armor is used within a *Lost Prehistorica* setting, all *Lost Prehistorica* weapons will receive a –2 penalty to hit, as per the stone weapons rules in the DMG. This is to simulate the awkward maneuvers the combatants will need to make, to have their weapons withstand the impact against the more durable material.

WEAPON DESCRIPTIONS

Claw Staff: This hideous pole arm weapon features the clawa of a slain dinosaur that has been sharpened to razor-like points and fastened with workings of a crude brass alloy. Firmly attached to a sturdy pole, the claw staff somewhat resembles a trident but is used for sweeping, scraping motions in combat.

Club, Bone: Bone clubs are similar in most respects to normal wooden clubs.

Club, Leaded: These clubs have been hollowed at the end and the empty chamber filled with lead. While not providing any additional damage normally, the lead chamber offers a “sweet spot” that allows greater chance at making a critical hit than with normal clubs.

Club, Spiked: These clubs have metal or rock spike-like extrusions firmly planted within the head of the weapon.

Dire Claw: This talon-like weapon is made from the remains of a large dinosaur’s claw and is secured with

workings of a crude brass alloy and leather. The dire claw is attached to the hand and wrist of the attacker in much the same manner as with using a shield. Like most talon weapons, the dire claw is used to slash away at the opponents in a scratching motion.

Jaw Sword: Usually made from the jaw line of a dinosaur or a primitive aquatic beast, this jagged sword-like weapon still has the teeth of the animal firmly attached. The hilt is either carved from the bony structure of the creature’s jaw or constructed from wood and crude brass.

Mace, Rock: Rock maces are similar to normal maces but have heads made of stone rather than metal.

Quarterstaff, Spiked: These quarterstaves have metal or rock spike-like extrusions firmly planted within the ending heads of the weapon.

Raptor Dagger: This weapon is made from the hook-like claw of a young deinonychus and secured in a hilt of wood and crude brass. The raptor dagger is a popular side weapon amongst dinosaur hunters.

Spine Whip: This long, whip-like weapon is composed of the braided remains of a dinosaur’s spinal column. These sections are sharpened up and braided together with sturdy lengths of cured leather. The spine whip is the favored weapon of many primitive necromancers and sorcerers.

Terror Clawer: The terror clawer is essentially a double-

ARMOR

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft)	Speed (20 ft)	Weight
<i>Light Armor</i>								
Tarbark	3gp	+1	+8	0	5%	30 ft	20 ft	12 lbs
Dino Leather	20gp	+3	+6	0	12%	30 ft	20 ft	17 lbs
Studded Dino Leather	40gp	+4	+5	-1	18%	30 ft	20 ft	20 lbs
<i>Medium Armor</i>								
Dino Hide	50gp	+5	+4	-2	20%	20 ft	15 ft	22 lbs
Carapace Plate	120gp	+5	+3	-3	20%	20 ft	15 ft	23 lbs

headed claw staff. As such, the terror clawer is considered to be a double weapon, meaning that you can fight with it as if you were fighting with two weapons. If you choose to use the terror clawer for such, however, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

ARMOR DESCRIPTIONS

Carapace Plate: This plate protection is made from the carapaces of Medium or larger monstrous insects and covers the front, back, and shoulder regions. Carapace plate is used like a primitive breastplate.

Dino Hide: This extra durable hide armor is made from dinosaur hides and is more protective, yet lighter than normal hide armor.

Dino Leather: This leather armor is much more flexible, lighter, and yet more protective than normal leather armor. It is made from dinosaur hide.

Dino Leather, Studded: Similar to normal dino leather armor but studded and featuring softer leather at the joints.

Tarbark: This armor is made from dried strips of bark that are bound and sealed to a suede backing with natural tar and plant latex.

STONEMWORK AND ART

ALTARS: COMMON AND ELABORATE

Altar, Common (Medium)

Size Scale: Medium

Construction: Metal Sculpture

Estimated Weight: 600 lbs

Cost: 50gp

Cultural Origin: Various

Altar, Common (Large)

Size Scale: Large

Construction: Metal Sculpture

Estimated Weight: 2,000 lbs

Cost: 200gp

Cultural Origin: Various

Altar, Common (Huge)

Size Scale: Huge

Construction: Metal Sculpture

Estimated Weight: 5,000 lbs

Cost: 500gp

Cultural Origin: Various

Altar, Elaborate (Medium)

Size Scale: Medium

Construction: Metal Sculpture

Estimated Weight: 700 lbs

Cost: 2,500gp

Cultural Origin: Various

Altar, Elaborate (Large)

Size Scale: Large

Construction: Metal Sculpture

Estimated Weight: 4,000 lbs

Cost: 8,000gp

Cultural Origin: Various

Altar, Elaborate (Huge)

Size Scale: Huge

Construction: Metal Sculpture

Estimated Weight: 9,000 lbs

Cost: 12,500gp

Cultural Origin: Various

These altars, built to allow the offerings of sacrifice and prayer before idols, are made of engraved stone, brass, bronze, silver, or copper and have simple workings of gold, silver, and ornamental or semi-precious stone. Though quite valuable, the altars are very difficult to move and may have been built to be part of the foundation.

Chacmool

Size Scale: Medium

Construction: Stone Sculpture

Estimated Weight: 4,000 lbs

Cost: 1,500gp

Cultural Origin: Toltecs (Americana)

The chacmool is a reclining human or humanoid figure with a flat surface in the center where the sacrificed hearts of victims are placed. As such, the chacmool is used for ceremonial purposes, particularly by evil tribes.

IDOLS: STONE, METAL, AND WOODEN

Idol, Stone (Medium)

Size Scale: Medium

Construction: Stone Sculpture

Estimated Weight: 600 lbs

Cost: 350gp

Cultural Origin: Various

Idol, Stone (Large)

Size Scale: Large

Construction: Stone Sculpture

Estimated Weight: 2,000 lbs

Cost: 1250gp

Cultural Origin: Various

Idol, Stone (Huge)

Size Scale: Huge

Construction: Stone Sculpture

Estimated Weight: 10,000 lbs

Cost: 3500gp

Cultural Origin: Various

Stone idols serve as religious centerpieces for various tribal cultures. The statues are typically worked out of fine stone and may feature eyes or adornments of precious metals or ornamental gems. Stone idols are the most common form of idols.

Idol, Metal (Medium)

Size Scale: Medium

Construction: Metal Sculpture

Estimated Weight: 900 lbs

Cost: 900gp

Cultural Origin: Various

Idol, Metal (Large)

Size Scale: Large

Construction: Metal Sculpture

Estimated Weight: 3,500 lbs

Cost: 7,000gp

Cultural Origin: Various

Idol, Metal (Huge)

Size Scale: Huge

Construction: Metal Sculpture

Estimated Weight: 12,000 lbs

Cost: 25,000gp

Cultural Origin: Various

Metal idols serve as religious centerpieces for various tribal cultures. The figures are typically worked out of brass, bronze, or copper, and may feature eyes or adornments of precious metals or ornamental gems. Due to the expense of materials, these idols are reasonably rare.

Idol, Wooden (Medium)

Size Scale: Medium

Construction: Wooden Sculpture

Estimated Weight: 350 lbs

Cost: 50gp

Cultural Origin: Various

Idol, Wooden (Large)

Size Scale: Large

Construction: Wooden Sculpture

Estimated Weight: 1,000 lbs

Cost: 250gp

Cultural Origin: Various

Idol, Wooden (Huge)

Size Scale: Huge

Construction: Wooden Sculpture

Estimated Weight: 5,000 lbs

Cost: 750gp

Cultural Origin: Various

Wooden idols serve as religious centerpieces for various tribal cultures. These statues figures are typically worked out of the finest of hardwoods and may feature eyes or adornments of precious metals or ornamental gems. Though the materials for such idols are easy to work with and come by, the life expectancy of wooden idols is much less than those made of stone or metal, especially in humid, tropical climates.

STANDING STONES: MENHIRS AND RELIEFS

Menhir (Medium)

Size Scale: Medium

Construction: Stone Sculpture

Estimated Weight: 750 lbs

Cost: 400gp

Cultural Origin: Corsica (Mediterranean)

These simplistic standing slabs have engraved faces and a few adornments, including daggers, swords, and other weapons. Menhirs serve as tombstones over important individuals' gravesites and it is believed that these stone structures hold the soul of the deceased individual.

Standing Relief Slab (Medium)

Size Scale: Medium

Construction: Stone Sculpture

Estimated Weight: 6,000 lbs

Cost: 1,200gp

Cultural Origin: Various

Standing Relief Slab (Large)

Size Scale: Large

Construction: Stone Sculpture

Estimated Weight: 12,000 lbs

Cost: 2,000gp

Cultural Origin: Various

Standing Relief Slab (Huge)

Size Scale: Huge

Construction: Stone Sculpture

Estimated Weight: 32,000 lbs

Cost: 6,000gp

Cultural Origin: Various

Standing relief slabs often feature engraved patterns, decorations, and images of humans, humanoids, animals, monsters, items, and deities. Though most are of a religious or traditional nature, some standing relief slabs may have more functional uses, such as serving as a calendar, magical instruction, or astrological chart. Such slabs may be similar to the more smooth megaliths, while others may have less uniform shape and may resemble a more polished, “cleaned up” form of the rock’s original shape.

TRADING GEMS

While many forms of currency exist, the trading of minute, rough bits of ornamental and semi-precious gemstones are quite popular amongst savage and civilized cultures alike. The chart below lists several gemstones and their value based on the size and condition of the particular stone.

Gem Type	Raw Chunk Value	Chip/Shard Value
Agate, banded	4sp*	2cp*
Agate, eye	6sp*	3cp*
Agate, moss	2sp*	1cp*
Amethyst	20gp*	1gp*
Aventurine	1sp*	1cp*
Azurite	4sp*	2cp*
Bloodstone	1gp*	1sp*
Carnelian	2gp*	1sp*
Chalcedony	4gp*	2sp*
Chrysoprase	3gp*	2sp*
Chrysocolla	2sp*	1cp*
Citrine	5gp*	3sp*
Diopside	1gp*	1sp*
Dioptase	4sp*	2cp*
Epidote	2gp*	1sp*
Fluorite	3sp*	2cp*
Garnet	40gp*	2gp*
Hematite	3sp*	2cp*
Iolite	5gp*	3sp*
Jade	20gp*	1gp*
Jasper	8gp*	4sp*
Labradorite	4sp*	2cp*
Lapis Lazuli	3sp*	2cp*
Lazulite	4sp*	2cp*
Malachite	4sp*	2cp*
Moonstone	12gp*	2sp*
Oligoclase	2sp*	1cp*
Onyx	3gp*	2sp*

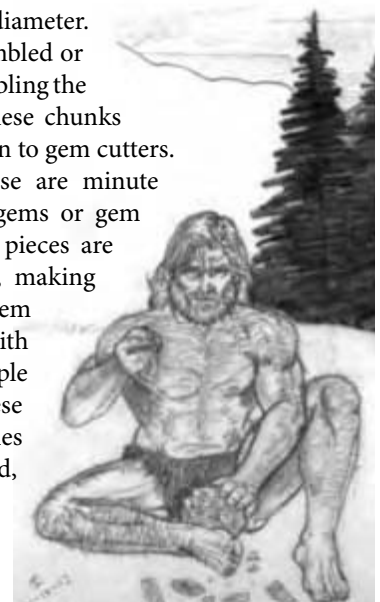
Obsidian	1sp*	1cp*
Peridot	10gp*	5sp*
Pyrite	1sp	1cp
Quartz, Blue	2sp*	1cp*
Quartz, Rose	4gp*	2sp*
Quartz, Smokey	1gp*	1sp*
Rhodochrosite	5sp*	3cp*
Rock Crystal (minute)	8gp	4sp**
Sard	5gp*	3sp*
Sardonyx	4gp*	2sp*
Scapolite	5sp*	3cp*
Scheelite	3sp*	2cp*
Serpentine	8sp*	4cp*
Smithsonite	4sp*	2cp*
Sodalite	2sp*	1cp*
Spodumene	1gp*	1sp*
Tiger’s Eye	8sp*	4cp*
Titanite	8sp*	4cp*
Tourmaline	20gp*	1gp*
Tugtupite	10gp*	5sp*
Turquoise	8sp*	4cp*
Vesuvianite	1gp*	8sp*
Zircon, clear	10gp*	5sp*
Zircon, golden brown	8gp*	4sp*
Zircon, green	5gp*	3sp*

*Double value if polished/tumbled.

**Minute, broken form

Raw Chunks: These are raw, uncut chunks or clusters of gems. Usually such chunks are between 35mm to 50mm in size/diameter. Though sometimes tumbled or polished (and thus doubling the value of the stone), these chunks are often traded later on to gem cutters.

Chips/Shards: These are minute pieces of raw, uncut gems or gem clusters. Usually such pieces are 25mm in size or less, making them useless for gem cutters and jewelers with the exception of simple forms of jewelry. These shards are sometimes polished or tumbled, thus doubling their overall value.



CHAPTER 6:

CHARACTERS

The two figures stood cautiously at the edges of the forest opening, both eyeing each in suspicion. Staring at Captain Bloodpatch and his blade of fine tempered steel, Nya couldn't help but to tremble somewhat in curiosity and fear. Though human, this stranger was obviously out of place in the lost lands. As the female druid raised her crude spear Captain Bloodpatch couldn't help but to smile. This creature had a rare beauty that seemed heightened in her state of defensive fear. She would be a lovely treasure indeed; something that he would have to deny his men of as such a thing of beauty is worthy only of pleasing the captain of the ship.

Suddenly, just as the captain began to charge forward in an effort to claim his prize Nya heard an all too familiar howling coming from the dense nest of branches and leaves above the captain. Mandrillion! It seemed that the silent confrontation between Nya and the captain had been watched. Dropping her spear long enough to cast a spell, Nya felt that she would be able to escape the clutches of these savage primanids. The good captain would probably end up being nothing more than a temporary satisfaction in the mandrillion's hunt for human blood however...

FEATS

Foe type Feats follow a tree with the same type of favorite foe. The types that may be chosen are: Beast, Primanid, Reptilian Humanoid

CANNIBAL'S CUNNING

[General]

When entering combat against members of your own race, you gain a bonus to Initiative rolls.

Prerequisites: Dex 12+

Benefits: You gain a +2 to initiative when engaging in combat against members of your own race. While cannibal's cunning is not necessarily limited to those with cannibalistic tendencies, warriors of cannibal tribes often favor this feat.

CAVE SPOTTING

[General]

You have a special knack for finding natural forms of shelter in the wild.

Prerequisites: Wis 12+, 4+ ranks in Survival

Benefits: You gain a +2 to Survival and Spot checks when searching for forms of shelter, especially caves. Though caverns, caves, natural mines, and other rocky, underground shelters are obvious choices, one might also spot an overgrown mound of collapsed trees and use it if needed.

FOE STAGGER

[General]

You are especially skilled at wearing down foe type monsters with subdual damage.

Prerequisites: Base Attack +3, Foe Strike

Benefits: You gain a +2 to subdual damage rolls against foe type monsters.

FOE STRIKE

[General]

You are especially skilled at attacking foe type monsters.

Prerequisites: Base Attack +2

Benefits: You gain a +2 to attack rolls against foe type monsters.

FOE WOUND

[General]

You are especially good at wounding foe type monsters.

Prerequisites: Base Attack +3, Foe Strike

Benefits: You gain a +2 to normal damage rolls against foe type monsters.

HEAD HUNTING

[General]

You have a special knack for stalking members of your own race.

Prerequisites: Base Attack Bonus +1, Wis 12+

Benefits: You gain a +2 to Search, Spot, and Move Silently rolls when pursuing a member of your own race. This ability is not necessarily connected with cannibal tribes, but could very well be a popular feat present amongst warriors of such tribes.

LAVA CHILD

[General]

You have a particular knack when it comes to volcanoes. You seem to know a bit more about them than most folks, you can often sense when ones about to erupt, even from miles away, and you are quicker at dodging the streams of lava that flow from one. Likewise, you are apt at finding the right bits of rock and other treasure from the cooled mess of a recent eruption.

Prerequisites: Wis 12+, Int 12+, +4 ranks in Survival

Benefits: You gain a +2 bonus to any skill check when the subject of the skill check is regarding volcanoes, volcanic activity, lava, or the materials from a volcanic eruption.

PRIMANID ADVOCATE

[General]

You have a special knack when dealing with primanids.

Prerequisites: non-primanid race, Chr 12+

Benefits: Though you are not of a primanid race, you gain a +2 bonus towards any Charisma-based skill check when dealing with a member (or members) of a primanid race.

REPTILIAN ADVOCATE

[General]

You have a special knack when dealing with reptilian humanoids.

Prerequisites: non-reptilian race, Chr 12+

Benefits: Though you are not of a reptilian humanoid race, you gain a +2 bonus towards any Charisma based skill check when dealing with a member (or members) of a reptilian humanoid race.

SKULL HUNTER

[General]

You have a special knack for slaying members of your own race.

Prerequisites: Base Attack Bonus +3, Wis 12+, Dex 12+, Head Hunting

Benefits: You gain a +2 to Attack and normal damage rolls when attacking a member of your own race. This ability is not necessarily connected with cannibal tribes, but could very well be a popular feat present amongst the mightiest of warriors of such tribes.

NPC CLASSES

ADEPT

Explorer: Due to their own somewhat primitive approach to magic, adepts are a rarity amongst explorers. Those who are found in exploring parties are usually serving as scholars of primitive magic. As such, the adept may be quite useful in handling diplomacy and relations between the explorers and the tribal mystics.

Advantages: Adepts have a natural insight and understanding of the ways of primitive tribal magic and beliefs.

Disadvantages: Adepts lack the full arsenal of a good wizard, druid, or cleric.

Native: Native adepts often enjoy a prestigious rank within their tribe. Unless their particular tribe or civilization has a sorcerer or have developed the more advanced magics and practices of a wizard or cleric, the adept is the forerunning expert of the supernatural. Most primitive cultures, however, have little to no ability or knowledge in regards to the more powerful paths to mystic art. As such, adepts make up the bulk of primitive mystics. Though these individuals may be found occasionally out gathering needed supplies mostly they are typically encountered within the perimeter of the tribal villages.

The tribes generally regard primitive adepts as being wise women, medicine men, witch doctors, and shaman.

Advantages: A native adept typically enjoys a position of political power and respect within their tribe.

Disadvantages: Tribal adepts lack the power of wizards, sorcerers, druids, and clerics. In fact, most have never witnessed such concentrations of power and would possibly consider anyone possessing such might to be “one of the gods”.

ARISTOCRAT

Explorer: Though tasting the adventure of the lost lands may seem like a novel getaway, the discovery of life or death situations tend to take their toll quickly on a pampered member of the aristocracy or royal lineage. While fancy swordplay is always welcome within the courtyard, such gentlemanly skills hardly do much good against the jaws of an overgrown lizard.

Still, despite the obvious hazards of the lost lands, it is not entirely rare to see an aristocrat or two tagging along with a party of explorers. To these individuals there is often the thrill of seeing lost ruins or participating in “expedition hunts”, where big game is taken down for the sheer glory of bragging rights and new additions to the trophy room. Likewise, an aristocrat who has heard tales of gems and other natural resources may lead a party of explorers and laborers to the lands in an effort to secure a king’s treasury of wealth or establish a possible trade route.

Advantages: Aristocratic explorers seem to have a natural instinct for exploiting the potential value and resources of the lost lands.

Disadvantages: Careless aristocrats tend to become well-dressed meals for cannibals and savage beasts.

Native: The status of an aristocrat is somewhat uncommon in many primitive tribes. Though these tribes do recognize chiefs, kings, and their princes, these individuals tend to be skilled warriors, adepts, or so forth. As such, the chief tends to lead just as much an adventurous (if not dangerous) life as the rest of the tribe, and usually has to earn the respect of their people rather than gain or manipulate it through political speech.

Native aristocrats, when such a class exists, consist of the wealthy and influential rulers or advisors within the civilization’s structure. They tend to enjoy a greater degree of both influence and luxury than the rest of their tribe or nation. However, they also harbor a greater danger in the fact that they are prime targets for the attacks of hostile tribes. It is common that once a leader is slain the rest of the tribe scatters or surrenders in defeat. As such, the leaders are usually the first targets to eliminate in any tribe related battle or village raid.

Advantages: Native aristocrats usually “have it made” in comparison to the rest of the tribe.

Disadvantages: These aristocrats are choice targets for rival tribes.

COMMONER

Explorer: Commoners appear in exploration parties for a few different reasons. Most of these individuals are simply hirelings who have decided that risking the dangers of the

lost lands at least offers a better life than the day-to-day misery back home. Others may be sailors or even pirates whose daring captains have made land (or even shipwrecked) upon the beaches of the strange environment that is so harsh and unforgiving. Still a third group may be colonists or even transplanted debtors and prisoners who have been sent across the waters to form villages or labor camps in order to exploit the natural resources and establish a new trade route.

Though there is the potential to gain treasure from the lost lands, most commoners hate being in the area and long for the journey back home. The environment is a deadly place for an individual with very little combative skill.

Advantages: If a commoner can survive the ordeals of the lost lands and make it back home there is a good chance that the individual will be a great deal richer and gain an instant, approving audience who will want to hear plenty of stories.

Disadvantages: Several living creatures in the lost lands find such explorers to be quite nourishing and easy to kill.

Native: Native commoners consist of a wide variety of individuals that include slaves, gatherers, laborers, and tribe members that otherwise lack in the advanced trades of an expert or the combativeness of a warrior. These people toil about in order to do their best at ensuring the survival of their tribe and their children.

Advantages: Native commoners are usually excluded from the hunting parties, thus avoiding the dangers on such missions.

Disadvantages: There are usually plenty of hazards near the village to wipe out the simple commoner. Likewise, being a simple commoner is usually the lowest notch on the pecking order.

EXPERT

Explorer: Due to their concentration on skills and professions, these individuals are reasonably common in exploration parties. Experts tan items, catalog exotic creatures and plants, and assist with various needed skills. The lost lands can be a dream come true or a nightmare for an expert. On one hand, the expert is capable of making discoveries that are unavailable to other members in their field. On the other hand, the expedition is extremely dangerous and may lead into harsh, unforgiving climates.

Advantages: Experts are useful for knowledge and advice. Likewise their skills and crafts may mean a difference between life and death.

Disadvantages: Lacking the normal hardiness of an adventurer, the expedition can be particularly rough on the average expert class character.

Native: Native experts are tribal artisans and scholars of their surroundings. These individuals make weapons, study plants and fungi for valuable properties, and construct a wide manner of clothing, crafts, and tools. In addition, the native experts also include sculptors and architects.

Advantages: Experts serve important functions within the tribe and as such are considered to be valuable individuals.

Disadvantages: Concentrated in their skills and professions, these individuals do not have the combative training that a warrior possesses. As such, experts tend to remain in the safety of their village unless their duties or trade demands otherwise.

WARRIOR

Explorer: Warriors are commonly found in exploration parties. Possessing a reasonably decent degree of combative skills these individuals provide backup for the explorers and also stand guard over the encampment and goods of the rest of the party.

While it would seem only natural to stock the hirelings of the exploration party with nothing but warrior class non-player characters, these individuals often become haughty in nature in regards to their position. They believe that manual labor is something for the commoners and experts, and likewise the warriors may begin to itch for an opportunity to “get a piece of the action” for their own selves. There are big creatures to take down in the lost lands, and the typical warrior might just want to claim a trophy of their own.

Advantages: Having a hireling around with levels in the warrior class can be quite beneficial in the matters of defense and survival.

Disadvantages: Warriors become edgy when they are not allowed to participate in the entire dinosaur slaying.

Native: Native warriors are extremely common as these individuals serve the tribe by being both defenders and hunters. Usually these warriors are poorly equipped, most having a primitive weapon of sorts and little to no armor. While the warrior might appear to be a wee bit inferior, these individuals are great survivalists and seem to know every nook and cranny in the lost lands. Likewise, the native warrior is usually a master when it comes to taking down creatures that are larger than the warrior him- or herself.

Advantages: Warriors are properly trained to ensure their own survival, as well as that of the tribe overall.

Disadvantages: Though combat-ready these individuals do not have the same advantages as a fighter, barbarian, or ranger.

PC CLASSES

BARBARIAN

Explorer: Barbarian explorers tend to find that they feel at home in the lost lands. Though the environment is brutal, it is so in a natural way and can be conquered by mundane means. The monsters of the lands are big, very big, and often go down with a pleasant flavor when cooked over an open fire.

Advantages: Barbarians feel right at home in the lost lands.

Disadvantages: Barbarians may feel too right at home in the lost lands, turn completely savage, and slay their friends or refuse to leave.

Native: Native barbarians are quite at home with the savage ways of the lost lands. Such an environment is only natural for the barbarian.

Advantages: Native barbarians find the lost lands to be quite suitable to their tastes and are probably at somewhat of an advantage compared to many members of the adventuring party.

Disadvantages: Native barbarians can often be rather single minded in such surroundings. Living in a world that revolves around strength and hardship gives the barbarian little desire to respect the more educated approach of others.

BARD

Explorer: An expedition to the lost lands would certainly provide plenty of stories about heroic feats, exotic environments, and savage beasts. As such, any bard worth his salt would naturally jump at the chance to make the journey to the lost lands in hopes of playing a part of worthy legends.

Advantages: Bards and the lost lands go well together, in regards to recording the details concerning the greatest of expeditions.

Disadvantages: Bards with more pampered lifestyles might find the savage nature of the lost lands less than pleasant.

Native: Though it would seem odd to find a native bard in the lost lands, these individuals do in fact exist. The native bards, much in the same manner of other native spell casters, are keepers of the sacred ways. While the manner of dress and the instruments employed might vary from the more civilized bard, the attitudes of the native bard are still very much the same in many respects.

Advantages: Native bards, like the bards of more cultured lands, are well rounded and have access to powerful and useful abilities.

Disadvantages: Though native bards gain access to spell craft and other forms of bardic magic, they lack the combativeness and survival techniques of classes such as fighters, barbarians, and rangers.

CLERIC

Explorer: Though a journey to the lost lands gives the cleric an opportunity to spread the influence of his or her deity, such a trip may be somewhat trying in many aspects. There are probably no signs of temple, knowledge, or influence of the cleric's deity in the lost lands, and as such the cleric may feel the signs of homesickness and abandon even more than other explorers.

Still, the healing capabilities, spell craft, and combativeness of the cleric will be considered quite useful in the lost

lands. Also, since these places often seem to have their own share of foul, undead creatures thanks to dark, primitive magic, the turning abilities of the cleric may come in quite handy.

Advantages: The well-rounded abilities of the cleric will probably be quite useful on an expedition to the lost lands.

Disadvantages: Cleric explorers may suffer from feelings of homesickness, isolation, and abandonment in the lost lands.

Native: As the lost lands have their own pantheon of primitive deities, there are naturally native clerics that exist in this environment. The role of the clerical native is no different than the cleric of the more cultured parts of the world, though the primitive cleric may have less access to the suitable forms of weapons and armor.

Advantages: Native clerics, among many other things, have access to spells and abilities that the other members of the tribe do not have. Likewise, having a few native healers around never hurts.

Disadvantages: None, other than a native cleric may be hard fit to find heavy maces and metal armor.

DRUID

Explorer: In some ways an exploring druid could only feel at home in an environment clearly dominated by nature. On the other hand, however, this is not the exploring druid's "nature". While the lands are indeed bizarre to a visiting druid, these individuals still have somewhat of an advantage in regards to adjusting and adapting. While not exactly as combative as the barbarian, a druid explorer's spell craft and survival skills are nonetheless quite useful.

Advantages: A druid's assortment of abilities and survival skills prove quite useful in the lost lands.

Disadvantages: The nature surrounding the druid explorer may be quite different than what they are used to.

Native: Druids in the lost lands are fairly common and probably make up the majority of the more powerful spell casters that are found native to these areas. The wilderness survival skills are a benefit to these individuals, along with their other abilities.

Advantages: Native druids are able to wield great power and influence in the lost lands, making them potentially important characters.

Disadvantages: There are no real disadvantages for druids in the lost lands, other than they are not quite as combative as some of the other classes.

FIGHTER

Explorer: As the lost lands consist of savage environments where quite often might means right, the fighter is at an advantage with their skillful combativeness. Exploring fighters, however, may find that their more cultured environment has "pampered" them a bit and given them a sense of dependence on the more sophisticated varieties of weapons and armor. If a fighter can overcome his or her

need for such finer things then they will surely discover that they have what it takes to survive in the lost lands.

Advantages: The fighter's combative nature is a great asset in the lost lands.

Disadvantages: Keeping one's armor and weapons oiled and repaired may be a bit difficult.

Native: Though lacking in the sophisticated forms of weapons and armor that the more cultured fighter has access to, native fighters still wield a strong advantage due to their skilled combativeness. Likewise, the hides of dinosaurs can make for worthy armor and the natives of the lost lands have long since developed their own varieties of formidable weaponry.

Advantages: Native fighters are used to using the forms of weapons and armor that are commonly available at hand, and their trained combativeness gives them a keen edge.

Disadvantages: There are no real disadvantages for a native fighter in the lost lands.

MONK

Explorer: While the challenges are really no different for an exploring monk than at home, the lost lands give the monk a new battlefield to master unarmed. While the dinosaurs and other beasts may cause the monk to constantly find themselves in situations where they must fight opponents who hold an edge in size, such disadvantages are really not that much different than the struggles that the monk faces in their home land. Likewise, the monk has less of a need to worry about sophisticated weapons and armor, and is used to traveling light.

Advantages: The naturally simple lifestyle of a monk allows this type of individual to have less material needs to some degree than with other explorers.

Disadvantages: There are no real disadvantages for an exploring monk.

Native: While the savage world can often be quite distracting, the native monk holds a personal advantage over the rest of their surrounding world. Their lack of need for weapons and armor allows these individuals a certain edge that other natives do not have. While this class would seem perfect for such an environment, there are probably not as many native monks as one would think. The lost lands are quite savage, and most natives spend their time searching for an outer source that would give them a sense of dominance over their environment rather than spending the time to perfect their own selves.

Advantages: The native monk's use of their inner ability gives them a particular edge over others.

Disadvantages: There are no real disadvantages for a native monk other than the fact that they are somewhat rare to the lost lands.

PALADIN

Explorer: Paladin explorers, like clerics, are often quite out of place in regards to traveling to the lost lands. These in-

dividuals are usually more driven towards quests that hold a direct bearing on their deity and the enemies of their clergy, and a trip to the lost lands, other than to establish new followers, would seem rather pointless. Still, there is the possibility that the paladin could play some role of particular importance on such a journey, and it is possible that the exploration could in fact be a quest in itself.

Advantages: The paladin explorer has a fine background of combativeness and special abilities, which could be quite useful in the lost lands.

Disadvantages: The typical paladin is quite out of place in such an environment, and the individual's exact purpose for being in such an area other than for pure adventuring reasons could be rather questionable.

Native: Paladins are perhaps the most rare of all character races to be found in the lost lands. While it is not to say that these individuals could not exist, the likelihood of their presence as natives of the lost lands would be quite questionable and slim.

While it would be quite unlikely to have a native paladin, the story behind one's appearance could prove extremely interesting if carefully thought out.

Advantages: Provided that a reason for this type of individual to exist in the lost lands was carefully tuned to match the flavor of the region, such a character could prove to be quite interesting.

Disadvantages: The way of the paladin and the lost lands are somewhat at odds with each other, making the existence of a native paladin quite unlikely.

RANGERS

Explorer: Rangers are quite at home in the lost lands and may be utterly delighted (if not completely overwhelmed) by the variety of creatures and beasts that surround them, particularly ones that are favorable to hunt for trophies and food. Due to the dominance of the wild in such regions, the ranger, like the druid, will find themselves somewhat at an advantage in many ways when compared to the survival techniques of other explorers.

Advantages: Ranger explorers possess a high degree of combative proficiency and survival skills, making their visit to the lost lands potentially successful.

Disadvantages: There are no real disadvantages for a ranger.

Native: While exploring rangers show a high degree of potential in the lost lands, native rangers are all that much more successful. These individuals have grown up in the environment and tend to be quite familiar with the creatures and plants of the area.

Advantages: The native ranger is quite well at home with the wilderness surroundings of the lost lands, and may achieve a legendary status rather quickly due to their talents.

Disadvantages: There are no real disadvantages for a native ranger.

ROGUE

Explorer: Exploring rogues might find themselves holding a high degree of dread or fear in regards to their journey to the lost lands. Such places are cruel, harsh, and unforgiving, and while the rogue is quite stealthy and cunning in nature, the sheer viciousness of such places may prove to be a bit too much. If one can overcome the environment, however, there is a wealth of natural resources, particularly shiny gems and fossils, to gather up and drag home, provided that the rogue can make it back home. As such, greed normally overtakes good sense, which usually is enough to get a rogue to agree to go on such a journey.

Advantages: Rogues will have a keen eye for finding natural treasures and appraising the worth of such objects.

Disadvantages: Most rogues show little love for the savagery of the lost land environment.

Native: As the desire to gain comfort and wealth through the easiest of means has existed for ages, there is naturally a decent supply of native rogues to be found in the lost lands. These individuals tend to steal from either outsiders or members of their own tribe, and know quite well when to gloat about their possessions and when not to. Though perhaps not holding a degree of social or political importance for the tribe, except in the manner of scouts and risky “gatherers”, the presence of the rogue exists all the same amongst the natives.

Advantages: The native rogue knows how to use their special talents to gain needs and luxuries for themselves with the least amount of hassle and bloodshed.

Disadvantages: Native rogues suffer the same disadvantages (and penalties if caught) as the rogues of the more civilized lands. In addition, these individuals lack the combativeness that is often particularly important when trying to survive.

SORCERER

Explorer: Exploring sorcerers suffer no real differences in the lost lands than they do at home, other than the exception of a lack of luxuries. Their magical abilities are quite favorable, however, and have helped make the exploring sorcerer a potentially important character.

Advantages: The magical abilities of an exploring sorcerer can come in quite handy in the lost lands.

Disadvantages: The sorcerer suffers the same disadvantages that they face in their own lands in addition to the obvious lack of luxuries that most all of the character classes suffer.

Native: Though perhaps somewhat rare, native sorcerers do in fact exist. These individuals are often thought to have the blood of the lost ancient races running through them, and as such may either be held as sacred or considered to be taboo. Depending on the exact outlook and opinion that the sorcerer faces from their fellow natives, these individuals may either be held with importance or driven to remote, isolated areas far from their civilizations or origin.

Advantages: In addition to possessing magical powers, the native sorcerer may hold some degree of influence amongst their tribe.

Disadvantages: The native sorcerer might be considered taboo and exiled from the native villages.

WIZARD

Explorer: Though having a high degree of magical ability, something that can be particularly powerful and unique in the lost lands, wizard explorers are often regarded as being bumbling, clumsy, and dependant on materials and luxuries. Their manner of educated craft requires them to carry around additional equipment, and their training makes them quite weak in regards to combative ability.

Still, a powerful wizard can wield quite an advantage over the natives in the lost lands, and as such, the leaders of the tribes may flock to the wizard in hopes of learning the secrets of their knowledge.

Advantages: The educated study of magic can be of a great benefit to the wizard.

Disadvantages: The wizard's dependence on equipment and supplies in addition to their lack of combative ability may put these characters at a serious disadvantage.

Native: Native wizards, due to their use of materials and the studious education of such magic, are quite rare, if possible at all, in the lost lands. When such individuals are found, they are usually in villages that exist within or near the ruins of the lost ancients.

Advantages: A wizard native has access to magical powers that are most likely unknown to their fellow natives.

Disadvantages: In addition to suffering the same difficulties that an exploring wizard has, the native wizard is all that much more limited and their presence is usually quite unlikely.

COMMON CHARACTER RACES IN THE LOST LANDS

DWARVES

Explorers: While a dwarven explorer might be virtually impossible to get on a ship chartered to explore the lost lands, tales of active volcanoes spitting forth a wealth of rare minerals is usually enough to cause such a character to drool all over his beard. Dwarf explorers also savor the many opportunities that they have to prove their might by slaying dinosaurs and other towering creatures.

Natives: Surprisingly enough, dwarven natives are not all that rare of a sight in the mountain regions and underground areas of the lost lands, and tend to be more advanced than the rest of the natives in comparison to the other common character races. As they usually prefer to stay within the safety of their mountainous homes, these dwarves make use of the fiery heat of the active volcanoes and the mineral

dislodging tremors of frequent earthquakes. As such, native dwarves often have impressive advancements in regards to the construction of metal armor and weapons, which they have been known to occasionally trade with the tribes of other humanoids and demi-humans for a variety of goods.

CREEK DWARVES

Habitat: Temperate to warm marshes, forests, plains (near rivers)

Dominant Alignment: Any Good or Neutral

Dominant Deity: Nubisir

While the common dwarven stock tends to prefer to make their homes high within the mountainous regions, the creek dwarves prefer to make their homes in the lower lands, especially along the edges of creeks, streams, and rivers. These dwarves recognize the value of such water bodies and utilize not only the water itself but also the mud, rock, and aquatic life that is found in such areas.

Due to the fact that they share the same general environment as many native amphimids, the creek dwarves have managed to establish a friendly sense of relations with these creatures. The amphimids trade with dwarves and often the creek dwarves assist the amphimids when an opposing threat happens to try to move into the area.

Creek dwarves tend to be mostly good or neutral in alignment and are usually followers of the nature goddess Nubisir. As such they respect the various natural elements around them and do their best not to exploit resources. The creek dwarves' mountainous cousins, who believe that they are the rightful kings of their sub-terrain empire and as such are free to utilize their resources, often laugh at such behavior all that they like.

Though being of the same height and weight as an average dwarf, creek dwarves tend to have straw colored hair and deep green eyes. The creek dwarves' skin is rather fair, and during the summer months the creek dwarves freckle and burn rather easily.

ELVES

Explorers: Unless driven by a passion to find a land uncluttered by the complications of advanced society, elven explorers for the most part hate the lost lands. The savage nature lends favoritism towards aggression over sophisticated thought and even the gracefulness of the elven explorer is lost to creatures with strong jaws and fast legs.

Still, the lure of a land that is almost untouched by the pollution and destruction of mankind and other similar races is, needless to say, somewhat inviting. As such, elves that make their way to the lost lands usually retreat to the forest regions rather quickly, where their instincts of nature help them survive against the savage threats.

Natives: True elven natives are rare, though a strange offshoot of elven bloodstock known as the slither elves is more easily found. Despite the claim of the elves that their race is truly the most ancient of all humanoids, their kind is simply somewhat muffled by the presence of the human

tribes, the primanids, and the other sentient beings that reside in the lost lands. This is not to say that the elves simply do not exist in the lost lands, in fact they do. It is just that their kind is more limited in number and far more reclusive than the human or primanid populous.

While many explorers question the curious reclusive behavior of the elves, many cite that this is perhaps one of the key factors that helped the elven race thrive throughout the ages. Rather than being as aggressive as the humans towards settling the more dangerous lands, the native elves seem content with the safer areas of the lost lands, thus sacrificing the opportunity of expansion for the simple comforts of survival.

FERN ELVES

Habitat: Temperate to warm plains, hills, marshes

Dominant Alignment: Any Good or Neutral

Dominant Deity: Bastan and/or Nubisir

These nomadic creatures are often referred to being the ancestors of the common elven stock. Though slightly more feral or coarse in appearance than the elves of the civilized lands, the fern elves share many of the "sophisticated" traits of the common elf.

While evil is practically unheard of in regards to the alignments of the fern elves, there are many of these creatures that hold a tendency towards neutrality instead of pure goodness. Such differences in alignment is not so much from ethical corruption but rather mental conditioning that is caused by constant exposure to the harsh cruelties of the lost lands.

Fern elves have a loose social structure with few laws or regulations. A council of elders rather than a single individual typically rules the fern elves. Other than cultural, geographical, and minor physical differences, the fern elves share the same statistics as the normal elves.

GNOMES

Explorers: Gnome explorers are usually quite wary and fearful of the savage nature of the lost lands. Being small is naturally a drawback in regards to survival, and the primitive environment offers little, initially, for the inventive mind. If a gnome can overcome their fears and initial dread, however, such an explorer can quickly find the lost land to be a wonderful place full of new things to research and new resources with which to dabble.

Natives: Native gnomes are rare in the lost lands. Though ancestors of the gnomes do truly still exist in the lost lands, they are more commonly found in the hilly lands of the temperate to cool climates. These native gnomes are every bit as inventive as their more culturally developed kin, but generally have fewer resources and past lessons of practice and research to work with.

GNOME SUBRACES

While the common stock of gnomes does appear to a small degree in the lost lands, the sub-races are more dominant.

Below are the gnome racial sub-types that are found in the lost lands.

FEATHER GNOMES

Habitat: Temperate

Dominant Alignment: Neutral Good

Dominant Deity: Bastan

Feather gnomes are a rare exception to a land filled with primal savagery that supports a reign of power by sheer physical might. The good aligned, peaceful feather gnomes are highly educated in the arts of illusion wizardry and the walls of their burrows are patterned with the arcane instructions of such magicks.

This sub-race is extremely similar in physical make up to the standard gnome stock, with the exception that the feather gnomes do not grow any facial or body hair, males included. Likewise, their skin tone is reddish-brown, and their hair remains a shade of glossy raven black up until the very last of their years.

Feather gnomes, true to their names, wear adornments of feathers, beads, and tusk. Their clothing is made of wool and buckskin, and the feather gnomes dye their wool with bright colors.

Feather gnomes have a tribal society where the wise elders rule the young. A central male elder, known as the chief of great feathers, oversees the rest of the elders in decision making.

FLINT GNOMES

Habitat: Temperate

Dominant Alignment: True Neutral

Dominant Deity: Nubisir

Though sharing more or less the same appearance as feather gnomes, the flint gnomes are more war-like and nomadic in nature. These gnomes will readily trade with the feather gnomes and most common gnomes but tend to be suspicious of most other races. They do tolerate some halflings, however, except for the scraplings. The flint gnomes tend to view the scraplings in the same light as buzzards and other scavengers.

Though the flint gnomes lead simple lives of hunting and gathering, they are highly respected for their craftsmanship in the design of weapons and tools. The feather gnomes are especially intrigued by the natural craftsmanship of the flint gnomes and eagerly trade for such items, especially tools. In return, the flint gnomes are quite fond of the dyed wools and worked buckskin of the feather gnomes and take great delight at sitting by a feather gnomes' campfire and witnessing tricks of illusion magic.

The flint gnomes are lead by a war chief and also view their elders as important tribal leaders.

HALF-ELVES

Explorers: Half-elven explorers tend to share outlooks that are similar to either their elven or human relatives in regards to the lost lands. They are, however, a bit more comfortable in some respects as half-elves often regard

themselves as being outsiders to all forms of society and culture anyway.

Natives: As much as elves are rare on in the lost lands, half-elves are even more so. In fact, finding a half-elf native in the lost lands is quite a peculiar event. As such, these natives tend to be loners, wandering the lands in search of some form of acceptance or cave home to call their own.

HALF-ORCS

Explorers: Half-orc explorers tend to love the lost lands at first sight. They see the savage world as quite fitting, a place where pure physical might reigns supreme and the delicious victory of carnage and battle is a seemingly everyday event. This is, of course, until the half-orc explorer happens to run into an ancient native kin known as the hoc. Though a half-orc explorer more than likely has no previous awareness of such orcish offshoots, there is an immediate degree of tension between the half-orc explorer and a native hoc. The hoc hate orcs, seeing them as being an inferior, weaker subspecies, and having orcish blood mixed with the pitiful aspects of a human is only that much worse.

Natives: Native Half-orcs are fairly rare. For one, with the hoc holding dominance over orcish kind in the lost lands, fully developed orcs themselves are somewhat of a rarity. Second, even when a small pocket of orcs is found, these creatures tend to hold no love for humans either. As such, half-orcs are true outsiders in the lands.

Despite such an unlikely and unfavorable position in life, a half-orc native tends to be quite skillful and full of character. To be able to overcome the hatred of the hocs and the native orc's distaste for humans, the half-orc native has usually seen his or her share of adventure and hardship. To be simply alive after such ordeals, however, says a great deal for the half-orc native.

HALFLINGS

Explorers: For the most part, halfling explorers hate to find themselves in the lost lands. As the lands offer even more great carnivores with sharp teeth to avoid, there's all that much more to run from and worry about. A few exploring or shipwrecked halflings, however, have learned to overcome such fears and have found their visit in the lost lands to be full of exciting adventure and exotic treasures. Provided that they make it home alive, these halflings certainly have quite a few adventurous stories to share with their family and friends.

Natives: Though they do in fact exist, there are not many halflings to be found in the greater areas of the lost lands. Those that do exist tend to be found in the temperate areas, particularly near the hills and woodlands. Unlike their more cultured counterparts, the halfling natives tend to group up with their own kind rather than mix with the tribes and company of humans and other similar humanoids.

HALFLING SUBRACES

While the standard halfling stock is quite common in the lost lands there are important racial sub-types that help make up the total halfling population of the lost lands. Curiously enough, some of these sub-race halflings are referred to as “toes”.

SPEAR TOES

Habitat: Temperate and cold

Dominant Alignment: True Neutral

Dominant Deity: Nubisir

The spear toes are a savage, war-like band of halfling nomads that wander the temperate and cold regions of the lost lands in search of game, vegetation, and winter shelter. While not exactly evil, these creatures tend to be extremely suspicious of another intelligent creature's presence and may immediately attack if they feel that other creatures could pose a threat. Though no one is really certain of the spear toes' origin, including the spear toes themselves, it is believed that these creatures were once normal halflings that were driven from their homeland due to some great traumatic suffering. Since then, their grasp of more civil ways has fallen by the wayside.

Spear toes have the same overall physical composition as normal halflings but their skin is reddish brown from the constant exposure to the elements. The hair of the spear toes tends to be medium brown with streaks of blonde where the sun has beaten down upon the heads of these creatures. Spear toes dress in buckskin and furry hides. They adorn their bodies with little decoration other than the bones and tusks of their kills. These creatures are quite practical in nature and see no need for fancy decoration.

The spear toes are led by a central chief who has proven himself to be both a great warrior and provider. Though his sons may be referred to as princes, they have no guarantee of claiming the position of chief upon their father's death. Most strive to maintain their clan's glory, however, and do indeed prove themselves to be as worthy as their father in both hunting and warfare.

MOSS TOES

Habitat: Temperate to warm forests and marsh

Dominant Alignment: Chaotic Neutral

Dominant Deity: Kudla

Though possessing few physical abilities (or penalties) that differ from the standard halfling race, the moss toes are certainly a bizarre sight to gaze upon, and they stand out amongst a typical halfling. Though having the same overall physical make up, the hair of the moss toe is a darkish green and their skin tone is usually yellow-green to pale, mint green in coloration.

Though some believe that the moss toes can live on the sunlight in the same manner as a plant, such speculations are only a myth. These creatures, devout followers of Kudla, were “blessed” by their goddess with their appearance.

Moss toes are complex creatures with greatly varying emotions. Their tribal structures are no better, with no

real sense of a true leader other than perhaps the clerics of Kudla. The moss toes dress in simple hides and garments of bark-cloth.

MOSS TOES RACIAL ADJUSTMENTS

- ☾ Special Racial Bonus (Ex): Hide +2
- ☾ Special Racial Penalty (Ex): Disguise -2
- ☾ Due to the coloration of their skin and hair, moss toes gain a +2 to Hide checks. This same physical attribute, however, makes it hard for a moss toe to disguise themselves.

SCRAPLINGS

Habitat: any (outskirts of human villages)

Dominant Alignment: True Neutral and Chaotic Good

Dominant Deity: Chunda Nol

Scraplings, or Scrapper halflings, is a nomadic sub-race of halflings that take up settlement at the edges of villages. These creatures are vulture like opportunists, willing to take and use anything that the human villagers might dispose of, or perhaps leave sitting around for too long unattended. Most scraplings are not permitted to dwell amongst a particular human village for very long. Some human tribes, however, have allowed small gatherings of scraplings to co-exist with them indefinitely, provided of course that the scraplings do not cause trouble or try to take anything that the humans wish to keep for themselves.

Scraplings resemble normal halflings for the most part but usually are a bit on thin side and have unkempt, tangled hair. Their bodies and crude garments are also usually quite filthy and it is not uncommon to see flies constantly gather around these foul-smelling creatures.

Despite their filthy appearance the scraplings must be respected for their ability to survive. Scraplings seem to be able to thrive in most any type of climate and geography and are not very picky when it comes to shelter or staple food sources. When the cast off food and supplies of human villagers are not available, these creatures live on wild roots, leaves, and ants. Scraplings also seem to have a taste for slugs and leeches as well.

Scraplings have no real sense of social order, though there are usually one or two individuals who seem a bit more clever and outgoing than the others. Such scraplings are usually the decision-makers of the group on most issues and serve as diplomats when dealing with the tribes of other races.

HUMANS

Explorers: Humans make up the major bulk of explorers who journey to or shipwreck upon the lost lands. As such, they often have the most diverse viewpoints and reactions to such strange places. One of the main curiosities of human explorers is the bizarre question concerning the inhabitants of these places and how they fit into the ancestry of the human race. While some believe that the existing native *Homo sapiens* are in fact the origin of man-

kind, others seem to find striking questions in regards to the role of the primanids and a questionable link between these humanoid and humans through the existence of the hominids. Ironically, the lost lands seem to hold no definite answers or explanations to such mysterious, and even all the recorded knowledge left behind in the ruins of the ancient races usually offers little insight to the matter.

Natives: Native humans are perhaps the most diverse in terms of struggle with both the sentient creatures of the lost lands as well as the savage beasts. While most humanoids, particularly the hoc and the primanids seem to have their own agendas in regards to enemies and conflict, the human tribes as a whole seem to have their noses stuck into everything. While some explorers credit this as being the reason why mankind eventually managed to settle the more cultural lands, others regard it as a sign of man's eventual downfall. Curiously enough, the cultural aspects of the native humans offer striking differences in the beliefs of those who are outsiders of the lost lands. To some, the cultures represent a dawn of civilization and advanced thinking, while others believe that the lost lands bear not the signs of a beginning, but rather the end. Whether these mysterious places are in fact a sign of a worldly dawn or dusk remains a mystery to both explorer and native, especially in regards to mankind in particular.

NEW RACES

AMPHIMID

Amphimids essentially resemble bipedal, humanoid newts with webbed hands and feet and prehensile tails. Though quite alien in appearance to many other humanoid natives, these creatures are fairly peaceful in mannerisms and surprisingly easy to get along with.

Personality: As their ancestors have well learned, there are things in the lost lands with greater strength, meaner aggressions, and sharper teeth. The amphimids tend to try to think their way out of conflicts rather than rushing forth with aggression. As such, they have managed to keep peaceful relations with other humanoids, and, when forced to fight, they often gather up quick strategies and plans. A threatened amphimid, however, can be a dangerous one. If their mud lairs are threatened, these creatures have no qualms with setting up ambushes and traps for their ill-fated aggressors to fall victim to.

Amphimids can be reasonably easy to deal with and courteous in nature. Though the race has an unwholesome lust for picking up things that do not exactly belong to them, the amphimids are surprisingly honest and easy to barter with. These creatures tend to feel that everything is a part of nature and thus more or less free for all to enjoy, they are just "holding on" to a particular object for the time being.

Physical Description: Standing between four foot, six inches and five foot, eight inches, the amphimids are

not exactly a towering race. Typically these creatures weigh between eighty to one hundred twenty pounds and appear to be wiry and muscular, if not a bit on the frail side. The skin of the amphimid resembles that of a newt in its eft stage, and is usually brilliant orange or olive green. It is quite common for an amphimid to have patterns of black or yellow mark their bodies. These markings tend to be stripes, bands, or spots.

The heads of the amphimid resemble that of a newt, though the cranium is somewhat enlarged to allow the housing of a more developed brain. The tails are commonly three feet or so in length.

Amphimids are not much for clothing, but will usually wear simple loincloths and garments made from cured animal hides. They often adorn their bodies with a collection of gems, beads, bones, and fossils.

The amphimids lay eggs instead of bearing their young live. Once hatched, these young amphimids develop at the same general rate as half elves. Likewise, these creatures tend to live as long as half elves and age in the same general manner.

Relations: Due to their frail build and peaceful natures, the amphimids usually try to do their best to get along



with the other humanoid races. As such, they often serve as mediators between warring tribes of humans and lizardfolk. The mandrillion, who hate everyone despite their intentions, are naturally enemies of the amphimids and the troglodytes also seem to hold no love for these placid, amphibious humanoids.

Alignment: Though lacking in evil tendencies, the amphimids as a general whole tend to be somewhat neutral in alignment. There are some good ones in the bunch; those who have succumbed to the lust for thieving and greed equal these out. Likewise, the amphimids often try to see things from different points of view, which usually make them somewhat neutral in respects to good and evil, law and chaos.

Amphimid Lands: Amphimids hold small territorial areas near large ponds, swamps, lakes, and rivers. Their homes are dug out of tall mud banks and are secured with workings of mud and stone. When a mud bank cannot be found that is high enough to house the amphimids, these creatures will use a cliff wall or build an adobe-like hut out of whatever mud or clay that they can gather locally. The areas surrounding their homes are used for hunting and foraging. Though amphimids eat a small amount of vegetation from time to time, their main diet consists of fish, shellfish, and insects. The amphimids are especially fond of any form of shellfish, including crayfish and mussels.

The amphimids are not particularly aggressive in regards to territory rights. They usually have little problems with another group of intelligent creatures sharing the area, as long as the other group of creatures recognizes that the amphimids have the same rights to living in the area as well. When creatures become aggressive, the amphimids construct traps and ambushes to protect their homes.

Religion: As a whole the amphimids are not particularly religious. Some are druidical in nature while many others worship either Dysarkus or Chunda Nol.

Language: The Amphimids Speak Common.

Names: The amphimids recognize only a first name, and these names often tend to have unusual “squishy” or “muddy” sounds to them. Names such as Drip, Gloop, Blurp, Glip, and Phlab are quite common.

Adventurers: Though many amphimids are content to stay at home in their mud homes, others are more inclined to get out and explore the world. These amphimids, often rogues with an itch for wandering, usually join adventuring parties consisting of other races, particularly humans.

AMPHIMID RACIAL TRAITS

- ☛ -2 Strength, +2 Dexterity: The bodies of the amphimid are fairly weak in design as far as great displays of strength are concerned. The amphimid are fast and agile, however, which makes up for this normal lack of strength.
- ☛ Darkvision 60 feet: In the dark the amphimid utilize their natural ability of darkvision, which allows them to make up their environments for up to 60 feet.
- ☛ Medium Size: As Medium-size creatures, the amphimid

have no special bonuses or penalties due to their size.

- ☛ The Base Speed of an amphimid is 30 feet.
- ☛ Amphibious Breathing: The amphimids can breathe under water and on land, as they have both lungs and gills.
- ☛ +2 Bonus To Reflex Saves: Amphimids are especially quick at dodging hazards, giving them a +2 bonus to all Reflex saves.
- ☛ +4 Bonus To Saving Throws Against Diseases: Due to the heavy degree of bacteria that floats in the water and exists along the mud banks of the lost lands the amphimids have become rather resistant to disease. As such, amphimids gain a +4 bonus to saving throws against disease.
- ☛ Racial Skill Bonus: The amphimids can move about in the water with the same equal amount of ease that they have on the land. As such, they gain a +8 to Swim checks and their base movement speed for in the water is the same as on land (30 feet).
- ☛ Automatic Languages: Common.
- ☛ Bonus languages: Sylvan, Primanid, Draconic, Goblin, Elven, Dwarven.
- ☛ Favored Class: Rogue. A multiclass amphimid’s rogue class does not count when determining whether or not the amphimid suffers an XP penalty for multiclassing.

ELVES, SLITHER

A tainted offshoot of normal elves and reptilian humanoids, slither elves are often suspected to be truly evil at heart and are often held in the same light as known evil reptilian races. Truthfully, however, the slither elf race is neither particularly evil nor good, and the origin of their mixing with reptilian elements remains for the most part a mystery. The slither elves themselves claim some great sacrifice or blame the ancient races, while other sub-races of elves accuse the slither elves and their ancestors of committing terrible acts of decadence and debauchery. Either way, the slither elves are rather reclusive and mistrusting of others.

Personality: Slither elves are a cautious and mistrusting race as a whole and are not above attacking first and asking questions later. Though not entirely barbaric, slither elves are often known to have a bit of a cruel streak and tend to be less cultured than most of the other elven sub-races. When cornered or questioned about their tendencies of brutality, a slither elf is quick to cite generations of oppression towards their own kind, especially when the hand of other elves caused such actions. Usually such disagreements turn into heated arguments between slither elves and other elven sub-races, with the slither elves being called “hideous freaks” and the other elves being labeled as “murderers”.

Still though, if given enough time in a friendly and accepting atmosphere, the true elfin traits of the slither elves begin to show through.

Physical Description: Slither elves stand 5 to 5¼ feet tall in height and usually weigh somewhere between 90 to 140 lbs, with the women equal in height to the men but

usually weighing a bit less. While still somewhat graceful in appearance, slither elves are a bit more muscular than normal elves. They have various reptilian features that blend in with their otherwise normal elven appearance. Often such features include slit-like pupils, evenly distributed scaly areas on the skin, fangs, greenish pigmentation, unusual hair color, and minor webbing of the toes and feet.

Like their elven kin, slither elves meditate instead of sleep.

Relations: Slither elves are true outsiders who tend to associate with their own kind. Out of all the other intelligent races, slither elves tend to resent other sub-races of elves the most. The slither elves tend to show no particular preference or exceptional degree of distaste for the rest of the common races. Ironically, most slither elves hold a deep hatred towards the yaun-ti and will usually attack them on sight.

Alignment: Slither elves are most often equally good, neutral, or evil. Though some can be lawful in alignment, most slither elves tend towards chaos for various reasons.

Slither Elf Lands: Slither elves are usually most often found on lost or mostly deserted islands, sub continents, deep jungles, or overgrown marshes and forests. They tend to reside in areas that are usually unknown and unexplored by the common races or have been abandoned. As their dwelling construction skills are often limited, slither elves often make homes out of caves or ruins.

Religion: Some slither elves are known to worship various deities while others often seek the knowledge of druids.

Language: A few slither elves still choose, pick up, or are taught the Elven tongue as their native language. Other slither elves have taken to Draconic or Common.

Names: Though slither elves do not have family names, their choices for single names are diverse and are often borrowed from the cultures of other intelligent humanoids. As such, there are no commonly selected standards for male or female slither elf names.

Adventurers: Some slither elves are too curious to remain suspicious of the other races

forever. These exceptions are often considered outcasts by their own kind and often have been known to take up with adventuring parties out of sheer loneliness.

SLITHER ELVEN RACIAL TRAITS

- ☾ Medium Size: As Medium-size creatures, slither elves have no special bonuses or penalties due to their size.
- ☾ The Base Speed of a slither elf is 30 feet.
- ☾ Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- ☾ Low-light Vision: Slither elves can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The slither elves retain the ability to distinguish color and detail under such conditions.
- ☾ +1 Racial bonus on Listen, Search, and Spot checks.
- ☾ Elf Blood: For all special abilities and effects, a slither elf is considered to be an elf.
 - ☾ Natural Armor +1: Due to the scaly patches on the slither elf's body, the slither elf gains a +1 bonus to their Armor Class. This bonus is treated as natural armor.
 - ☾ Automatic Languages: Common and either (choose one) Elven or Draconic.
 - ☾ Bonus languages: Elven, Draconic, Gnoll, Orc, Troll, Goblin, Dwarven, Gnome, and Halfling.
 - ☾ Favored Class: Ranger. A multiclass slither elf's ranger class does not count when determining whether or not the slither elf suffers an XP penalty for multiclassing.

FELKLAW

The felklaw make up the largest faction of the cat-like humanoids known as the felanid races. These quick and agile creatures are covered with patterned or solid fur that may be either long or short. The facial features of the felklaw resemble various breeds of domestic cats.

Personality: Though sometimes quite aggressive when angered, the felklaw are for the most part reasonably friendly in nature. Likewise, much like the cats that they resemble, the felklaw can be rather curious as well, almost to the point that behaving as such can bestow great danger to the felklaw character.



Like the humans of the lost lands, the felklaw represent no definite mood or personality beyond their curiosity. Some felklaws can be lazy or grumpy, others energetic and friendly.

Despite their diversity, however, the felklaw sometimes have a great deal of difficulty with being humble. They are quite proud of their race, and since they tend to be friendly towards other races they often feel that such people are naturally completely delighted to be in the company of a felklaw. Though this mild touch of arrogance is eventually ignored for the most part by close friends, new encounters may often feel somewhat “put out” by the felklaw’s behavior.

Physical Description: The felklaws stand roughly the same height as humans and tend to live and age with much the same rate. Though their bodies are roughly built in the same manner also, the felklaws are covered with fur



that varies in coloration and pattern. Likewise, their heads are roughly similar in shape to the head and face of a domesticated cat, and all felklaws have a prehensile tail that flicks about when they are feeling a significant degree of emotion.

The feet of the felklaw somewhat resemble the overall shape of a human’s foot but the heels are more rounded and the digits and undersides appear to be tough and paw-like. Their hands are developed along the same general structure as a human’s also. However, they end with dense claws that are formidable in appearance but surprisingly somewhat too dull for adequate combat use. It is believed that at one time the felklaws kept their claws sharpened but the advancement of their race as a sophisticated, weapons utilizing culture caused such practices to fall by the way-side. As such, their hands developed more for the use of tools and less for aid in natural combat. Still, the additions of these claws help the felklaw in climbing.

Due to their fur, the felklaw have little use for clothing in the necessity sense. Mostly their garments consist of bits of leather armor or girdles and so forth that allow the felklaws to carry a variety of weapons, small bags, and equipment. Still, these creatures can sometimes be a bit vain in regards to appearance and as such the felklaw often wear the hides and furs of trophy creatures, feathers and bits, workings of fringe, and a wide assortment of precious minerals, gemstones, and jewelry.

Relations: The felklaws are fairly easy to get along with in regards to other races. Though the felklaws feel like they are superior at times in regards to their distant kin, they keep friendly relations with other felanids and even merge their tribes with such creatures when needed. These creatures are also fairly social at times with other races, particularly humans, mandreg, and amphimids. They cannot tolerate harsh and cruel races such as the hoc and the mandrillion, however, and have no qualms about attacking these creatures if the felklaw feels even remotely threatened by such a creature’s presence.

Despite such friendliness, however, the felklaw can be extremely annoying to others. They are curious about everything, and their tendency to believe that they are somewhat “superior” in certain aspects cause the felklaw to often feel that they are automatically welcome at all times. As such, it is not uncommon to see a felklaw wander in to a strange human village, plop down, and ask for food.

Alignment: The felklaw may be of any alignment. In fact, there’s often felklaw of different, even conflicting alignments, living in the same tribal communities, much like with the tribes of humans.

Felklaw Lands: The felklaw like high places, which make them feel more secure if not even somewhat dominant. As such,

these creatures often convert caves and caverns with high entrances into homes or build structures on plateaus and hills.

Religion: Due to their diverse alignments, the felklaw have a wide variety of faiths and beliefs. Though the faiths of good and neutral felklaws vary greatly, many of the evil aligned felklaws worship Jaggora.

Language: The felklaw typically speak both Felaine and Common.

Names: The felklaw usually do not recognize more than a single name and these names are often a bit difficult for humans and other humanoids to pronounce at first. There are no particular set of especially common felklaw names and no distinction between male and female names. A few sample felklaw names include Pherrmiff, Phaffter, Hmmpfir, and Mmerph.

Adventurers: Due to their curious natures, felklaw are natural adventurers. Curiously enough, also in a similar nature to humans, the felklaw do not favor any particular class for a career choice. For example, it seems that there are as many sorcerers, rangers, and bards as there are rogues, druids, clerics, and fighters amongst the ranks of felklaw. Even monk, barbarian, and wizard felklaw have been found, though paladins are the most rare (but not impossible).

FELKLAW RACIAL TRAITS

- ☛ -2 Wisdom, -2 Charisma, +2 Dexterity: Their agile forms allow the felklaw to move about with great agility. Their curiosity and mild arrogance, however, often causes these creatures to behave in a dangerous, foolish, or socially unpleasant manner.
- ☛ Low-light Vision: The felklaw can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The felklaw retain the ability to distinguish color and detail under such conditions.
- ☛ Medium Size: As Medium-size creatures, the felklaw have no special bonuses or penalties due to their size.
- ☛ The Base Speed of a felklaw is 30 feet.
- ☛ Felanid Blood: For all special abilities and effects, a felklaw is considered to be a felanid.
- ☛ Racial Skill Bonus (Ex): Due to their prehensile tails and claws, the felklaw gain a +2 racial skill bonus to Climb and Jump checks.
- ☛ Selective Attack Bonus: Due to their constant battles against these creatures, the felklaw gain a +2 bonus to attack rolls against the mandrillion and the hoc.
- ☛ +2 Racial Bonus to Fortitude Saves: The felklaw have extremely durable bodies, giving them a racial bonus of +2 to all Fortitude saves.
- ☛ Automatic Languages: Common and Felklaw. Bonus languages: Sylvan, Draconic, Primanid, Elven.
- ☛ Favored Class: Any. Whenever determining whether a multiclass felklaw suffers an XP penalty, the felklaw's class with the highest level does not count.

Felklaw Adept: While not as powerful as some of the spell casters rumored to exist in the lands, your tribe respects your mystical abilities. As an adept it is your purpose to use your special powers to heal, offer guidance, and protect members of your tribe.

Advantages: You are well respected within the tribe and have powers that help your fellow villager.

Disadvantages: Your mystical powers are inferior to other spell caster classes.

Felklaw Aristocrat: You are amongst the politically and socially powerful and influential in your community. Your life is quite luxurious in comparison to other Felklaw and you are able to maintain such power without much physical effort. Living in the lost lands, however, can sometimes require a person in your power and prestige to prove one's self and your abilities do not quite match the survival skills of other Felklaw characters.

Advantages: As an aristocrat you enjoy a life of luxury.

Disadvantages: Living in the lost lands can often force individuals like you to prove their worth or fend for their own selves in times of distress.

Felklaw Barbarian: While some Felklaw are wrapped up in their mystical ideals or concentrated on improving their combative "technique" with a manner of sophisticated maneuvers, you are more focused as to how your pure physical prowess stacks up against the savage nature of the lost lands.

Advantages: Survival in the lost lands usually calls for physical strength and a will to fight to fight your way out of situations, something that you excel at.

Disadvantages: Some Felklaw tend to find you to be a bit coarse at times, but then what do they know?

Felklaw Bard: The Felklaw have a rich and diverse cultural history and you plan to make sure that it is recorded and passed on to others. Felklaw bards tend to serve as both entertainers and keepers of legends. In the lost lands history is something that is quickly forgotten and as such it is important that individuals such as yourself do your part to make sure that the legends of your race are passed on.

Advantages: As a bard, other Felklaw tend to welcome you in hopes that you will share some stories and a bit of music with them. In return they will also be happy to share their legends with you in hopes that you will pass on such knowledge to others.

Disadvantages: While your race can be quite talkative and loving of stories and song, the natural sense of arrogance that taints the personality of your people can pose a bit of a problem for you as a bard.

Felklaw Cleric: As a Felklaw cleric the task of generating followers amongst your people can be somewhat trying at times. Your people are religiously diverse and quite proud of their beliefs, and if their worship is conflicting or even different than your chosen path, then keeping a sense of

devotion or even cooperation with the other villagers can sometimes be quite trying. Felklaw are a religiously diverse group of people who have many different alignments. As such there may be more than one temple in large communities, and those who worship differently than what the temples of their communities offer may feel inclined to pack up and settle down in another welcoming village.

Advantages: The faiths of the Felklaw are numerous, allowing you a wide range of choices.

Disadvantages: This diversity often makes it hard to establish a good number of followers.

Felklaw Commoner: Your life is that of a simple laborer within a primitive village. This means your place in life forces you to a state of simple humbleness, something that is often considered shameful by a Felklaw.

Advantages: As long as you remain within the safety of your village you should be somewhat safe from the dangers of the lost lands.

Disadvantages: Your position in life is an insult to yourself and your race. You do not possess the skills to rise above your lot in life, however, so you must deal with your lowly state the best you can.

Felklaw Druid: Though the luxuries of the village are quite tempting, you are more drawn to the forces of nature, so you have decided to become a druid. While Felklaw such as yourself tends to be social creatures, your spiritual discipline directs you to the solitude of the wilderness.

Advantages: Your agile, high endurance anatomy assists you in your survival in the wild.

Disadvantages: Though highly respected for your mystical arts and skills of survival you are often misunderstood by your own kind. Likewise, the naturally foolish tendencies of the Felklaw can hold you back somewhat. While you may be different than the others for the most part, you are still a Felklaw.

Felklaw Expert: Though not as cultured and refined as the kifter, the Felklaw value a good many luxuries. Your career in life as an expert over a skill or trade allows you a bit of comfort and respect from the fellow members of your tribe. While your trade or profession allows you to make a valuable contribution to your tribe you are often a bit envious when you listen to the more adventurous Felklaw boast about their various exploits.

Advantages: As an expert the other members of your community value your skills in a trade or profession.

Disadvantages: Your life is boring.

Felklaw Fighter: Felklaw make excellent combatants and you feel that this profession is the most natural for you to follow. As a fighter you may find yourself exploring the lost lands or leading a group of warriors in an effort to hunt for food to feed your tribe or to protect your lands.

Advantages: You have a favorable anatomy for survival and a heart for adventure.

Disadvantages: As a Felklaw you run the risk of becoming overconfident, which could be a dangerous thing when dealing with the beasts and hazards of the lost lands.

Felklaw Monk: You are in touch with both your mind and body, making you a powerful force as a Felklaw monk. Despite the rigid discipline of your training you must fight a constant battle against your natural tendency for arrogance. Your path to success was a humble one and your many successes may prove to be your worst enemy.

Advantages: As a Felklaw your naturally heightened dexterity and other physical traits makes your path as a monk easier.

Disadvantages: Your racial tendencies towards curiosity, arrogance, and foolishness can prove to be your worst enemy.

Felklaw Paladin: Though not entirely impossible, the path of a paladin is an unlikely choice for a Felklaw. Those who do manage to take up the life of a paladin usually face great challenges mentally, physically, and spiritually.

Advantages: If you manage to become a successful paladin you will surely stand out amongst other Felklaw.

Disadvantages: Paladins are a rare sight in the lost lands to begin with; your natural tendency towards arrogance doesn't make your chosen path any easier either.

Felklaw Ranger: You are cat-like and have a natural bonus to Dexterity. For these reasons the role of a ranger comes easy to you. Felklaw rangers such as yourself need to control their curiosity and boastfulness, however, for these two elements can hinder your skills.

Advantages: Your racial traits are well geared towards the needs of a good ranger.

Disadvantages: Your arrogance and curiosity could prove to be deadly for you.

Felklaw Rogue: Your dexterity, low-light vision, and other racial features are a major plus for you in your career as a Felklaw rogue. While these natural attributes assist you a great deal you must be cautious in regards to your tendency for arrogance or deadly curiosity.

Advantages: Your physical attributes assist your life as a rogue.

Disadvantages: As with a Felklaw ranger, the natural tendency for curiosity and arrogance can be your worst enemy.

Felklaw Sorcerer: There are legends spread amongst the natives of the lost lands about powerful weavers of magic who are born with their powers rather than gaining them through study and practice. As a Felklaw sorcerer you are already somewhat legendary amongst your own kind. While some races tend to be a bit suspicious of their sorcerers, the Felklaw are generally extremely accepting as they declare their sorcerers to be prime examples of the many virtues of their race.

Advantages: Your sorcery is generally welcome amongst your kind.

Disadvantages: Due to your lower Charisma and Wisdom, your racial bloodline is a hindrance to your success.

Felklaw Warrior: Though not as skillful as fighters, barbarians, or monks, the Felklaw warriors are of great value to the tribe, who rely on such individuals for protection.

Advantages: Your fellow peers value your protection.

Disadvantages: Your skills are inferior in regards to a fighter, barbarian, or monk.

Felklaw Wizard: Despite the fact that it is rather difficult to learn the more educated arts of spell craft in the lost lands, you have managed to achieve the training of a wizard. Though your racial limitation on wisdom may hold you back somewhat, the advantage of simply wielding the powers of educated wizardry gives you an advantage over your enemies.

Advantages: The skills of a wizard are a rare find in the lost lands, giving you potential access to powers that your enemies may never be able to fully comprehend.

Disadvantages: Your racial limits of wisdom may be of a bit of hindrance to you.

GOLGAUT

Despite their bizarre reptilian appearance and natural ability as expert fighters, the golgaut are for the most part a good-natured race with noble ideals and actions. They are a minority in comparison to the other races that roam the lost lands, however, and their cultural and ethical influences have very little effect on the savagery of their environment.

Personality: Though quite solemn at times, the golgaut are a good natured race with a desire to unite all who shun evil in an attempt to bring a sense of civil order to the lost lands. As they are a strong, healthy race and realize that such lofty ideals need to be properly defended when those with evil intentions attempt to gain an upper hand, the golgauts are experts with combative skill and technique. They shun senseless violence, however, and will attempt to negotiate with their enemies if a peaceful and agreeable solution can be met.

As the golgaut must constantly battle against the harsh and cruel existence that surrounds them, these creatures often seem rather sad and weary at times. They realize that they will probably never see the victory of their race's goals in the lost lands and constantly feel that they are living in the dusk of their race's existence.

Physical Description: The golgaut are somewhat unusual in appearance, being reptilian by nature but having long, straight hair on their heads like a human. Likewise, they lack a prehensile tail, which separates the golgaut that much farther from the likes of other similar humanoids, particularly the lizardfolk. Their skin is coarse and patterned much like that of an alligator. Skin tones range from yellow to green to white. Their eyes are catlike and their

mouths have jagged, shark-like teeth in the front supported by less visible molars in the back, allowing the golgaut to have a truly omnivorous diet. The frontal portion of the golgaut's face is broad and projects outwards somewhat. This area supports the golgaut's nasal pits and the upper part of their mouth.

The golgaut have fin-like earlobes and thick, black claws on the ends of their fingers and toes. Their bodies tend to be lean but muscular, and the golgaut's height and weight tends to match that of the human race's standards.

Golgauts are a long-lived race with aging and years equal to that of an elf's.

Relations: Due to their desire to see all creatures of good aligned virtues unite in an effort to bring a sense of civil peace to their savage land, the golgaut are rather accepting of others and tend to try to give a stranger a chance before making rash judgments. The golgaut are not a race prone to be easily bluffed or pushed around, however, and once an individual has shown that they have potentially evil intentions in regards to the golgaut, the members of the race do their part to distance himself or herself from such a person.

While the golgauts keep somewhat steady relations with lizardfolk, humans, felanids, mandreg, and probosin, they are perhaps the most likely to be seen within the company of ampmidids, slither elves, and the dwarves of the mountainous regions of the lost lands. As the ampmidids tend to be regarded as a weaker race by many, the golgaut often aid these creatures in times of need. Slither elves are typically regarded to be somewhat of a kindred spirit of sorts by the golgauts, and the dwarves are highly respected for their advancements in mining and the fabrication of metal goods. Golgauts often trade with the dwarves for their goods, and it is common to find golgaut fighters and warriors equipped with the more advanced forms of weapons and armor, such as swords and maces, studded leather armor or scale mail, and metal shields.

The golgaut tend to dress in loose fitting garments constructed of dyed buckskin, bark cloth, or woven cotton. Furs, hides, and beaded fringe often decorate their garments and many golgauts adorn themselves with jewelry made from precious metals, gemstones, shells, fossils, and bone.

Alignment: The majority of the golgaut population is neutral good or lawful good in alignment, though quite a few may be chaotic good, especially amongst those who worship Chunda Nol. Truly neutral golgaut are somewhat rare, except amongst their druids, and evil golgaut are extremely hard to find. When a golgaut has proven his or herself to be truly evil in nature and action, they are usually driven from their community or tried and punished. There are whispered rumors, myths, and legends about the existence of evil golgaut that denied the virtues of their race and joined the mandrillion in a quest for dominance over the other races that exist in the lost lands.

Golgaut Lands: The golgaut have societies that are a bit more advanced in nature than the average tribal structure

that is commonly found amongst the natives of the lost lands. Most of the time golgaut communities are lead by councils that consist of males and females, young and old alike. The golgaut believe that any voice of goodness should be recognized to at least some degree, and as such even one or two of the brighter children hold a “junior” position of sorts on the council. Usually these are the prodigy children of the tribe, carefully selected from each generation.

The golgaut communities are somewhat peculiar in appearance, utilizing both natural and constructed dwellings. The golgaut establish their homes in higher elevations where a reasonable sized cave or cavern is located. A stone or wooden wall is constructed on the grounds surrounding this entrance and small dwellings of mud, stone, and wood group together in front of the natural shelter. Though the village starts with these dwellings, the heart of the golgaut society is located within the safety of the cave, with natural cave rooms or sectioned off areas serving as dwellings for individual families. The largest section in the cave or cavern is designated for group gatherings and council meetings. In times of distress the whole of the village retreats to the cave while the warriors and fighters of the village defend their home from their enemies and intruders. Though the golgaut is normally a reasonably peaceful race, the guards and sentries of their communities tend to stop and question intelligent creatures that happen to journey close to these structures.

Religion: Though the golgaut are good and often quite lawful in alignment they usually do not worship any one particular deity. Likewise, there are a fair number who are druidical in belief or simply regard nature with such reverence. Though several members of the golgaut villages have been known to worship neutral aligned deities, the worship of an evil deity is generally held as taboo and forbidden.

Language: The golgaut speak Common. There is a hint of an older language in their dialect, possibly roots of an elder, abandoned form of Draconic, but the appearance of this language is mostly found only in personal names and certain references to the creatures of the lands.

Names: The golgaut have both a first and last name. Common male names are Xantor, Zalphus, Gorzan, Gordor, and Froggath. Common female names are Xandora, Xanadas, Zorlu, Vurla, and Zula. Typical last names include Valgortha, Vulloterra, and Zaluska.

Adventurers: There are quite a few golgaut adventurers, many of which journey with members of other races. The most popular class for a golgaut adventurer is that of a fighter.

GOLGAUT RACIAL TRAITS

- ☪ Medium Size: As Medium-size creatures, the golgaut have no special bonuses or penalties due to their size.
- ☪ The Base Speed of a golgaut is 30 feet.
- ☪ Low-light Vision: The golgaut can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The golgaut retain the ability to distinguish color

and detail under such conditions.

- ☪ Racial Skill Bonus: The golgaut gain a +2 racial skill bonus to Diplomacy checks.
- ☪ Natural Armor Bonus: Due to their natural muscular build and tough, alligator like skin, the golgaut gain a +2 natural armor bonus to AC.
- ☪ Reptilian Blood: For all special abilities and effects, a golgaut is considered to be a reptilian humanoid.
- ☪ Automatic Languages: Common.
- ☪ Bonus languages: Felanid, Draconic, Primanid, Goblin, Elven, Dwarven.
- ☪ Favored Class: Fighter. A multiclass golgaut’s fighter class does not count when determining whether or not the golgaut suffers an XP penalty for multiclassing.

Golgaut Adept: Your role as an adept receives a mixture of opinion from your fellow Golgaut. In one aspect your chosen role in life is a promotion of diversity and educated practice, two elements that are important for the advancement of society in the lost lands. On the other hand many feel that your choice of path in life is a waste of the combative abilities that you have as a Golgaut. Also, though your skills as an adept are impressive to the mundane there are quite a few legends about spell casters in the lost lands, especially druids, that have greater powers than you will probably ever hope to achieve.

Advantages: Your study of magic promotes a sense of diversity within your tribe, which is something that your race tends to promote.

Disadvantages: Being an adept usually denies you the full use of your combative benefits. Likewise there are other individuals in the lost lands with much greater spell casting abilities.

Golgaut Aristocrat: As an aristocrat you live a life of power and influence that is surrounded by the ease of luxury, something that is a rarity in the lost lands. The rulers of many of the societies of other native races tend to have to prove their might, and chances are that unlike them you were born into such prestige. While your life is a crowning example of the Golgauts’ success at forming advanced, well organized societies within the lost lands, you realize that your easy living is truthfully at the mercy of those who protect you. The great beasts and savage cannibals of the lost lands do not recognize social rank and have little use for diplomatic talk.

Advantages: You are a prime example of the Golgaut’s success at creating advanced, organized societies in the lost lands. As such, your fellow natives will probably go out of their way to support and protect your status.

Disadvantages: You are at the mercy of your protectors. Should the warriors that defend your society scatter in distress, your chances of survival are probably quite slim.

Golgaut Barbarian: Despite the philosophy and better wishes of your race, the primal urges of the lost lands have gotten the better of you and you have taken up the ways

of the barbarian. In all truthfulness your status is indeed quite shameful in regards to the teachings and practices of your race, and by social standards you are lower than the most petty and worthless of simple commoners. Unlike the other Gologaut, however, you have used the combative advantages of your race to aid you in all out attacks against the savagery of the lost lands. As your weapons and armor have long been stained with the blood of vicious beasts and evil oppressors you have in a sense lived up to the standards of your race better than most Gologaut could hope to ever achieve.

Advantages: Your combative abilities, especially the armor bonus, are a great assistance to your life as a barbarian.

Disadvantages: Your primal ways are quite shameful to the social ideals of your race.

Gologaut Bard: Your people are proud of all aspects of cultural advancement, and without music, poetry, and the stories of great legends there would be a gap in such advancements in regards to art. While many might associate the artistic aspects of the bard with social elements, it has been proven that your music and song brings great inspiration to other Gologauts in battle. As such you have your choice in regards to a stage, whether it is on the battlefield or before an audience wishing simple entertainment.

Advantages: Your career as a bard is well respected by other Gologaut.

Disadvantages: There are few disadvantages to being a Gologaut bard.

Gologaut Cleric: In order to ensure the growth of civil culture in the lost lands, as well as offering powers of healing and protection to your people, your role as a Gologaut cleric is an important one. Chances are that the society that you live in are devoted followers to the deity that you represent and as such you should be reasonably secure that the temple will be well looked after and guarded while you are away.

Advantages: As a cleric your skills are not only considered to be beneficial and practical but also important for the growth of the Gologaut society as a whole.

Disadvantage: There are few disadvantages to playing a Gologaut cleric.

Gologaut Commoner: While your race views even the lowliest position of a simple laborer as being an important and vital aspect of a civilized society, you still cannot help but to wish that you had a more exciting and influential position in life. Chances are that unless some great event happens within your village that allows you to be the center of attention you will be stuck with your current lot in life forever.

Advantages: The Gologaut philosophy towards social advancement in the lost lands places your position in life as being important.

Disadvantages: Despite the outlook of others, you probably don't feel important.

Gologaut Druid: While most of your race is concerned with the community and how they can make it larger and more organized, you have taken to the wilderness. Unlike the shunned barbarians however, you have learned to harness the powers of nature and tap into its magic. Though most Gologaut seem a bit untrusting of your desire to leave the developments of the community to be surrounded by the lack of society itself, they have to respect your powers over the surrounding elements of the lost lands. This is particularly true when something large and toothy is heading their way and you are the only one who can peacefully stop it.

Advantages: Unlike the other Gologauts, who seem a bit too busy trying to establish a larger, more perfect society, you have chosen to make nature your kingdom.

Disadvantages: Other Gologaut are a bit suspicious of you and may even think that you are a bit mad in the head.

Gologaut Expert: In a society that encourages harmony and development, the life of a skillful expert of a craft or trade is quite desirable. For such reasons you are more than pleased with your simple yet busy life. While being a professional or artisan may have its privileges, you realize that you are at the mercy of the warriors and fighters who protect you and the other members of the village.

Advantages: Your people have a desire to see social advancement tame the lost lands. Your contributions are considered to be a great asset to this goal.

Disadvantages: You have been so busy with your manner of trade that you have not spent much time improving your natural combative abilities. If something was to happen to raid your village your life may be dependent on who can protect you.

Gologaut Fighter: Despite the Gologauts' desire for progress, the trade of a fighter is the most obvious and successful choice of path for your kind. While being a fighter may not be directly involved with the concepts and ideals of building a perfect society, your services are more than needed when it comes to taming the lost lands. Likewise there are people to protect in your village. Since your skills are much greater than the average warrior there is a good chance that you may eventually serve a prominent position as a leader of the guard.

Advantages: Gologauts such as you are naturally suited to be fighters.

Disadvantages: There are no disadvantages to being a Gologaut fighter.

Gologaut Monk: While the fighters utilize the Gologaut's natural combative attributes to bulk up with additional weapons and armor, you have tapped into the pure essence of such abilities and learned that you are truthfully without need of other protection. As a Gologaut monk you represent the disciplined merger of mind and body. For such reasons the rest of your community might actually consider you to be proof of the shining achievements of the Gologaut society.

Advantages: Your natural combative abilities assist you in your monk's discipline. Your peers also generally hold the monk's training and way of life with respect.

Disadvantages: There are no particular disadvantages for being a monk.

Golgaut Paladin: While the role of a paladin is normally a rarity in the lost lands, such individuals are not quite as uncommon amongst the Golgaut. As a paladin you are a champion of the ideals of goodness and progress. You are generally held as being a hero amongst your people and naturally serve a position of influence and respect within your community.

Advantages: As a Golgaut paladin you most likely champion the highest virtues of your people's desire in regards to perfect social order and progressiveness.

Disadvantages: There are no disadvantages to be a Golgaut paladin.

Golgaut Ranger: While the fighters and barbarians tend to be a bit too open with their combative skills for your tastes, the stealth and tactics of a ranger are more to your liking. As a Golgaut ranger you may either be shunned by a society that you choose to live away from or actually praised, and as such serve as their wilderness scout and protector. Which path you take mostly depends on your opinion of your people's culture.

Advantages: Your race's natural combative skill assists your profession as a ranger.

Disadvantages: If your outlook on the social advancements of the Golgaut has driven you to isolation in the wilderness then it is possible that you may be shunned by your own kind for some reason or another.

Golgaut Rogue: As societies advance and villages grow in size, they create a special variety of "bottom feeders" that make their way in life by taking off of others. As a rogue you tend to represent the negative side effects of an advanced culture. While your kind will tend to write you off as being shameful and a disgrace to everything that their villages strive for, rogues such as yourself can be quite useful to have around if treated with a bit of respect.

Advantages: The advanced culture of your society tends to give you a bit of an edge over other rogues in the lost lands.

Disadvantages: You are most likely viewed as being a disgrace to your kind.

Golgaut Sorcerer: While most Golgaut believe that power comes from development and education, you were born with abilities that surpass most of the natives of the lost lands. While your fellow Golgaut peers may come to you in order to seek your assistance during times of trouble it is quite likely that you might be held with suspicion or even openly shunned by your own people any other time.

Advantages: Though the Golgaut tend to emphasize advancement through social development, you seem to

have become "advanced" naturally.

Disadvantages: The others tend to be quite suspicious of your and your mysterious powers.

Golgaut Warrior: While not as skillful as the fighter, you have the important duty of using your combative skills to protect the others of your community. Though your nature of trade can be comparable to the lesser advanced cultures of the lost lands, warriors such as yourself are still held with high respect and importance in the Golgaut community. Without such individuals to protect the village, society would not be able to properly develop.

Advantages: You hold a high degree of respect and your racial traits, especially your armor bonus, assist you in your role as a warrior.

Disadvantages: Sometimes you feel a bit coarse in respects to many other Golgaut who serve in more "civilized" facets of the society. Likewise, even during battle you are often inferior in regards to the abilities of the fighters.

Golgaut Wizard: In a society that encourages education your role as a taught wizard is quite favorable. The other Golgaut often come to you with various problems in hopes that you might use your magic to help a situation. While your life is quite favorable at home, you may have desires to see the lost lands and perhaps explore the ruins in hopes of furthering your magical abilities. Such decisions might bring a negative response from your fellow villagers, however, who probably feel that you are best needed at home.

Advantages: Your fellow peers regard your educated magic with high esteem.

Disadvantages: Leaving home in pursuit of adventure will most likely cause hard feelings with your fellow villagers.

HOMINID, LATER

Though having only the barest of a hint that they were once of primanid blood, these creatures make up the last of the pre Homo sapiens. As such, though the later hominids are more stout than fully developed humans, these creatures are considered to be inferior on an intellectual and cultural level.

Personality: The later hominids are somewhat plain and simple in regards to personality and culture. Though having a considerable deal of faith in the forces of nature or the "great spirits", these individuals spend most of their lives concerned with the mundane aspects of everyday survival. They are a fiercely superstitious group of people, and later hominids tend to shun or flee from the presence of other intelligent creatures.

Physical Description: Later hominids are quite human in appearance though they tend to have a more feral or otherwise primitive look about them. Such features are noticeable about the mouth, forehead, and stance. Also the later hominid tends to have more body hair than a normal human and will be found wearing only worked hides if any form of clothing at all. Otherwise the hominid stands and

weighs roughly the same as a human. Though suffering through terrible elements, the later hominid has about the same lifespan as a human.

Relations: Members of the later hominid keep to their own tribes, as they often tend to shun even members of their own sub-race. Though holding a high degree of hatred and fear for the mandrillon and the ancients who are often spoke of in their legends, the later hominid fear humans the most. Humans often shun and abuse the later hominid, declaring them to be “savages”. Ironically, these creatures treat the earlier hominid in the very same fashion.

Alignment: Later hominids are usually truly neutral as the nature of their lives tends to be less concerned with the aspects of good and evil, law and chaos. Truthfully there are a few evil hominids, just as there are good ones, but the majority of the race is more interested in living from day to day rather than cosmic idealism. Most of the difference in alignment can be attributed to various deities that the hominids worship.

Later Hominid Lands: Hominids settle in suitable lands that are always near a cave or cavern that these creatures can use for their homes. For the hominid tribe to remain in such an area for more than a season there must be a reasonable degree of suitable game and wild vegetation for gathering. If the area is peaceful enough and the hominids have access to animals fit for domestication, the later hominids may take up raising their own vegetables and livestock. Such instances of farming are fairly rare however.

Religion: Religion is something that is a diverse issue with the later hominids. Many are druidical or have no religious feelings at all while others worship the various deities of the lost lands.

Language: The later hominids speak Common.

Names: The later hominids have only one name and usually this name consists of only one or two syllables. Such names vary greatly and there seems to be no particular pattern between the names of a male or a female.

Adventurers: Due to their way of life, most later hominids due not take up the life of adventuring. Those that do, however, tend to barbarians.

LATER HOMINID RACIAL TRAITS

- ☛ -2 Charisma, -2 Intelligence, +2 Strength: The later hominid is more stout than a fully developed human. They are less refined culturally and intellectually however.
- ☛ Normal Vision: Unlike most humanoids who have at least low light vision, the later hominid has vision that is comparable to a normal human.
- ☛ Racial Fortitude Bonus: The later hominid is proven to be survivors. As such these creatures gain a +2 to Fortitude saves.
- ☛ Medium Size: As Medium-size creatures, the later hominid has no special bonuses or penalties due to their size.
- ☛ The Base Speed of a later hominid is 30 feet.

- ☛ Sub-Human Blood: For all special abilities and effects, a later hominid is considered to be a human.
- ☛ Automatic Languages: Common.
- ☛ Bonus languages: Primanid, Felanid, Draconic, Goblin, Elven, Dwarven.
- ☛ Favored Class: Barbarian. A multiclass hominid's barbarian class does not count when determining whether or not he/she suffers an XP penalty for multiclassing.

Hominid Adepts: As an adept you are a mystic and a spiritual guide for the members of your tribe. While you have powers that are highly respected by the members of your village, you have heard stories of individuals with much greater power than your own.

Advantages: Your powers as an adept place you in a favorable position in your village.

Disadvantages: Your power is inferior to that of other spell casters.

Hominid Aristocrats: Aristocrats are rare in the lost lands; hominid aristocrats are almost unheard of. Since you happen to have such a position in life chances are that you are the son of the chieftain and have become a bit spoiled and pampered by your position. You should keep on your guard, however, because most hominids require their rulers to prove their worth.

Advantages: You enjoy a favorable position in the tribe.

Disadvantages: Eventually you will be expected to prove your worth.

Hominid Barbarians: As a barbarian you represent the pure savage might that the hominids are known for. Proud and strong, you are most likely to rise to prominent position in your tribe.

Advantages: Hominids make excellent barbarians.

Disadvantages: There are no disadvantages to being a barbarian.

Hominid Bards: As a hominid bard your particular position in the tribe may vary. You might be a storyteller, a chanter, or a war drummer. Either way you use your magical abilities to inspire your fellow villagers.

Advantages: As an entertainer, performer, or keeper of the tribal lore you hold a favorable position in the tribe.

Disadvantages: The hominid's general lack of culture and education may hold your back considerably as a bard.

Hominid Clerics: As a cleric of a hominid village you are responsible for providing a decent degree of both protection and guidance for your deity's followers. Though your intelligence may hold you back to some degree your determination is strong.

Advantages: As a cleric you have access to divine powers that most hominids cannot even begin to comprehend.

Disadvantages: Your lack of sophisticated manners and intelligence may hold you back in the cleric class to some degree.

Hominid Commoners: As a hominid being a commoner is not so bad. You have a nice simple life as a gatherer or laborer in your tribe and you are well protected by the warriors. While your life may not be so bad, you are fully dependent on your existence within a tribe.

Advantages: Your life is pleasantly simple.

Disadvantages: You are dependent on the protection of your village.

Hominid Druids: As a hominid your primitive existence draws you close to nature. As such, you are able to tap into a form of natural magic that the adepts of the hominid villages can only begin to comprehend.

Advantages: Your life as a primitive hominid draws you close to nature.

Disadvantages: Your racial limitations of intelligence could prove to be a problem for you at times.

Hominid Experts: Though possessing more skill, your life is much like that of a hominid commoner. Though enjoying more influence than a commoner due to your talents, you are likewise dependent on the structure of your tribe.

Advantages: Your life is simple and pleasant.

Disadvantages: You are dependent on the protection of your village.

Hominid Fighters: While the barbarian tends to be more straightforward in battle, the path of the fighter concentrates on strength with combative skill. As a hominid fighter you surprise your opponents with your advanced flair and technique.

Advantages: As a fighter you know how to use advanced combative skills to surprise and overpower your opponents.

Disadvantages: There are no disadvantages for being a hominid fighter.

Hominid Monks: As a hominid monk you use thought and strategy to improve your physical might. While some might think that your race's limited intelligence might be a hindrance, you are aware that true power comes from wisdom and insight rather than "sophisticated learning".

Advantages: As a monk you combine inner wisdom to advance your natural combative skills.

Disadvantages: There are no real disadvantages for being a hominid monk.

Hominid Paladins: The role of a hominid paladin is an extremely rare thing to find. Most of your kind tends to be more simplistic in ways and the concept of upholding such lofty ideals is reasonably out of synch for a hominid.

Advantages: As a paladin your skills will surely stand out amongst your fellow hominids.

Disadvantages: The path of a paladin is unlikely for a hominid, and your life will probably be a constant struggle.

Hominid Rangers: While the fighters and barbarians tend to openly approach a combative situation, you approach a hunting target or an enemy with stealth and strategy. Your choice of projectile weapons is somewhat limited in the lost lands, however, but you have learned how to compensate with the weapons that are available.

Advantages: As a ranger you usually hunt a target at a distance.

Disadvantages: Your choices of equipment and weapons are somewhat limited.

Hominid Rogues: Though the hominid are numerous your kind tends to be oppressed by the other races of the lost lands. As such you have little regret for taking from others to support your needs. While many others wouldn't suspect you of being smart enough to try to steal something from them you must still be cautious.

Advantages: As a hominid, most individuals do not suspect you of having enough sense to consider secretive theft as an option.

Disadvantages: Though the rogue class is not the most likely choice for a hominid, there are actually not many real disadvantages.

Hominid Sorcerers: While powerful magic is normally rather difficult for your race to obtain or learn, you have the natural mystic abilities of a sorcerer. As a sorcerer, your powers come from within and this allows you to overcome the obstacles that learning to cast power spells normally requires.

Advantages: As a sorcerer you have the ability to cast powerful spells with the use of your own inner ability rather than from educated practice.

Disadvantages: There are perhaps no real disadvantages for a sorcerer hominid.

Hominid Warriors: As a warrior you enjoy a prominent and respectful position in your village. Though most of your combative skills are spent hunting game, warriors such as yourself are also important for protection.

Advantages: As a warrior you are often considered to be the backbone of your tribe.

Disadvantages: Your skills are inferior to that of a fighter, ranger, or a barbarian.

Hominid Wizards: Due to the lack of educated magic in the lost lands, wizardry is quite rare. Hominid wizards are nearly unheard of, making you quite unique. While your abilities as a wizard are legendary, you will probably have great difficulty in regards to acquiring the tools of your trade.

Advantages: You stand out amongst other hominids due to your abilities as a wizard.

Disadvantages: It is quite difficult for you to acquire the tools that you may need to practice your magic.

KIFTER

In the midst of the harsh savagery of the lost lands dwells a race of striking beauty, delicate mannerisms, and gentle grace known as the kifter. These exotic looking humanoids bear features that are quite human yet cat-like at the same time. The kifter have a keen ability to detect the motives of other intelligent beings, allowing them to keep a silent sense of caution when dealing with the savages of the lost lands. Quite advanced in comparison to their surroundings, one can only wonder what these creatures are doing in the lost lands at all.

Personality: The kifter are a sophisticated race of people with a surprisingly complex culture and rituals. Though these humanoids are considered to be felanids, there are many aspects about them that one would easily compare to that of humans and elves. They are long lived and tend to mature slowly and enjoy all aspects of their lives to the fullest. The kifter have high regards for the study of art, history, social mannerisms, and the world around them. Though quite in tune with nature, the kifter also enjoy the comforts of well built homes and a protective, reclusive community that allows them to escape the savagery of the lost lands.

While generally regarded as gentle, the kifter are nonetheless a complex race with varying alignments, beliefs, and outlooks. There are just as many kifters that harbor chaotic or evil within their minds and hearts as there are kifters who have lawful and good values.

Physical Description: Despite their feline features, the kifter have many aspects similar to that of a half-elf. They live and age with roughly the same frequency as a half-elf and are pretty much on the same scale in regards to height, weight, and build. Instead of having an elven appearance, however, the kifter resemble humans with slight feline qualities. These humanoids have long, catlike noses and whiskers on their faces. Their eyes are also cat-like, and they have a set of upper and lower sharp, feline fangs. Likewise, the kifter have large, triangular ears and long prehensile tails that flick about when they are happy, angry, excited, or nervous. In addition to the flicking of their tails, the kifter make a purring sound when content.

Though they enjoy contrasting their garments with a few hides from the great creatures that inhabit the lost lands, the kifter tend to be more extravagant in their manner of

dress and adorn themselves with a wide variety of jewelry. The overall style of their appearance often hints at the manner of dress preferred by the ancient races, particularly the garments of the guzi. In fact, it is often believed that kifter were once slaves of the guzi during the foul reign of these ancients. How the kifter managed to escape the invasion of the mind flayers (who overthrew the guzi) remains an unanswered mystery.

Relations: As they are quite sophisticated in mannerisms, kifters tend to be somewhat reclusive in dealing with the savage races of the lost lands. Likewise their diversity of alignment keeps the race as a whole from being unconditional allies with any particular race. Most kifter are sympathetic towards the slither elves and tend to favor the human tribes due to the diversity and similarities of these people. The standard elven stock is also somewhat held with favor by many of the kifters, particularly due to the elven cultural aspects and beauty. Though they tolerate their felanid kin the felklaw, the kifter are often somewhat annoyed by the curiosity and subtle arrogance of these people. Good and even neutrally aligned kifter hold high respect for the golgaut, however, and as such their civilizations often unite in an effort to maintain a civil sense of security, safety, and progressiveness.

Above all else, in lost land settings where explorers and other outsiders have penetrated the savage lands with their presence, the kifter will be especially interested in establishing good relations with such visitors. The reason for such interest is due to the kifters' desires to journey to the more established parts of the world. The kifter usually have hopes of building a better life for themselves in such places. It is not uncommon to see a kifter or two in the presence of pirates, explorers, and other outsiders to the lost lands.

Alignment: Though many are good or neutral, an encountered kifter may be of any form of alignment. These are diverse individuals with contrasting outlooks and ideals.



Kifter Lands: The kifter are commonly found living in or near the ruins of the lost ancients. Their dwellings tend to be somewhat advanced in architecture and mostly consist of elaborate stonework. The social structures of the kifter are quite different than the common tribal aspects of many of the races that thrive in the lost lands. Though these humanoids may sometimes have singular leaders at the top of the ruling order, there are several individuals who serve on lower rungs of political power who oversee various aspects of their society. Commonly surrounding their villages are a variety of structures and markers, including totems, statues, sundials, and elaborate tombs or crypts.

Though found in the warmer climates with some frequency, the kifter tend to favor the temperate to cold regions of the lost lands. Their establishments are often located within the forests of higher elevations, particularly along the jagged cliff walls of mountain regions. Though the kifter have been known to build their communities and dwellings into existing caves and caverns, these humanoids pride themselves on structures that lack the usual savagery that is commonly found in the lost lands.

Religion: Due to their diverse alignments, there is no particular faith that holds a dominant degree of influence in the kifter society. In fact, many of the larger communities have at least two or three temples.

Language: The kifter typically speak both Felain and Common.

Names: The kifter have both personal names and family names. Typical male personal names are Ffton, Kftar, Phftar, and Erfft. Typical female names are Ffta, Jalafft, Effta, and Kffta. Common family names include Falffto, Kafftu, Ralfftin, and Ulferfta.

Adventurers: Due to their desire to build a better life beyond the savagery that surrounds their homes, there are quite a few adventuring kifters. These individuals are particularly common in parties of explorers or other outsiders. The sorcerer is the most common class for kifter adventurers.

KIFTER RACIAL TRAITS

- ☛ +2 Charisma, -2 Constitution: The kifter are quite likable due to their mannerisms and natural beauty. Due to their desire for a life of pampered luxury as well as their graceful build, the kifter are generally not as hardy in endurance as other races.
- ☛ Medium Size: As Medium-size creatures, the kifter have no special bonuses or penalties due to their size.
- ☛ The Base Speed of a kifter is 30 feet.
- ☛ Low-light Vision: The kifter can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The kifter retain the ability to distinguish color and detail under such conditions.
- ☛ Racial Spell Resistance +2: The kifter have a natural knack of sorts for resisting the effects of spell like magic that allow these creatures to receive a +2 racial bonus to any saving throw against spells or spell like effects.

- ☛ Racial Skill Bonus: The kifter have a keen sense of perception in regards to the intentions of others. Their ability to sense the inner desires and intentions of encounters is quite uncanny and as such the kifter receive a +4 racial skill bonus to Sense Motive checks.
- ☛ Felain Blood: For all special abilities and effects, a kifter is considered to be a felain humanoid.
- ☛ Automatic Languages: Common and Felain. Bonus languages: Sylvan, Draconic, Primainid, Goblin, Elven, Dwarven.
- ☛ Favored Class: Sorcerer. A multiclass kifter's sorcerer class does not count when determining whether or not the kifter suffers an XP penalty for multiclassing.

Kifter Adept: You make up the lower rungs of the spell casting faction of your society. While considered to be quite simple in regards to a kifter wizard, sorcerer, or druid your educated practices are still a bit more refined than the average native of the lost lands.

Advantages: You have access to spell craft, which is highly supported in a kifter society.

Disadvantages: Your position as a "lowly" adept makes you somewhat inferior to other kifter spell casters.

Kifter Aristocrat: The sophistication of your races' society has allowed you a luxurious and powerful position in life, something that is quite a rarity in the lost lands. Despite your favorable situation, however, your skills are quite lacking in regards to more powerful individuals such as wizards and sorcerers.

Advantages: You enjoy the life of luxury that living in a kifter society allows.

Disadvantages: You are lacking in powerful skills that other classes have, which could put you in a position to be at their mercy.

Kifter Barbarian: Something rather traumatic must have happened in your life because a kifter barbarian is a rare thing indeed. Uncouth in proper mannerisms and eager to prove might over magic, you are considered to be a disgrace amongst your kind. Still, your unusual position has its advantages. Most individuals do not expect a kifter to launch into a berserker rage, much less to shun magic for physical force. As such, you can use such misleading beliefs and observations as an element of surprise against your enemies.

Advantages: Most individuals do not suspect you of being barbaric.

Disadvantages: You are considered to be a disgrace by the rest of the kifter. Likewise, your racial limits in regards to Constitution will probably hold you back somewhat.

Kifter Bard: While some kifter are more devoted strictly to their educated study of mystical arts, you have learned that a bit of diversity is to the best of your advantage. Likewise, as a bard it is your duty to remember all of the songs and legends that have made your race proud over the ages.

Advantages: You gain both combative and mystical abilities as a kifter bard.

Disadvantages: There are no real disadvantages to being a kifter bard.

Kifter Cleric: As your people are spiritually diverse, there are probably a couple of other temples and faiths that exist within your community. While diversity and open mindedness is considered to be a good thing amongst your people, diverse religions can often cause envy and strife between different temples. Still, despite religious disagreements and upsets, your position amongst the people is considered to be an honorable one. While there are many kifter that experiment in the arcane arts, divine spell casters such as yourself have often proved to be a needed rarity.

Advantages: Your clerical magic sets you apart from the average kifter spell caster.

Disadvantages: The diversity of faiths within your community can often cause many problems.

Kifter Commoner: Though your labor is needed in order for your society to function, you are probably quite ashamed of your lowly status within society. Kifter commoners are perhaps only a notch above barbarians in a social sense. Such commoners as yourself are mere laborers who possess no mystical arts or worthy combat skills. As such you must be content with the little bit of a lot in life that you are given and hope that you are protected during times of distress.

Advantages: Your life is simple and hopefully peaceful.

Disadvantages: Your life is dull and you have little hope to do better for yourself.

Kifter Druid: While it is a popular ideal amongst your kind to remain within the safety of your reclusive communities and practice some form of arcane magic, you have chosen to practice your mystical arts in the wild. While being a druid earns you a sense of distinction amongst most kifter spell casters, your tastes for the wild tend to mean you come off as being rather coarse in the eyes of your peers.

Advantages: Your druidical abilities in magic set you apart from other kifter spell casters.

Disadvantages: Most of the other kifter find you and your spell craft to be somewhat “savage” and “unrefined”.

Kifter Expert: Though some might consider your place within the kifter society to be rather lowly and quaint, your various skills in a profession or craft are of much need to your fellow villagers. As an expert you tend to be both a skillful craftsman and a shrewd bargainer.

Advantages: There is always a need for an expert in a craft or a profession.

Disadvantages: Your position in life is not really all that exciting or influential.

Kifter Fighter: As a kifter you are not exactly a natural for the role of a fighter. Your limitations in Constitution may

give you some difficulty and your bonus to Charisma really won't help you all that much on the battlefield. Still, your people need to be protected and that is one of the things that you do best.

Advantages: As a fighter, other kifter often rely on you for food and protection.

Disadvantages: As a kifter you are not really cut out to be a fighter.

Kifter Monk: While your race's lifestyle of pampered luxuries and lack of Constitution may hold you back in your studies as a monk, you have a sense of determination and a desire to succeed. Likewise, despite the obvious drawbacks and obstacles that you face, other kifter tend to look at your inner abilities in awe and appreciation.

Advantages: Other kifter tend to find the abilities of a monk to be quite impressive.

Disadvantages: With the surroundings of a pampered lifestyle and a bit of a lack in constitution, you have some personal obstacles that you must face.

Kifter Paladin: While the presence of a paladin is quite rare in the lost lands, such characters are not as uncommon in kifter communities where temples dedicated to good aligned deities exist. As a kifter you possess a mighty combination of physical combative power and divine magic.

Advantages: As a paladin you can become powerful on both the battlefield and with the use of divine magic.

Disadvantages: None, other than that you suffer the same obligations that all paladins share.

Kifter Ranger: While a little bit of magic is good, it is important that one improves their combative skills as well. As a kifter ranger you have learned to use strategy, stealth, and a careful aim to overcome your race's lacking in combative prowess. Despite such success, however, there are many amongst your fellow kifter that do not quite trust you as they fear your combative advantage.

Advantages: As a ranger you have learned to combine several strategic elements into a seamless, powerful whole.

Disadvantages: Often kifter often do not trust you entirely.

Kifter Rogue: Though your kifter heritage allows you to live in a society of luxury your own personal lot in life doesn't seem luxurious enough, so you have taken up the ways of a rogue. As a kifter rogue you have keen skills of cunning and stealth, which give you an added advantage over many of the natives in the lost lands. Dealing with other kifter and their precious possessions, however, can be another story. While your thieving ways may be crafty enough to handle the gullible natives that live beyond the edges of your community, your own fellow villagers tend to employ magic in order to protect their homes and treasures.

Advantages: You are quite cunning when taking objects from other natives.

Disadvantages: Other kifter are more than likely well prepared to deal with your greedy little tricks.

Kifter Sorcerer: As a sorcerer you live out the most desirable walk of life for a kifter. Like so many kifter sorcerers before you, your magic comes from inside rather than from education. While a few of your kind might be superstitious or, more likely, jealous of your abilities, most kifter hold you and your powers with high respect.

Advantages: Your magic comes from your own self rather than through educated practice, causing you to be held with high respect amongst your own kind.

Disadvantages: None, other than the jealousy of others.

Kifter Warrior: As a warrior of a kifter community it is your duty to keep your society well fed and well protected. Whether it be hunting and killing great beasts for food or stopping invaders from ravishing the community your simple fighting skills are held with high importance and respect.

Advantages: As a combative protector and provider your position is quite valuable for the community.

Disadvantages: Kifter are not exactly known to be fighters or warriors, and your role as a warrior may seem a bit out of place at times.

Kifter Wizard: While sorcerers tend to be held with a higher degree of importance and prestige amongst your fellow kifter, the role of a wizard is also quite important. Your people have high regards for the practice of magic and you research some of the most advanced forms of educated magic.

Advantages: As a wizard you practice the most advanced forms of educated, arcane spell craft known to the kifter.

Disadvantages: None, other than the fact that sorcerers tend to be looked upon as somewhat superior in the eyes of your fellow kifter.

MANDREG

Though extremely close in most aspects to the mandrillion race, the mandreg are the complete and utter outcasts of the primanids. The mandreg, unlike the mandrillion, have a tendency to be a bit brighter and much more accepting of others. Their change in coloration of fur and flesh, however, proves that these creatures are “inferior” in the eyes of the mandrillion, however, which causes the mandreg to be hunted down and destroyed.

Personality: The mandreg are strange in behavior as far as the primanids are concerned. Though extremely suspicious of strangers, even to the point of greeting someone with a display of threats or violence, the mandreg can become extremely loyal and caring to those who accept them. In fact, it is not too surprising to see a mandreg living rather happily in the tribal company of slither elves, humans, probosin, or even dwarves.

Physical Description: The mandreg resemble the mandrillion in most aspects, having thick fur, a humanoid body, tough, leathery skin and facial features that bear a striking resemblance to baboons and mandrills. They are bit more slender, however, and their skin tone tends to be green instead of the standard gray-blue of the mandrillion race. Likewise, the majority of the mandreg’s fur is bright yellow with splotches, stripes, or other occasional patterns of dark blue, purple, or black. The yellow fur of a mandreg, accompanied by the bold or bright green skin, is considered by the mandrillion to be a sign of jealousy, inferiority, and cowardice. As such, this close kin considers the offshoot race of the mandreg to be the bane of the primanids.

The mandreg typically share the same general height and weight as humans, with the males being slightly taller and heavier than the females.

Due to the prejudice that seems to accompany the mandreg wherever they may exist within the lost lands, these creatures tend to clothe themselves more than most primanids. They usually wear loose fitting garments of wool, woven cotton, or bark cloth, which are accompanied with accessories of articles of clothing made of leather or buckskin. The mandreg favor an unusual taste of flashiness in their garments, and it is not too uncommon to see adornments of fringe, beadwork, gemstones, or other such decorations. On the note of maturity and aging, the lifespan of the mandreg is roughly the same as a human’s.

Relations: Being natural outcasts, the mandreg are wanderers. Though they do cling to their own kind somewhat, it is quite common to see a mandreg on his or her own or taking up the company of someone who is not one of their own kind. Due to the prejudice that constantly haunts them, the mandreg tend to avoid relations with other primanids, except for the probosin, and tend to favor the company of humans above all others.

Alignment: The mandreg tend to be chaotic neutral in alignment. Much of this is reflected upon the prejudice towards the race, plus their tendency to be aimless wanderers.

Mandreg Lands: While there are no established territories for the mandreg race, these creatures often make their homes in the ruins of the lost ancients or in the caves and caverns below the surface of the lost lands.

Religion: Religion is often a touchy subject for the mandreg race. While Simius shares a common sense of alignment with the typical mandreg, most mandregs feel that the primanid deity has abandoned them. Therefore, many of the mandreg tend towards druidism, other deities, or have no real sense of religion at all.

Language: The mandreg speak Primanid. Those with high enough intelligence also speak Common.

Names: Like many other primanids, the mandreg tend to have first names only, which are usually little more than one or two simple syllables. These names vary a great deal, and they seem to hold little reference to anything.

Adventurers: Adventuring is a popular ideal for the mandreg. Their natural tendency to wander the lands

make the mandreg prime choices for adventurers, and the career of choice for a mandreg is that of a rogue.

MANDREG RACIAL TRAITS

- ☞ -2 Charisma, +2 Constitution: The mandreg have had to deal with harsh prejudice for ages, and they can sometimes be a bit difficult to get along with. Their normal desire to wander the lands combined with their kindred blood to the mandrillion, however, has given these creatures a decent degree of constitution.
- ☞ Darkvision 60 feet: In the dark the mandreg utilize their natural ability of darkvision, which allows them to make up their environments for up to 60 feet.
- ☞ Racial Skill Bonus: The Mandreg gain a +2 racial skill bonus to both Sense Motive and Bluff checks. This bonus comes from the fact that the mandreg are natural outcasts, forcing them to learn how to both bluff others and to recognize when they are being bluffed themselves.
- ☞ Medium Size: As Medium-size creatures, the mandreg have no special bonuses or penalties due to their size.
- ☞ The Base Speed of a mandreg is 30 feet.
- ☞ Primanid Blood: For all special abilities and effects, a mandreg is considered to be a primanid.
- ☞ Automatic Languages: Common and Primanid. Bonus languages: Sylvan, Draconic, Goblin, Elven, Dwarven.
- ☞ Favored Class: Rogue. A multiclass mandreg's rogue class does not count when determining whether or not the mandreg suffers an XP penalty for multiclassing.

Mandreg Adept: While the practice of magic has its advantages, one must be able to harness significant power if one wishes to survive the wild of the lost lands. As a Mandreg adept it is most likely that you are more driven to interacting with a tribe than wandering the lost lands alone.

Advantages: Magic can be helpful.

Disadvantages: You are probably not "magical" enough to make it on your own in the lost lands.

Mandreg Aristocrat: Aristocrats are especially rare in the lost lands, particularly when such an individual is a Mandreg. While it is possible that you are such an exception, there is most likely a history of awkward or strife filled events that took place for you to enjoy such a position in life.

Advantages: If you are truly a Mandreg aristocrat there is quite likely an interesting history behind the situation.

Disadvantages: Not all history is good.

Mandreg Bard: Just as a desire to wander is in your heart, so is the spirit of music, song, and stories. While you have the eagerness to travel the lost lands and gather stories, your race's past of rejection and solitude doesn't help with your overall sense of charm at times. If you can overcome your natural limitations, however, you can prove that Mandregs can be some of the most entertaining, knowledgeable, and skillful bards in the land.

Advantages: Your desire to wander about makes the path of a bard rather easy for you.

Disadvantages: Your racial shortcomings in regards to Charisma may hold you back to some degree.

Mandreg Barbarian: The cruelty and rejection that has surrounded the Mandreg race for ages has taken its toll on you. Rather than pursuing one of the more insightful and educated of classes, you have chosen a way of life that seems the most appropriate for you; the path of a barbarian.

Advantages: Your racial constitution bonus is a great benefit to you as a barbarian.

Disadvantages: None. The barbarian class is a very suitable choice for a Mandreg.

Mandreg Cleric: While many Mandreg feel that the deities have shunned and cursed their race altogether, you strive to defend the believers and restore the faith of the Mandreg "heathens".

Advantages: A Mandreg cleric has a wide variety of choices in regards to deity to follow.

Disadvantages: Converting the faith of other Mandreg may prove to be a difficult task, especially if your deity happens to be Simius.

Mandreg Commoner: As a commoner you have a nice stable life inside a village, which is probably something that every Mandreg truly wants deep down. However, your life is not entirely satisfactory and chances are that you are a virtual slave for your village.

Advantages: You have a fairly quiet, peaceful life.

Disadvantages: Sometimes you feel like a slave to your village.

Mandreg Druid: Since you have a desire to wander about the savage wildernesses of the lost lands, the path of a druid seems only natural to you. As a druid you are able to harness the magic of the elements around you in an effort to control or contain the hostile savagery of the lost lands.

Advantages: Your druidical practices allow you to control the elements that surround your journeys.

Disadvantages: None. There are no real disadvantages to being a Mandreg druid.

Mandreg Expert: Much like the commoner Mandreg you have a nice, simple life in a village. Your position is a bit better, but you still probably have urges to free yourself from your mundane life in the village.

Advantages: You have a quiet, peaceful life and are a bit better off than a commoner.

Disadvantages: You still feel trapped at times.

Mandreg Fighter: As a Mandreg fighter you have learned to use your racial Constitution bonus and wandering tendency to earn a wide spread, combative legacy for yourself. While you plan to one day retire to a grand cavern of your

own where you can proudly live amongst your many trophies and treasures, the desire to find the next challenge and prove your might as a Mandreg keeps you roaming the lands.

Advantages: Your constitution bonus is a great assistance to you as a fighter.

Disadvantages: There are no real disadvantages to being a Mandreg fighter.

Mandreg Monk: As a monk you went beyond the suspiciousness and inner anger that tends to cloud a Mandreg's mind, and have forged your mind and body together to serve you best.

Advantages: Your natural constitution and darkvision will prove to be quite useful for you since a monk normally carries as few objects on their body as they can.

Disadvantages: Other than your racial tendencies for anger and mistrust, there are no real disadvantages to being a Mandreg monk.

Mandreg Paladin: Paladins are somewhat rare in the lost lands and Mandregs serving such a position in life are all that much harder to find. As a Mandreg paladin, your mere existence is somewhat legendary and you will probably be talked about for ages. However, your success in life is not exactly guaranteed as there are many individuals in your temple who do not entirely trust you due to your race.

Advantages: Serving such an unusual position for your race will surely give you a sense of legendary status, possibly even while you are alive and active.

Disadvantages: You are not always entirely trusted, especially by your own temple.

Mandreg Ranger: With a high degree of constitution, an improved ability to sense out the motives of others, and darkvision to guide your attacks in the dark, the role of a ranger seems perfect for you.

Advantages: Mandreg rangers are usually quite successful due to their natural racial abilities.

Disadvantages: There are no disadvantages to being a Mandreg ranger.

Mandreg Rogue: The rogue class is the most favored class of the Mandreg. Other individuals already do not trust you due to your race, so why not steal from them? As a Mandreg rogue you use your natural abilities to see in the dark, sense the motives of others, and bluff other individuals to your thieving advantage.

Advantages: Your Mandreg racial abilities help you become a more successful rogue.

Disadvantages: There are no disadvantages to being a Mandreg rogue other than the fact that many non-Mandregs do not trust you to begin with.

Mandreg Sorcerer: As a Mandreg sorcerer you have the natural ability to wield great mystical powers. Your inner thoughts of anger and mistrust however often cloud your

mind, making it a bit harder to pursue your profession.

Advantages: Your high constitution will help keep you alive until you master your inner magic.

Disadvantages: Your racial charisma limitations will hold you back somewhat as a sorcerer.

Mandreg Warrior: As a warrior you are most likely part of an established village, where you serve as a protector and hunter. While you have often wanted to stake it out on your own and travel the lost lands in search of fortune and might, such things are probably best left up to a fighter, ranger, or barbarian.

Advantages: Your natural constitution bonus will help you as a warrior, as will your darkvision.

Disadvantages: A path of a warrior is not quite satisfactory enough to provide the combative skills you desire in order to wander the lands on your own.

Mandreg Wizard: The educated study of a wizard is difficult for anyone to acquire in the lost lands, especially an aspiring Mandreg that no one seems to want to trust long enough to accept as an apprentice. Somehow or another, probably through raiding the ruins in order to find old tomes, you have managed to overcome the odds and have made the life of a wizard your chosen path. As a Mandreg wizard you will quickly find a high degree of respect and honor amongst other Mandreg, as well as plenty of young apprentices who wish to carry on your trade.

Advantages: A Mandreg wizard holds a high degree of respect amongst his own kind.

Disadvantages: The path is a difficult one, with materials being hard to come by and wizards of other races usually being unwilling to share their information with you or even trade supplies.

MANDRILLION

While the primanids have never been known for having the highest degree of gentle mannerisms or refined culture, no single creature concentrates the worst behaviors of such creatures as the mandrillion. Next to the hominids, the mandrillion make up the largest population of primanids. These savage humanoids have features that resemble a cross between a man-like humanoid and the features of baboons and mandrills. Unforgiving and cruel in nature, the mandrillion wage a constant war with all other humanoids in the lost lands.

Personality: The mandrillion are harsh, unforgiving creatures who impose a constant threat to the other humanoids of the lost lands, especially the other primanids. As they feel that the weak are a sign of shame and need to be culled, the mandrillion do not hold any mercy for even their own kind. While there are a few mandrillions with more open ideals and gentler natures, these creatures are considered to be outcasts of their own kind, no better than the "repulsive" mandreg. As such, mandrillions with conflicting viewpoints tend to do their best to wander as far away from their kin as possible.



Physical Description: The mandrillions, like all primanids, are humanoids with primate features. Though their cranium shows enough room for a higher degree of intelligence, their heads and faces roughly resemble that of a baboon or mandrill. The skin of these creatures is thick and leathery in texture and is usually a shade of grayish blue. The majority of the mandrillion's body is covered with shaggy fur that is a brilliant coloration of bright blue, purple, or green. In areas of this fur there are often patches or stripes of yellow, orange, or violet red. Though they have human-like hands, the arms of the mandrillion are long and muscular and the creature's teeth are much like that of a canine.

Adult mandrillions stand 6 to 6½ feet in height and usually weigh between 200 to 280 lbs. Despite this heavy weight, mandrillions usually appear to be quite agile if not wiry.

Mandrillions adorn their bodies with the crudely tanned hides of animals and may often wear bits of jewelry that they have taken from the ruins of the ancient races or claimed from various humanoid victims. As headhunt-

ing and cannibalism holds a minor to moderate influence within the mandrillion culture, it is not uncommon to see these creatures sporting the scalps, skulls, bones, and teeth of their fallen enemies.

The lifespan of the mandrillion is roughly the same as a human's, though most mandrillions rarely see a ripe old age due to their aggressive nature.

Relations: Mandrillions have a terrible sense of relations when dealing with others. These creatures hold a strong sense of prejudice towards other humanoids, especially other primanids, and even often wage war against other mandrillion tribes that the creatures feel have "grown weak and need to be culled". If it were not for the sheer number of these creatures living in the lost lands, the other races would have probably risen up and eradicated the mandrillions long ago.

Alignment: The mandrillion tend to be neutral evil in alignment. Though they view their limited beliefs as being absolute law, the mandrillion will resort to any form of chaos needed to justify such beliefs.

Mandrillion Lands: Though the mandrillion have often made the primitive "dungeons" and ancient ruins of the lost lands their home, they typically live in caves and caverns.

Religion: The majority of the mandrillion tribes are followers of Simius. While they claim to revere high devotion to this deity, they often have enough gall to actually challenge the sincerity of Simius, demanding that this deity hold the mandrillion race with the highest of favor and likewise help the mandrillions rid the lost lands of the other primanid races. It is from the reactions and demands of dissatisfied mandrillion followers that Simius has gained the title "Panderer Of Monkeys And Apes".

Language: The mandrillion speak Primanid. Those with high enough intelligence also speak Common.

Names: Like many other primanids, the mandrillion tend to have first names only, which are usually little more than one or two simple syllables. These names vary a great deal, and they seem to hold little reference to anything.

Adventurers: Mandrillion adventurers are not all that rare. While it is mostly the outcasts' only journey with other humanoids, there are many exploration parties consisting entirely of mandrillions.

MANDRILLION RACIAL TRAITS

- ☉ -2 Charisma, +2 Constitution, -2 Intelligence, +2 Strength, -2 Wisdom: As a race, the mandrillion represent a harsh, lower rung of thinking and mannerisms. They have little use for the development of educated thought, tend to act on rash instincts, and hold great prejudice towards others. As savages, however, they excel with their exceptional strength and constitution.
- ☉ Darkvision 60 feet: In the dark the mandrillion utilize their natural ability of darkvision, which allows them to make up their environments for up to 60 feet.

- ☛ **Medium Size:** As Medium-size creatures, the mandrillion have no special bonuses or penalties due to their size.
- ☛ **The Base Speed of a mandrillion is 30 feet.**
- ☛ **Racial Skill Bonus:** The mandrillion gain a +2 to bonus to Intimidate checks. This is due to the mandrillion's natural tendency to be aggressive. Mandrillion understand that imposing fear in others can be used as a tool to enslave or defeat their enemies.
- ☛ **Primanid Blood:** For all special abilities and effects, a mandrillion is considered to be a primanid.
- ☛ **Automatic Languages:** Common and Primanid. Bonus languages: Ogre, Draconic, Goblin, Dwarven.
- ☛ **Favored Class: Ranger.** A multiclass mandrillion's ranger class does not count when determining whether or not the mandrillion suffers an XP penalty for multiclassing.

Mandrillion Adept: Your people come to you for not only healing and guidance but also for power and might in combat. As a Mandrillion adept you rely not only on spells that are helpful but also offensive as well.

Advantages: Your use of magic makes you more prominent in position than the average villager.

Disadvantages: You suffer the standard limitations of an adept in regards to advancement and power.

Mandrillion Aristocrat: Through the dominant reign of your clan you have been born into a favorable position of power. Though the life of an aristocrat is quite favorable, there is a dark truth that lurks its way into your life. The Mandrillion expect their leaders to wield great power, possibly more power than you have.

Advantages: You have a prominent position in society.

Disadvantages: The others may expect you to prove your might.

Mandrillion Barbarian: Physically powerful and savage at heart, the barbarian class seems most appropriate to you. The natives of the lands fear you and your own tribe considers you to be some sort of a battlefield prodigy. While your natural constitution and strength bonuses help you in battle your thirst for blood combined with your barbaric rages makes you an aggressive combatant who has little use for strategy.

Advantages: Your racial bonuses to strength and constitution make you a natural for the barbarian class.

Disadvantages: You are skillful at fully charging into combat, not giving a bit of thought to the situation beforehand.

Mandrillion Bard: As a Mandrillion bard you are a keeper of legends, chanter of war songs, and player of the blood stained battle drums, due to your ability to inspire combative urges in your tribe's warriors.

Advantages: Due to your ability to inspire courage and viciousness in your fellow tribesmen, you hold a favorable position in the tribe.

Disadvantages: Your racial limitations on charisma will hold you back a bit in your pursuit of greatness as a bard.

Mandrillion Cleric: As a cleric you are both a link and a negotiator between your tribe and Simius. While your granted powers put a sense of awe into your fellow Mandrillion, the village tends to challenge the actions and decisions of Simius, which can sometimes put you in a dangerous and uncertain position.

Advantages: Your role as a cleric puts you in an important position amongst your fellow Mandrillion.

Disadvantages: Your role can also get you killed.

Mandrillion Commoner: As a simple commoner in your village you are the lowest rung of the pecking order. You live a simple life that consists mostly of hard labor and being pushed around, and you have little hopes of enjoying so much as a comfortable spot in the cave or a decent cut of meat from the evening roast.

Advantages: There are few advantages to being a Mandrillion commoner.

Disadvantages: You are on the lowest rung in the Mandrillion society and are treated little better than a slave by your fellow villagers.

Mandrillion Druid: You have spent your life living in nature and through your experiences you have learned that there is a special kind of magic in the savagery of the lost lands. After spending many years studying this magic, you have taken up the life of a druid. Other Mandrillion tend to respect, if not fear, your magical powers as you can influence the very elements of the nature that surrounds you with your mystic arts.

Advantages: Your mystical connection to nature inspires fear and awe in the hearts and minds of others.

Disadvantages: Your natural limitations to intelligence and wisdom may prove to be your worst enemy.

Mandrillion Expert: Though your life is better than that of a commoner you are still somewhat locked into a sense of servitude due to your dependency to the tribe for protection.

Advantages: There are not many advantages of being an expert Mandrillion other than your position in the tribe is a bit better than that of a commoner.

Disadvantages: You are locked into an existence of hard labor, cruelty, and oppression.

Mandrillion Fighter: As a fighter, you combine stylish martial attacks with your natural bonuses to strength and constitution. As your fighting techniques make you an unpredictable opponent very few Mandrillion try to challenge you in combat.

Advantages: You combine your natural bonuses in strength and constitution to a skillful fighting style.

Disadvantages: There are no real disadvantages to be a Mandrillion fighter.

Mandrillion Monk: While many of your kind tend to employ the use of weapons to aid them in combat, you have learned to discipline your mind and body alike in order to increase your combative power. While your racial limitations on intelligence and wisdom may prove to be a bit of an obstacle for you to overcome, your sheer physical power is an excellent benefit to your training as a monk.

Advantages: By disciplining both your mind and body you have become independent of the need for weapons and armor.

Disadvantages: Your racial limitations on wisdom will hold you back somewhat as a monk.

Mandrillion Paladin: As a lawful good paladin you are perhaps the exact opposite of everything that the other Mandrillion consider “right and proper”. Though choosing such an unusual path isn’t easy, your success as a paladin could change a lot of judgements that the natives of the lost lands have about all Mandrillions, whether they may be good or evil.

Advantages: There are really few advantages to being a paladin other than you are quite unique and you have a natural bonus to strength and constitution to help you in your journey.

Disadvantages: Mandrillion tend to be power hungry, arrogant, and evil. As such you have a lot to prove to your temple as well as those who you are trying to assist that may not trust you. Likewise your racial limitations in regards to charisma, wisdom, and intelligence could prove to be your greatest of problems.

Mandrillion Ranger: As a ranger you are well respected by the other Mandrillion. You know how to stalk your targets and enemies and also how to kill them at a distance before they have a chance to react. While some Mandrillion might consider your actions to be somewhat cowardly, the majority of the tribe holds great respect for your ability to slay targets with such ease.

Advantages: You are favored by the other Mandrillions for your abilities to take down the enemy with stealth, skill, and precision.

Disadvantages: Those that are jealous of your skills may try to label you as being “dishonorable” or “cowardly”.

Mandrillion Rogue: You have learned early on that physical confrontation usually just leads to bloodshed and loss rather than profit, so you have taken up the ways of a thief. While acquiring what you want by such means might sound favorable, other Mandrillion hate thieves and as a result they tend to torture and execute individuals like yourself. In the eyes of your fellow villagers you are no better than the mandreg.

Advantages: Being a Mandrillion gives you an inside edge towards plundering the battle spoils of your tribe.

Disadvantages: If your true nature is discovered then you will most likely be killed off in a rather hideous manner.

Mandrillion Sorcerer: As a sorcerer you display an unusual degree of powerful magic without having to take up the training of an adept or wizard. As such you tend to bring forth feelings of fear, envy, and hatred in the hearts of other Mandrillion. Mandrillion sorcerers such as yourself tend to be loners who travel the lost lands in search of fortune, security, and perhaps a few companions.

Advantages: As a sorcerer you are able to naturally tap into powerful magic without having to endure an educated study.

Disadvantages: Other Mandrillion tend to fear and loathe you. Likewise your racial limitations in charisma may hold you back a great deal.

Mandrillion Warrior: As a warrior you make up the ranks of your village’s hunters and protectors. Such positions are considered to be quite honorable in nature by the standards of the Mandrillion, and you enjoy a favorable status amongst your fellow villagers.

Advantages: Other Mandrillion tend to hold favor towards their warriors.

Disadvantages: Your combative skills are inferior to a ranger, fighter, or barbarian.

Mandrillion Wizard: Though the path of wizardry is quite difficult and requires constant hours of research you have somehow managed to learn this mystical craft. As you are able to tap into more arcane resources than the adepts, the other Mandrillion tend to put you into some of the highest social positions in their society.

Advantages: Your mastery over the mystical arts makes you an extremely important individual.

Disadvantages: Your natural limitations towards intelligence and wisdom may hold you back quite a bit.

PROBOSIN

A more intelligent variety of primanids, the probosin are less inclined to fly into the vicious rages that their distant kin, the mandrillion, are well known for. These humanoids are quite agile in motion and resemble a cross between a man-like humanoid and a proboscis monkey.

Personality: The probosin are more calm and calculating than most of the primanid races. As such, they are often considered to be somewhat inferior, especially by the mandrillion. While having a more “placid” train of thought might be considered an advantage in other lands, tendencies towards savage behavior can often be more desirable in the harsh, unforgiving environment of the lost lands. Still, the probosin’s ability to control their tempers often allow these creatures to clearly think things through before hand.

Physical Description: Though not exactly small in stature, the probosin are a bit shorter and leaner than most humans are. The probosin typically stand between 4 feet, 6 inches to 5 feet, 8 inches in height. Their weight ranges from 80 to 120 lbs., with the males being slightly heavier than the female probosin, and their bodies are covered

with a light tan fur. The faces, including their noses, bear a striking resemblance to that of a proboscis monkey. The probosin wear sparse garments, usually incorporating leather, suede, or buckskin with crude cotton, wool, or bark cloth. The lifespan of the probosin is roughly the same as a human's.

Relations: Probosin tend to keep to themselves. They do not get along with the mandrillion and have little use for the barbaric ways of the hominids. They have some degree of positive relations, however, with the mandreg and certain human tribes.

Due to the golgaut's desire to promote a more civil aspect to life in the lost lands, the probosin have a considerable degree of respect for the reptilian race.

Alignment: Probosin tend to be truly neutral in alignment, seeing the purpose of good and evil, law and chaos.

Probosin Lands: The probosin usually claim little territory on the ground. They make their homes in treetop "nests", which are usually huts of reeds, bamboo, sticks that have been carefully interwoven and otherwise secured to firm branches.

Religion: The religious natures of the probosin tend to be somewhat split, even within the same tribe. Some are followers of Simius, while most probosin have shunned more "organized" faiths for the path of druidism.

Language: The probosin speak Primanid. Those with high enough intelligence also speak Common.

Names: The probosin tend to have first names only, which are usually little more than one or two simple syllables. These names vary a great deal, and they seem to hold little reference to anything.

Adventurers: Some probosin choose to leave the simple existence that they have living in the tree nests for the life of adventure. Typically these individuals usually join parties consisting of humans, mandreg, or dwarven adventurers.

PROBOSIN RACIAL TRAITS

- ☞ -2 Strength, +2 Dexterity: Their agile forms allow the probosin to move about swiftly and carefully. Their body size however limits their strength.
- ☞ Low-light Vision: The probosin can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The probosin retain the ability to distinguish color and detail under such conditions.
- ☞ Medium Size: As Medium-size creatures, the probosin have no special bonuses or penalties due to their size.
- ☞ The Base Speed of a probosin is 30 feet.
- ☞ Primanid Blood: For all special abilities and effects, a probosin is considered to be a primanid.
- ☞ +2 Racial Bonus To Will Saves: The probosin have a high degree of self-discipline over their own thoughts, giving them a +2 racial skill bonus to Will saves.
- ☞ Racial Skill Bonuses: The probosin gain a +2 racial skill bonus to Concentration and Sense Motive checks.
- ☞ Automatic Languages: Common and Primanid. Bonus languages: Sylvan, Draconic, Goblin, Elven.

- ☞ Favored Class: Druid. A multiclass probosin's druid class does not count when determining whether or not the probosin suffers an XP penalty for multiclassing.

Probosin Adept: Beyond the daily savagery of the lost lands there is the mystic. As an adept it is your purpose in your tribe to tap into the unknown and provide magic for your people.

Advantages: Adepts such as yourself are held with high respect amongst your fellow villagers.

Disadvantages: Despite the fact that many villagers cannot begin to comprehend your mystical powers there are many other Probosin spell casters, especially druids, with greater power than your own.

Probosin Aristocrat: Somehow, somehow, your village grew enough in size and prosperity to allow the existence of an aristocracy amongst the people. Born into prestige, you have enjoyed the few finer things that the lost lands have to offer, and quite often at the expense of the villagers "below you". Despite such a luxurious existence the lands that surround you are still full of primitive savagery and a significant enough attack on your village could force you to have to fend for yourself.

Advantages: You enjoy a life with luxuries that are quite rare for the natives of the lost lands.

Disadvantages: You are dependent on the safety that is provided by the others in your tribe.

Probosin Barbarian: Though your kind tends to try to think things through, the call of the primal wild has taken over your "better thoughts" and you have become the shame of your people; a barbarian. While most Probosin look down on you, the simple fact of the matter is that your barbaric ways have made you stronger and probably more likely to survive than the rest of your people.

Advantages: As a barbarian you use combative force to help you survive against the dangers of the lost lands.

Disadvantages: The other Probosin shun you for your barbaric ways. Likewise your race is not exactly known for their strength, which is something that may prove to be a bit of an obstacle for you.

Probosin Bard: As a Probosin bard it is your duty to carry on the songs and stories of your ancestors. The Probosin have a proud, rich heritage and, as a bard dedicated to preserving such history, you are usually welcome amongst any Probosin village.

Advantages: As a bard you are considered to be important in regards to preserving the Probosin heritage.

Disadvantages: There are no real disadvantages to being a Probosin bard.

Probosin Cleric: As a cleric you are most likely devoted to the primanid god Simius. While some of the primanid may challenge the sincerity of Simius, you follow your deity without question or doubt. In return Simius grants you

with many spells and powers.

Advantages: You have access to powers that most of your kind cannot even begin to comprehend.

Disadvantages: The Probosin are divided in their devotion to Simius. If you are a cleric of this particular deity you may find yourself having to deal with some heavy questions and arguments from your kind. Some disputes may turn deadly.

Probosin Commoner: While the mandrillion tend to treat their common villagers like slaves, life for you is reasonably decent enough. Though your work is hard and mundane, the rest of the tribe values you for your simple contributions.

Advantages: As a Probosin your life as a commoner is fairly decent enough.

Disadvantages: As a commoner, no matter what your race is, you may often feel somewhat “stuck in a rut”. You are also completely dependent on your tribe’s existence.

Probosin Druid: While some Probosin are satisfied to believe the lies of the pandering Simius, you have turned to nature for power and understanding. As a Probosin druid you gain powerful rites to magic, not from arcane research or clerical faith, but rather from nature itself. It seems that there are many other Probosin who feel the same way as you do and it is not uncommon to see the most powerful and determined of your kind pursue the path of druidism.

Advantages: The druid class is the most natural choice for a Probosin character for many reasons. As a druid you have not only found a sense of peace and understanding with your own self and your primanid blood but you have also found harmony with the environment of the lost lands.

Disadvantages: There are no real disadvantages to being a Probosin druid.

Probosin Expert: Your life is much similar to that of a commoner, though you have skills that are more important and valuable to the tribe. While the commoners are simple laborers, you have artisan or professional skills that are valued by the rest of your people.

Advantages: As an expert you have a nice, quiet life within the tribe.

Disadvantages: You are dependent on the rest of the tribe for your survival.

Probosin Fighter: While your race is not perhaps the strongest of primanids, you have used your natural bonus of dexterity to compensate for sheer brawn. As a Probosin fighter you are most likely either an adventurer or hold a leadership position above the warriors of your village.

Advantages: As a fighter you have the survival skills needed to adventure the lost lands and stay alive. If you so desire, however, you can stay at home where your distinctive combative abilities will most likely grant you a position over the warriors of your tribe.

Disadvantages: The Probosin are not naturally strong, and as such you may need to use your advantage of heightened dexterity to compensate for this.

Probosin Monk: Though it was hard to overcome your primanid desires for savagery and action without thought, you have managed to successfully take discipline over both your mind and body. While your training is something that few would ever want to have to take on, many Probosin respect you for your mental discipline and determination.

Advantages: As a monk you use your mind to fully control your body, allowing you to overcome any physical limitation or lack of sophisticated weapons and armor.

Disadvantages: There are few disadvantages to being a Probosin monk other than a natural limitation of strength.

Probosin Paladins: As a Probosin paladin, it is most likely that you are the champion of a deity other than the pandering Simius. While this may not bring up immediate hatred from your fellow Probosin, chances are that you are considered to be an outcast and may not be allowed into Probosin villages.

Advantages: As a paladin you are considered to be a champion of great power.

Disadvantages: Other Probosin tend to shun or harbor suspicion towards you.

Probosin Rangers: While most natives tend to associate physical strength with battle, you have proven them wrong time and time again... from a distance. As a ranger you employ spears, bows, and other ranged weapons to allow you to hunt or stalk your targets from afar. Likewise, your keen knowledge and association with the wilderness offers you aid to your survival when making your journeys throughout the lost lands.

Advantages: As a ranger you are able to overcome your limits in strength by sneaking up on your targets.

Disadvantages: There are few disadvantages to being a ranger.

Probosin Rogues: Though many Probosin are honest at heart, you have always had trouble understanding why anyone would want to risk their life or break their back to get the things that they need when others leave their possessions lying around so carelessly. Without much means of securing the ownership of goods amongst the natives of the lost lands you have found the career of a rogue to be fairly effortless. You must keep your guard, however, because your people have little use for a thief.

Advantages: As a rogue you often find it easy to get the things you want or need by simply “lifting” them off of others.

Disadvantages: If anyone manages to catch and capture you, you’re probably as good as dead.

Probosin Sorcerers: Unlike the adept, the bard, or the wizard, your arcane powers come from within. Probosin

tend to hold their sorcerers as being sacred beings, and treat them in a manner that is perhaps only shy of being worshipped or treated as a king.

Advantages: As a Probosin sorcerer your people consider you to be a prodigy. As such, whenever you are amongst other Probosin you can expect to be treated quite decently provided that you give the others no reason to hold hostilities towards you.

Disadvantages: There are no real disadvantages to being a Probosin sorcerer.

Probosin Warriors: As a warrior it is your duty to provide meat and protection for your tribe and family.

Advantages: Due to your status as a warrior you are treated with high respect in your village.

Disadvantages: Your combative abilities are inferior to that of a fighter or barbarian.

Probosin Wizards: While the path of educated wizardry can be a bit difficult for most to master or learn in the lost lands, your race has discovered many old tomes and texts that were left behind by the ancients in the ruins. This makes the arts of wizardry available to your people to some degree. While the initial training is not all that difficult you may have trouble acquiring all the equipment and items that you will need to practice your arts later on.

Advantages: The Probosin have been aware of the educated magical practices for many years.

Disadvantages: You may have trouble acquiring all of the items you need to practice your arts later on.

ANCIENT RACES

“Alas, our beginning was truly our end. All that we have known will fade to dust, and a new dynasty of beings will rise up from amongst the ashes that we have left behind. As with our civilization, however, this new breed will suffer no better, and eventually their lust, hunger, vanity, and greed shall destroy them too.”

Crumbling amongst the primitive chaos of the lost lands are the elements of races of great progress and order that once existed and flourished but are now all but completely gone. While these ancients once wielded great power that even the more cultured lands are yet to witness, their numbers have long since dwindled down or have died off completely. Unlike the current inhabitants of lost lands, which most societies would surely recognize as carrying on the traditions and ways of the earliest of their ancestors, these ancients were highly developed and typically held a complex sense of cultural structure. Due to the various elements that surrounded their lives or perhaps a great and misfortunate disaster, the members of such races themselves are either completely extinct or extremely few in number and greatly regressed from their former state of prestige, learning, culture, and might.

WHY ADD THESE ANCIENTS TO AN ALREADY “ANCIENT” LOST LAND?

The presence of the workings of the ancients, or even a few remaining members of their once great races, gives an overall sense of mystery to the lost lands. With the limitations caused by their primitive state, the standard races, even the more fully advanced ones such as the human tribes, are incapable of leaving behind such a rich culture or great archeological wonders. In addition, alongside the gods, these ancients often gave the savages a “blueprint” for culture and society. It is likely that the various beliefs, traditions, rituals, art, and developments of complex thought and structure of such tribes have been pulled from the abandoned remains of these ancients.

WHAT HAPPENED TO THE ANCIENT RACES AND THEIR SUPPOSED “GREAT CIVILIZATIONS”?

This is a decision entirely left up to the DM. The typical plot line for the decline of such civilizations usually revolves around a corruption of culture. Cannibalism, debauchery, uncontrollable lust, patronage to dark gods, and warfare are usually more than enough to send most societies into absolute ruin. Often with decadence comes disease, with lust, the rise of murder. Though often considered to be a practice of the “savages”, cannibalism is usually considered to be one of the last, unexplored “decadent evils” that an already morally bankrupt society might practice. Though sounding a bit bizarre, it is possible that an entire culture could have more or less “ate itself” into extinction.

ARE ALL THE ANCIENTS EXTINCT OR ARE THERE A FEW LEFT?

Again, this is a decision to be left up to the DM’s choosing. While it would be easy to simply say that the ancients have long since faded away into absolute, total extinction it may actually be more fun to allow a few isolated pockets of such beings remain. Though somewhat regressed from the passing of time, these beings should know enough about the general downfall of their culture to become a living, breathing warning to other races who could fall into the same potential trap.

WHERE DID THE ANCIENTS COME FROM?

Another decision best left up to the choosing of the DM. While such a race could have rose up like any other, through creation or evolution, it is quite possible that these races may have settled into the lost land areas arriving from another world or plane through the help of a magical portal.

GUZI

Often declared to be the “fathers of cannibalism”, the guzi were an ancient race that entered the lost lands through one of their many mystical portals. Corrupt with debauchery and disillusioned theory, the guzi were a race of sophisticated headhunters who traveled the many worlds

of the prime material planes in order to satisfy their cannibalistic-like acts of devouring intelligent minds.

Personality: There was hardly a member of the guzi race who had a heart and mind that wasn't sick from the depraved debaucheries or the constant cannibalistic-like behaviors. These beings, though quite sophisticated in art, dress, manner, and voice, were worse than the very spear-hurling savages that once reigned as dueling kings over the lost lands.

The guzi did indeed have a sense of social properness, and could use it when they needed to. With few other advanced beings around to gawk at their terrible acts and thus argue their corruptness, the guzi soon found little need for socially acceptable manners in the lost lands. Gradually, their sense of art and culture also began to slip away and by the time that the mind flayers discovered these depraved creatures, the guzi race was hardly much better than the savages that they stalked.

Physical Description: The guzi stood from 5 foot 4 inches in height to just under 6 foot, 2 inches at the very tallest. They had protective, beaded skin much like that of a lizard's. Hairless on both their bodies and their heads alike, the top of the guzi's head was lined with several rows of minute ridges. Tiny, bead like eyes peered out from thick, oval eyelids. These thick eyelids were grooved and purplish in coloration. The rest of the guzi was usually a sickly yellowish green or a pale greenish blue. They had broad, flat noses, oval shaped earlobes, and hideous black fangs for teeth. Heavy patches of protective scales protected the arms, legs, and chest of the guzi and their nimble fingers ended with dark claw-like fingernails.

The manner of dress for the guzi was quite elaborate and was made of the finest silks and cloth weaves. In addition, the guzi were normally covered in a shamelessly proud display of gemstones and jewelry.

Though having a scaly, protective hide and a bone structure that was sturdy yet agile and lightweight, the guzi weren't well known for engaging in any physical activity that they were not being forced to do. This lack of physical activity, coupled by the unwholesome diet and constant intoxication that the members of the race constantly enjoyed, made the average guzi look weak, sickly, and often emaciated.

Relations: The guzi had a pitiful degree of relations with other intelligent beings. If such a creature's brains could not be eaten, then they were of little use to the guzi. Likewise, the interaction between other guzi was often laced with ill content, strife, hate, mistrust, and even cannibalism. The guzi could appear to be extremely pleasant and charming initially, as often there were the effects of a few enchantments lurking about. Once the true side of the guzi race was exposed, however, there was hardly anything about these beings that any race or creature could find appealing enough to wish to form an alliance with the guzi.

Alignment: As the laws of the guzi had all but collapsed and the order of the society had become reduced to following the "pathways of pleasure and knowledge", the

guzi were more or less chaotic evil as a whole. Though it has been rumored that towards the end of the era of the guzi in the lost lands a few good aligned members of the race attempted to bring about a sense of social and ethical reform to their people, such tales have never been fully confirmed. It is believed that if a good guzi truly existed, they were probably tortured, killed, and consumed by the rest of their race as a punishment for the "terrible ways" of the reformed guzi.

Guzi Lands: Upon their arrival from their portals into the lost lands, the guzi quickly established strongholds in most any region that gave them enough room to place a dwelling of sufficient size. A lazy and fairly weak race by nature, the guzi charmed and enslaved the local humanoids into doing the bulk of this work for them. The guzi, however, often favored mountainous regions as this not only allowed an easy starting point for the construction of their dwellings but also to allow these creatures to be situated upon high places, where they could look down upon their nearly acquired "kingdom". Though openly asserted as a display of arrogance, many explorers who have studied the ways of the guzi also feel that perhaps these individuals were truly cowardly and thus afraid of the dinosaurs, predatory beasts, and other horrors that the very nature of the lost lands had to offer.

Religion: The guzi held no particular religion but rather paid homage to a wide variety of corrupt, evil deities. Often they were known to worship their own rulers and the lowest of their kind were known to consider their own selves to be gods and goddesses during their states of intoxicated debauchery.

Language: The guzi spoke Common and Guzin.

Names: As they believed in both the independence of self-expression as well the ritual consumption of one's elders when such beings had passed the age of usefulness, guzi had only singular names. There were different male and female names but as their society further regressed into their decadent ways, many of the male guzi found delight in taking a name normally designated for a female and the females sometimes expressed the same interest for male names.

Male Names: Juter, Iklus, Vetlik, Zekas, and Zutlok

Female Names: Velki, Vassdella, Illa, Zulka, Zarta

Adventurers: Guzi adventurers were quite rare. Most of these beings were cowardly in nature and preferred the company of one another for protection, disgusting acts of debauchery, and companionship. The few that did choose to adventure about the world were either scouts for the race or had taken a liking to other evil beings and felt that the companionship of such creatures could be of benefit.

Downfall: The whole of the guzi race was sick and twisted to the very core. They had followed a long held belief that the consumption of the freshly acquired brains of intelligent beings brought forth a great amount of knowledge as well as sensations of pleasure. Likewise, the cannibalistic consumption of the gray matter of other guzi was all that much better.

As a result, the continued cannibalistic activities along with other acts of debauchery corrupted the race as a whole and gradually the guzi slipped into a state of social decline. While their intelligence, surprisingly enough, did increase, their wisdom and common sense slipped away and soon the entire guzi race was dedicated to acquiring new, interesting brains to devour. Also during this time an increase of natural born guzi sorcerers came about and this fueled the mission of the guzi further. Using spellcraft to open portals into other worlds, the guzi eventually stumbled upon the lost lands where they were delighted to discover not a small handful of intelligent creatures but rather a wide selection of developing intelligent creatures whose minds were full with fresh, new discoveries and experiences. Doing their best to enslave the strongest through magical means, the guzi had great dwellings and structures built as they went out and rounded up their victims.

Though the guzi seemed to be unstoppable in the primitive lands, their great reign was eventually brought to an end by disease, their own cannibalistic acts, and the arrival of mind flayers. As the guzi society thrived on eating the brains of the intelligent, mind flayers viewed the guzi in the same manner that a farmer views a fox that's been raiding the chicken coop.

GUZI RACIAL TRAITS

- ☪ Medium Size: As Medium-size creatures, guzi have no special bonuses or penalties due to their size.
- ☪ The Base Speed of a guzi is 30 feet.
- ☪ +2 Intelligence, -2 Wisdom: The guzi were quite intelligent due to their practices but grew somewhat foolish from the intoxication of their various forms of debauchery.
- ☪ Darkvision 60 feet: The guzi had Darkvision of 60'
- ☪ Natural Armor: Due to their thick, reptilian like skin, the guzi had a natural armor bonus of +2.
- ☪ Racial Fortitude Bonus: The guzi had an automatic +2 racial Fortitude Bonus. This bonus could be compounded with other bonuses, including the selection of Great Fortitude as a feat.
- ☪ Automatic Languages: All guzi spoke Common and Guzi. In addition, all guzi were allowed one additional language as a racial bonus, which was selected from their list of bonus languages. This bonus was due to the extensive travels that the guzi took in an effort to find new brains to consume.
- ☪ Bonus languages: Elven, Draconic, Primanid, Gnoll, Orc, Troll, Goblin, Dwarven, Gnome, and Infernal.
- ☪ Favored Class: Sorcerer. A multiclass guzi's sorcerer class does not count when determining whether or not the guzi suffers an XP penalty for multiclassing.

OOLORI

The Oolori are an extinct race of humans whose civilization once touched all corners of the world. They were a seafaring race that possessed a sophisticated knowledge of mathematics, astronomy and architecture. They were also

astute philosophers and linguists, developing numerous complex languages and religions. The Oolori died out over ten millennia ago, but some traces of their advanced civilization still exist in regions throughout the world.

The creative arts blossomed in Oolori society, and they produced masterworks in almost every conceivable medium, particularly in architecture and writing. The disciplined Oolori mindset helped society to progress to a technological level beyond that known to any other civilization in the world. While many cultures were hunting and gathering, fending off vicious predators with spears, and hiding in caves, the Oolori were charting the stars, mapping out unexplored continents, and building massive temples and edifices to honor the wisdom given them by their gods.

Personality: Oolori were intelligent, contemplative and cultured. Pacifists to the extreme, the Oolori were not given to rash decisions and they thoroughly analyzed situations to determine the best courses of action. Oolori also possessed a well-honed sense of humor, and their literature was often tinged with elegantly phrased sarcastic witticisms. The Oolori were also gregarious, inquisitive and polite. Their encounters with other cultures over the course of their history taught them to respect others, to learn from even "primitive peoples," and to cherish knowledge, compassion and understanding.

Physical Description: The Oolori towered over most races, typically standing close to seven feet tall. They had slender bodies with obsidian colored skin, hair ranging from black to light brown, and elegant, rounded facial features. Men and women didn't vary much in height and weight, and children typically reached adulthood by their fifteenth year.

Relations: Throughout their history, the Oolori maintained distant, almost fatherly, relations with a small number of civilizations throughout the world. The Oolori in fact, shaped many of these civilizations in subtle but significant ways. They introduced mathematics and agriculture to many cultures, as well as rudimentary astronomy and navigation. Seldom did Oolori contact with other civilizations result in warfare; if there were signs of overt hostility to their presence, the Oolori would simply retreat to their ships and sail away without incident.

Alignment: The Oolori gravitated toward lawful good and neutral good alignments. Seldom did Oolori resort to evil or destructive ways.

Lands: Oolori civilization developed on a large continent in the center of a vast ocean. Their cities were cosmopolitan places, with lavishly decorated temples, pyramids, homes, and massive administrative complexes. Oolori agricultural techniques were highly advanced, as were their metalsmithing and shipbuilding technologies. The Oolori never built to tame nature, rather their architecture was always designed to incorporate and embellish the natural surroundings. Temples and pyramids for example, while grand and ornately designed, always fit with the environment and never dominated it.

Religion: The Oolori worshiped a complex array of gods, as well as a sophisticated range of philosophies. If anything, the Oolori were open-minded towards religion, and throughout the history of Oolori civilization, a startlingly vast number of cults, religions, ideologies, and philosophies ebbed and flowed with each other with little conflict. If any one religion dominated the Oolori it was pacifism—almost all spiritual life in Oolori culture revolved around the concept of living in peace and harmony with nature and other living creatures.

Language: The Oolori used over two dozen distinct languages. Some languages were strictly utilized for religious purposes, while others were developed for administrative and economic transactions. It may seem odd that a society would use so many different languages, but the Oolori thrived on diversity. Learning several languages wasn't much of a feat for an Oolori adult, as most children learned at least two languages before they even attended school.

Adventurers: Oolori adventurers should be rare. In fact, it's probably a good idea for the DM to reserve the Oolori as an NPC-only race since they've presumably been extinct for over ten thousand years. However, when used in a campaign, Oolori lean toward the more academic classes, such as wizards, clerics, and experts. Oolori warriors or fighters are rare, as such martial disciplines are alien to the Oolori mindset.

Downfall: Exactly how the Oolori became extinct is best left to the DM's imagination. However, a good suggestion is as follows:

A massive earthquake sank the home continent of the Oolori beneath the sea, and few if any of the Oolori survived to resettle in other parts of the world. In this case, the structures previously built by the Oolori throughout the world lurk as wondrous mysteries waiting to be discovered. Ten millennia is a long, long time for a race's memory to survive intact in the stories and legends of the primitive cultures that had contact with it. Perhaps the Oolori exist only as such—a mythical race depicted in scattered fragments of myth, architecture, and symbolism in the far flung corners of the world. A piece of stone with a strange inscription, a long-lost pyramid rising out of the desert or half buried in jungle foliage, or a strange shipwreck discovered off an unexplored coast could all lead to an investigation into this lost advanced race.

OOLORI RACIAL TRAITS

- ☛ **Medium Size:** As Medium-size creatures, the Oolori have no special bonuses or penalties because of their size.
- ☛ **Oolori base speed is 30 feet.**
- ☛ **+2 Intelligence:** The Oolori was an intelligent and sophisticated people with diverse interests and an insatiable curious streak.
- ☛ **Racial Skill Bonuses:** The Oolori has a natural affinity for the sea. They receive a +2 racial bonus to any Knowledge and Profession checks related to seafaring and navigation. In addition, all Oolori may select De-

cipher Script as a class skill, regardless of their actual class.

- ☛ **Automatic Languages:** All Oolori spoke Common and Oolor, their original native tongue. In addition, Oolori have double the normal starting languages as a racial bonus, and may select any known language as a bonus language (except for secret languages).
- ☛ **Favored Class: Cleric.** A multiclass Oolori's cleric class does not count when determining XP penalties for multiclassing.

PALETHYNES

The palethynne race was an ancient variant of the goblinoids. Though having familiar the flatness about the face that their kin, the goblins, share, palethynnes were much more graceful in appearance than the rest of the goblinoid races. Likewise, they were extremely well mannered, gentle of nature, and quite intelligent.

Personality: Though considered to be of goblin blood, palethynnes were quite a different breed of creature than their more barbaric kin. Driven by a desire for knowledge and learning, palethynnes typically chose to talk their way out of fights and often attempted to befriend their enemies so that they might learn from such individuals rather than destroying them and their culture.

Physical Description: Palethynnes stood around 5 feet to 6 feet in height and weighed from 85 to 140lbs. Though having faces that are somewhat flattened in the same general manner as their goblin kin, their features were otherwise more graceful, and not nearly as coarse. Their skin tone was a muddy sort of yellow and their eye color varied from amber to orange to reddish brown. Palethynnes had long, flowing silvery white hair and pointed ears much like that of an elf's. The fingers on their hands were long and nimble, and usually ended with thick, dark claws.

Relations: Though the palethynnes once held an uneasy but peaceful existence amongst their fellow goblinoid kin, a great revolt caused by goblins, hobgoblins, and bugbears against the palethynnes ages ago forced these beings into a state of hidden, underground isolation. As a result, palethynnes kept very limited contact with any race other than their own for ages. They were known, however, to occasionally associate with a few very selective groups of humans, elves, and slither elves. These contacts with the outside world were mainly for the purpose of trading and the exchange of news.

Alignment: The alignment of palethynnes varied greatly during their existence within the societies of their primitive goblin kin, but most were neutral good by the time that they were forced into hiding.

Palethynne Lands: Though most other goblinoids hate the light of the sun, the palethynnes were quite fond of both the day and the night, but were forced to abandon their homes within the forests and meadows for the safety of secret underground lairs in the bottoms of the great caverns. Realizing that the goblinoids would soon be after them and may possibly be able to infiltrate such places,

the palethynes had begun working out the plans of such hideaways in advance, and had chosen vast areas with difficult to access entrances. Likewise, most of these places were full of raw mounds of precious crystals, thus allowing palethynes the proper resources to continue their magical arts, even when in hiding.

It is said that the palethynes were able to guard their hiding places with the use of magic and traps and that many a goblin has been lead to madness or death trying to figure out their way about in such trapped caverns.

Religion: As their outlooks were so diverse from one another, palethynes had no particularly dominant religion. Many were, however, somewhat druid-like in their outlooks.

Language: Palethynes spoke Goblin and Common.

Names: Palethynes had both a first name and a family name, and their names typically reflected elements of nature or magic.

Male Names: Hexus, Oak, Maple, Voke, Flicker

Female Names: Vine, Kist, Brook, Cantrip, Luna, Sparkle

Last Names: Spellforge, Featherdrift, Chantgold, Hillstorm

Adventurers: Though there is no real recorded account of confirmation about the continued existence of this race, it is believed that the palethynes are still alive and living in small underground communities deep below the surface. The reason for such speculation comes from the fact that on many occasions there have been unusual looking wizards spotted in adventuring parties that resemble the palethynne race. If this is true then it is assumed that many of these adventurers travel for the better purpose of their race, gathering information, knowledge, and needed goods from the surface world.

Downfall: In the beginning, palethynes held a high position amongst the early goblinoids. While the goblins, bugbears, and hobgoblins were just in the early stages of cultural development, palethynes had already achieved a sense of culture, art, and learning that rivaled even that of the elven races.

While the goblinoids hoped that the advantage of this race's knowledge would help them crush and defeat their enemies, they soon discovered the palethynes attempting to take a more peaceful approach with the rivals of the goblinoids. These creatures were discussing matters of learning, culture, art, and trade with the likes of elves and human tribes. Burning with anger, many of the early goblin, hobgoblin, and bugbear leaders gathered together and decided that it would be in the best interest of the goblinoid blood for them to eradicate the palethynes completely and utterly.

Realizing that doom was at hand, the palethynes gathered what supplies they could muster and fled to underground lairs. Hastily the palethynes set up various magical and non-magical traps for their enemies to trigger and quickly sealed off available passages. Though most of the invading goblinoids eventually

infiltrated most of these areas, killing off the palethynes, it is rumored that a few of these lairs were never discovered.

PALETHYNE RACIAL TRAITS

- ☉ Medium Size: As Medium-size creatures, palethynes have no special bonuses or penalties due to their size.
- ☉ The Base Speed of a palethynne is 30 feet.
- ☉ +2 Intelligence, -2 Strength: Palethynes are quite intelligent but a bit frail in posture.
- ☉ Darkvision 60 feet: Palethynes have darkvision of 60'
- ☉ Racial +1 Bonus on Intelligence Based Skill Checks: Palethynes gain a racial +1 bonus on all intelligence based skill checks. This bonus is addition to any other miscellaneous bonuses, including any Intelligence ability bonuses.
- ☉ Goblinoid Blood: For all special abilities and effects, a palethynne is considered to be a goblinoid.
- ☉ Automatic Languages: Common and Goblin. Bonus languages: Elven, Draconic, Primanid, Gnoll, Orc, Troll, Goblin, Dwarven, Gnome, and Halfling.
- ☉ Favored Class: Wizard. A multiclass palethynne's class does not count when determining whether or not the palethynne suffers an XP penalty for multiclassing.



CHAPTER 7:

RELIGION

As she crossed the dense, moss covered forest floor Nya couldn't help but to notice that the rock formations in the cliff walls to the north looked a little peculiar. Moving closer she discovered she was right. Carved into the side of the rock formations was the ancient visage of Hissadrak, the three-headed baroness of snakes. Though druidical herself in faith, Nya knew well enough about the followers of this evil goddess to realize that she had just stumbled into hostile territory.

The lost lands have a numerous variety of gods and goddesses. While some pantheons may have each domain represented by only one deity, the deities of the lost lands often engage in a bloody competition over shared domains. When adding the lost lands to a pre-existing campaign world with an established pantheon it is important to decide what to do with the presence of such deities. If your world allows for a multitude of deities and theological beliefs then the introduction of these gods and goddesses will be rather easy. The deities of Lost Prehistorica hold their concentrations over the followers in the lost lands while the other deities are concentrated on the rest of the campaign world. The isolation of the Lost Prehistoric deities may be voluntary or by exile from the other gods of the more civilized lands.

If your campaign world has a strict, straightforward pantheon but you still want to introduce Lost Prehistorica to your world then all you need to do is merely replace the influences of the following deities with the existing deities of your campaign world.

GREATER GODS

BASTAN

(Greater God)

Chief of the Plains, The Wise Sage, The Sun Healer

Alignment: Neutral Good

Portfolio: Goodness, Wilderness Survival, Healing

Domains: Good, Healing, Knowledge, Nature

Symbol/Crest: The head of a white bison in the center of two crossed spears

Favored Weapon: Spear

There are tribes in the lush temperate forests, plains, and valleys of the lost lands who speak of a great elder and expert hunter who emerges from the sunlight rays and brings good favor and knowledge to those who respect their land and the rights of others. To many, this great elder is simply referred as “Chief of the Plains” or “The Sun Healer”. To the devoted, he is known as Bastan, The Wise Sage.

Bastan is regarded as a wise and battle worthy tribal elder who appears to his devoted followers as an aging tribal chief garbed in the hide of an albino bison. He has tanned

skin of a reddish brown hue and speaks in a slow but steady voice. Hunters and tribesmen of the temperate to warm areas of the lost lands worship Bastan in hopes of health, knowledge, and good fortune.

Though wielding great power and influence, Bastan prefers not to meddle in the affairs of others unless his people have been harmed or endangered. Though he is typically peaceful, calm, and collective, Bastan can become fierce and ill tempered if enraged. Bastan believes in taking care of his followers and seeing to their well being. Goodness and loyalty are rare things amongst the dwellers of the lost lands and it is Bastan's intentions to preserve such ideals amongst the people of his favored hunting grounds.

Though the tribes that follow Bastan are still primitive on an “inventive” or culturally developed scale, these followers are quite wise in the knowledge of nature and survival in the wilderness. Even the more simple amongst the tribe members can point out interesting facts about various elements of nature. Due to the fact that they recognize Bastan as a hunter that prefers to dwell in the open plains and not in some stuffy dwelling, the followers usually do not build temples or permanent places of worship.

JAGGORA

(Greater God)

The Zombie Jaguar, High Savage of Evil, The Diabolical Warlord

Alignment: Chaotic Evil

Portfolio: Evil, Beasts, Chaos, Warfare, and Felines

Domains: Evil, Animal, War, and Chaos

Symbol/Crest: The head of a jaguar with extended fangs

Favored Weapon: Light Flail with a spiked head made of a glowing, enchanted diamond

Jaggora, the feline lord of evil, is a cunning deity who reigns supreme over the evils of the lost lands. Though universally hated, even the other deities of evil who influence the lost land regions respect Jaggora and pay homage to him.

Jaggora appears in his normal form, a strikingly gaunt, zombie-like creature with features of a humanoid and those of a jaguar with long, saber like fangs. Though not exactly undead in form, legend has it that Jaggora was slain by a distant god that the foul feline deity served. Jaggora, however, was aided by the cosmic power that still flowed within his dying body. This power restored his life to some degree, but the evil feline god was forever scarred from the battle. Fleeing his master, Jaggora assumed the position of ruler over the evils of the lost lands. Assisted by the constant sacrifices and rituals offered by the lost ancients, Jaggora's reign of power grew and grew, elevating the abilities of the evil feline god. Though otherwise healed through his rise

in power, the scars remained, giving Jaggora a most foul appearance.

Jaggora is an unforgiving god who forever wages battle against those who try to oppose his reign in the lost lands. If his loyal followers cannot stop a rival force, Jaggora uses his influence over the savage beasts and animals in the lands to turn the tides of the battle.

The followers of Jaggora are most commonly found in the warm jungles, mountains, and deserts of the lost lands. They are encouraged to show no mercy towards their enemies and typically enslave, murder, sacrifice, or cannibalize those who oppress them.

NUBISIR

(Greater Goddess)

Alignment: Neutral

Portfolio: Agriculture, Crafts and Weather

Domains: Air, Destruction, Earth, Plant, and Protection

Symbol/Crest: None

Favored Weapon: Sickle or stone hammer

Nubisir is a powerful spirit worshipped among the humans of the lost lands as the giver of life to the earth, the creator of the mountains, hills and grasslands, and the provider of sustenance to humankind. She is also a destructive spirit-goddess, capable of bringing drought, storms, and other calamities upon both civilized and primitive peoples. Nubisir is called the Shaper of the Lands, Lifebreather, and the Spirit of the Earth and Wind.

Nubisir takes many forms on the prime material plane. She sometimes appears as a giant man or woman with hulking muscles wielding a large, stone-bladed sickle or a massive hammer. Another favored form is that of a tornado sweeping across the land. She is also known to appear as a stern-faced woman or man, sprouting her visage from walls of granite and other stone. Legends say that Nubisir can literally reach out from rock and earth to grab farmers, stonemasons and others who don't show her the proper respect or make frequent offerings.

A wide range of humans worship the various aspects of Nubisir. Craftsmen worship her for the stone and precious metals she provides. Farmers and gardeners revere her because she can cause rainfall and drought and therefore controls the bounty offered up in yearly harvests.

Temples to Nubisir are typically made of wood and stone, but are seldom elaborately decorated structures. Simple, one-room temples with dirt floors and open roofs are common in villages and cities. In more rural areas, wood huts with grass and mud lined walls are prevalent.

SIMIUS

(Greater God)

Panderer of Monkeys and Apes, Deity

of Apes and Primanids

Alignment: Chaotic Neutral

Portfolio: Primanids, Primates, Apes, Monkeys

Domains: Chaos, Protection, Trickery, and Animal

Symbol/Crest: The stone face of a monkey with pink or red fur and polished gems for eyes

Favored Weapon: Club

Simius, the god of apes, monkeys, and primanids, is well known for his chaotic, often deceptive ways. As most of his followers are bitter enemies, Simius often finds himself pandering an empty promise to each race of being the "most favored". Though a few tribes threaten to abandon from time to time, his angry screeches and howls usually make them cower back to loyalty.

Simius has one form that he seems to be stuck in. He appears to resemble a humanoid of five foot in height with the face of a capuchin and certain body features of a spider monkey. His fur is brilliantly colored and shifts from shades of pink, orange, red, and golden yellow in the sunlight. Simius dresses in loose clothing made of the finest of patterned silks and tapa and wears a wide assortment of jewelry. His eyes usually seem to glow with a bluish green essence and when he speaks or chooses to howl, Simius has a slight reverberating effect to his voice.

While many of the followers of Simius wield clubs or spears in battle, Simius prefers the use of the quarterstaff. This weapon shows off his great agility and often when using his mystical quarterstaff made of the finest jade, Si-

mius can be seen leaping up to heights greater than 100 feet in the air and coming down with a deadly display of howling and twirling.

Though having many followers and being of prominent status, Simius often gains little respect from fellow deities. He can be a bit of a prankster, and his tricks have caused Simius to be more or less ostracized.

Likewise, Simius is somewhat in a rivalry with many of the other deities, including Jaggora, who shares the domain of chaos with Simius.



LESSER AND INTERMEDIATE DEITIES

CHUNDA NOL

(Lesser God)

The Lizard Thief, Singing Guide of Outcasts

Alignment: Chaotic Good

Portfolio: Outcasts, Thieves, Nomads, and Bards

Domains: Protection, Trickery, Travel, Luck

Symbol/Crest: A chameleon of multiple colors grasping on to a large gem

Favored Weapon: Dagger

Chunda Nol is a friendly, good aligned deity who mostly holds influence in the lost lands. Though often referred to as the “lizard thief” he mainly holds favor amongst wandering outcasts. He typically resembles a humanoid lizard standing about five feet in height with the head and features of a chameleon. While his skin is normally a shade of green, it can quickly change color and often has patterns that flow with virtually every conceivable color.

Roaming across the lands in scattered, mismatched tribes are Chunda Nol’s followers. Chunda Nol holds a sense of protection and favor for such wandering tribes, as the world has seemed to reject them in the same manner that the other deities of the lost lands have rejected him.

The youngest and weakest of siblings to Hissadrek and Dysarkus, Chunda Nol has often been pushed aside when it comes to the regular meeting and council of the lost deities. Chunda Nol hasn’t been given the respect that he rightfully deserves from the others, and as such, he chose to help those like himself. While good in nature, Chunda Nol realizes that many of his followers are less than savory when it comes to alignment. He does what he can, however, to help and guide such people in hopes that his provisions and protections will eventually improve such individuals.

DYSARKUS

(Intermediate God)

The Reptile Warrior, Lizard of the Crushing Fist

Alignment: Neutral

Portfolio: Reptiles, Amphibians, War

Domains: War, Strength, Animal

Symbol/Crest: A clawed humanoid fist with reptilian features made of a great ruby

Favored Weapon: His ruby fist

Although virtually unknown outside of the lost lands, Dysarkus is mighty warlike deity who holds patronage with reptilian and amphibian humanoids. His followers call upon Dysarkus for his might and power in warfare before entering battle.

Dysarkus appears as a large, muscular, reptilian humanoid of nearly 7 feet in height and weighing over 500 lbs. Spiky projections cover his scaly, greenish body and Dysarkus has a lizard-like head. He wears simple adornments of precious metals and raw crystals and is garbed in bits of clothing made from the hides of fierce beasts. His

right hand was once severed in a battle against his evil half sister, Hissadrak. Through the aid of Quartikos, Dysarkus replaced his missing hand with a magical, fully functional one made of a great ruby. This ruby fist is said to be indestructible and with it Dysarkus deals out crushing blows.

Though demanding a high degree of respect, loyalty, and the occasional sacrifice of some great beast or dinosaur, Dysarkus has been known to reward his followers by leading them into battle from time to time.

Unlike some deities who hold reign over the lost lands, Dysarkus has had several relations with other deities. After Hissadrak severed his hand, a bleeding, suffering Dysarkus sought out the aid of the normally distant Quartikos. After weeks of searching for the quartz god, Dysarkus located Quartikos and pleaded to him for his help. Taking a great ruby, Quartikos sculpted a hand for Dysarkus and forged it to the wounded stump. By using a great many magical rites, Quartikos was able to make the ruby hand function fully and likewise the replacement member seemed to have become virtually indestructible. In return, Dysarkus forged a bonding of truce with Quartikos and ordered his followers to do likewise. For this reason, any follower of Dysarkus avoids attacking the followers of Quartikos, especially if the great stone statues erected in honor of Quartikos are present within sight.

DYSTORRO

(Lesser God)

Horn of War, Master of Destruction, Tyrant of the Desert

Alignment: Lawful Evil

Portfolio: Law, Brutality, Wickedness, Cannibalism, Wrestling, Destruction, Deserts

Domains: Destruction, Law, Death, Fire

Symbol/Crest: A gruesome horned face

Favored Weapon: Greatsword

Dystorro is a brutal, wicked deity that holds reign over many desert dwelling tribes. He favors the arts of brutality, harsh rule, wicked rulers, and the bloodshed of war and destruction. Dystorro holds delight in human sacrifice and cannibalism, and rewards those who seek to satisfy his hunger to see misery and strife. Often his most devoted followers become rulers who impose harsh laws and take delight in the destruction of the “heretics and faithless”.

Dystorro often appears as a muscular, towering figure of eight feet in height, with reddish skin that seems to be constantly burning with the fires of hatred. His face is harsh and evil in appearance, and two large horns protrude from his forehead. Dystorro is usually adorned in plate armor and carries a mystical greatsword that spits forth several mighty jets of fire upon his command.

As the followers of Dystorro fear their deity’s harsh judgment, they constantly seek out ways of cruelty that would please their master. To these followers, however, such actions are not considered “corrupt” but rather often “righteous and just”. In order to ensure that his followers maintain such ideals, Dystorro usually forbids the tribes that follow him to travel to other lands where conflicting

cultures might exist. Likewise, it is forbidden for a faithful tribe to allow another culture to thrive and exist within their desert lands.

Though seldom having any dealings with anyone other than his followers, Dystorro is hated by the most of the other deities.

HISSADRAK

(Intermediate Goddess)

Baroness of Snakes, Severer of Dysarkus, Death's Hiss

Alignment: Neutral Evil

Portfolio: Reptiles, Serpents, Death, and Destruction

Domains: Death, Destruction, Evil, and Magic

Symbol/Crest: Two serpents intertwined around the wrist of a severed hand.

Favored Weapon: Two bladed Kris sword

Hissadrak is perhaps the most evil and cunning of all deities worshiped in the lost lands. Wicked and ruthless to the very core, she delights in the suffering and pain of her victims, particularly those who follow Quartikos or his half brother, Dysarkus.

Hissadrak resembles a lean reptilian humanoid with two snake-like heads extending from longish, snake-like necks. Her total height is six and half feet and Hissadrak is usually garbed in fine silks, pelts, and jewelry. She carries a two bladed sword with curvy, kris style blades that were made from a large, magical vein of sapphire. This weapon glows and hisses when twirled in the clawed hands of Hissadrak.

Hissadrak is ruthless, demanding the most out of her followers. They are required to make regular sacrifices of their enemies and cannibalism is encouraged among the faithful tribes.

Hissadrak is hated by most of the other deities of the lost lands. Dysarkus has a natural rivalry for Hissadrak and though never having any personal battles with the two headed goddess, Quartikos holds no respect for Hissadrak either.

KUDLA

(Intermediate Goddess)

The Green Woman, The Choking Vine

Alignment: Chaotic Neutral

Portfolio: Life, Vines, Health, Nature, Plants, Indecision, and Insanity

Domains: Plant, Life, Nature, and Healing

Symbol/Crest: A young green shoot sprouting a leaf

Favored Weapon: Quarterstaff

Though she is not the most powerful of deities, Kudla is often feared for her unique, often random sense of discipline and smiling favor in the lost lands. The Green Woman is notorious for her generous harvests and her great wrath, both of which usually result in excessive plant growth. The most popular of hushed tales refer to the kudzu, a fast growing vine, being the child of Kudla. It seems that the hills and valleys of the lost lands were proving to be quite infertile one summer, and this lack of plant growth thus brought great anger to Kudla. After plotting what she should do to

exact her revenge, Kudla bore a child that would cover and choke these unsightly portions of the lands.

Kudla appears as a naked, humanoid woman with greenish, plant like skin and leafy hair. Various shoots, young vines, and leafy projects sprout from her body at Kudla's will and either dig their way into the soil or lunge towards an offensive target, so that, Kudla is also referred to as being "The Choking Vine".

The followers of Kudla build her temples from trees and other such plants that have already fallen and died. If one were to kill a live plant to create such a place, Kudla would deal with that individual quite harshly.

MAKODAE

(Lesser God)

Master of Sharks, Harvester of the Blood Tides, Prince of Mantas

Alignment: Neutral Evil

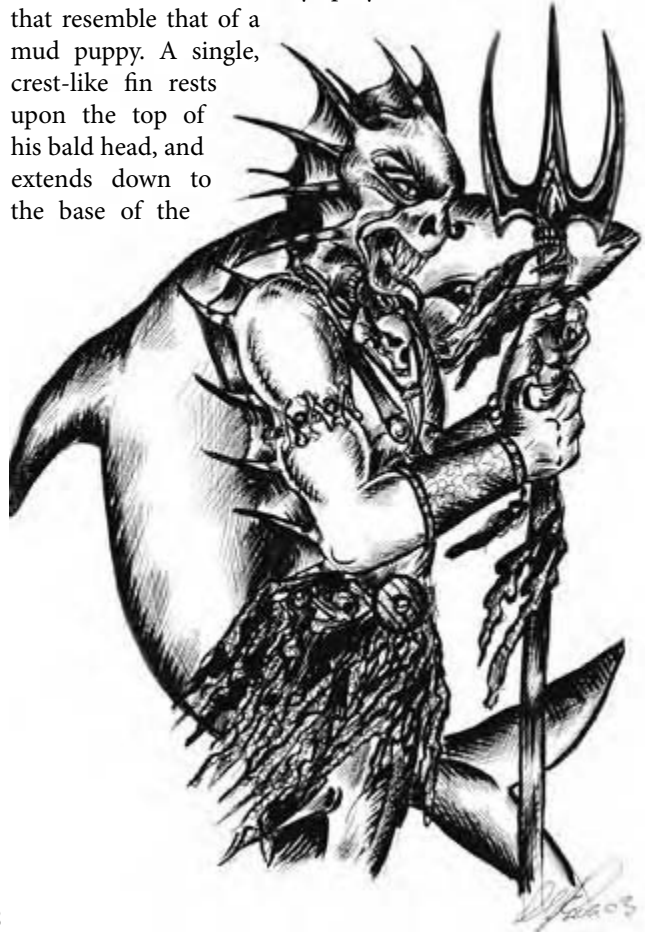
Portfolio: Sharks, Cruelty, Cannibalism, and Tides

Domains: Evil, Death, Water, and Protector

Symbol/Crest: A black shark's tooth dripping with blood

Favored Weapon: Trident

Makodae, master of sharks, appears as a hideous monster of a deity, resembling a vicious humanoid with smooth grayish blue skin. His eyes are set in heavy eyelids and his teeth are double rowed and jagged, like a shark's. Makodae's nose is little more than two slits resting upon his face. He has ears that are covered by spiny, barbed tufts that resemble that of a mud puppy. A single, crest-like fin rests upon the top of his bald head, and extends down to the base of the



neck. Smaller sets of such fins run along his arms and legs, and the hands and feet of Makodae are webbed and end in claws. He wears very little other than a tattered loincloth and an assortment of bones, teeth, trinkets, and jewelry that have washed up from various shipwrecks. Unlike many other deities, Makodae seldom chooses to change to any form other than the one described above. At certain times he may appear as an exceptionally huge shark, but even these occasions are quite rare.

Makodae tends to harvest followers from the wandering tribes of cannibals and marooned pirates on the distant islands. His lust for cruelty and destruction also attract the more blood thirsty of aquatic races, especially the sahuagin. His temples vary, and are often established in the crumbling remains of other shrines and dwellings that ancient races have long left behind. Evil worshipping mer-creatures, including the sahuagin, usually build the more recent and most lavish of such temples. These are located under the tides of the sea and are often established near coral reefs.

Though a few squabbles exist between Makodae and many of the lesser gods who hold influences along the small islands and other lost lands, the deity is somewhat reclusive and tends to dabble very little in the happenings of his colleagues. Though evil, blood thirsty, and quite cruel, Makodae is respected in the fact that he turns his attentions mostly towards taking care of his sharks, mantas, and other favored sea creatures as well as dealing with his followers.

QUARTIKOS

(Intermediate God)

High Maker of Golems, The Golem Master, Patron of Statues and Monoliths, The Walking Gemstone

Alignment: True Neutral

Portfolio: Golems, Statues, Monoliths, Stonework, and Gemstones

Domains: Earth, Protection, Fire, and Magic

Symbol/Crest: A solemn, gray stone face with two red garnets for eyes.

Favored Weapon: Heavy Pick

Though greater in power and prestige than the lesser deities, Quartikos is an extremely reclusive god who only deals in the occasional affairs of a few isolated followers. Though he keeps a regular presence on the Prime Material plane, he mostly keeps to himself. Quartikos often spends such time wandering along isolated beaches, mulling about the edges of active volcanoes, bathing in the depths of the deepest oceans, or reclining in the havens of one of his many hidden palaces. A being of few words, The High Maker of Golems prefers neither the presence of mortals nor deities. Though a few scholars claim that Quartikos finds kinship in earth elementals, stone giants, and dragons, these speculations are untrue. In all reality it seems that besides the rare visits to the faithful or the greatest of his clerics, the only beings that Quartikos actively associates with are the animated constructs that he crafts. Even

these, however, are usually left abandoned by Quartikos as he quickly loses interest in his little designs and wanders off to pursue some other mysterious goal or interest.

What relations that Quartikos has with his followers are strangely exact and demanding, yet mysterious at the same time. Mostly he arrives to inspect their stonework, see what unusual specimens of gems and minerals that they might have to offer, and to take a general headcount of his followers. If the offerings or their stonework has been badly neglected, Quartikos has been known to destroy entire villages in a moment of silent rage, his face showing no sign of emotion the whole time. For such reasons the followers remain in constant superstition and constantly build and mine in honor of Quartikos. Taking note of his strange interest in volcanoes, most followers believe that the destruction caused by the spewing of lava is a sign of anger and punishment from a disapproving Quartikos. While it would seem that Quartikos would be an evil and spiteful deity he also has a rare protective side. He encourages the construction of statues and structures that would be seen as intimidating to invaders, and has even been known to come to the defense of his followers on a few rare moments. While Quartikos seems to show little concern for anything, he is still aware of the importance of keeping followers.

Quartikos normally appears as a peculiar, almost human being, who seems to be flawlessly created from a medium, highly translucent grade of smoky quartz instead of flesh and blood. For eyes he has two brilliant garnets that are set in a permanent stare that seems to pierce through time and space itself. He wears a draping toga-like garment that is adorned with small settings of a wide variety of polished gemstones. Quartikos has a splendid girdle of hammered silver, gold, and bronze upon which are settings of emerald, ruby, sapphire, and yellow citrine. A polished opal the size of a man's fist rests in the center and has an inset engraved image of the staring face of Quartikos. Heavy gold bracers rest upon the wrists of Quartikos and these are adorned with alternate settings of onyx and moonstone. A large white pearl measuring 3 inches in diameter hangs from a sturdy silver and gold chain from his neck. While these treasures would be considered priceless, no thief has ever had the nerve to imagine trying to steal them.

While Quartikos mostly keeps out of the affairs of the gods, he has had a run in or two with Makodae in the past. The most notable of such events happened once when Quartikos happened to go swimming in an area of water that was protected by the shark god. Infuriated, Makodae took the form of a giant great white shark and attempted to swallow Quartikos whole. Much to his surprise, even a deity would have a tough time piercing the body of Quartikos and thus Makodae wound up with a great number of broken teeth. Angered by the attempt, Quartikos punched away at the already bleeding form of Makodae, causing the shark god to flee the waters in terror. Satisfied with the victory, Quartikos reached down and plucked a choice pearl from Makodae's great oyster bed. This is the very same pearl that Quartikos wears around his neck.

CHAPTER 8:

BESTIARY

Nya and her fellow villagers abruptly woke to the sounds of howling and wailing. Rushing out of their huts they found a wounded Leptictidium lying and panting near the dying embers of their campfire. It appeared that some clawed beast, possibly a sabre-tooth, had attacked the poor creature only quite recently. As the dying Leptictidium panted and wailed, Nya picked the creature up and began to carry it back to her medicine hut. Suddenly the wounded creature's wails were muffled by another sound, a roar. Nearly dropping the Leptictidium as she spun around, Nya's eyes met with the eyes of a hungry Dinofelis standing at the edge of the village clearing.

LOST PREHISTORICAL CRITTERS

"We spent our evenings combing the shores for trilobite nests. While these little creatures were a bit repulsive with their insect-like appearance at first, we soon learned to savor their succulent meat."—Notes from an Unknown Ship Wreck, Pirate Captain's Log.

Though many of the more remembered (if not feared) beasts of the lost lands are truly classified as monsters, there are several smaller creatures that do not have the anatomy or potential to make them combative enough to be classified as monsters. These critters, however, may have other uses that make them worth mentioning.

CRITTER STATS

Though not having the combative importance of monsters, there are different statistics and game notes that are important for all critters.

Critter Name: This is simply the name of the critter, such as Trilobite.

Group Type: All critters have a group type, which is Natural or Exotic. Natural indicates that the creature is a real animal that appears or appeared on Earth. Exotic means that the critter is a mundane creature but is not found in nature. The group type is listed in parenthesis beside the critter's name.

Climate/Terrain: This is simply the native climate and terrain where the critter is found.

Number Appearing: This is the normal quantity of critters encountered in nature. Some critters might have two or more values, usually indicating the amount that is wandering or amount that is in the lair.

Value: Most of these critters have some form of value to them. Some might be used for certain secretions, others as pets or food. The value may be listed as either per creature

or noted as being a cost per a set allotment of creatures.

Description: This is the general description of the critter. Included in the description are the points of interest regarding the creature's value or why the critter is otherwise worth mentioning. Also included are notes on the critter's breeding and life cycle, required care and feeding, or additional points of interest or importance.

Below is a list of different critters found in the lost lands and their descriptions.

Note: The value shown is a comparable trading/bartering value. Many natives simply go out and find their own critters.

"RAINBOW" AMMONITE

(Natural)

Climate Terrain: Any aquatic

Number Appearing: 12 to 50 (2d20+10 grouping)

Value: 25gp per creature live in shell/ 24gp per shell

These squid-like creatures are Diminutive in size and have a coiled shell in which they retreat to. The shell is simply beautiful, sparkling with a wide array of color much like that of an abalone shell, only much more vibrant and vivid. This shell is considered to be comparable to a worthy gem and the natives of the lost lands use it in sacred rituals.

While the shell alone is worth making the ammonite a wonderful find, the flesh of the creature is considered to be a delicacy amongst human natives. As such, the natives are usually willing to barter an amount of goods equal to 1gp just for the flesh of one simple rainbow ammonite.

Breeding and Life Cycle: A small grouping of ammonites typically produces several thousand eggs per year. Out of these eggs, only one to four hundred (1d4*100) of these hatchlings usually make it to adulthood. A typical ammonite has been known to live up to forty years or more.

Care and Feeding: These aquatic dwelling creatures are normally found in saltwater areas, though a few fresh water varieties have been discovered in remote places. The rainbow ammonite typically feeds on smaller creatures, including young trilobites.

CHITON

(Natural)

Climate Terrain: Any marsh, aquatic

Number Appearing: 53 to 110 (3d20+50 grouping)

Value: 1cp per dozen chitons

Chitons are quite minute, usually being no more than 2½ inches long. These creatures have hard exterior shells and a leathery textured hide. From a distance, chitons often resemble trilobites. These creatures usually live in or around water.

Most of the native children of the lost lands consider chitons to be curious little pets. Though incredibly minute in size for harvested creatures, chitons are also valued for their meat, which tastes somewhat like other shellfish.

Breeding and Life Cycle: Chitons produce a considerably high number of eggs, resulting in a single female chiton being able to produce several thousand surviving offspring a year.

Care and Feeding: Chitons are, for the most part herbivores that bottom feed. They do have a carnivorous side to them from time to time however, particularly if the food is small enough and easily available. These creatures dwell in rocky areas along bodies of salt water.

CRAYFISH, COMMON

(Natural)

Climate Terrain: Any marsh, aquatic

Number Appearing: 15 to 72 (3d20+12 grouping)

Value: 1cp per 6 adult crayfish

Common crayfish are fine to diminutive sized crustaceans that live in fresh water areas. Crayfish, also known as “crawdads” resemble miniature lobsters. While these creatures have a set of formidable looking pinchers, having a crayfish cling on to you is more discomforting than wounding.

Breeding And Life Cycle: Crayfish typically carry their eggs during the summer months. There are a good number of hatchlings, but fish and other aquatic predators eat many of these young crayfish long before reaching adulthood. Despite such a high mortality rate, most ponds, lakes, and river edges have a large population of crayfish.

Care And Feeding: Like many shelled, aquatic creatures, crayfish are scavengers and bottom feeders. Sticking a piece of old, half-rotted meat on a stick in the water is sure to attract a fair number of crayfish. Due to the size, disposition, and common appearance, few natives have bothered to study the care requirements of a crayfish. They do not seem to be bothered by murky aquatic environments.

GECKOLISK

(Exotic)

Climate Terrain: Warm marsh, forest, and mountain

Number Appearing: 5 to 10 (1d6+4 appearing)

Value: 2sp per geckolisk

Geckolisk are strange looking lizards with six legs that end with digits featuring suction cup like pads. Diminutive in size, the body of a geckolisk rarely exceeds five inches in length. These creatures spend the majority of their day hanging from a vine, limb, or cliff wall waiting patiently for a delicious looking insect to chance by. The skin of a geckolisk ranges in shades of green, orange, brown, and dull, purplish gray.

Though reasonably normal in behavior and appearance (despite having six legs), many of the natives consider geckolisks to be sacred guardians. As such, it is not too uncommon to find several geckolisks inhabiting the stone walls and half collapsed structures of old, abandoned temples.

Breeding and Life Cycle: Adult geckolisks breed twice during the summer months, producing 4 to 7 (1d4+3) eggs at a time. Out of a typical batch of hatchlings, usually only one or two geckolisks survive to reach adulthood. Geckolisks fully mature in two years time and live between 8 to 11 (1d4+7) total years.

Care and Feeding: Though primarily insectivores, geckolisks also enjoy eating a bit of honey or soft fruit from time to time. They require a constant degree of warmth and plenty of structures to climb and perch upon.

LEECH, COMMON

(Natural)

Climate Terrain: Any aquatic

Number Appearing: 56 to 170 (6d20+50 grouping)

Value: 1cp per dozen

The common variety of leeches, also known as macrobdellas, are fine sized creatures that live in areas of dirty, still standing, water. These creatures are often parasitic in nature, and live off the blood of larger creatures. In order to do so, the leech has excellent motion senses that allow the creatures to seek out nearby hosts. Once a host has been located, the leeches swarm towards the individual and attach themselves to the victim with a toothy, suction cup like mouth. While even so much as a half a dozen leeches pose little threat, if significant numbers of these creatures are allowed to take hold of a host, the host must immediately begin to remove these creatures or suffer a temporary Constitution drain from the blood loss. The “hazard amount” of leeches for creatures of different sizes is as follows: Small Creatures: 8 leeches, Medium Creatures: 12 leeches, Large Creatures: 20 leeches.

Whenever a living creature becomes covered with an amount of attached leeches equal to or greater than the “hazard amount”, the creature must succeed a Fortitude Save (DC 14) by the end of the first hour that they are the host of these leeches. If the creature fails this saving throw then they temporarily lose 1 pt. of Constitution. If the leeches are allowed to remain stuck to the skin for an extended period of time, the creature must succeed further Fortitude saves (DC 16) or lose an additional Constitution point for each hour beyond the first hour.

Breeding and Life Cycle: Leeches are hermaphrodites and so each leech is responsible for the production of eggs. These creatures can fill their native ponds with thousands to millions of eggs during the mating season and the young are ready to attach themselves to a target shortly upon hatching. Leeches can live for several years, depending on food source and conditions.

Care and Feeding: As these creatures prefer foul, murky water and feed off the blood of unsuspecting hosts, there is little to do in regards to taking care of a leech. In fact, most natives would prefer to see these foul little creatures dead. Many of the wiser elders and shamans of these communities, however, know of the healing values of bloodletting, and hold a reasonable degree of faith and value in the common leech.

OOZALING

(Exotic)

Climate Terrain: Any land and underground

Number Appearing: 6 to 16 (2d6+4 grouping)

Value: 2cp per oozaling

Oozalings are diminutive, fist-sized relatives to primordial ooze. Unlike their larger, more aggressive cousins, oozalings are relatively harmless and seem to take a liking to being held and cared for by humanoids. Though the oozaling cannot speak, these creatures often jiggle somewhat when excited or content.

Oozalings appear in a variety of colors. While black, red, and gray are relatively common, blue, green, orange, and even yellow or purple oozalings can be found in the wild with little difficulty. Though slow moving (usually having a base speed of 5 ft.), these creatures are capable of climbing walls with ease and clinging to surfaces.

Native children and adults often keep these creatures as pets. In addition to being a curious companion, the oozaling is beneficial because the creature feeds on bacteria, insects, minute creatures, and organic waste.

Breeding and Life Cycle: Oozalings reproduce by splitting. Once an oozaling has reached full size, usually weighing over 1½lbs., the creature splits into two new oozalings. Due to this splitting process, it seems that oozalings can live indefinitely if properly cared for. An oozaling usually splits once every 5 to 8 (1d4+4) weeks.

Care and Feeding: Oozalings are relatively easy creatures to take care of. Given the chance to crawl about some, the oozaling will crawl about and find a source of food on its own. Usually the typical meal of an oozaling might consist of carrion, organic waste, bugs, spiders, lichens, plant material, food scraps, and little, helpless animals such as nests of baby mice.

Though many creatures would find the diet of the oozaling to be rather unwholesome, the oozaling's simple anatomy makes it immune to both disease and poison.

SILK GRUBS

(Exotic)

Climate Terrain: Any land and underground

Number Appearing: 13 to 34 (3d8+10 grouping)

Value: 1sp per silk grub

Silk grubs are bizarre looking creatures that resemble a five-inch long caterpillar with a banana yellow skin tone that is covered with patterns of black splotches. Unlike caterpillars, however, these creatures are not the larvae of some moth or butterfly but rather the adult form.

The main importance of these creatures is their role in silk production. They produce silk strands in much the same manner as silk worms but the strands of a silk grub are three to five times as thick in comparison. As such, the natives of the lost lands typically use this silk for making bowstrings, rope, or heavier forms of silk clothing.

Breeding and Life Cycle: Silk grubs constantly mate and are hermaphrodites. Upon mating, each silk grub crawls off to lay a couple hundred eggs. Out of this batch usually twenty to fifty silk grub hatchlings fully grow into adult grubs within a period of six months. Most silk grubs live between a year to a year and a half.

Care and Feeding: Silk grubs stay pretty content as long as there is an ample supply of fresh greens and leaves for them to consume. Likewise, a small yet constant amount of fresh water is important as well. Other than that, most individuals know very little about these creatures.

TRILOBITE

(Natural)

Climate Terrain: Any marsh, aquatic

Number Appearing: 23 to 56 (3d12+20 grouping)

Value: 1cp per 3 trilobites

Trilobites are diminutive-sized creatures that have hard exterior shells. These creatures usually live in or around water. Trilobites are valued for their meat, which tastes somewhat like other shellfish.

Breeding and Life Cycle: Trilobites can produce several thousand eggs a year and from these a total of 104 to 180 (4d20+100) hatchlings per bred trilobite manage to make to adulthood if the conditions are right. Most adult trilobites live an average of 3 to 6 (1d4+2) years.

Care and Feeding: Trilobites are bottom feeders, meaning that they will eat about anything that is organic in nature. These creatures dwell in both fresh water and salt water, and may also thrive amongst the wet or muddy banks and shorelines that surround bodies of water.



TABLE OF ALTERNATE NAMES FOR DINOSAURS AND OTHER PREHISTORIC BEASTS:

While we commonly know most of the prehistoric creatures by their long, drawn out scientific names, it is unlikely that the natives of the lost lands would refer to the creatures as such. In the interest of the flavor of the lost lands, the below list contains a selection of alternate names for the various creatures. Some of these names are shortened forms of the scientific name; others reflect certain attributes about the creature itself.

<i>Ammonite:</i>	Coil Shell
<i>Apatosaurus:</i>	Thunder Neck
<i>Archaeopteryx:</i>	Tooth Bird
<i>Brachiosaurus:</i>	Thunder Crest
<i>Deinonychus:</i>	Raptor/Hook Claw
<i>Dinofelis:</i>	Sabertooth, Smilodon
<i>Elasmosaurus:</i>	Sea Neck
<i>Entelodont:</i>	Thunder Pig
<i>Gastronis:</i>	Crusher Beak
<i>Glyptodon:</i>	Thunk Back
<i>Hominid:</i>	Caveman
<i>Massospondylus:</i>	Massos/Saddle Neck
<i>Megatherium:</i>	Ground Sloth/Great Sloth
<i>Megaraptor:</i>	Great Raptor, Great Hook
<i>Plateosaurus:</i>	Plateos/Tall Whipper
<i>Primordial Ooze:</i>	Primus Ooze
<i>Pteranodon:</i>	Lizard Bird/Tero
<i>Oviraptor:</i>	Egg Taker/Egg Thief
<i>Scaphonyx:</i>	Beak Pig
<i>Stegosaurus:</i>	Plate Back
<i>Trachodon:</i>	Duck Bill
<i>Triceratops:</i>	Three Horn
<i>Trilobite:</i>	Sea Bug
<i>Tyranosaurus Rex:</i>	Rex

AMPHIMID

Medium Humanoid (Aquatic, Amphibian)

Initiative: +1 (Dex)

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

AC: 11 (+1 Dex), touch 11, flat-footed 10

Base Attack/Grapple: +1/-1

Attack: Spear melee (1d8-1); or Spear +2 ranged (1d8-1)

Full Attack: Spear melee (1d8-1); or Spear +2 ranged (1d8-1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Darkvision 60 ft, Amphimid traits

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 10

Skills: Balance +3, Escape Artist +3, Spot +2, Swim +9

Feats: Dodge

Environment: Temperate and warm marsh

Organization: Solitary, pair, or tribe (4d8 adults plus 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Level Adjustment: +0

Amphimids resemble upright standing, humanoid newts with arms instead of front legs. They stand around 4 foot, 6 inches to 5 foot, 8 inches in height. They have tails that are about 3 foot in length and their hands and feet are webbed, much like a frog's. Their heads resemble that of newts and their skin has the same general appearance. An amphimid's skin tone can be of various shades, with a brilliant orange or olive green being the most common. Often spots, bands, or stripes of black or yellow mark the amphimid's skin.

Amphimids hold up small territorial areas in swamps and near lakes and very large ponds. Their homes are dug out of mud banks and reinforced with branches and rock. Though not a very aggressive race, amphimids will defend these areas if threatened. Amphimids also use the surrounding areas for hunting and foraging, and live on a diet of swamp plants, insects, tiny mammals, and fish. They are also fond of any form of shellfish.

Amphimids speak Common.

Most amphimids that are found outside the safety of their homes are the hunting warriors. The information in the stat blocks is for an amphimid warrior of 1st level.

Combat: As amphimids are not much for fighting they prefer to use various tactics of ambush when being approached by hostile forces. They favor spears, and value their diverse use as both a melee and ranged weapon.

Reflex Bonus (Ex): The amphimid gain a +2 racial bonus to Reflex saves.

Amphimid Society: Amphimids have a loosely formed society where most adults share an equal role of leadership. Quick votes and natural intuition decides most factors, and while such a formula would surely cause the civilizations of other humanoids to fall, the format seems to work well amongst amphimids.

In the center of every amphimid society is the egg den, where the amphimids wait for their offspring to hatch. Usually an adult female amphimids lays 6 to 25 (1d20+5) eggs every year during the mating season (mid spring) and typically about 20% of these eggs hatch.

Amphimid Characters: The amphimid's favored character class is rogue and most of the amphimids who have held a particularly high degree of influence in their tribe have been rogues.

Future History: Amphimids have never held a very large presence and while still somewhat common in the lost areas, natural enemies have all but killed this race off elsewhere.

APATOSAURUS

Colossal Animal (Dinosaur)

Hit Dice: 20d8+100 (190 hp)

Initiative: +0

Speed: 80 ft (16 squares)

AC: 14 (-8 size, +12 natural), touch 2, flat-footed 14
Base Attack/Grapple: +15/+42
Attack: Slam +18 melee (2d6+16)
Full Attack: Slam +18 melee (2d6+16)
Space/Reach: 30 ft/20 ft
Special Attacks: Trample
Special Qualities: Low-light vision, scent
Saves: Fort +19 Ref +12, Will +6
Abilities: Str 32, Dex 10, Con 20, Int 1, Wis 7, Cha 6
Skills: Listen +5, Intimidate +5, Spot +7
Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack
Environment: Warm to hot plains
Organization: Solitary, mating pair, or herd (2d4 plus 200% non-combatants)
Challenge Rating: 16
Treasure: None
Alignment: Always Neutral
Advancement: 21-24 HD (Colossal)
Level Adjustment: —

The apatosaurus, also known as the brontosaurus, is a huge plant-eating dinosaur with a very long neck and enormous body. The apatosaurus has four stout legs that end in clawed feet and though it moves fairly slowly due to body weight, the creature's enormous size allows it to move greater amounts of distances as compared to a much smaller, but quicker creature.

Combat: As a plant eater, the apatosaurus is docile and peaceful. If threatened by a much smaller creature, however, the apatosaurus is likely to trample the threat or use its whip like tail. The tail is likewise used against targets of huge, gargantuan, or colossal scale.

Trample (Ex): An apatosaurus can trample Huge-size or smaller creatures for 2d20+11 points of damage. Opponents who do not make attacks of opportunity against the apatosaurus can attempt a Reflex save (DC 31) to halve their damage.

Future History: As with most prehistoric beasts, the apatosaurus is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

ARCHAEOPTERYX

Tiny Animal
Hit Dice: ¼ d8 (1 hp)
Initiative: +3 (Dex)
Speed: 10 ft (2 squares), fly 40 ft (average)
AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +0/-13
Attack: Bite +5 melee (1d2-5)
Full Attack: Bite +5 melee (1d2-5)
Space/Reach: 2½ ft/0 ft
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 1, Dex 16, Con 10, Int 1, Wis 14, Cha 6
Skills: Listen +4, Spot +4
Feats: Weapon Finesse (bite)

Environment: Any warm or temperate land.
Organization: Solitary, mating pair, mother with 1d4 non-combatant young, or flock (3d4+12)
Challenge Rating: ½
Treasure: None
Alignment: Always Neutral
Advancement: 1 HD (Tiny)
Level Adjustment: —

The archaeopteryx is the earliest form of winged bird. This small creature is about the size of a raven and has teeth, a long tail feather, and hollow bones. The feathers are usually colorful, though a few varieties with a more dull appearance have been found.

Combat: Though sometimes aggressive, archaeopteryx is not particularly skilled at combative defense or very threatening. These creatures are omnivorous, but will also scavenge if a good opportunity for food presents itself.

Future History: The archaeopteryx lived during the late era of the Jurassic period.

BRACHIOSAURUS

Gargantuan Animal (Dinosaur)
Hit Dice: 16d8+112 (184 hp)
Initiative: -1 (Dex)
Speed: 40 ft (8 squares)
AC: 14 (-4 size, -1 Dex, +9 natural), touch 5, flat-footed 14
Base Attack/Grapple: +12/+36
Attack: Tail slap +17 melee (1d8+16)
Full Attack: Tail slap +17 melee (1d8+16)
Space/Reach: 20 ft/15 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +21, Ref +13, Will +4
Abilities: Str 34, Dex 9, Con 24, Int 2, Wis 11, Cha 7
Skills: Listen +10, Spot +9, Swim +16
Feats: Alertness, Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack
Environment: Any warm plains, marsh
Organization: Solitary or herd (2d4+4 plus 200% non-combatants)
Challenge Rating: 15
Treasure: None
Alignment: Always Neutral
Advancement: 7-9 HD (Large)
Level Adjustment: —

The brachiosaurus is an enormous, four-legged dinosaur with a sturdy body that features a long neck and a small head. The top of the head of the brachiosaurus is crested and this crest is usually brightly colored on the males. The rest of the body tends to be dull green, gray, blue-gray, or brown in coloration. The brachiosaurus is a relative peaceful giant that feeds on vegetation.

Combat: The brachiosaurus is not much for aggressiveness. The size of this creature keeps all but the largest and hungriest of predators at bay. When attacked, the brachiosaurus slaps away with its long tail.

Future History: As with most dinosaurs, the brachiosaurus is now found in only isolated areas, particularly the lost lands. The brachiosaurus existed during the late Jurassic period.

DINOFELIS

Large Animal

Hit Dice: 6d8+30 (57 hp)

Initiative: +7 (Dex, Improved Initiative)

Speed: 50 ft (10 squares)

AC: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +9/+13

Attack: Bite +8 melee (1d8+5) or Claw +8 melee (1d6+2)

Full Attack: Bite +8 melee (1d8+5) and 2 Claws +3 melee (1d6+2)

Space/Reach: 10 ft/5 ft

Special Attacks: Pounce

Special Qualities: Low-light vision, Scent

Saves: Fort +11, Ref +9, Will +5

Abilities: Str 20, Dex 17, Con 20, Int 2, Wis 13, Cha 5

Skills: Climb +7, Jump +15, Listen +4, Move Silently +5, Spot +5

Feats: Alertness, Improved Initiative, Iron Will

Environment: Any land

Organization: Solitary, mating pair, mother with 1d4 non-combatant young, or pride (2d6+4 plus 200% non-combatants)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Large)

Level Adjustment: —

The dinofelis, or saber-tooth tiger, is a savage, prehistoric feline that is built like a powerful version of the modern jaguar. These creatures are fearless hunters that can be found in most any part of the lost lands. The dinofelis sports a set of long, sharp fangs that are used to tear into the flesh of its enemies and prey.

Though sharing the same abilities and statistics, there are a few different varieties of the dinofelis. Usually the distinguishing features that separate these creatures from one another involve the creature's fur and the climate in which they thrive. Some of the dinofelis have fur in solid tones while others may sport stripes or spots. Likewise, while most are shorthaired, there have been some longhaired dinofelis spotted, especially in the temperate and cold regions.

Despite the savage nature of these creatures, there have been some brave natives who have successfully domesticated the dinofelis. Training a dinofelis requires the skill Handle Animal (DC 14 for young, DC 26 for adults) and plenty of patience and courage. Once domesticated, these creatures will also serve as willing mounts and beasts of burden.

Carrying Capacity: A light load for a dinofelis is up to 399 lbs., a medium load 400 to 798 lbs., and a heavy load 799 to 1,200 lbs. A dinofelis can drag up to 6,000lbs.

Combat: Though not particularly aggressive without cause or reason, it is usually wise to avoid a dinofelis if possible. When angered or hungry these creatures leap into battle, usually opening up a round of combat by pouncing on their targets. The dinofelis attacks with both front paws and the creature's long, sharp fangs.

Pounce (Ex): If a dinofelis leaps upon a target during the first round of combat, the dinofelis is able to make a full attack even though it has already taken a move action.

Future History: Like most other prehistoric beasts, the dinofelis has long since died out in most areas of the realm. They still thrive though in the lost lands.

DIMETRODON

Large Animal (Dinosaur)

Hit Dice: 4d8+8 (26 hp)

Initiative: +5 (Dex, improved initiative)

Speed: 40 ft (8 squares)

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

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3)

Full Attack: Bite +4 melee (1d8+3)

Space/Reach: 10 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

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

Abilities: Str 15, Dex 13, Con 15, Int 2, Wis 13, Cha 7

Skills: Listen +6, Spot +7

Feats: Alertness, Improved Initiative

Environment: Warm hills, plains, and marshes

Organization: Solitary, mating pair, or herd (2d8+4 plus 200% non-combatants)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 5-8 HD (Large)

Level Adjustment: —

Though not technically a dinosaur, the dimetrodon is associated well enough with these terrible lizards to fall into the same category. These ancient reptiles are roughly ten feet long and have a large sail-like comb that runs down their backs. Dimetrodons are fierce predators that hunt medium to tiny creatures for food.

Combat: The dimetrodon is not the least bit shy about attacking and will actively pursue any target that the creature feels weak enough to easily kill and devour. Dimetrodons attack with their powerful jaws and sharp teeth.

Future History: The normal time line for the dimetrodon was before the age of dinosaurs. These creatures still exist in the lost lands, however, and pose a constant threat to the natives.

ELVES, SLITHER

Medium Humanoid (Elf)

Hit Dice: 1d8 (4 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares)

AC: 13 (+1 natural, +2 leather armor), touch 10, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Quarterstaff +1 melee (1d6) or Longbow +1 ranged (1d8)

Full Attack: Quarterstaff +1 melee (1d6) or Longbow +1 ranged (1d8)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Slither Elven Traits

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 10, Int 11, Wis 11, Cha 10

Skills: Hide +2, Knowledge (arcana) +1, Listen +2, Move Silently +2, Search +2, Spot +2

Feats: Improved Initiative

Environment: Temperate and warm marshes and forests and underground

Organization: Solitary, pair, hunting party (2d4), or tribe (3d8 adults plus 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Any Chaotic

Advancement: By character class

Level Adjustment: +0

Slither elves stand 5 to 5¾ feet tall in height and usually weigh between 90 to 140 lbs. The women are equal in height to the men but usually weigh a bit less. While still somewhat graceful in appearance, slither elves are a bit more muscular than normal elves. They have various reptilian features that blend in with their otherwise normal elven appearance. Often such features include slit like pupils, evenly distributed scaly areas on the skin, fangs, greenish pigmentation, unusual hair color, and minor webbing of the toes and feet.

Slither elves speak Common and either Elven or Draconic.

Slither elves that are found outside of their lairs usually belong to the hunting parties and as such are warriors. The stat block contains the information for a 1st-level slither elf warrior.

Combat: Slither elves use a combination of trickery, stealth, and aggression when dealing with foes. Though most are not necessarily evil, most slither elves would not think twice about sneaking up upon a potential threat and stabbing them in the back.

Slither Elf Society: Slither elves have secretive, complex societies where no particular individual holds direct power. Usually all concerns are brought before a council consisting of mostly the elders and a few of the more prominent of the younger generation.

Slither elves are considered to be outcasts by most races, especially both the elves and other reptilian creatures. Slither elves hold a great degree of distrust

for others and will go out of their way to keep from having to form bonds or other such relations with other races.

Slither Elf Characters: The slither elf's favored character class is rogue and most of the slither elves who have held a particularly high degree of influence in their tribe have been rogues.

Future History: The slither elves are mostly found only in the lost areas. Battles with both the elves and other creatures have greatly decreased the slither elves' already few numbers.

ENTELODONT

Large Animal

Hit Dice: 6d8+36 (63 hp)

Initiative: +1 (Dex)

Speed: 30 ft (6 squares)

AC: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+13

Attacks: Head butt (slam) +8 melee (1d4+5) or Bite +8 melee (1d8+2)

Full Attacks: Head butt (slam) +8 melee (1d4+5) and Bite +3 melee (1d8+2)

Space/Reach: 10 ft/5 ft

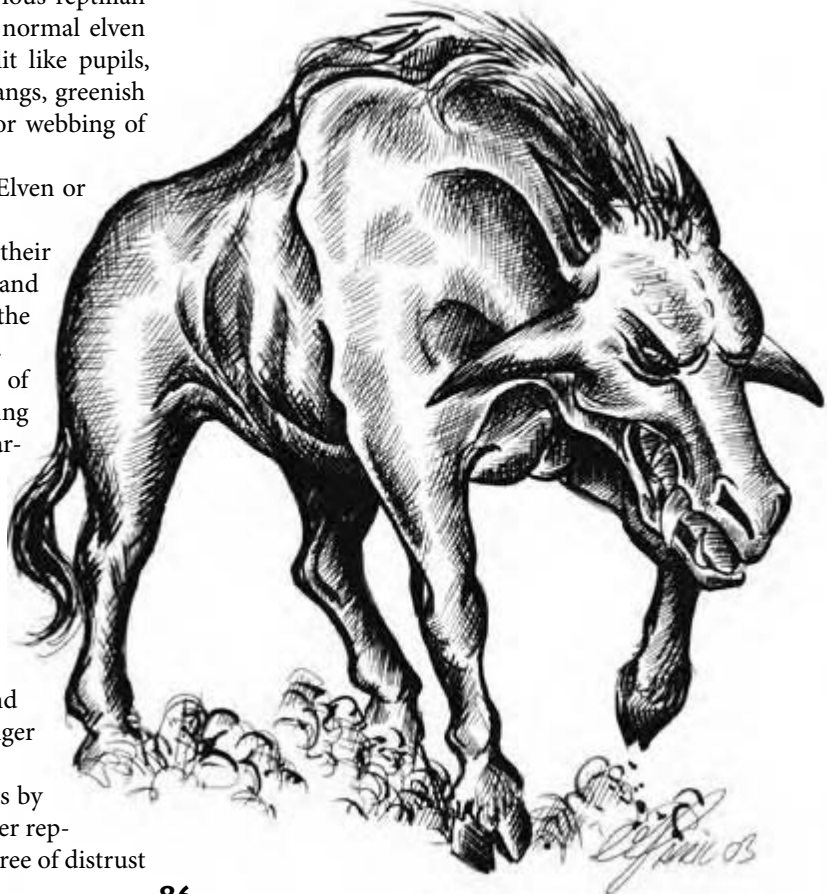
Special Attacks: Trample

Special Qualities: Low-light vision, Scent

Saves: Fort +13, Ref +6, Will +2

Abilities: Str 20, Dex 12, Con 22, Int 1, Wis 7, Cha 12

Skills: Intimidate +6, Swim +9



Feats: Great Fortitude, Iron Will

Environment: Temperate to warm marsh, forest, plains

Organization: Solitary, mating pair, mother with 1d4 young, herd (2d4+2 plus 200% non-combatants)

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 7-8 HD (Medium), 9-11 (Huge)

Level Adjustment: —

Entelodonts are savage pig-like creatures with mean tempers, powerful strength, and small, fist sized brains. Having fierce looking faces that resemble something like a cross between a boar and an angry warthog, the entelodont is a frightening beast to behold. Typically the head of the entelodont is covered with bumps, bruises, and scars marking its aggressive tendencies.

The body of the entelodont is covered with dark, shaggy hair and the exposed skin is usually dull gray or black with markings of vibrant pink or red. This creature has powerful hooves as well, which are used to trample and crush small animals and targets. The entelodont tends to favor areas with ponds and muddy, shallow lakes, where the creature can go to wallow, drink, and cool off.

Though frequently hunted, the natives of the lost land tend to avoid the entelodont due to the aggressive tendencies that the creature harbors.

Entelodonts are omnivorous creatures with a particular taste for scavenged carcasses. As such, they tend to ward off or fight gastronis whenever such a body has been discovered. Unlike the gastronis, however, these creatures are also content to pull up roots, crunch up limbs, devour leaves, and rid the ponds of reeds when any form of meat, fresh or rotten, cannot be found.

Though reasoning with an entelodont is a task deemed nearly impossible, a few brave souls have managed to domesticate one or two in the past. The young are easier to train than the adults, requiring a Handle Animal check (DC 24) and plenty of courage and patience. Trying to domesticate an adult, however, is generally not recommended and likewise requires a Handle Animal check (DC 34). Trained entelodonts are typically used as mounts and beasts of burden.

Carrying Capacity: A light load for an entelodont is 399 lbs, a medium load 400 to 798 lbs, and a heavy load 799 to 1200 lbs. The entelodont can drag up to 6,000 lbs.

An entelodont female usually produces one to four offspring a year, and these young fully mature in five years time. A healthy entelodont typically lives between 31 to 42 (1d12+30) years.

Entelodont meat, though tough and greasy and thus requiring extensive boiling, is considered somewhat of a delicacy by the natives of the lost lands and often used to flavor and thicken up stews or roasted on spits. The hide is likewise valued, and is often used to make cloaks, hide and leather armor, or thick winter blankets. Natives will often barter an amount of goods equivalent to 20gp in order to obtain the hide of an entelodont. The meat, as long

as it is kept fresh, is usually worth up to 35gp once it has been stripped of fat, tough areas, and unwanted entrails or bones.

Combat: The entelodont is a savage, aggressive creature that can be extremely territorial and hateful in nature towards creatures that it does not normally recognize or choose to ignore. The entelodont usually chooses to slam a target with the strong bone structure of their heads and then follow such an attack with a painful bite. If the target is Small sized or smaller then the entelodont may choose to trample the target instead.

Trample (Ex): An entelodont can trample Small sized or smaller creatures for 2d6+5 points of damage. Opponents who do not make an attack of opportunity against a trampling entelodont can attempt a Reflex save (DC 18) to halve the damage.

Future History: Like most other dinosaurs, the entelodont has long since died out in most areas of the realm. They still thrive though in the lost lands.

FELKLAW

Medium Humanoid (Felanid)

Hit Dice: 1d8 (4 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft (6 squares)

AC: 16 (+1 Dex, +5 studded dino leather), touch 11, flat-footed 15

Base Attack/Grapple: +1/+1

Attacks: Quarterstaff +1 melee (1d6) or Longbow +2 ranged (1d8)

Full Attacks: Quarterstaff +1 melee (1d6) or Longbow +2 ranged (1d8)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Felklaw Traits

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

Abilities: Str 10, Dex 13, Con 11, Int 10, Wis 8, Cha 9

Skills: Climb + 4, Hide + 3, Jump +4, Move Silently +3

Feats: Improved Initiative

Environment: Any land plus underground

Organization: Solitary, exploration party (1d4+1), hunting party (2d6+4) or tribe (4d20+28 1st-level warriors plus 1d4+2 2nd-level warriors, plus 1d4 3rd-level warriors plus 1 5th-level chieftain and 300% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Any

Advancement: By character class

Level Adjustment: +0

The felklaw, a humanoid race with cat-like features, are perhaps the most common of the felanids. Though these creatures tend to be surprisingly friendly and open to relations with other humanoid races, the felklaw as a whole suffer from a mild superiority complex that usually causes them to feel that they are automatically welcome in the company of others. Despite whatever the other natives

in question may actually feel about the presence of the felklaw, this creature will assume that his or her presence is automatically welcome unless they are obviously shown otherwise. In addition to the ego problem, most felklaw tend to be a bit overly curious about things, which can often cause them to end up in less than favorable situations.

The felklaw stand roughly the same height as humans, and tend to live and age with the same frequency. Also like the human natives, the felklaw are diverse in outlook and ideals. Though their fur provides adequate warmth, the felklaw often wear loose bits of clothing and leather or hide armor for adornment, to carry tools and weapons with, or for protection.

Most felklaw found outside of their village areas tend to be warriors. The information provided in the stat block is for a 1st-level felklaw warrior.

Combat: Though they are friendly for the most part, the felklaw can become particularly aggressive when angered. These creatures prefer using the quarterstaff as a weapon, which they often decorate with markings and dyes.

Racial Skill Bonuses (Ex): Due to their claws and tails, the felklaw gain a +2 racial skill bonus to Jump and Climb checks.

Racial Limited Attack Bonus (Ex): The felklaw gain a +2 attack bonus against mandrillion and hoc opponents.

Racial Fortitude Bonus (Ex): The felklaw gain a +2 to Fortitude saves.

Felklaw Society: The felklaw make their homes in high places such as mountainous cave entrances or on tops of plateaus. They are somewhat territorial in nature but will allow friendly humanoids to set up their own villages in these areas on the grounds that these villagers agree to trade and offer a mutual sense of protection against the terrors and predators of the lost lands. Likewise the neighboring villagers must regard the land that they are dwelling upon as truly belonging to the felklaw tribe, and as such must not get too greedy in hunting.

Though the felklaw tribes are most commonly run by a central village chieftain, the alignments and outlooks of the tribesmen vary a great deal. In many respects, this chief operates more in the manner of mayor instead of as a king.

Felklaw Characters: The felklaw's curiosity usually gets the best of them and as such many decide to become adventurers. The felklaw do not have a specific favorite in regards to character classes. The felklaw presented in the above notes is the equivalent of a 1st-level warrior.

Future History: It is commonly believed that while the felklaw seem to be natural



survivors, their arrogance and curiosity caused their cease of existence elsewhere in the world. These creatures are still commonly found in the lost lands, but their presence elsewhere is all but forgotten.

GASTRONIS

Medium Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +3 (Dex)

Speed: 30 ft (6 squares)

AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+6

Attack: Claw +6 melee (1d4+3) or Bite +1 melee (1d6+1)

Full Attack: 2 Claws +6 melee (1d4+3) and Bite +1 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, Scent, Racial Skill Bonus

Saves: Fort +10, Ref +6, Will +3

Abilities: Str 16, Dex 14, Con 18, Int 2, Wis 14, Cha 9

Skills: Jump +6, Listen +6, Move Silently +4, Spot +6

Feats: Alertness, Great Fortitude

Environment: Temperate to warm forests and marsh

Organization: Solitary, mating pair, mother with single young

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 5-8 HD (Medium)

Level Adjustment: —

The gastronis is an aggressive flightless bird that stands a bit over six feet in height. This creature is well known for being both a carnivore and a scavenger. Due to the constant need of fresh kills or discovered carcasses, the gastronis lays only one egg at a time. This helps cut down on the feeding needs of the hatchlings for the mother gastronis.

These hefty birds have an enormous beak, heavy claws, and small wings. While the wings are large enough to help the gastronis flap about a bit, they lack the ability to help the gastronis truly fly. The skin of the gastronis ranges in shades of red, pink, dull blue-gray or tan while the feathers tend to be a dull black or dark gray tone. The overall appearance of the gastronis resembles something a bit like a gigantic, flightless turkey vulture.

The natives of the lost lands hold a degree of fear and hatred towards the gastronis. While the creature may not in fact be anywhere near the largest of threatening beasts,



this bird is certainly one of the most foul and cunning. Likewise it seems that the gastronis holds little fear in approaching native settlements, even if there is the presence of a bonfire. Though some natives have been known to slay the gastronis and consume the meat in times of distress, most consider the flesh of the gastronis to be tough, somewhat dry, and repulsive.

Combat: The gastronis is an aggressive, territorial creature that holds no qualms about making a fresh kill. These creatures have enormous appetites and are especially dangerous when hungry. A gastronis attacks with both claws as well as its huge beak.

Racial Skill Bonuses (Ex): Due to the small wings of the gastronis, these creatures cannot truly fly. The wings do, however, help the gastronis in “jumping” about as needed. As such, the gastronis receives a +2 racial skill bonus to all Jump checks.

Future History: Like most other dinosaurs, the gastronis has long since died out in most areas of the realm. They still thrive though in the lost lands.

GLYPTODON

Large Animal

Hit Dice: 6d8+24 (53 hp)

Initiative: +0

Speed: 30 ft (6 squares)

AC: 19 (-1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +4/+11

Attack: Slam +6 (1d4+6)

Full Attack: Slam +6 (1d4+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

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

Abilities: Str 17, Dex 10, Con 18, Int 1, Wis 12, Cha 8

Skills: Listen +6, Spot +5

Feats: Great Fortitude, Iron Will

Environment: Any forest, hill, or plains

Organization: Solitary, mating pair, or herd (3d4+5 plus 200% non-combatants)

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Large)

Level Adjustment: —

Glyptodons are large ancestors of armadillos and sloths. As big as a small wagon, these sturdy creatures have a rounded shell resting upon their back region that protects most of their body. As they are herbivores, glyptodons do not defend themselves with their bite but rather by a sturdy, armored tail that ends with a spiky, club-like tip.

Combat: Being herbivores, the glyptodon usually prefers to be left alone but is known to attack should the creature feel threatened.

Future History: As with most prehistoric beasts, the glyptodon is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

GOLGAUT

Medium Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft (6 squares)

AC: 15 (+2 natural, +3 studded leather armor), touch 10, flat-footed 15

Base Attack/Grapple: +1/+1

Attack: Heavy mace +1 melee (1d8), Longbow +1 missile (1d8)

Full Attack: Heavy mace +1 melee (1d8) or Longbow +1 missile (1d8)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11

Skills: Climb +1, Diplomacy +4, Jump +2, Spot +1, Survival +2

Feats: Great Fortitude

Environment: Any plus underground

Organization: Solitary, pair, hunting party (2d4+3 1st-level warriors), guard defense (3d6+8 1st-level warriors plus 1 2nd-level warrior) or tribe (3d12+10 1st-level commoners, 3d8+5 2nd-level commoners, 4d8+10 1st-level warriors, plus 2d4+2 2nd-level warriors, 1d4 3rd-level warriors and 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Good

Advancement: By character class

Level Adjustment: +0

The golgaut are reptilian humanoids with a tough, alligator-like hide. Despite their formidable appearance and natural skill at combat, the golgaut are generally good in alignment and have high regards for the elements of safety, social progression, and peace.

The golgaut primarily speak Common though there is a hint of an elder form of Draconic in their dialect.

Combat: Though the golgaut shun senseless violence and aggression they are none the less natural combatants. In combat the golgaut employ a variety of complex tactics and use weapons that are more advanced than most of the natives of the lost lands have at their disposal.

Racial Skill Bonus (Ex): The golgaut receive a +2 to Diplomacy checks.

Golgaut Society: The golgaut have a complex social structure in which there are multiple representatives of the different factions of the community. Though natives to the lost lands, these humanoids hold high degrees of value and respect for the positive progression of society, culture, and technology. As such, they tend to be a diverse lot, though having a definite leaning towards goodness.

Golgaut Characters: The favored character class of the golgaut is fighter, and quite a few of the golgaut who have held a particularly high degree of influence in their tribe have been fighters.

Future History: It is a wonder that the golgaut are not found anywhere else other than in the lost lands. Despite their progressive behavior the appearance of these creatures elsewhere is relatively unknown.

GUZI

Medium Humanoid (Guzi)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft (6 squares)

AC: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Dagger melee +1 (1d4), or Javelin missile +1 (1d6)

Full Attack: Dagger melee +1 (1d4), or Javelin missile +1 (1d6)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Guzi traits

Saves: Fort +4, Ref +2, Will -1

Abilities: Str 10, Dex 11, Con 11, Int 13, Wis 8, Cha 10

Skills: Bluff +2, Diplomacy +2, Intimidate +2, Knowledge (arcana) +3, Move Silently +2, Spellcraft +3

Feats: Lightning Reflexes

Environment: Any

Organization: Solitary, pair, gathering party (2d8+5), or community (6d20+30 adults plus 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement: By character class

Level Adjustment: +0

The guzi are a cannibalistic, depraved race who entered the lost lands ages ago through the use of magic portals. While a great deal of their cultural influence remains in both their ruins and amongst the cultural and artistic aspects of the local savages, it is believed by most that the guzi are extinct and have been so for many ages.

The guzi stand from 5 foot 4 inches in height to just under 6 foot, 2 inches at the very tallest. They have protective, beaded skin much like that of a lizard's. Hairless on both their bodies and their heads alike, the top of the guzi's head is lined with several rows of minute ridges. Tiny, bead-like eyes peer out from thick, oval eyelids that rest on the guzi's face. These thick eyelids are grooved and purplish in coloration. The rest of the guzi is usually a sickly yellowish green or a pale greenish blue. They have broad, flat noses, oval shaped earlobes, and hideous black fangs for teeth. Heavy patches of scales protect the arms, legs, and chest of the guzi and their nimble fingers end with dark claw-like fingernails.

The manner of dress for the guzi is quite elaborate, and is made of the finest silks and cloth weaves. In addition, the guzi are normally covered in a shamelessly proud display of gemstones and jewelry.

Though having a scaly, protective hide and a bone structure that is sturdy yet agile and lightweight, the guzi aren't well known for engaging in any physical activity that they are not being forced to do. This lack of physical activity, coupled by the unwholesome diet and constant intoxication that the members of the race constantly enjoy, make the average guzi look weak, sickly, and often emaciated.

All guzi speak Common and Guzin. In addition, all members of the guzi speak one additional language, usually draconic.

While most guzi in the lost lands would be treated as normal npcs, wandering guzi should be treated as 1st-level warriors. The above stat block contains information for a 1st-level guzi warrior. Usually these guzi have become more primitive due to their surroundings or have somehow fallen to nearly the lowest rung (above targets for cannibalism) in the guzi society and are used for guards and battle fodder.

Combat: The guzi are a depraved, sadistic race but are normally much too cowardly to desire a fair battle. Normally they will do their best to sway the odds in their favor, with ambushes and traps being common defenses amongst the guzi. When cornered, the guzi attack with their daggers.

GUZI TRAITS

☞ **Darkvision:** Guzi have darkvision out to 60 feet.

☞ **Natural Armor:** Due to their thick, reptilian like skin, the guzi had a natural armor bonus of +2.

☞ **Racial Fortitude Bonus:** The guzi had an automatic +2 racial Fortitude Bonus. This bonus could be compounded with other bonuses, including the selection of Great Fortitude as a feat.

Guzi Society: The guzi used charmed slaves to build great dwellings for their new homes in the lost lands. In addition, great displays of art and architecture were left behind by the guzi. Though evil and depraved, the guzi were not below great cultural displays of sophistication and mannerisms. Their extended stay in the lost lands, however, ended this final shard of civilized behavior for the guzi, and by the time they were destroyed by the mind flayers, the guzi civilization often seemed no better than that of the savages around them.

Guzi Characters: The guzi's favored character class is sorcerer and most all of the guzi who have held a particularly high degree of influence in their communities have been sorcerers.

Future History: While it is believed that the guzi race has been extinct for quite some time, there are some natives who describe seeing similar beings, dressed in rich layers of jewelry, silks, and cloth, stalking the deepest parts of the jungles and deserts. It is claimed that this mysterious lost race is still up to their old cannibalistic ways.

The nuguzi, an offshoot of the original guzi race, appeared a few life spans after the fall of the guzi to the mind flayers. These creatures are much more barbaric than their ancestors and eventually reclaimed a portion of the guzi ruins from the debalka, another depraved race who took claim of the old guzi empire after entering the lost lands through one of the old, still functioning portals.

HOC

Medium-Size Humanoid (Orc)

Hit Dice: 1d8+3 (7 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares), climb 10 ft

AC: 11 (+1 natural), touch 10, flat-footed 11

Base Attack/Grapple: +1/+5

Attack: Greatclub +5 melee (1d10+4)

Full Attack: Greatclub +5 melee (1d10+4)

Space/Reach: 5 ft/5 ft

Special Qualities: Darkvision 60 ft, light sensitivity

Saves: Fort +5, Ref +0, Will -2

Abilities: Str 18, Dex 10, Con 16, Int 5, Wis 6, Cha 5

Skills: Jump +6, Swim +6

Feats: Improved Initiative

Environment: Any land and underground

Organization: Gang (1d3+1), pack (1d10+10), or tribe (30-100) plus 200% non-combatants plus 1 4th-level barbarian (chieftain) with (1d3+1) 2nd-level barbarians (body guards)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +0

Hocs resemble primitive orcs. Their postures are even more stooped, and the features of the hoc are even more bestial in appearance. Most hocs appear to be hunchbacked and have long, dangling arms. Their body is covered with

thick, coarse fur and their feet have only three thick toes that make the feet look somewhat like the hocs were standing on some sort of hooves. The hocs are far too bestial to mix with humans and other humanoids, and thus "half-hocs" are non-existent. Breeding with orcs or other similar races results in an infant hoc. Most hocs found wandering about are warriors. The information in the stat block provides the information for a 1st-level hoc warrior.

Combat: Hocs are particularly suspicious towards other intelligent creatures (and many non-intelligent as well) and the average hoc usually attempts to kill off anything it cannot understand or does not like.

Light Sensitivity (Ex): Hocs are usually nocturnal, cave dwelling humanoids that venture outside only during dusk and at night. They suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Hoc Society: The hocs have a loosely organized society that follows a pecking order of strength and cruelty. There is a main chieftain who is typically escorted by the strongest fellow tribe members. Often the very same hocs who protect this leader are the first to try to kill the chieftain for right of power once the aging leader begins to grow too old and weak to prove his authority. The young are beaten into shape at a very early age and the females are forced into performing the most basic chores and used, willing or not, as breeding machines.

Hoc Characters: A hoc's favored class is barbarian, as most hocs are too primitive to function in any other class. They cling to various evil deities but are too weak in intelligence to become clerics.

Future History: While it is believed that orcs developed from hocs, some think that it may actually be the other way around. Given the proper environment, some scholars believe that orcs could regress back into hocs.

Either way, due to their lack of sophisticated thought and strategy, the hocs are for the most part extinct in all areas except the most remote and primitive of places.

HOMINID, EARLY

Medium Humanoid (Primanid, Sub-Human)

Hit Dice: 1d8+1 (5 hp)

Initiative: -1 (Dex)

Speed: 30 ft (6 squares)

AC: 10 (-1 Dex, +1 natural), touch 9, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Club +2 melee (1d6+1)

Full Attack: Club +2 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +7, Ref -1, Will +0

Abilities: Str 13, Dex 8, Con 13, Int 7, Wis 10, Cha 8

Skills: Spot +2, Survival +2

Feats: Great Fortitude

Environment: Any land

Organization: Solitary, pair, or tribe (4d8+4 plus 200% non-combatants)

Challenge Rating: ½

Treasure: 50% coins, 50% goods, 50% items

Alignment: Any

Advancement: By character class

Level Adjustment: +0

Early hominids consist of several variants of ape-like humanoids. They have furry bodies, sloped, thick craniums, and long arms. They usually wear no clothing and stand with a hunched posture. It is believed that early hominids and their primate relatives, the later hominids, may be a link of some sort between primates and humans. If not for their hunched posture, these creatures would stand about 5 foot to 5 foot, eight inches. Early hominids usually weigh between 150 to 250 lbs.

Though having little use for treasure, hominids often collect unusual items out of curiosity and interest. It's not an uncommon thing for a group of explorers to catch a stray hominid trying to steal some random, shiny object from their campsite.

Early Hominids speak Primate.

Most hominids found wandering about the lost lands are warriors. The information in the stat blocks are for a 1st-level early hominid warrior.

Combat: Early hominids are generally peaceful unless their territory is disturbed. They attack opposing forces with crude, wooden clubs.

Racial Fortitude Bonus (Ex): Early hominids gain a +2 to Fortitude saves.

Early Hominid Society: Early hominids live in tribal clusters where the most dominant male makes most of the decisions, has the best of mating options, and leads the others into combat. Most of the time, however, the lives of these simple creatures revolve around hunting and foraging. Though most tribes have not grasped the more complex ideals, a few early hominids worship Simius.

Early Hominid Characters: Early hominid characters of notable class are few and far between. The few hominids that have achieved character levels, however, are usually barbarians.

Future History: Though some scholars believe that both the early and later hominids are a link between primates and humans, there has been no known proof to back up such claims. Like most other primates, the early hominids are not well suited to thrive amongst more developed cultures and though it seems that they once held a larger, more scattered presence, early hominids are now mostly found only in the lost areas.

HOMINID, LATER

Medium Humanoid (Sub-Human)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft (6 squares)

AC: 10, touch 10, flat-footed 10

Base Attack/Grapple: +1/+2

Attack: Club +2 melee (1d6+2)

Full Attack: Club +2 melee (1d6+2)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 11, Int 9, Wis 10, Cha 8

Skills: Spot +2, Survival +2

Feats: Great Fortitude

Environment: Any land

Organization: Solitary, pair, or tribe (4d8+4 plus 200% non-combatants)

Challenge Rating: ½

Treasure: 50% coins, 50% goods, 50% items

Alignment: Usually Neutral (or Evil)

Advancement: By character class

Level Adjustment: +0

Later hominids consist of several variants of ape-like humanoids. They have hairy bodies, fairly sloped, thick craniums, and arms that are usually a bit longer than a human's. They usually wear clothing of stitched hides, furs, and pelts and stand with a slightly hunched posture. It is believed that later hominids and their primate relatives, the early hominids, may be a link of some sort between primates and humans. When standing fully upright, these creatures would stand about 5 foot to 5 foot, ten inches. Later hominids usually weigh between 150 to 230 lbs.

Though having little use for treasure, hominids often collect unusual items out of curiosity and interest. It's not an uncommon thing for a group of explorers to catch a stray hominid trying to steal some random, shiny object from their campsite.

Later hominids speak Common.

Most of the later hominids that are found wandering about outside of their protective dwellings are warriors. The information in the stat block is for a 1st-level later hominid warrior.

Combat: A few of the later hominids are generally peaceful unless their territory is disturbed. Most tribes, however, have cannibalistic ways and are quite well known for their brutal aggression. Most of the later hominids attack opposing forces with crude, wooden clubs.

Racial Fortitude Bonus (Ex): Later hominids gain a +2 to Fortitude saves.

Later Hominid Society: Unlike early hominids, later hominids have somewhat of a bearing on culture. This is not to say, however, that such culture is necessarily pleasant or civilized. While there are some tribes of a more peaceful nature, many of the later hominids actively pursue the arts of cannibalism and tribal warfare. The societies of later hominids are ruled by the old standards of "might is right".

Though a few tribes worship Simius, most of the later hominids feel that The Great Monkey holds no favor for them and tend to worship the same deities that the local human tribes worship.

Later Hominid Characters: Later hominid characters of notable class are not very common. The few hominids that have achieved character levels, however, are usually barbarians.

Future History: Some scholars believe that both the early and later hominids are a link between primanids and humans, though there has been no known proof to back up such claims. Much like the primanids, the later hominids are not well suited to thrive amongst more developed cultures and though it seems that they once held a larger, more scattered presence, later hominids are now mostly found only in the lost areas.

IGUANODON

Huge Animal (Dinosaur)

Hit Dice: 8d8+32 (68 hp)

Initiative: +2 (Dex)

Speed: 60 ft (12 squares)

AC: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+20

Attack: 2 Claw spikes +10 melee (2d4+6) or tail slam +10 melee (1d6+6)

Full Attack: 2 Claw spikes +10 melee (2d4+6), tail slam +5 melee (1d6+6)

Space/Reach: 15 ft./15 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +10, Will +5

Abilities: Str 22, Dex 14, Con 18, Int 1, Wis 13, Cha 8

Skills: Listen +4, Spot +8, Swim +8

Feats: Great Fortitude, Iron Will, Lightning Reflexes

Environment: Any warm land

Organization: Solitary or herd (2d6+4 plus 200% non-combatants)

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 9-11 HD (Huge)

Level Adjustment: —

The iguanodon is a relatively fast moving herbivore with a curious thumb spike on each hand. The beak shaped mouth of this dinosaur is toothless but has a bony structure to it that allows it to nibble and tear at leaves. Iguanodons are a bit curious in their locomotion as their bodies are built to handle both running on their hind legs as well as moving about on all fours. As the iguanodon is well suited for different terrain features, the hides of these creatures come in a variety of colors and patterns.

Though their strength and speed would normally make an iguanodon an ideal beast of burden, their change in locomotion and unwillingness of such training prevents the natives of the lost lands from seriously using these creatures as mounts or pack animals. Likewise, while commonly hunted for food, the iguanodon does not take well to being domesticated. These creatures are not particularly aggressive, however, just not well suited for livestock or the training of mounts. Unless they are provoked or threatened, iguanodons are reasonably peaceful creatures.

Combat: Being herbivores, the iguanodon usually prefers to avoid battles unless the males are defending their

breeding territories. When provoked, these creatures use their thumb spikes and tails to defend themselves.

Future History: As with most dinosaurs, the iguanodon is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands. The iguanodon lived during the early Cretaceous period.

KIFTER

Medium Humanoid (Felanid)

Hit Dice: 1d8-1 (3 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares)

AC: 12 (+2 leather armor), touch 10, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: +1 Claw staff melee (1d8) or Longbow +1 missile (1d8)

Full Attack: +1 Claw staff melee (1d8) or Longbow +1 missile (1d8)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +1, Ref +0, Will +0

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

Skills: Bluff +4, Diplomacy +6, Sense Motive +4

Feats: Improved Initiative

Environment: Any plus underground

Organization: Solitary, pair, hunting party (1d4+2

1st-level warriors), guard defense (2d6+4 1st-level

warriors plus 1 2nd-level warrior) or tribe (3d12+10

1st-level commoners, 4d8+5 1st-level experts, 3d8+5

2nd-level commoners, 3d8+5 1st-level warriors,

2d4+5 1st-level adepts, 1d4+3 2nd-level adepts, plus

2d4+2 2nd-level warriors, 1d4 3rd-level warriors, 1d4

1st-level sorcerers, 1d3 2nd-level sorcerers and 200%

non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Any

Advancement: By character class

Level Adjustment: +0

The kifter are a refined race of felanids who are quite human-like in appearance for the most part, but have various cat-like features. The ears of the felanid are pointed and their faces feature slanted eyes, a long nose, whiskers, and sharp feline-like teeth. The kifter also have cat-like tails that flick about when these creatures are excited, happy, nervous, or agitated. Despite the fact that the kifter are usually found only in the lost lands the kifter value luxuries and are more socially advanced than most of the natives.

The kifter speak both Common and Felanid.

While the kifter are not well known for being fighters, there are a fair number of warriors amongst their kind and these individuals are the most common variety of kifter found outside the safety of their villages. The information in the above stat block is for a 1st-level kifter warrior.

Combat: The kifter are not exactly known for their combative tendencies and they tend to prefer flight over

fight. When pressed to defend themselves however, these creatures tend to employ the more extravagant weapons to be found in the lost lands, especially the claw staff.

Saving Throw Bonus Against Spells (Ex): The kifter gain a +2 bonus to saving throws against spells and spell-like effects.

Kifter Society: The kifter often make their homes near the ruins of the lost lands. Whenever one enters a society of the kifter they can expect to find elaborate decorations and more advanced forms of architecture. Though these creatures can be found in any part of the lost lands to some degree, the kifter tend to be a bit more common in the temperate to cold areas of the lost lands.

The kifter usually have an overall singular ruler but there are various individuals that serve important positions just below the authority of the main ruler. Their government structure often mimics the forms of rulership that are favored by the humans in the more cultured lands.

Kifter Characters: The favored character class of the kifter is sorcerer, and quite a few of the kifter who have held a particularly high degree of influence in their tribe have been sorcerers.

Future History: The kifter would actually prefer to live in any land other than the lost lands but it seems that they are for the most part stuck to dwell in such an area.

LEPTICTIDIUM

Small Animal

Hit Dice: 1/2 d8 (2 hp)

Initiative: +3 (Dex)

Speed: 20 ft (4 squares)

AC: 16 (+1 size, +3 Dex, +2 natural)

Base Attack/Grapple: +0/-7

Attack: Bite -2 (1d4-3)

Full Attack: Bite -2 (1d4-3)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

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

Abilities: Str 4, Dex 16, Con

10, Int 2, Wis 14, Cha 8

Skills: Hide +4, Listen +3, Move Silently +4, Spot +3

Feats: Lightning Reflexes

Environment: Warm forests and marsh

Organization: Solitary, mating pair, or pack (2d6+4 plus 200% non-combatants)

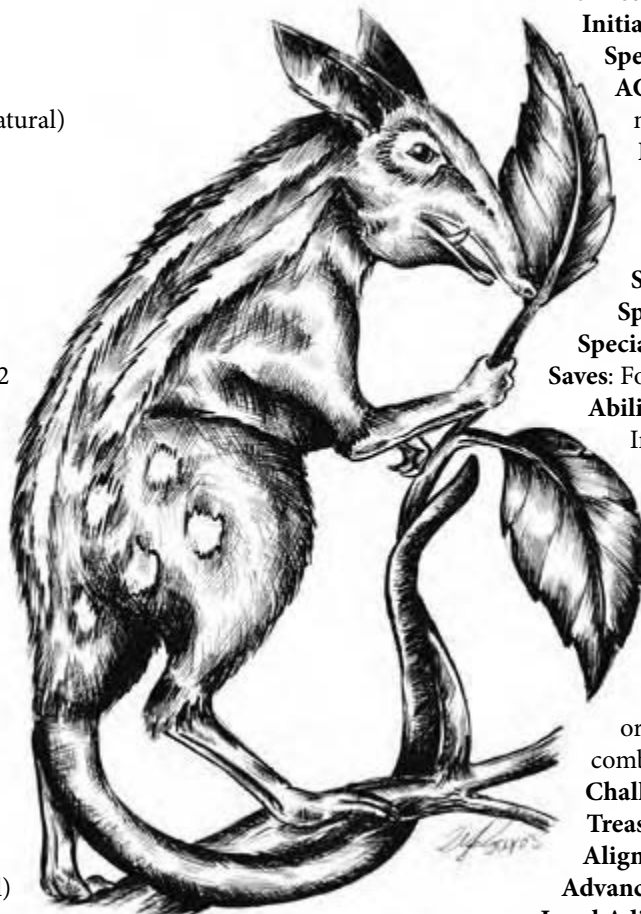
Challenge Rating: ½

Treasure: None

Alignment: Always Neutral

Advancement: 1-2 HD (Small)

Level Adjustment: —



The leptictidium is a small, hopping mammal that feeds upon diminutive lizards, insects, and rodents. This creature prefers to dwell in the humid jungles and swamps of the lost lands where the leptictidium gains the benefit of both shelter and an adequate food supply.

The leptictidium looks a bit like a marsupial with the features of a shrew and a feline combined. The natives of the lost lands hunt these creatures for both their meat and their hides. These hides, usually brown and white or pale yellow in color, are striped in places and spotted in other areas. This unusual setup of shading allows the leptictidium to blend in with the forest surroundings. A few have also been known to be trained (Handle Animal, DC 10 young, DC 16 adult) and kept as pets with only a moderate degree of difficulty.

Though having carnivorous tendencies, the leptictidium is reasonably good-natured unless threatened.

Combat: As the leptictidium is carnivorous, they have a reasonably sharp set of teeth for tearing into flesh. Their jaws are quite weak, however, and as such their “nasty” bite causes only the most minor amounts of damage.

Future History: As with most primitive beasts, the leptictidium is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

MAGMA BRUTE

Huge Giant

Hit Dice: 8d8+40 (76 hp)

Initiative: +2 (Dex)

Speed: 50 ft (10 squares)

AC: 18 (-2 size, +2 Dex, +8

natural), touch 10, flat-footed 16

Base Attack/Grapple: +6/21

Attack: Slam +11 (2d6+10)

Full Attack: Slam +11 (2d6+10)

Space/Reach: 15 ft./15 ft.

Special Attacks: —

Special Qualities: fire resistance 30

Saves: Fort +13, Ref +6, Will +2

Abilities: Str 23, Dex 15, Con 20,

Int 8, Wis 11, Cha 8

Skills: Climb +8, Intimidate +6, Listen +1, Spot +5

Feats: Great Fortitude, Lightning Reflexes, Power Attack

Environment: Temperate to warm mountains

Organization: Solitary, pair, or mother with 1d4 young (non-combatants)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement: 9-11 HD (Huge)

Level Adjustment: +7

Magma Brutes are large, vicious humanoids with an excessive hunger and a streak for cruelty. They live in mountainous lairs that are kept extremely warm due to nearby volcanic activity and these creatures have even been spotted walking across patches of lava with ease.

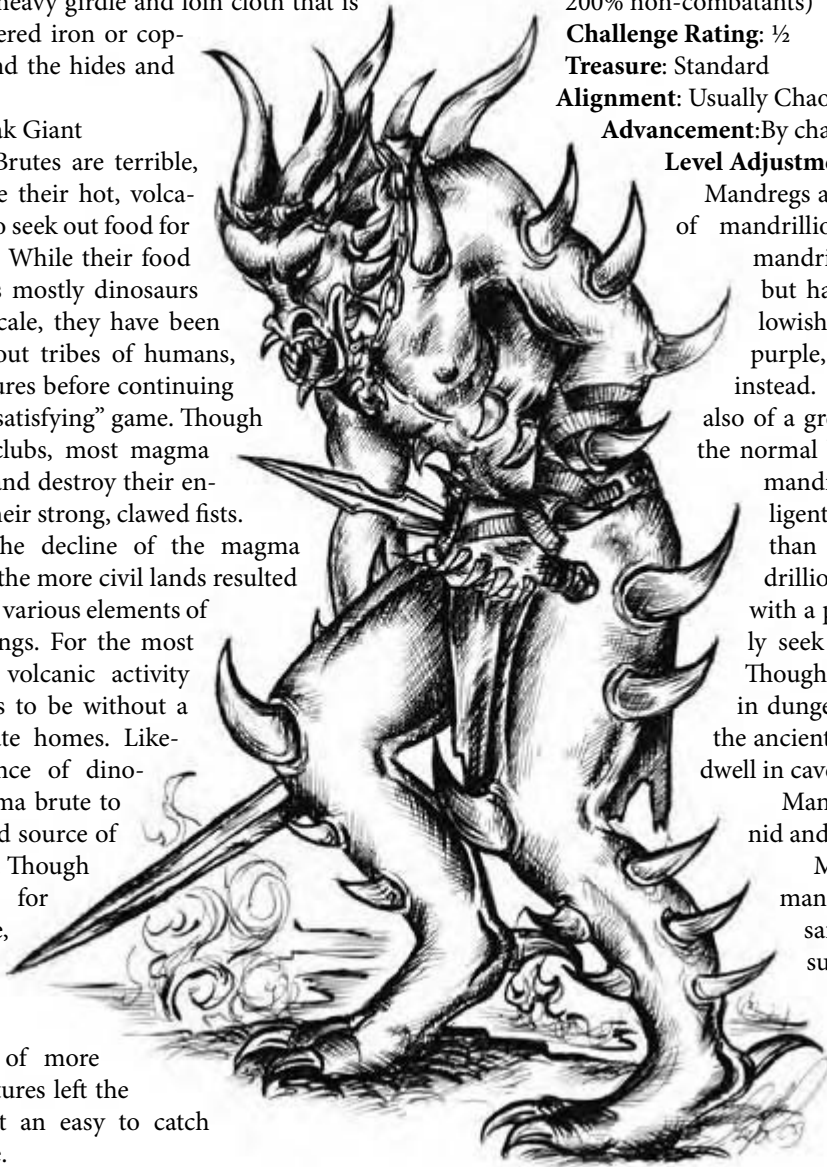
As most are evil tempered in nature, magma brutes take as much delight in killing their prey as they do devouring it. Typically the magma brute will leave its mountainous home in search of medium to large dinosaurs, but will also raid an entire humanoid village if the magma brute is feeling particularly cruel or hungry. Though having a reasonable degree of intelligence, the magma brute usually sees no need for battle tactics and often prefers to fight barehanded rather than making use of a weapon.

Magma Brutes stand roughly 20 feet tall and weigh 12,000 lbs. They have hard, almost stone-like skin that is usually bright red to rusty orange brown in coloration. Their body is covered with sturdy, horn like projections and their facial features are almost demonic in appearance. Though seeing little need for shame or modesty, magma brutes usually wear a heavy girdle and loin cloth that is constructed of hammered iron or copper, precious gems, and the hides and teeth of their prey.

Magma Brutes speak Giant

Combat: Magma Brutes are terrible, cruel beasts who leave their hot, volcanic mountain homes to seek out food for their constant hunger. While their food of preference includes mostly dinosaurs of medium to large scale, they have been known to also wipe out tribes of humans, devouring these creatures before continuing on in search of more “satisfying” game. Though a few use primitive clubs, most magma brutes prefer to bash and destroy their enemies and prey with their strong, clawed fists.

Future/History: The decline of the magma brutes’ presence from the more civil lands resulted from a combination of various elements of the natural surroundings. For the most part, the settling of volcanic activity caused these creatures to be without a quantity of appropriate homes. Likewise, the disappearance of dinosaurs caused the magma brute to be without a large food source of appropriate ignorance. Though reasonably intelligent for creatures of their size, the magma brutes never had to resort to much of a battle tactic, and the rise of more cunning, smaller creatures left the magma brute without an easy to catch meal of significant size.



MANDREG

Medium Humanoid (Primanid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares)

AC: 11 (+1 natural), touch 10, flat-footed 11

Base Attack/Grapple: +1/+1

Attacks: Club +1 melee (1d6)

Full Attacks: Club +1 melee (1d6)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Darkvision 60 ft

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8

Skills: Bluff +3, Listen +2, Search +2, Sense Motive +4, Spot +2

Feats: Improved Initiative

Environment: Any temperate to warm land and underground

Organization: Solitary or pair or tribe (2d8 adults plus 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Chaotic Neutral

Advancement: By character class

Level Adjustment: +0

Mandregs are an outcast subrace of mandrillions. They resemble mandrillions in most aspects, but have mostly bright yellowish fur with dark blue, purple, or black patches instead. Their visible skin is also of a greenish tint instead of the normal bluish gray. Likewise, mandregs are more intelligent and less aggressive than mandrillions. Mandrillions hate mandregs with a passion, and constantly seek to destroy this race. Though sometimes thriving in dungeons and the ruins of the ancients, mandregs typically dwell in caverns and caves.

Mandregs speak Primanid and Common.

Most of the common mandreg that leave the safety of the areas surrounding their homes tend to be warriors. As such the information in the mandreg stat block is for 1st-level mandreg warriors.

Combat: Though not as aggressive as mandrillions, mandregs employ much of the same combat tactics.

Racial Skill Bonuses (Ex): The mandreg gain a +2 bonus to Sense Motive and Bluff checks.

Mandreg Society: Mandregs are mostly solitary creatures, but those who do live with one another have a loosely fit society. No one holds particular reign over one another and the basis of the society exists for little more than mating and mutual protection.

Mandreg Characters: A mandreg's favored class is rogue. Most influential mandregs have been rogues.

Future History: Never having been as large in population as the mandrillions, the number of mandregs in existence has always been rather low. Mandregs are mostly found in lost areas.

MANDRILLION

Medium Humanoid (Primanid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares)

AC: 11 (+1 natural), touch 10, flat-footed 11

Base Attack/Grapple: +0/+1

Attack: Club +2 melee (1d6+1)

Full Attack: Club +2 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Darkvision 60 ft

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 13, Dex 11, Con 13, Int 8, Wis 8, Cha 8

Skills: Concentrate +3, Intimidate +2, Jump +3

Feats: Improved Initiative

Environment: Any temperate to hot land and underground

Organization: Solitary or pair or tribe (3d8 adults plus 200% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral Evil

Advancement: By character class

Level Adjustment: +0

Mandrillions are fierce, aggressive humanoids with a particular taste for the destruction of both mankind and the other primanid races. Like other primanids, mandrillions are humanoids with distinctive primate-like features. They resemble upright versions of mandrills and baboons, but with brilliant, colorful fur. The fur of a mandrillion is typically bright blue, purple, or green in color, and has large patches of yellow, orange, or violet red. Their faces resemble a cross between a mandrill and a baboon but show the signs of a more developed cranium. Their teeth are like that of a canine, and mandrillions have long, muscular arms that end with human-like hands. The exposed skin of a mandrillion is usually bluish gray and appears to be thick and leathery. Most adult mandrillions are 6 feet to 6 ½ feet in height and most weigh between 200 to 280 lbs. Though the females are normally not as aggressive as

the males, there is little difference in size between the sexes. Mandrillions develop and age roughly in the same manner as humans, but their violent behaviors keep most mandrillions from reaching an old age.

Mandrillions garb themselves in animal hides and might often be adorned with pieces of jewelry that they have taken from humans or found in the ruins of the ancients. Being natural headhunters, it's not uncommon to see a mandrillion wearing the bones, teeth, or skulls of humans or primanids. Some of the smarter mandrillions are also skilled in the art of shrinking heads, and several proud mandrillions have been often spotted sporting such trinkets around their necks or on crudely fashioned belts. Most mandrillions carry clubs, though a few have managed to acquire maces and cudgels from the ancient ruins.

Though sometimes thriving in dungeons and the ruins of the ancients, mandrillions typically dwell in caverns and caves.

Mandrillions speak Primanid; a few of the more intelligent ones can also speak Common but usually do in a rather insulting way, as if making fun of both the subject and the language itself at the same time.

Most of the mandrillion are the equivalent to warriors. As such, the information in the stat block is for a 1st-level mandrillion warrior.

Combat: Though well known for their intense aggressiveness, mandrillions are also cunning and tactful when it comes to combat. They are well known for sneaking up on their enemies or finding other ways to gain the initiative when starting a fight.

Racial Skill Bonus (Ex): The mandrillion have a +2 racial bonus to Intimidate checks.

Mandrillion Society: Mandrillions best thrive in a harsh pecking order society where "might is right". They are lead by a single male chieftain, who keeps this position until they are slain in battle or die of old age or disease. When this ruler has passed on, many of the males of the group battle one another to become the next chieftain.

While they are primanids, mandrillions hold a particular hatred towards other such humanoids and also detest humans with a great passion. Most mandrillions worship Simius, who they believe will one day show their race favor and crush the other primanids.

Mandrillion Characters: A mandrillion's favored class is ranger. Most mandrillion leaders are very skilled, effective rangers.

Future History: While the mandrillion population was once much greater, it is now mostly isolated to a few hidden regions, deep caverns, and dense jungles. It seems that many of the mandrillion tribes began to turn against each other as well as the other primanids and these warring tribal factors nearly wiped each other out.

MASSOSPONDYLUS

Large Animal (Dinosaur)

Hit Dice: 3d8+12 (25 hp)

Initiative: +3 (Dex)

Speed: 50 ft (10 squares)
AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +2/+10
Attack: Claw +5 melee (1d6+4)
Full Attack: 2 Claws +5 melee (1d6+4)
Space/Reach: 10 ft/5 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 18, Int 1, Wis 7, Cha 10
Skills: Climb +5, Spot +3
Feats: Great Fortitude, Iron Will
Environment: Any warm terrain
Organization: Solitary, mating pair, or herd (2d6+4 plus 200% non-combatants)
Challenge Rating: 2
Treasure: None
Alignment: Always Neutral
Advancement: 4-5 HD (Large)
Level Adjustment: —

Though stupid as a log, the massospondylus is an unusually friendly dinosaur that is easily domesticated by the natives of the lost lands. Though these creatures somewhat resemble smaller versions of the massive sauropods, their muscular legs, clawed feet, and improved dexterity allow them to be reasonably quick and agile. Though a massospondylus can rise up and even run certain lengths on their hind legs, they usually incorporate all four legs into their locomotion.

The massospondylus usually grows to be up to thirteen feet in length. These herbivores lay eggs in the dirt or sand and the mother does not watch over the eggs or the hatchlings. Upon hatching, the infant massospondylus reaches maturity in five years and can live between 51 to 62 years (1d12+50). In the wild these hatchlings usually follow an adult herd, which neither encourages nor discourages their presence. In times of trouble, however, the herd as a whole usually groups together for protection.

The hide of the massospondylus is covered with bead-like scales, as with most dinosaurs, and is usually patterned with stripes or splotches. The overall color tone ranges from vibrant greens to dull grays or beige, and the markings are usually a rusty reddish-orange, dull black, or bluish-gray.

The natives of the lost lands view the massospondylus, or the “massos” as they commonly call the creature, as being ideal for livestock, a beast of burden, or as a riding mount. The massos does

not seem to mind as this cooperation usually ensures an adequate amount of plant material to graze on as well as the natives’ protection. The creature is a bit dumb, however, and as such can be quite a nuisance at times. It is not uncommon to see a massospondylus unintentionally destroy a hut if these dwellings happen to be constructed out of a plant material that the creature finds particularly tasty. Despite the ignorance and pesky ways of the massospondylus though, the dinosaur is reasonably easy to train in regards to simple commands. Training either an adult or a hatchling massospondylus requires relatively the same amount of patience, with a Handle Animal check (DC 14) for either.

Carrying Capacity: A light load for a massospondylus is up to 300 lbs., a medium load 301 to 600 lbs., and a heavy load 601 to 900 lbs. The massospondylus can drag up to 4,500 lbs.

Combat: The feet of the massospondylus feature claws at the end of five digits on each “hand” plus a powerful “thumb” claw. During combat this creature will rear back and strike out with the frontal claws. These creatures are not particularly known for being aggressive and the massospondylus will usually choose to flee if threatened or treated in an aggressive manner. While making superb riding mounts and beasts of burden, it is extremely difficult (if not impossible) to train the massospondylus for service as a combative mount.

Future History: Like most other dinosaurs, the massospondylus has long since died out in most areas of the realm. They still thrive though in the lost lands.



MEGATHERIUM

Huge Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 30 ft (6 squares)

AC: 17 (-2 size, +1 dex, +8 natural), touch 9, flat-footed 16

Base Attack/Grapple: +4/+17

Attack: Claw +7 melee (2d4+5)

Full Attack: 2 Claws +7 melee (2d4+5)

Space/Reach: 15 ft/10 ft

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +14, Ref +6, Will +3

Abilities: Str 20, Dex 12, Con 18, Int 2, Wis 13, Cha 7

Skills: Climb +8, Listen +4, Spot +4

Feats: Great Fortitude, Iron Will, Power Attack

Environment: Any warm forest, hill, or plains

Organization: Solitary or herd (1d6+1 plus 200% non-combatants)

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Huge)

Level Adjustment: —

The megatherium, or ground sloth, is a huge prehistoric mammal with shaggy brown hair and features much like that of a bear and a sloth combined. Though the creature is enormous, it's a bit slow moving, thus making the ground sloth's pursuit no faster than creatures of lesser scale. While considered to be more or less a quadruped, the megatherium walks mostly on its hind legs.

Combat: Though the ground sloth is mostly vegetation, the tribes tell of stories of some of the ground sloths as being meat scavengers. Whether this is exactly true or not, it is known that the megatherium can become very aggressive if harassed.

Future History: The megatherium is long extinct in most areas but can be found still in the lost lands.

OOLORI

Medium Humanoid (Oolori)

Hit Dice: 1d6 (3 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft (6 squares)

AC: 10 (+0 Dex), touch 10, flat-footed 10

Base Attack/Grapple: +0/+0

Attacks: Quarterstaff +0 melee (1d6)

Full Attacks: Quarterstaff +0 melee (1d6)

Space/Reach: 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Oolori traits

Saves: Fort +0, Ref +0, Will +2

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

Skills: Craft (alchemy) +2, Decipher Script +2, Heal +1, Knowledge (arcana) +2, Knowledge (oceans) +4, Knowledge (religion) +4, Profession (navigator) +3, Spellcraft +4

Feats: Improved Initiative

Environment: Any

Organization: Solitary, pair, party (1d4+2), community (3d8+10 plus 50% non-combatants)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Level Adjustment: +0

The oolori are a lost, almost mythical race of intelligent humanoids. They stand over seven feet tall and have obsidian black skin. While most oolori died when their home continent sank to the bottom of the ocean, it is rumored that some of these creatures live in isolated regions of the lost lands.

The Oolori speak Common (Oolor) and typically at least three other languages (those found in the lost lands will probably speak Draconic, Primanid, and Felanid).

The notes in the statistics block are for a 1st-level Oolori adept. Due to their non-combative tendencies the presence of oolori warriors are extremely rare.

Combat: The oolori are typically not combative in nature and will probably avoid combative situations. When forced to fight, however, the oolori tend to employ the use of their quarterstaves.

Spells: The oolori adept can cast three 0-level spells and one 1st-level spell per day. Though spells may vary from adept to adept, the following spells are the most typical for an oolori adept: read magic, ray of frost, detect magic, charm person.

Oolori Society: When their continent home sank to the bottom of the ocean, most of the oolori's social aspects were lost from the land forever. As it has been over ten thousand years since most have assumed the extinction of the oolori, the society of the survivors could vary greatly from community to community.

Oolori Characters: The oolori's favored character class is cleric and most all oolori who have held a particularly high degree of influence in their communities have been clerics.

Future History: The oolori are considered to be all but extinct. Most individuals simply know of them by the ruins that they have left behind.

OVIRAPTOR

Medium Animal (Dinosaur)

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 50 ft (10 squares)

AC: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Bite +1 melee (1d6)

Full Attack: Bite +1 melee (1d6)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

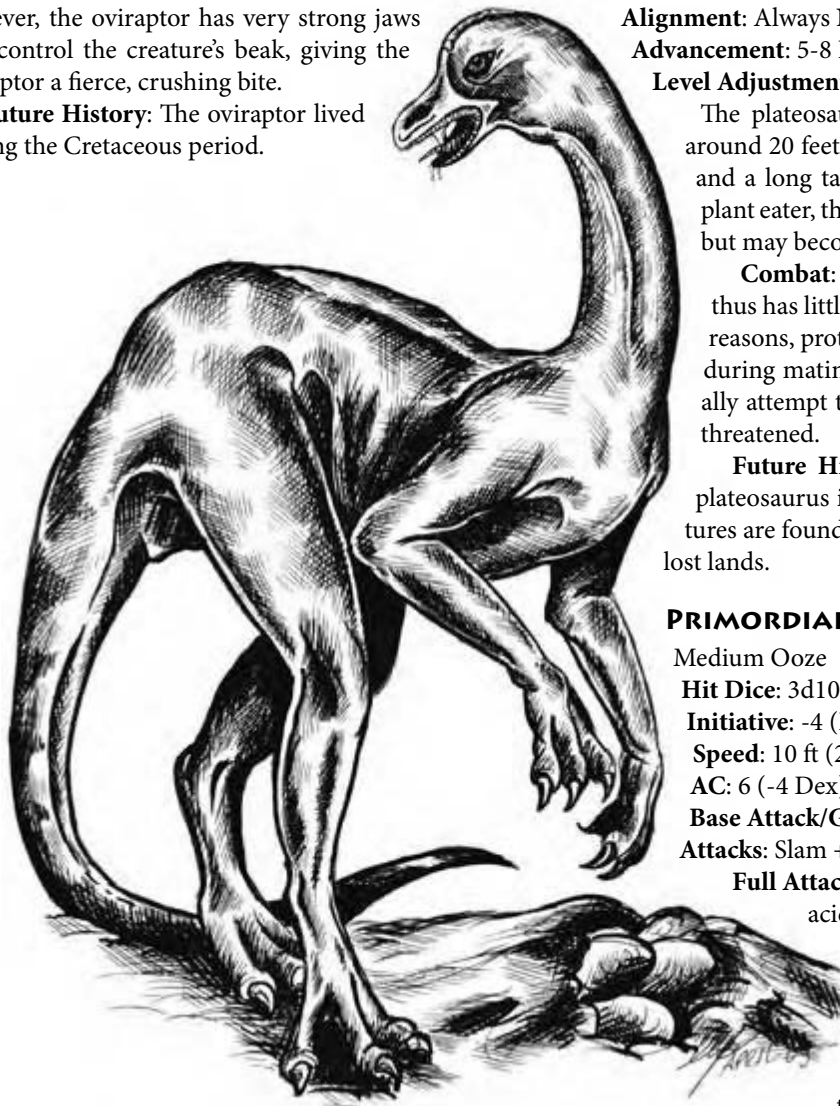
Saves: Fort +4, Ref +8, Will +3

Abilities: Str 11, Dex 17, Con 12, Int 1, Wis 16, Cha 6
Skills: Hide +5, Move Silently +5, Spot +4
Feats: Lightning Reflexes
Environment: Any warm land.
Organization: Solitary, mating pair, or herd (2d4+4)
Challenge Rating: ½
Treasure: None
Alignment: Always Neutral
Advancement: 3-4 HD (Tiny)
Level Adjustment: —

Oviraptors are omnivorous, bipedal dinosaurs with long fingers on their hands that they use for grasping objects, particularly eggs. They have a bird-like head with a strong but toothless beak, and a crest on their snouts that is brightly colored on the males in order to attract female mates. Oviraptors are usually between 6 to eight feet in length and weigh roughly 60 to 70lbs.

Combat: The oviraptor is usually more concerned with finding small game to eat or defending its nest to go actively pursuing trouble. As such, this creature should be treated with having the combat aggressiveness of any normal animal with such needs. When forced into combat, however, the oviraptor has very strong jaws that control the creature's beak, giving the oviraptor a fierce, crushing bite.

Future History: The oviraptor lived during the Cretaceous period.



PLATEOSAURUS

Huge Animal (Dinosaur)
Hit Dice: 4d8+24 (42 hp)
Initiative: +3 (Dex)
Speed: 40 ft (8 squares)
AC: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple: +3/+15
Attacks: Slam +5 melee (1d6+6)
Full Attacks: Slam +5 melee (1d6+6)
Space/Reach: 15 ft/15 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +7, Will +4
Abilities: Str 18, Dex 16, Con 18, Int 2, Wis 13, Cha 7
Skills: Listen +4, Spot +5
Feats: Great Fortitude, Iron Will
Environment: Warm marshes, forest, plains, and deserts
Organization: Solitary, mating pair, or herd (3d8+10 plus 200% non-combatants)
Challenge Rating: 4
Treasure: None
Alignment: Always Neutral
Advancement: 5-8 HD (Large)
Level Adjustment: —

The plateosaurus is a bipedal dinosaur, standing around 20 feet tall with a small head on a long neck, and a long tail used for whipping off predators. A plant eater, this creature is usually reasonably placid but may become aggressive if provoked.

Combat: The plateosaurus is a plant eater and thus has little use for combat other than territorial reasons, protection of lair or young, or dominance during mating. As such, the plateosaurus will usually attempt to avoid such situations unless it feels threatened.

Future History: As with most dinosaurs, the plateosaurus is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

PRIMORDIAL OOZE

Medium Ooze
Hit Dice: 3d10+13 (29 hp)
Initiative: -4 (Dex)
Speed: 10 ft (2 squares), climb 10 ft
AC: 6 (-4 Dex), touch 6, flat-footed 10
Base Attack/Grapple: +2/+3
Attacks: Slam +3 melee (1d6+1 plus 1d4 acid)
Full Attacks: Slam +3 melee (1d6+1 plus 1d4 acid)
Space/Reach: 5 ft/5 ft
Special Attacks: Acid, constrict 1d6+1 and 1d4 acid, improved grab
Special Qualities: Blindsight, ooze traits

Saves: Fort +2, Ref -4, Will -4
Abilities: Str 13, Dex 3, Con 12, Int —, Wis 3, Cha 1
Skills: Climb +9
Feats: —
Environment: Any marsh, forest, and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always Neutral
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment: —

Quicker and wiser than most other forms of ooze, the primordial ooze may be some sort of link between amoeboid-like creatures and more intelligent forms of life. They are still lacking in intelligence, however, and are quite vicious. Primordial oozes can grow up to a length of up to 6 feet and a thickness of ten inches.

Combat: Primordial oozes attack all living creatures, including their own kind. The primordial ooze usually strikes at a target with a pseudopod and may try to grab and constrict an opponent. The primordial ooze's acidic secretions are a bit weaker than that of other oozes so usually the primordial ooze will attempt to subdue or kill the target before absorbing it.

Blindsight (Ex): The primordial ooze can use its body as a sensory organ to detect encounters within 60' by vibration and scent.

Ooze: The primordial ooze is immune to all mind-influencing effects, poison, paralysis, sleep, stunning, and polymorphing. The ooze is also not subject to critical hits.

Improved Grab (Ex): In order to use improved grab, the primordial ooze must hit with a slam attack. If it is able to get a hold of its target, it can constrict.

Acid (Ex): The primordial ooze secretes a digestive acid that can dissolve organic material. Any melee hit deals acid damage. Wood objects are instantly destroyed unless it succeeds a Reflex save (DC 15).

Constrict (Ex): The primordial ooze deals automatic slam and acid damage with a successful grapple check.

Future History: The population of the primordial ooze is all but vanished from more developed lands. It is believed that competition with more deadly oozes has all but killed off the primordial ooze.

PROTOCERATOPS

Medium Animal (Dinosaur)
Hit Dice: 3d8+9 (22 hp)
Initiative: +0
Speed: 30 ft (6 squares)
AC: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +2/+5
Attacks: Bite +4 melee (1d4+3)
Full Attacks: Bite +4 melee (1d4+3)
Space/Reach: 5 ft/5 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +3, Will +4

Abilities: Str 15, Dex 10, Con 16, Int 2, Wis 13, Cha 8
Skills: Listen +6, Spot +6
Feats: Alertness, Iron Will
Environment: Any warm to hot forest, hill, or plains
Organization: Solitary or herd (2d4 plus 200% non-combatants)
Challenge Rating: 2
Treasure: None
Alignment: Always Neutral
Advancement: 4-5 HD (Medium)
Level Adjustment: —

The protoceratops resembles a medium sized version of a triceratops in many ways, only lacking the three horns. The armored crest at the top of the protoceratops' head is very similar however, and protects this creature from attackers. The protoceratops is around 6 feet in length, and weighs a sturdy 900lbs. Due to the more placid nature of the protoceratops, this creature is often used as a herd animal, or kept as a pet by intelligent humanoids.

Combat: Being herbivorous, the protoceratops is a bit weak combat-wise and has only its bite, intended purely for plant consumption, with which to properly defend itself.

Future History: As with most dinosaurs, the protoceratops is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

The protoceratops lived during the late Cretaceous period.

PROBOSIN

Medium Humanoid (Primanid)
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft (6 squares)
AC: 11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple: +0/-1
Attacks: Spiked Quarterstaff +0 melee (1d8-1)
Full Attacks: Spiked Quarterstaff +0 melee (1d8-1)
Space/Reach: 5 ft/5 ft
Special Attacks: —
Special Qualities: —
Saves: Fort +4, Ref +1, Will +2
Abilities: Str 8, Dex 12, Con 10, Int 11, Wis 11, Cha 11
Skills: Balance +3, Concentrate +3, Listen +2, Sense Motive +3, Spot +2
Feats: Great Fortitude
Environment: Temperate and warm forests
Organization: Solitary, pair, or tribe (2d8 adults plus 200% non-combatants)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement: By character class
Level Adjustment: +0

Probosin are reasonably civil primanids with features that resemble that of proboscis monkeys. They stand around 4 feet, 6 inches to 5 feet, 8 inches in height. Most probosin weigh between 80 to 120 lbs. and are covered

with a light tan fur. Their faces, including their noses, are very similar in appearance to a proboscis.

The Probosin speak Primanid and Common.

Most of the more common probosin encountered outside their homes are warriors. As such, the information provided in the stat block is for a 1st-level probosin warrior.

Combat: Probosin are a bit smarter than most primanids, tending to analyze the situation in case they should choose “flight” over “fight”. As they tend to do this, the probosin have not advanced very much in the use of weapons. They usually wield simple clubs of wood and bone.

Racial Skill Bonuses (Ex): Probosin gain a +2 to Concentration and Sense Motive checks.

Racial Will Bonus (Ex): Probosin gain a +2 to Will saves.

Probosin Society: Probosin live in tribal units where the elders are respected as rulers. Their nature is a bit more peaceful than most primanids, but the probosin are known to fight if their areas, children, or tribe is endangered. The probosin build nest structures high in treetops.

Probosin Characters: The favored character class of the probosin is druid and most of the probosin who have held a particularly high degree of influence in their tribe have been druids.

Future History: The probosin never developed very far beyond a few areas. Their lack of aggressiveness was not adequately compensated with intelligence or culture.

PTERANODON

Large Animal

Hit Dice: 2d8 (9 hp)

Initiative: +2 (Dex)

Speed: 20 ft (4 squares), fly 90 ft (average)

AC: 11 (-1 size, +2 Dex), touch 11, flat-footed 9

Base Attack/Grapple: +1/+2

Attacks: Bite +3 melee (1d8-3)

Full Attacks: Bite +3 melee (1d8-3)

Space/Reach: 5 ft/10 ft

Special Attacks: —

Special Qualities: Low-light vision

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

Abilities: Str 4, Dex 15, Con 10, Int 2, Wis 13, Cha 8

Skills: Listen +3, Spot +4

Feats: Weapon finesse (bite)

Environment: Any warm to hot mountains and hills

Organization: Solitary, mating pair, mother with hatchlings (400% non-combatants) or flock (2d4+4 plus 200% non-combatants)

Challenge Rating: ½

Treasure: None

Alignment: Always Neutral

Advancement: 3-4 HD (Large)

Level Adjustment: —

Though technically not a dinosaur, the pteranodon was a flying lizard of prehistoric times. While this creature appeared to be massive in size and had a wingspan of over

twenty feet, the pteranodon was actually extremely light-weight due to its hollow bones and frail structure.

Combat: Though menacing in appearance, the pteranodon is a weak creature with little combative capabilities. Though having a good -sized beak, the pteranodon is mostly toothless, and its jaws are not nearly as strong as a creature its normal size. As such, most pteranodons tend to avoid all but Tiny to Small sized targets unless starving.

Future History: As with most prehistoric creatures, the pteranodon is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

The pteranodon lived during the Mesozoic time period.

SCAPHONYX

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 30 ft (6 squares)

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

Base Attack/Grapple: +2/+4

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

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

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +3, Will +4

Abilities: Str 14, Dex 10, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +2, Listen +5, Spot +5

Feats: Alertness, Iron Will

Environment: Warm and temperate forest, hills, plains, and marshes

Organization: Solitary, mating pair, or herd (3d8 adults plus 200% non-combatants)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral

Advancement: 4-5 HD (Medium)

Level Adjustment: —

The scaphonyx is a short, pig-like rhynchosaur with a stocky body, pointy tusks that hang down in the front of the face, and a beak. The body of the scaphonyx reaches 6 feet in length. The scaphonyx is a plant eater, preferring ferns, and is reasonably placid unless it feels threatened. Sometimes these creatures are herded by intelligent humanoids for use as food.

Combat: While mostly peaceful in nature, scaphonyx are known to bite, making use of their tusks and beak, when threatened.

Future History: The scaphonyx lived during the later portion of the Triassic period.

SCUTELLOSAURUS

Medium Animal (Dinosaur)

Hit Dice: 2d8+4 (13 hp)

Initiative: +3 (Dex)

Speed: 40 ft (8 squares)

AC: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +1/+1
Attacks: Tail Slap +1 melee (1d3)
Full Attacks: Tail Slap +1 melee (1d3)
Space/Reach: 5 ft/5 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 10, Dex 16, Con 14, Int 1, Wis 15, Cha 8
Skills: Listen +4, Spot +5
Feats: Great Fortitude
Environment: Any warm land
Organization: Solitary or herd (2d8+8 plus 200% non-combatants)
Challenge Rating: 1
Treasure: None
Alignment: Always Neutral
Advancement: 3-5 HD (Medium)
Level Adjustment: —

The scutellosaurus is a swift, plant-eating dinosaur that is covered with protective bony plates. Due to the fact that this creature is fairly small and weak compared to other dinosaurs, the scutellosaurus tends to avoid combative situations if possible. The scutellosaurus comes in a variety of shades and patterns, most of which tend to blend somewhat with the surroundings.

These creatures are fairly easy to domesticate, especially if the scutellosaurus comes to recognize a native as being a source of food, shelter, and possible protection. Due to the disadvantage of being considerably small in comparison to the other dinosaurs of the lost lands, the scutellosaurus has a natural wisdom that encourages association with whatever element provides the basic needs. As such, it is not too common to find several of these creatures hanging around villages in the same manner as dogs or livestock. Though typically non-combative, a scutellosaurus can become unusually protective of the natives that tend to it, especially the children, which it seems to associate as being part of a “herd family”.

When needed, the meat of the scutellosaurus is favored by man and beast alike, and is often stewed and served with a variety of local herbs and tubers. Natives often use the hides of these creatures as well to make different forms of armor.



Combat: Being a herbivore that is somewhat unimpressive in size, the scutellosaurus usually prefers to avoid battles unless the males are defending their breeding territories. When provoked or threatened, these creatures use their weak tail slaps in an attempt to ward off predators.

Future History: As with most dinosaurs, the scutellosaurus is all but extinct. Normally these creatures are found only in very isolated areas and in the lost lands.

The scutellosaurus lived during the late Jurassic period.

STEGOSAURUS

Huge Animal (Dinosaur)
Hit Dice: 8d8+48 (84 hp)
Initiative: +0
Speed: 30 ft (6 squares)
AC: 18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +6/+14
Attack: Slam +8 melee (1d6+6)
Full Attack: Slam +8 melee (1d6+6)
Space/Reach: 15 ft/10 ft
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +14, Ref +6, Will +3
Abilities: Str 18, Dex 10, Con 22, Int 1, Wis 9, Cha 7
Skills: Listen +4, Spot +5
Feats: Great Fortitude, Iron Will, Power Attack

Environment: Any warm to hot forest, hill, or plains

Organization: Solitary or herd (1d6+1 plus 200% non-combatants)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 9-12 HD (Huge)

Level

Adjustment: —

The stegosaurus is a sturdy, plant eating dinosaur whose body is protected by bony plates that run down the back and tail. A heavy tail with four long spikes serves as a natural slamming weapon. This dinosaur is a quadruped that is 28 feet in length. The stegosaurus varies in shades of color, and sometimes has colorful stripes and mottled patterns on

its hide. In addition to the bony plates, another unusual feature of the stegosaurus is the small size of its head. The brain is also quite tiny, especially for a creature of such a notable size, making the stegosaurus a bit on the “stupid” side.

Combat: The stegosaurus is a plant-eating dinosaur, and as such is not aggressive unless it feels threatened.

Future History: The stegosaurus is long extinct in most areas but can be found still in the lost lands.

The stegosaurus lived in the late Jurassic period.

STEGOTAUR

Large Monstrous Humanoid

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 30 ft (6 squares)

AC: 17 (-1 size, +2 Dex, +6 natural)

Base Attack/Grapple: +6/+13

Attacks: Tail Slap +8 melee (1d4+4)

Full Attacks: Tail Slap +8 melee (1d4+4)

Space/Reach: 10 ft/5 ft

Special Attacks: —

Special Qualities: Darkvision 60 ft

Saves: Fort +9, Ref +7, Will +4

Abilities: Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 10

Skills: Intimidate +4, Jump +10

Feats: Cleave, Iron Will, Power Attack

Environment: Any land

Organization: Solitary, party (1d4+1), or tribe (3d8+10 plus 100% non-combatants)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Level Adjustment: +5

The stegotaur is a monstrous combination of man and stegosaurus. While not exactly evil in nature, these brutes tend to be aggressive, boastful, and quite often overconfident in nature. It has an impressive degree of natural offense and defense with their spiked tails and heavily plated bodies, and the stegotaur laughs at the “pitiful” weapons and armor used by the natives.

The stegotaur has a torso somewhat like that of a human with a lower body that resembles the frame of a stegosaurus. Though bald and hairless, large bony plates cover the top of their heads and run down their neck and back, all the way to the spiked tail. The skin of the stegotaur’s upper torso is usually a pale shade of green while the plates and lower body is a darker, bold shade of emerald.

Stegotours speak Common and Draconic.



Combat: Though the stegotaur often appears to be sluggish and lazy, these creatures are surprisingly strong and agile. As these creatures enjoy a good fight, the stegotaur has little qualms about launching into an array of tail bashing against a target.

Racial Skill Bonus (Ex): Due to their tails, the stegotaur gains a +2 racial bonus to Jump checks.

Stegotaur Society: The stegotaur has little society about them other than a collection of a few small tribes. Though not exactly antisocial, these creatures usually see little need in the protection of others nor any reason to have a large, extensive degree of company around them at all times. They like to wander the lost lands, especially in the areas of the ruins, where the stegotaur can often find a worthy challenger for them to whip with their tails.

The stegotaur love to fight, it is quite frankly what their hefty, plate covered frames were built to do. This aggressive nature does not come from a desire for violence and warfare but rather from the spirit of sporting competition. While two stegotours can whip each other into a frenzy with only minor degrees of wounding, these creatures often fail to realize that other non-stegotours often die from such punishments.

Due to their desire to roam, explore, and challenge new fights, the stegotaur rarely remains in any one spot for any given amount of time. As they get older, however, these creatures do tend to slow down a bit, and may eventually decide to settle down in some cave or cavern, especially if this location is currently being inhabited by a creature that the stegotaur can run out with its tail bashing.

Stegotaur Characters: As they have a reasonable degree of natural combativeness, the class of choice for a stegotaur character is that of a monk. Though perhaps more brutal and primitive in comparison to the monks found elsewhere in the world, the stegotaur monk meditates and studies his combativeness and inner self for many hours on end.

Future History: Due to their natural abilities, it would seem that the stegotaur should have been able to take control of not only the lost lands but the whole world as well. Their arrogance and overconfidence, however, has caused the eradication of the stegotaur from all but the lost lands.

TRACHODON

Large Animal (Dinosaur)

Hit Dice: 6d8+18 (45 hp)

Initiative: +3 (Dex)

Speed: 50 ft (10 squares)

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

Base Attack/Grapple: +4/+12

Attack: Bite +3 (1d8+4) melee, and tail slap -2 melee (1d4+4)

Full Attacks: Bite +3 melee (1d8+4) or tail slap +3 melee (1d4+4)

Space/Reach: 10 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +8, Will +6

Abilities: Str 18, Dex 16, Con 16, Int 2, Wis 14, Cha 7

Skills: Listen +8, Spot +9

Feats: Alertness, Great Fortitude, Iron Will

Environment: Warm marshes, plains, hills, forests

Organization: Solitary, mating pair, or herd (3d6+5 plus 200% non-combatants)

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Huge)

Level Adjustment: —

The trachodon is a plant-eating creature that is often referred to as a “duck-billed” dinosaur. These dinosaurs stand erect on two legs and are agile runners, but for the most part they are rather placid in behavior, but they can become aggressive if provoked. Though they can be found in a wide variety of warm areas, the trachodon prefer to graze upon the plants that grow along the edges of lakes.

Combat: The trachodon usually wards off predators with a bite from its wide billed mouth or a slap from its sturdy tail.

Future History: Like most other dinosaurs, the trachodon has long since died out in most areas of the realm. They still thrive, though, in the lost lands.

TYROTAUN

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +7 (+3 Dex, +4 Initiative)

Speed: 30 ft (6 squares)

AC: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Club +5 melee (1d6+2) or Longbow +6 ranged (1d8)

Full Attack: Club +5 melee (1d6+2) or Longbow +6 ranged (1d8)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Darkvision 60 ft

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 15, Dex 16, Con 15, Int 10, Wis 12, Cha 10

Skills: Intimidate +2, Jump +8, Listen +5, Spot +5

Feats: Improved Initiative, Power Attack

Environment: Any land

Organization: Solitary, party (1d6+3), or tribe (4d12+18 plus 200% non-combatants)

Challenge Rating: 2

Treasure: Standard

Alignment: Any

Advancement: By character class

Level Adjustment: +3

The tyrotaun are savage monstrous humanoids with the upper torso of a man and a lower torso that resembles that of a tyrannosaurus rex. Though often aggressive in nature, these creatures can also be friendly and loyal when dealing with favorable individuals.

Like humans, Tyrotaun come in all manners of outlook and opinion. Some are evil, some lawful, others chaotic or good in nature. While many tend to be a bit less refined in culture than other intelligent creatures, the tyrotaun often have a sense of noble silence about them. Most engage in little small talk, and though not exactly antisocial, these creatures can sometimes be difficult to initially approach on a social basis.

The tyrotaun wear little amounts of armor or clothing. If anything, the tyrotaun might don a breastplate, arm bands, or a girdle. They do wear some forms of jewelry, and it is common for the women to cover their chest areas and braid their hair.

The tyrotaun are healthy, long-lived creatures. The lifespan and aging of a tyrotaun equals that of a half-elf.

The tyrotaun speak Common.

Combat: Tyrotaun are expert combatants who don't have the slightest problem with showing an aggressive encounter what their race is capable of. In combat, the tyrotaun relies on his tough hide as a form of natural armor and will usually employ the use of clubs or longbows for weapons.

Racial Skill Bonus (Ex): Due to their tails and extra strong legs, the tyrotaun gain a +4 racial bonus to Jump checks.

Tyrotaun Society: The tyrotaun live in tribal villages that feature strong, rounded hut-like dwellings made of mud, stone, and branches. Though their outlooks vary, most of these creatures have high regards for law and order within their villages. As such, it is common to see quite a few outcast tyrotauns abandon the structure of a village to make it on their own in the wilderness. For reasons such as this, clashes between different tyrotauns are quite common. The lawful tyrotaun believe that they are superior for their desire of structure while the chaotic, wilderness dwelling tyrotaun believe that the village dweller is inferior for the exact same reason.

Tyrotaun Characters: As they have a love for combat, and are quite suited for surviving a few battles, the class of choice for a tyrotaun character is that of a fighter.

Future History: The demise of the tyrotaun remains somewhat of a mystery. While many believe that the primanids were responsible for the eradication of the tyrotaun, others believe that they killed their own selves off with the constant battles between tyrotauns with differing viewpoints.



STANDARD MONSTER PRESENCE IN THE LOST LANDS

While the lost lands have their own supply of new, exotic creatures to kill and devour the careless explorer, there is still a reasonably adequate supply of many of the monsters found in the more civilized parts of the world. The following describes a variety of monsters from the third edition core rulebooks and their presence within the lost lands. The DM may choose to add or remove these creatures from the lost lands as they wish.

Aboleth: The aboleth make their homes in the underground waters below the lost lands. As these creatures are so far removed from most of the activity above the surface, there is little difference between an aboleth of the lost lands and one from the more civilized world. Though the aboleths hate all non-aquatic creatures, they hold a special degree of hatred towards the ancient races.

Aranea: While many of the inhabitants of the lost lands know only a little about the powers of magic, the aranea are every bit as skillful as their relatives found in the more advanced lands. The natives of the lost lands view the aranea as manipulators of great power. As such, the aranea are both feared and respected.

Assassin Vine: The assassin vine is reasonably common in the lost lands, and there is little different with this plant in regards to the plant's purpose, "outlook", or overall nature.

Baboon (Animal): Like the apes, baboons are also quite common. Different mandrillion and mandregs hold these creatures as being either sacred or taboo, depending on the tribe's exact viewpoints.

Basilisk: These creatures are not quite as common in the lost lands as they are in the more civilized parts of the world. The natives fear the basilisk, and depending on the exact tribe, the basilisk is considered to be sacred or taboo.

Bugbears: Though there are quite a few goblinoid tribes in the lost lands, bugbears are reasonably uncommon. These creatures tend to inhabit the caves of the temperate to cold climates.

Carrion Crawlers: These creatures are a bit less common than in the more civilized parts of the world. Often the carrion crawler is more commonly spotted in the subterranean environments below the temperate portions of the lost lands.

Deinonychus (Dinosaur): The deinonychus is quite common in the lost lands and is a natural fit in regards to the surrounding environment.

Digester: Though somewhat rare, digesters are found none the less in the lost lands. There is little different about digesters that live in the lost lands in comparison to other digesters.

Dire Animal: In most cases, the Dire version of an animal is much more common than the standard form.

The rare circumstance where the non-dire form exists in large numbers is the Ape and Lizard. Non-Dire apes tend to be domesticated animals. In most other species there is a possibility that the runt of the litter may appear as a non-Dire creature, in which case the mother will most likely kill the young.

Dire Ape: Dire apes are extremely common creatures in the lost lands. The primanids hold these creatures to be sacred, and as such, dire apes usually get along with these humanoids.

Dire Badger: Dire badgers are fairly common creatures in the lost lands.

Dire Bat: Dire bats are fairly common creatures in the lost lands. As such, it is not too uncommon to find the deeper, darker recesses of the great caverns, caves, and mines of the lost lands to be full of dire bats.

Dire Bear: Dire bears are somewhat common in the lost lands. Most of these creatures, however, are found in cold climates, though there are the occasional sightings of a dire bear in the temperate areas.

Dire Boar: Dire boars are somewhat rare in many parts of the lost lands. Though having a strong relation and possible bloodline to the entelodont, it is believed that these "ancestors" to the dire boars are responsible for keeping the boar herds down through battle and hunting.

Dire Lion: Dire lions are fairly rare in the lost lands. Those that are found tend to favor the temperate to cold climates.

Dire Rat: Dire rats are fairly common creatures in the lost lands. There is a good possibility that even larger than normal ones may populate a single wooded area.

Dire Shark: Dire sharks are extremely common in the coastal waters surrounding the lost lands.

Dire Tiger: Dire tigers are fairly common in the lost lands. There is a milder portion of these creatures however in the cold climates.

Dire Weasel: Dire weasels are somewhat common creatures in the lost lands. These creatures tend to inhabit the cooler, northern areas of the temperate climates.

Dire Wolf: Having to compete with a great deal of predatory "ancestors", dire wolves are somewhat of a rarity in the lost lands.

Dire Wolverine: Dire wolverines are reasonably common creatures in the lost lands. Like the dire weasel, the dire wolverine prefers the cooler, northern portions of the temperate climates.

Dragon Turtle: The dragon turtle is fairly common in the waters surrounding the lost lands. These creatures usually prey upon the prehistoric beasts that inhabit these waters.

Dragons (All Chromatic and Metallic): All of the different versions of chromatic and metallic dragons can be found in the lost lands. While these creatures are even less common than in the more civilized parts of the world, the natives of the lost lands hold the dragons in awe and respect. In fact, dragons are considered to be sacred by many of the tribes, especially amongst the humans.

Elasmosaurus (Dinosaur): The elasmosaurus is quite common in the lost lands and is a natural fit in regards to the surrounding environment. These creatures are well known for terrorizing the surrounding coastal areas and waters of the lost lands.

Ettin: Though somewhat uncommon, it is not entirely impossible to encounter an ettin or two in the cold or temperate areas of the lost lands. Though somewhat few in number, the ettin of the lost lands tend to do rather well for themselves due to the wide selection of larger game to kill for food and hides.

Frost Worm: The frost worm is reasonably common in the cold climates of the lost lands. There is little difference between a frost worm of the lost lands and one existing in the more civilized areas of the world.

Gargoyles: Though not exactly common, gargoyles surprisingly exist in the lost lands. These creatures tend to inhabit underground areas and the ruins that the ancient lost races left behind.

Ghast: Due to the active practice of cannibalism in the lost lands, ghasts are a reasonably common encounter. These creatures are most often found in the ruins of the ancient races or dwelling within the lands surrounding the native villages.

Ghoul: Like the ghasts, ghouls are common in the lost lands due to the heavily practiced acts of cannibalism. These creatures tend to inhabit the same areas as the ghasts.

Giants: Giants are somewhat common in the lost lands. Usually these individuals have their hands too full with the prospects of hunting dinosaurs and other prehistoric beasts for food to be bothered with harassing human natives.

Girallon: The girallon are somewhat common in the warm parts of the lost lands. The primanids hold these creatures to be sacred.

Gnoll: The gnoll are somewhat rare in the lost lands. Usually these creatures inhabit the hills and deserts. There is very little difference between a gnoll living in the lost lands and one from a more civilized part of the world.

Goblin: The goblins are reasonably common throughout the underground areas as well as the warm to temperate climates in the lost lands. As there are many creatures that are capable of devouring a goblin in a single bite, the goblins tend to be quite cowardly on the surface and usually prefer to remain within the safety of their underground homes. Little has changed within the goblin culture and these creatures use a form of weapon that is quite similar in all aspects to a morning star though the spiked head has been constructed from the bones of great beasts.

Golem: Presumably introduced by Quartikos, clay and stone golems can be found in certain areas of the lost lands though their appearance is fairly rare.

Gray Ooze: Gray ooze, often mistaken for primordial ooze, is fairly common in the underground areas below the lost lands as well as within the marshy regions.

Gray Render: Though the gray render is not exactly rare to the lost lands, this creature is fairly uncommon

due to having to compete for food and survival against other savage beasts. Many natives, however, have had the opportunity of having a gray render take a liking to their village, which the creature loyally protects in exchange for food and companionship.

Harpy: Harpies are not entirely common in the lost lands, but many tribes of human natives have their own stories about the repulsive songs and nature of these creatures.

Hobgoblin: The hobgoblins are somewhat uncommon in the lost lands but the tribes that do exist make their presence well known. Battling against humans, hocs, primanids, and great beasts alike, the hobgoblins of the lost lands are every bit as warlike and military minded as the hobgoblins of the more civilized parts of the world.

Homunculus: Due to the rarity of advanced magic users in the lost lands, the homunculus is all that much rarer. There are tales of such creatures amongst the natives, however, especially within stories about the lost ancient races.

Hydra: The hydras are quite common to the lost lands, and typically wage war against a wide variety of carnivorous dinosaurs and savage beasts for control of hunting territories.

Kobold: The kobolds are quite common to the lost lands, though their general lot in life has not improved one bit in comparison to the kobolds that dwell in the more civilized parts of the world. These creatures usually end up becoming crunchy snacks for the savage beasts of the lost lands.

Kraken: Krakens are commonly found in the waters surrounding the lost lands. The kraken of the lost land regions enjoy a more diverse quantity of great aquatic beasts to dine upon than the kraken that live near the more civilized parts of the world.

Kuo-toa: The kuo-toa inhabit the aquatic regions of the lost lands and have a nature about them that is quite similar to that of the kuo-toa that live in the more civilized areas of the world.

Lizardfolk: Extremely common to the lost lands, the lizardfolk make up a dominant portion of the humanoid tribes. These creatures seem more at home in the lost lands, and to thrive better than the lizardfolk found in the more civilized parts of the world.

Locathah: The locathah are fairly uncommon in the aquatic regions surrounding the lost lands. They tend to be more good-natured rather than the typical neutral balance of the locathah of the civil parts of the world, but live a constant struggle against the fierce savage beasts of the waters and the tribes of kuo-toa and sahuagin.

Lycanthropy: Though there have been tales amongst the natives of men with a strange affliction that causes them to change into beasts, the

normal forms of lycanthropy have not been found in the lost lands.

Mammoth (Animal: Elephant): Mammoths are common to the cooler temperate and cold regions of the lost lands. For the mammoth, use the elephant statistics.

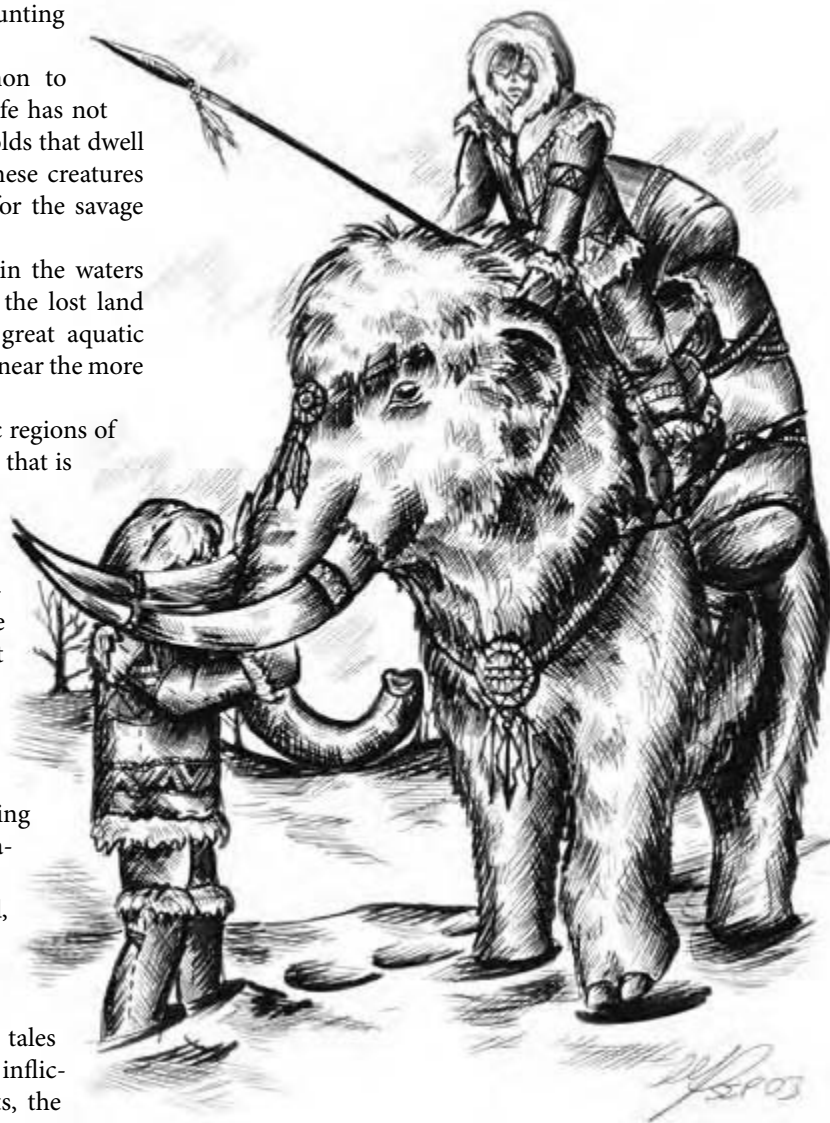
Mastodons (Animal: Elephant): Mastodons, including the “shovel tusk” varieties, are common to the lost lands. For the different varieties of mastodons use the elephant statistics.

Megaraptor (Dinosaur): The megaraptor is quite common in the lost lands, and is a natural fit in regards to the surrounding environment.

Monkey (Animal): Monkeys are quite common in the lost lands. The primanids may hold these creatures as being sacred or taboo, depending on a tribe’s particular beliefs.

Ochre Jelly: Ochre jelly, often mistaken for primordial ooze, is fairly common in the underground areas below the lost lands, as well as within the marshy regions.

Octopus (Animal): Though a possible later descendent of the ammonite, the common octopus can often be found in the waters surrounding the lost lands.



Octopus, Giant (Animal): Like the smaller common octopus, the giant octopus can often be found in the waters that surround the lost land regions.

Ogre: Ogres are found in the lost lands, though not quite in as great numbers and appearance as with the civilized world. These creatures, though still quite barbaric and cruel in nature, are usually too preoccupied with fighting dinosaurs and other savage beasts to pay much attention to the smaller, more established humanoid natives.

Orc: Orcs, the more “civilized” kin of the hoc, are surprisingly uncommon in the lost lands. This is in part due to the hoc’s hatred for these more intellectually advanced offshoots, which the hoc enjoy hunting down and slaying with zeal. On the same hand, the orcs hate the hoc, whom they feel to be inferior in all aspects, except for pure brute strength. Less concerned about their battles with humans and the primanid, the orcs of the lost lands mostly concentrate their efforts on the eradication of the hoc.

Rakshasa: The rakshasa, feared by the other natives of the lost lands, hold a great resemblance to the culture and mannerisms of the lost ancient races. The natives, especially the human tribes, believe that the rakshasa are themselves one of the lost ancients, which the rakshasa neither confirm nor deny.

Rat (Animal): Rats are fairly common in the lost lands. Though their general stastics are the same, their physical features and appearances are often a bit different than the rats found in other places.

Remorhaz: The remorhaz are found in the cold regions of the lost lands. Their presence holds little difference from the remorhaz found in the more civil areas of the world.

Roc: The rocs are common to the lost lands. They are usually little different than the rocs found in the more civilized areas of the world.

Rust Monster: Rust monsters are not quite as common in appearance the rust monsters found in the civilized parts of the world. These creatures mostly dwell in underground areas near volcanic or earthquake activity, where a constant supply of ferrous metals is shaken loose for the rust monsters to devour.

Sahuagin: The sahuagin are quite common in the waters surrounding the lost lands. These evil humanoids usually have favorable relations with a few of the sharks and other vile aquatic predators of the area. As a well coordinated, diabolical team, these creatures hunt down their prey and enemies, especially the locathah.

Sea Lion (Animal): The dangerous waters surrounding the coastal regions of the lost lands usually offer little defense against the onslaught of sharks, sahuagin, and savage prehistoric predators. The appearance of a sea lion, however, is often considered to be a potential shining light in the great, deep darkness of the murky waters. While these fierce creatures are dangerous in their own right, their hatred for sharks sometimes offers a bit of hope, if not temporary distraction, for a distressed native fisherman. As such, the natives have often offered their catches of small, slain sharks to passing sea lions in the waters, which these

creatures often accept as a suitable offering for a peaceful truce, if not potential friendship.

Shambling Mound: Though these creatures are relatively uncommon, the tribes of the lost land natives are full of stories about the leafy threat known as the “great mound”. Shambling mounds in the lost lands have pretty much the same sort of life and actions as their kin in the other parts of the world.

Shark (Animal: Medium, Large, Huge): These common sharks inhabit the waters surrounding the lost land regions.

Shrieker (Fungus): Shriekers are extremely common in the underground areas below the lost lands.

Skeleton: While magic and spellcraft in the lost lands is often not as refined or advanced as in the more civilized parts of the world, animated skeletons exist all the same. Often these undead creatures are created by the clerics of the lost, evil death gods, or they may be ancient leftovers from the reign of the lost ancient races.

Snakes (Animal, All): The lost lands feature all of the standard varieties of the snake family, including constrictors and vipers.

Squid (Animal): The possible offshoots of the ammonite, the squid are somewhat common in the waters that surround the lost lands.

Squid, Giant (Animal): Like the smaller, more common variety of squid, giant squid are somewhat common in the waters that surround the lost lands.

Stirge: A few early varieties of the stirge exist in the caverns below the lost lands, but these creatures do not appear nearly as much as they do in the other parts of the world.

Tiger (Animal): As they have a tough time competing with the slightly smaller but more aggressive dinofelis, or saber-tooth, tigers are a bit of a rarity in the lost lands. A few do appear in certain isolated spots, however.

Toad (Animal): Toads are extremely common in the lost lands.

Treant: Though not exactly unknown entirely to the lost lands, the appearance of a treant is extremely rare. Though sharing the same overall abilities and capabilities of their kin in the more civilized parts of the world, the treant of the lost lands is usually a bit different in appearance, resembling more the early trees than the later varieties. Treants are usually found in the higher parts of the temperate climates of the lost land regions.

Triceratops (Dinosaur): The triceratops is quite common in the lost lands and is a natural fit in regards to the surrounding environment.

Troglodyte: There are many troglodytes living in the lost lands. There is very little difference in their overall appearance and culture than with the troglodytes found in the other parts of the world.

Troll: Trolls do in fact exist in the lost lands, though their appearance is not quite as common as the trolls found in other parts of the world. There is very little difference in the ways of a troll native to the lost lands and one found elsewhere.

Tyrannosaurus (Dinosaur): The tyrannosaurus is quite common in the lost lands and is a natural fit in regards to the surrounding environment.

Vampire: Surprisingly enough, the lost lands have not managed to escape the threat of vampirism. It is believed that this strange, foul infliction dates back to the time of the lost ancients.

Vermin (All Varieties): Due to the common presence of giant insects in the lost lands, all forms of vermin should be present in the region.

Violent Fungus (Fungus): Violent Fungi are extremely common in the underground areas below the lost lands.

Whale (Animal: Baleen, Cachalot, Orca): Though not native to the waters surrounding the lost lands, a few of these different varieties of common whale have been

known to migrate near the region from time to time.

Wooly Rhino (Animal: Rhinoceros): Wooly rhinos are quite common in the temperate and cold areas of the lost lands. These creatures share the same statistics as the rhinoceros.

Wyvern: These creatures are just as common in the lost lands as they are anywhere else. The wyverns of the lost lands, however, tend to look a bit more feral than other wyverns, and have more variants to their body color, including rusty reds, bold yellows, and blue greens.

Zombie: Due to the practices of evil adepts and clerics of the lost deities, zombies are not all that uncommon in the lost lands. Usually these creatures are found near or within the villages of evil natives or guarding sacred places and the ruins of the lost ancients.

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LOST PREHISTORICA

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LOST PREHISTORICA: LOST CREATURES

WRITER

Jesse Mohn

ART DIRECTOR

Gillian Pearce

ADDITIONAL WRITERS

Neal Levin

COVER ARTIST

Steve A. Roberts

EDITORS

Joanne G. Hurley and Angela Noll Mohn

INTERIOR ARTIST

Jesse Mohn

LINE DEVELOPER

David Woodrum

GRAPHIC ARTIST

Deborah Balsam

PLAYTESTERS

Jamal Carlson, Wayne Elliott, Patrick Jarvis, Travis Knudsen, Lucas Mettling, Doug Perez, Josh Stirewalt & Mike Troiber.



WWW.DARKQUEST.COM

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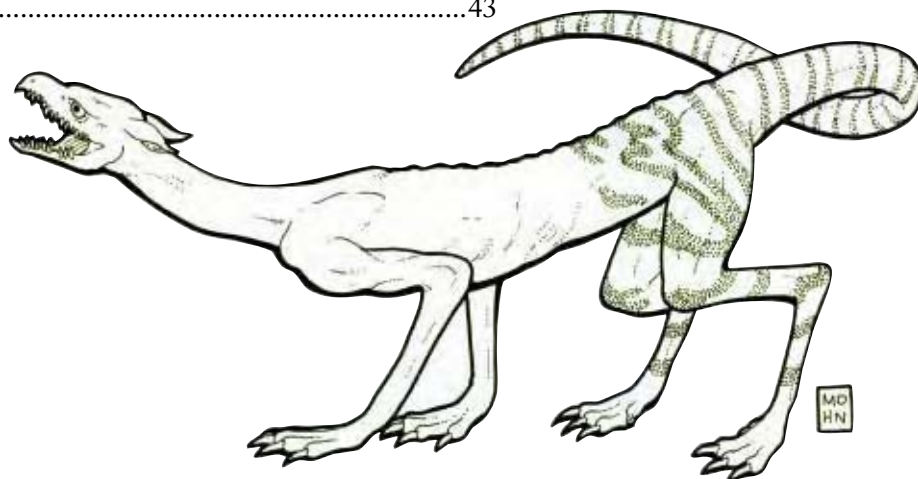


Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®, Inc.



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ANG-KUR

Large Aberration

Hit Dice: 8d8+24 (60 hp)

Initiative: +1

Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: 14 (+1 Dex, -1 size, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+15

Attack: Claw +9 melee (1d6+4)

Full Attack: 2 claws +9 melee (1d6+4), gore +7 melee (1d8+2), bite +7 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend

Special Qualities: Frightful presence, scent

Saves: Fort +6, Ref +4, Will +8

Abilities: Str 19, Dex 12, Con 17, Int 10, Wis 15, Cha 12

Skills: Balance +4, Climb +7, Jump +7, Listen +5, Perform (Singing) +7, Spot +5, Survival +6

Feats: Multiattack, Power Attack, Skill Focus (Perform: Singing)

Environment: Warm forests

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 9-13 HD (Large)

An ang-kur is a horrid flesh-eating creature with shaggy dark brown fur and warped ivory claws that protrude from its hands and feet. Their ebony skinned head is bald and sports nasty spikes on the side of its head and a mouth full of short sharp teeth. Finally, two unblinking red glowing eyes stare out from sunken sockets.

COMBAT

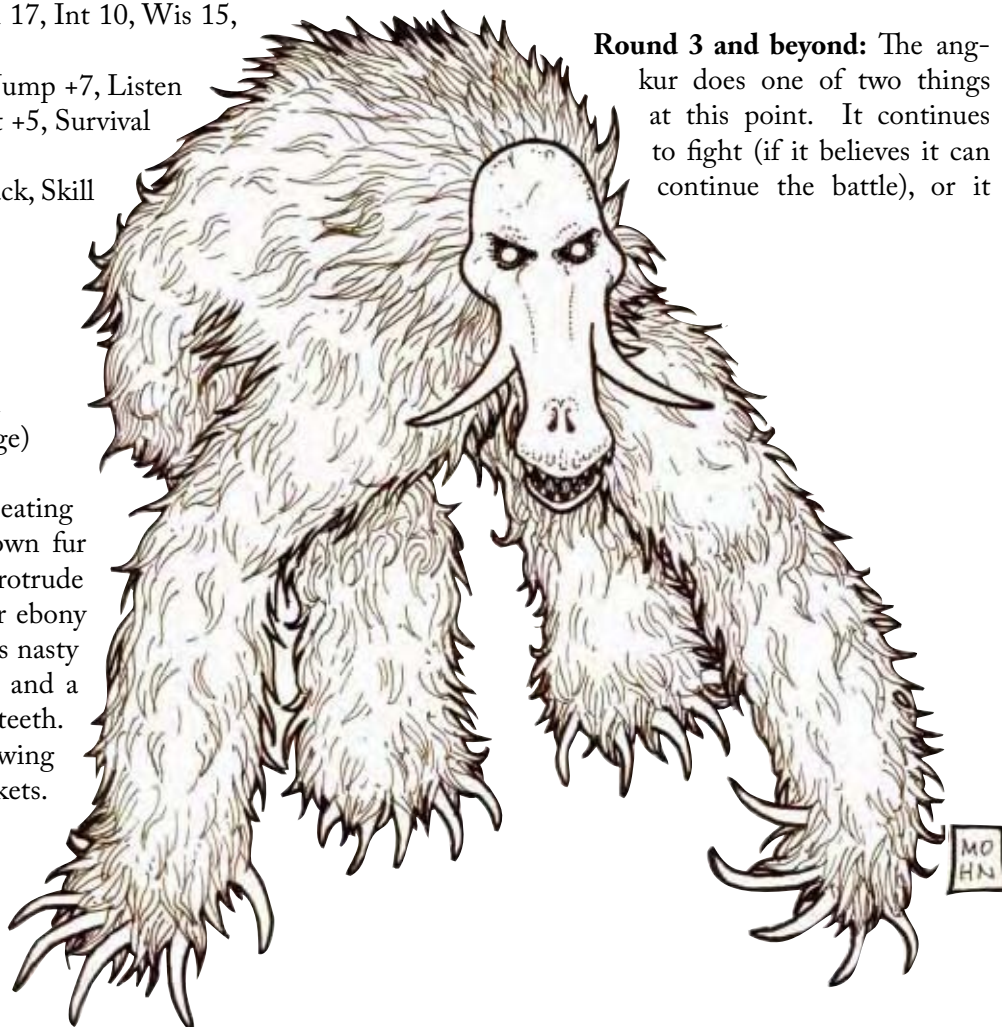
An ang-kur is a terrible foe in combat. The ang-kur seem to enjoy hunting the mandrilions more than other species,

never showing them mercy. Typical combat maneuvers are as follows:

Round 1: The ang-kur charges (to make use of its frightful presence special quality) its opponents, subtracting 3 points from its base attack bonus to Power Attack (giving the ang-kur a +8 bonus total, including the charge and dealing 1d6+7 damage). The ang-kur starts bellowing its war chant at this point as well.

Round 2: The ang-kur focuses all of its attack on one enemy, subtracting 2 points from its base attack bonus to Power Attack (giving the ang-kur a total of +7 to attack with its claws, +5 to gore and +5 to its bite bonus total, and deals 1d6+6 damage with claws, 1d8+4 with a gore and 1d8+4 with its bite).

Round 3 and beyond: The ang-kur does one of two things at this point. It continues to fight (if it believes it can continue the battle), or it



tries to grab its first slain victim and flee to continue the hunt another time.

Aberration Qualities: Aberrations possess darkvision with 60 ft. range. An aberration eats, sleeps and breathes.

Frightful Presence (Su): The ang-kur can inspire terror by charging its foes. All creatures within 30 feet of the ang-kur when it charges must succeed at a Willpower saving throw (DC 15) or become shaken, remaining so until they leave sight of the ang-kur.

Rend (Ex): An ang-kur that hits with both claw attacks latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+4 damage.

Scent (Ex): The ang-kur can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Ang-kur can identify familiar odors just as other creatures can detect familiar sights with its eyes. They can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the usual range. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range. Ang-kur can also track by its sense of smell. To do so, it makes a Wisdom check (DC 10) regardless of the surface that holds the scent. The DC increases or decreases by several factors, including how strong the quarry's odor is, how old the trail is and number of creatures. Creatures tracking by scent ignore the effects of surface of surface conditions and poor visibility. For each hour old the trail is, increase the DC by 2.

Habitat/Ecology: Ang-kur love two things—battle and song. They sing haunting but beautiful chants for hours on end at night. Ang-kurs only gather to mate and sing, never to hunt together, as hunting is a private spiritual matter, for individuals.

Ang-kur are attracted to perfumes, and may even try to kidnap individuals alive to smell the victims fragrance for

days. If they are pleasant during this period (or at least don't try to kill the ang-kur), they are usually released. These individuals are never again attacked by that ang-kur clan.

BONEGORE

Medium Undead

Hit Dice: 3d12 (16 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+6

Attack: Claw +2 melee (1d4+1)

Full Attack: 2 claws +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach

Special Qualities: DR 5/bludgeoning

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

Abilities: Str 12, Dex 10, Con -, Int -, Wis 13, Cha 14

Skills: Listen +1, Spot +1

Feats: -

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 4-8 HD (Medium)

Bonegore look like a collection of jagged and sharpened bones that have been fused together into a humanoid shape. They wear no clothes and carry no weapons.

COMBAT

Bonegore attack any living thing they encounter. They attack until they are destroyed or turned, and do not use advanced tactics in battle. Typical combat tactics are as follows:

Round 1: The bonegore approaches the nearest victim, attempting to make a successful claw attack.

Round 2: The bonegore attempts to attach with both claws to its victim, utilizing its attach special attack.

Round 3 and beyond: The bonegore has no tactical skill and tries to kill one opponent at a time. If the first victim is killed, the bonegore moves onto the next closest opponent.

Attach (Ex): If a bonegore hits with a claw attack, its bone spikes grow and latch onto the victim's body. An attached bonegore is effectively grappling its prey. The bonegore loses any Dexterity bonus to AC, but holds on with great tenacity. Bonegore have a +4 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached bonegore can be struck with a weapon or grappled itself. To remove an attached bonegore through grappling, the opponent must achieve a pin against the bonegore.

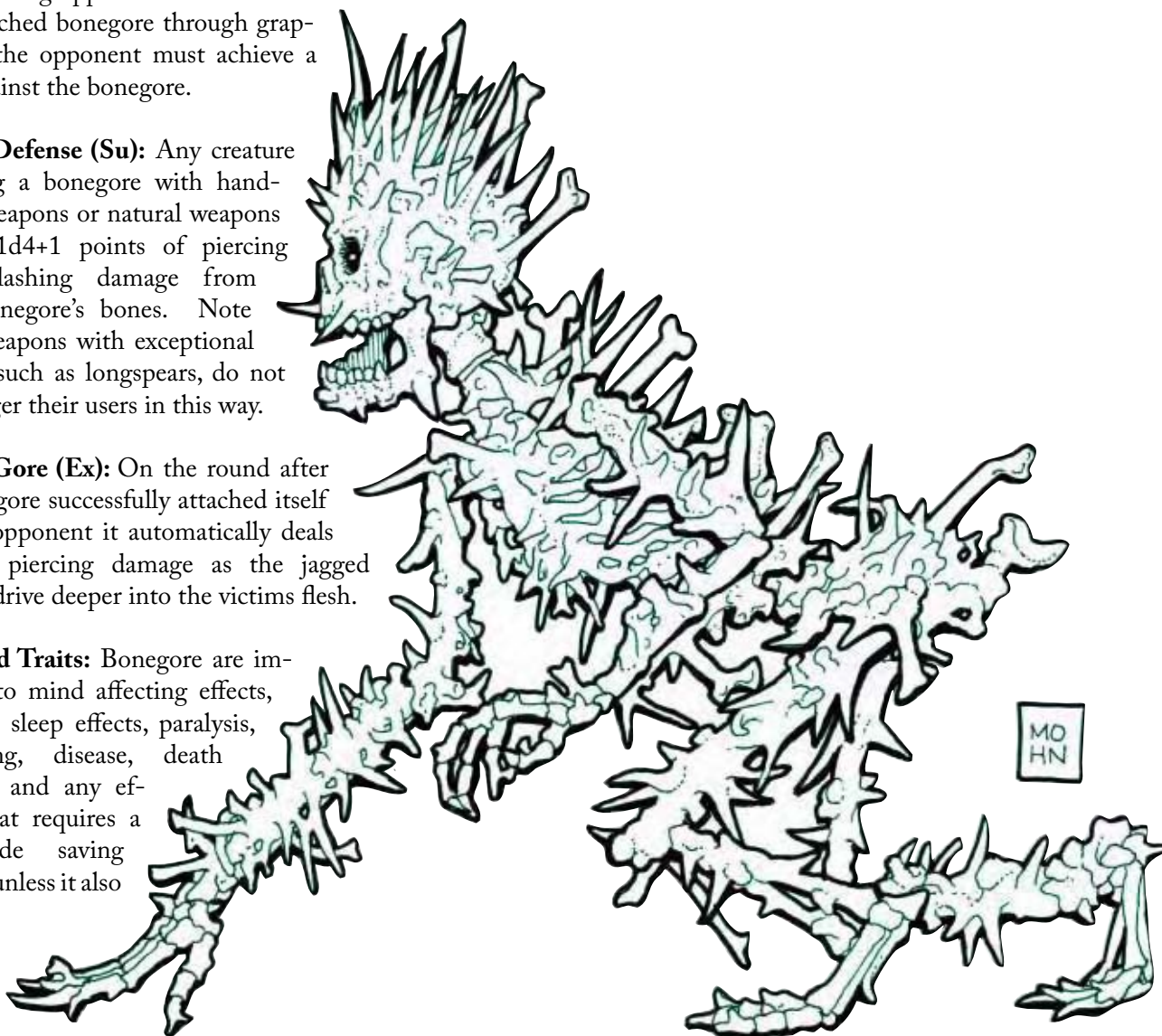
Bony Defense (Su): Any creature striking a bonegore with handheld weapons or natural weapons takes 1d4+1 points of piercing and slashing damage from the bonegore's bones. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Bone Gore (Ex): On the round after a bonegore successfully attached itself to an opponent it automatically deals 1d4+1 piercing damage as the jagged bones drive deeper into the victims flesh.

Undead Traits: Bonegore are immune to mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude saving throw unless it also

works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection only works if the bonegore is willing. Undead possess darkvision 60 ft.

Habitat/Ecology: Bonegore are undead created from large battlefields and mass graves that were never given any last rights. Bonegore have no society or culture of their own and produce nothing of value.



CHWEPTI

Medium Fey

Hit Dice: 7d6+7 (31 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 Dex), touch 13, flat-footed 10

Base Attack/Grapple: +3/+5

Attack: Shanti +5 melee +5 (1d8+2 (x3))

Full Attack: Shanti +5 melee +5 (1d8+2 (x3))

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: DR 5/cold iron, SR 13, unnatural aura

Saves: Fort +4, Ref +8, Will +7

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

Skills: Climb +8, Craft (Any) +8, Hide +9, Jump +9, Knowledge (nature) +8, Listen +8, Move Silently +10, Spot +9, Survival +9

Feats: Cleave, Combat Expertise, Power Attack

Environment: Warm forest

Organization: Solitary, patrol (2-5) or band (6-14)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 8-12 HD (medium)

A chwepti is shorter than a human, standing about 5 ft. tall on average and weighing around 100 lbs. Chwepti have a thin frame and pale skin with a slight lavender tinge to it. Most wear their black silk-like hair long and loose. Chwepti wear little to no clothing and carry only what they need, usually a small pouch and their shanti.

COMBAT

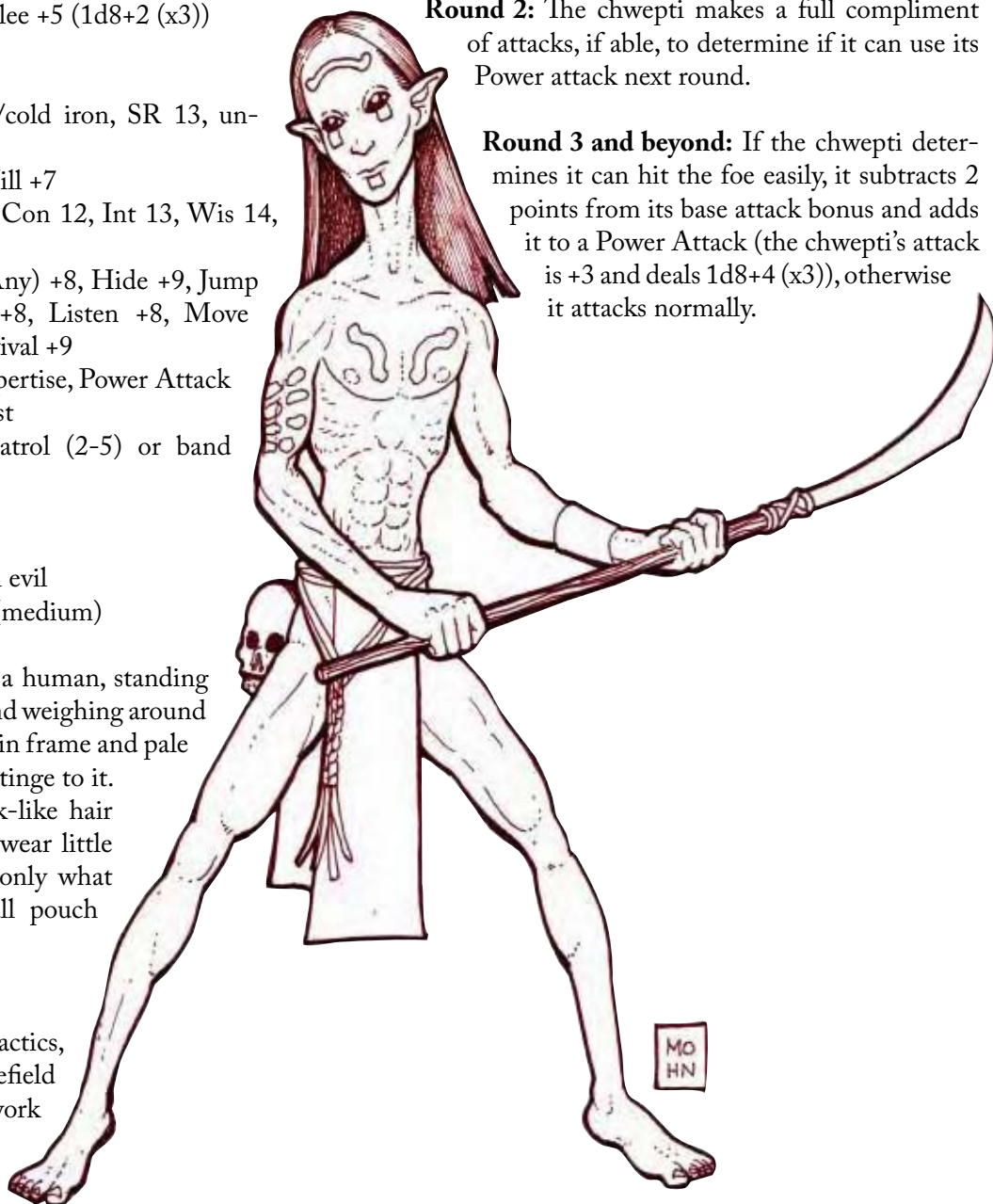
The chwepti use group tactics, often scouting the battlefield before an ambush. They work together and flank opponents whenever possible.

They are merciless opponents and fight to win, rarely showing quarter to enemies. Typical combat tactics are as follows:

Round 1: The chwepti approaches a new opponent subtracting 5 from their base attack bonus and adding it to their Combat Expertise (their attack is +0 for that round, but their AC is 18 while they close in).

Round 2: The chwepti makes a full compliment of attacks, if able, to determine if it can use its Power attack next round.

Round 3 and beyond: If the chwepti determines it can hit the foe easily, it subtracts 2 points from its base attack bonus and adds it to a Power Attack (the chwepti's attack is +3 and deals 1d8+4 (x3)), otherwise it attacks normally.



Fey Traits: Fey possess low-light Vision. Fey eat, sleep and breathe.

Unnatural Aura (Su): Any creature with the Animal type, even trained or loyal ones, must make a Willpower saving throw (DC 15) to come closer than 30 ft. of the chwepti. Creatures with the Animal type that fail may not make another check for 24 hours.

CHWEPTI SOCIETY

The chwepti are fey that were cut off from their other kin many eons ago and have adopted totally alien cultural and social practices. (For example, they are cannibalistic and practice headhunting rituals.) Chwepti are isolationists and meet most other creatures with open hostility or retreat quickly and silently into the forest. It is reputed the chwepti worship a god of death that has promised to return them to their former lands.

Once in a great while, the chwepti will run too low on a supply that they are not capable of making (like steel) and will approach a lone individual to obtain some for them.

Some say the chwepti have always lived the headhunting culture, and others say that they were cursed and banished to live with other savages. Another theory is that the chwepti stumbled into the lost world and were trapped, losing their culture simply to survive. It seems unclear if the chwepti even keep a recorded history. The chwepti speak a corrupted form of sylvan as well as guzin, the ancient language of a cannibalistic race known as the Guzi.

NEW WEAPON: Shanti

A shanti is a scythe-like polearm that the chwepti use for

their battles. It is usually around 4-6 ft. long and has a thin, curved blade at one end. The haft is usually made from a strong hardwood and the blade is made of metal (usually steel.) The blade is fastened to the polearm by cord and resin.

CINDER ASH

Cinder ash creatures are those that were caught in the hot ash and toxic fumes of a volcanic eruption and died. Sometimes, in the wake of an eruption that was caused by magic or divine power, cinder ash are created. Most lie entombed in volcanic rock forever, but some manage to free themselves and go on in an undead state.

CREATING A CINDER ASH CREATURE

“Cinder Ash” is a template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonuses, saves, or skill points. Size remains unchanged.

Hit Dice: Increase all past and future Hit Dice to d12. Speed: Same as base creature.

Armor Class: The cinder ash’s natural armor bonus improves by +4 over that of the base creature.

Attack: A cinder ash retains all the base creature’s attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status that they had for the base creature. Cinder ash rarely use weapons, relying primarily on their special attacks

TABLE 1: Exotic Weapon - Shanti

Cost	Dmg (S)	Dmg (M)	Critical Increment	Range	Weight	Type
2 gp	1d6	1d8	x3	-	6 lb.	S



Special Attacks: A cinder ash creature retains all the special attacks of the base creature and also gains the following special attacks.

Ash Cloud (Su): A cinder ash can release a cloud that fills a 15-foot radius with hot ash and smoke, choking and blinding opponents. Anyone in the radius must succeed on a Fortitude save (DC is 10+ ½ the base creature's Hit Dice + Cha modifier) or take a -2 penalty on all attack and damage rolls until 1d6 rounds after leaving the cloud. The cloud lasts 1 round, and the cinder ash can use the attack as a standard action during its turn each round. The save DC is Charisma-based.

Because of the smoke it gives off, a cinder ash has concealment against creatures 5 feet away and total concealment against creatures 10 feet or further away. The smoke does not obscure the cinder ash's vision at all.

Blood Drain (Ex): A cinder ash can suck blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the cinder ash gains 5 temporary hit points.

Engulf (Ex): A cinder ash can transform itself into a cloud of hot ash and envelope a victim in its ash cloud as a standard action. It cannot make any other attacks during a round in which it engulfs. The cinder ash merely has to move into the same space as an opponent the same size category or smaller as the base creature. Opponents can make opportunity attacks against the cinder ash, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC = to 10 + ½ the base creature's Hit Dice + Str modifiers) or be engulfed. On a success, a victim is automatically subject to the cinder ash's blood drain, and is considered to be grappled and trapped within its body. The save DC is Strength-based.

Special Qualities: A cinder ash creature retains all the special qualities of the base creature and also gains the following qualities:

Turn Resistance (Ex): A cinder ash has +2 turn resistance.

Abilities: Increase from the base creature as follows: Strength +4, Charisma +4. As an undead creature, it has no Constitution score.

Environment: Any

Challenge Rating: Same as base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +2

SAMPLE CREATURE: THRAIN, CINDER ASH OOLORI EXPERT (SAGE) 5

Medium Undead

Hit Dice: 5d12 (32 hp)

Initiative: +3

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

Armor Class: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

Base Attack/Grapple: +3/+4

Attack: By weapon +4 melee

Full Attack: By weapon +4 melee

Space/Reach: 5/5 ft.

Special Attacks: Ash cloud, blood drain, engulf

Special Qualities: Turn resistance

Saves: Fort +1, Ref +3, Will +6

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

Skills: Bluff +8, Craft (bookbinding) +4, Craft (scroll making) +12, Hide +8, Handle Animal +5, Knowledge (history) +13, Knowledge (local) +9, Knowledge (Nobility and Royalty) +9, Knowledge (The Planes) +8, Listen +10, Move Silently +2, Profession (sage) +8, Spot +4

Feats: Alertness, Skill Focus [Knowledge (history)], Skill Focus [Knowledge (nobility and royalty)]

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Cinder ash are gaunt, semi-skeletal creatures. Their bodies have been burned and desiccated, and rarely resemble their former self.



COMBAT

A cinder ash will typically draw its opponents near to use its ash cloud before trying to engulf a dangerous foe that resisted the cloud or take its pick amongst the blinded and choking. Most cinder ash like to stalk lone prey if they can.

Ash Cloud (Su): A cinder ash can release a cloud that fills a 15-foot radius, centered on the cinder ash, with hot ash and smoke choking and blinding opponents. Anyone in the radius must succeed on a Fortitude save (DC 13) or take a -2 penalty on all attack and damage rolls until 1d6 rounds after leaving the cloud. The cloud lasts 1 round, and the cinder ash can use it as a standard action during its turn each round. The save DC is Charisma-based.

Because of the smoke it gives off, a cinder ash has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the cinder ash's vision at all.

Blood Drain (Ex): A cinder ash can suck blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the cinder ash gains 5 temporary hit points.

Engulf (Ex): A cinder ash can transform itself into a cloud of hot ash and envelope a victim in its ash cloud as a standard action. It cannot make any other attacks during a round in which it engulfs, but may make a move action. The cinder ash merely has to move into the same space as an opponent the same size category or smaller as the base creature. Opponents can make opportunity attacks against the cinder ash, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC13) or be engulfed. On a success, a victim is automatically subject to the cinder ash's blood drain, and is considered to be grappled and trapped within its body. The save DC is Strength-based.

Turn Resistance (Ex): A cinder ash has +2 turn resistance.

Undead Traits: A cinder ash is immune to mind affecting

effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude saving throw unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection only works if the cinder ash is willing. Darkvision 60 ft.

Habitat/Ecology: Once known as Thrain, this cinder ash was an oolori sage and scholar whose coastal village was destroyed when the nearby volcano erupted over a millennia ago. Thrain was buried alive in hot ash and was transformed into a cinder ash. He was entombed until an earthquake recently opened the earth and he was freed. He has been roaming the land ever since.



DEEP OOZE

Huge Ooze

Hit Dice: 12d10+60 (126 hp)

Initiative: -5

Speed: 40ft. swim

Armor Class: 10 (+2 natural, -2 size), touch 10, flat-footed 10

Base Attack/Grapple: +9/+23

Attack: Slam +15 melee (2d6+9)

Full Attack: Slams +15 melee (2d6+9)

Space/Reach: 15 ft./15 ft.

Special Attacks: Acid, engulf

Special Qualities: Amphibious, camouflage, DR 10/ piercing

Saves: Fort +10, Ref +0, Will +0

Abilities: Str 22, Dex 1, Con 20, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Environment: Any underwater

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement: 14-18 HD (Medium)

A deep ooze appears as a transparent, jelly-like creature with several motes of light in it. It has thin membranes on each side that act like fins for propulsion in the great depths. Lastly, a thin, glowing appendage sticks out in front of the deep ooze, much like that of an angler fish.

COMBAT

A deep ooze hunts almost continuously for prey. It sees anything smaller than itself as food. A deep ooze will also lie in wait using its camouflage ability until a suitable meal approaches.

Typical combat tactics are as follows:

Round 1: A deep ooze will move towards the closest opponent, at which time it will try to use its engulf special attack.

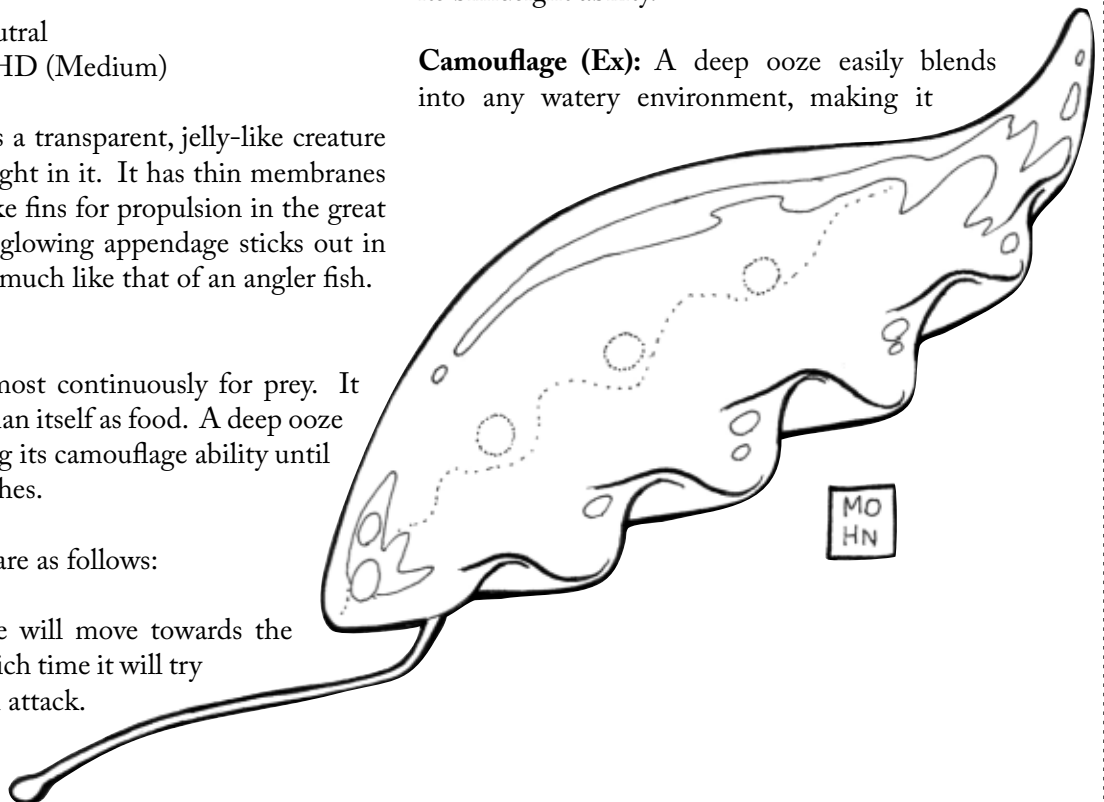
Round 2 and beyond: The deep ooze will continue to engulf creatures until it has reached its capacity (see the engulf special attack below). It will then seek to escape, using its slam attacks to defend itself.

Acid (Ex): Every round that a deep ooze is in contact with organic material it deals 21 points of acid damage to it. The deep ooze must be in contact with the item for one full round before the damage begins.

Amphibious (Ex): Deep oozes breathe both water and air, but cannot survive out of water more than 4 hours, losing one quarter of their maximum hit points per hour after the first hour.

Blindsight (Ex): Using non-visual senses, a deep ooze maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect (40 ft. range) to a creature or object to discern that creature or object. A deep ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Camouflage (Ex): A deep ooze easily blends into any watery environment, making it



more difficult to detect it with ordinary means. A deep ooze, if not moving, requires a Spot check (DC 16) to notice.

Engulf (Ex): A deep ooze can simply flow over creatures of Large or smaller size as a standard action. It cannot make a slam attack during a round in which it engulfs. The deep ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the ooze, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 22 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are considered to be grappled and trapped within its body. The save DC is Strength-based. A deep ooze can hold 1 Large, 2 Medium, 4 Small, 8 Tiny, 16 Diminutive or 32 Fine creatures in its body at a time.

Ooze Traits: Oozes are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects). They are blind and are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are immune to poison, sleep effects, paralysis, polymorph, and stunning. Oozes eat and breathe, but do not sleep.

Habitat/Ecology: A deep ooze typically dwells in the depths of the ocean, eating whatever it comes across. Deep ooze have no society and produce nothing of value.

DRAGON, ULRET

Huge Dragon

Hit Dice: 14d12+84 (175 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 20 (-2 size, +12 natural), touch 8, flat-footed 20

Base Attack/Grapple: +14/+29

Attack: Slam +20 melee (3d6+7, 19-20 x2)

Full Attack: Slam +20 melee (3d6+7, 19-20 x2), bite +19 melee (2d6+7 and 1d6 acid)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon

Special Qualities: Dragon qualities, immunity to acid, scent

Saves: Fort +13, Ref +6, Will +10

Abilities: Str 24, Dex 10, Con 23, Int 8, Wis 13, Cha 15
Skills: Climb +17, Hide +9, Intimidate +11, Knowledge (nature) +10, Listen +7, Move Silently +15, Spot +15, Swim +17

Feats: Alertness, Cleave, Improved Critical (tail), Improved Natural Attack (tail), Power Attack, Weapon Focus (tail)

Environment: Any forest or swamp

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 15-19 HD (Gargantuan)

An ulret dragon appears as a sinewy, snake-like dragon with long, angular legs. Ulret dragons also sport long teeth that drip with acid, and a long, serpentine tail with a dense club-like bone at the end.

COMBAT

Ulret dragons are cunning and malicious creatures, though not very bright. Most ulret dragons are aggressive and have no use for diplomacy or parley. Many ulret dragons hunt for the sheer sport of it, ruining any corpses with acid so that no others can eat it later. Typical combat tactics are as follows:

Round 1: An ulret dragon often starts combat by spitting acid on as many creatures as it can, so it attacks any creatures in a close group first.

Round 2: While it waits for its breath weapon to recharge, the dragon will close into melee combat. It will use its reach to its advantage, if possible.

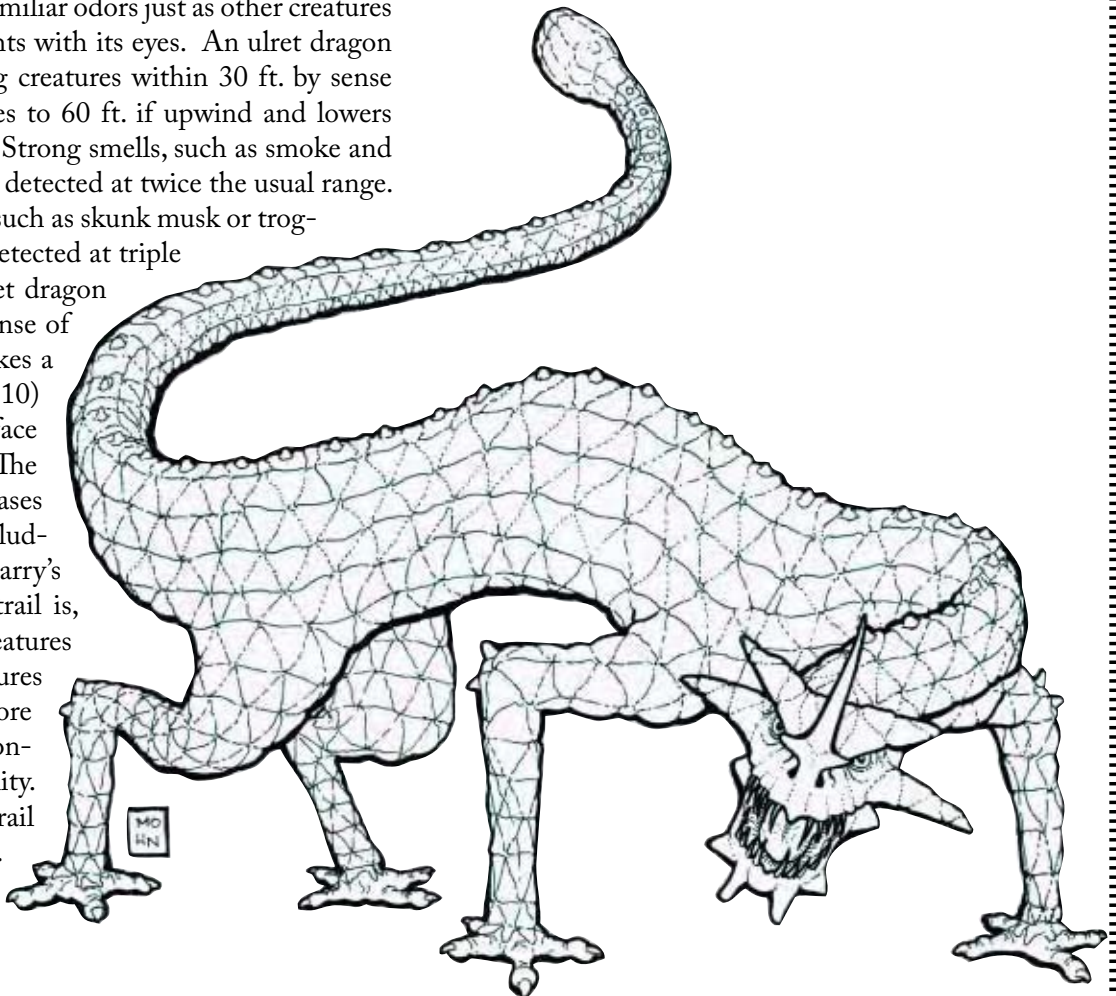
Round 3 and beyond: Alternating between melee attacks and its breath weapon, most ulret dragons overcome their foes. They will make liberal use of their Power Attack and Cleave feats.

Acid Breath Weapon (Ex): As a standard action, an ulret dragon can expectorate its stomach acid to harm its foes up to 50 feet away. The acid covers a 10 ft. square and deals 6d6 points of acid damage to all creatures caught in the area. The acid continues to damage on the second and third rounds as well, unless a victim takes a full round action and immerses himself fully in water. On the second round, the acid deals 3d6 acid damage, and the third round the acid deals 1d6 acid damage. It takes an ulret dragon 1d4+2 rounds before it can spit again.

Dragon Traits: Dragons possess darkvision with a 60ft. range, as well as low-light vision. Dragons are immune to sleep and paralysis effects.

Scent (Ex): An ulret dragon can detect approaching creatures, sniff out hidden foes, and track by sense of smell. It can identify familiar odors just as other creatures can detect familiar sights with its eyes. An ulret dragon can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the usual range. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range. An ulret dragon can also track by its sense of smell. To do so, it makes a Wisdom check (DC 10) regardless of the surface that holds the scent. The DC increases or decreases by several factors, including how strong the quarry's odor is, how old the trail is, and the number of creatures being tracked. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. For each hour old the trail is, increase the DC by 2.

Habitat/Ecology: Ulret dragons are rumored to have been created by old deities of destruction, for destruction is all these creatures seem capable of accomplishing. They build nothing and take what they want, leaving a path of destruction in their wake. Ulret dragons are nomadic in nature, never staying too long in a vague territory of its own choosing. Ulret dragons don't even have hide worth making armor out of, as it rots quickly and becomes cracked and dried within a few hours after its death.



DRAGON, YARMAS

Large Dragon

Hit Dice: 9d12+36 (94 hp)

Initiative: +7

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

Armor Class: 19 (+3 Dex, -1 size, +7 natural), touch 12, flat-footed 16

Base Attack/Grapple: +9/+21

Attack: Bite +12 melee (1d8+5) and poison

Full Attack: Bite +12 melee (1d8+5) and poison, tail slap +7 melee (1d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict, poison, tail slap

Special Qualities: Scent

Saves: Fort +9, Ref +9, Will +10

Abilities: Str 20, Dex 15, Con 18, Int 12, Wis 15, Cha 13

Skills: Bluff +13, Diplomacy +10, Hide +10, Intimidate +8, Knowledge (local) +7, Knowledge (nature) +7, Listen +9, Move Silently +10, Spot +8, Swim +11

Feats: Improved Grapple, Improved Initiative, Iron Will, Power Attack

Environment: Any forest

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral evil

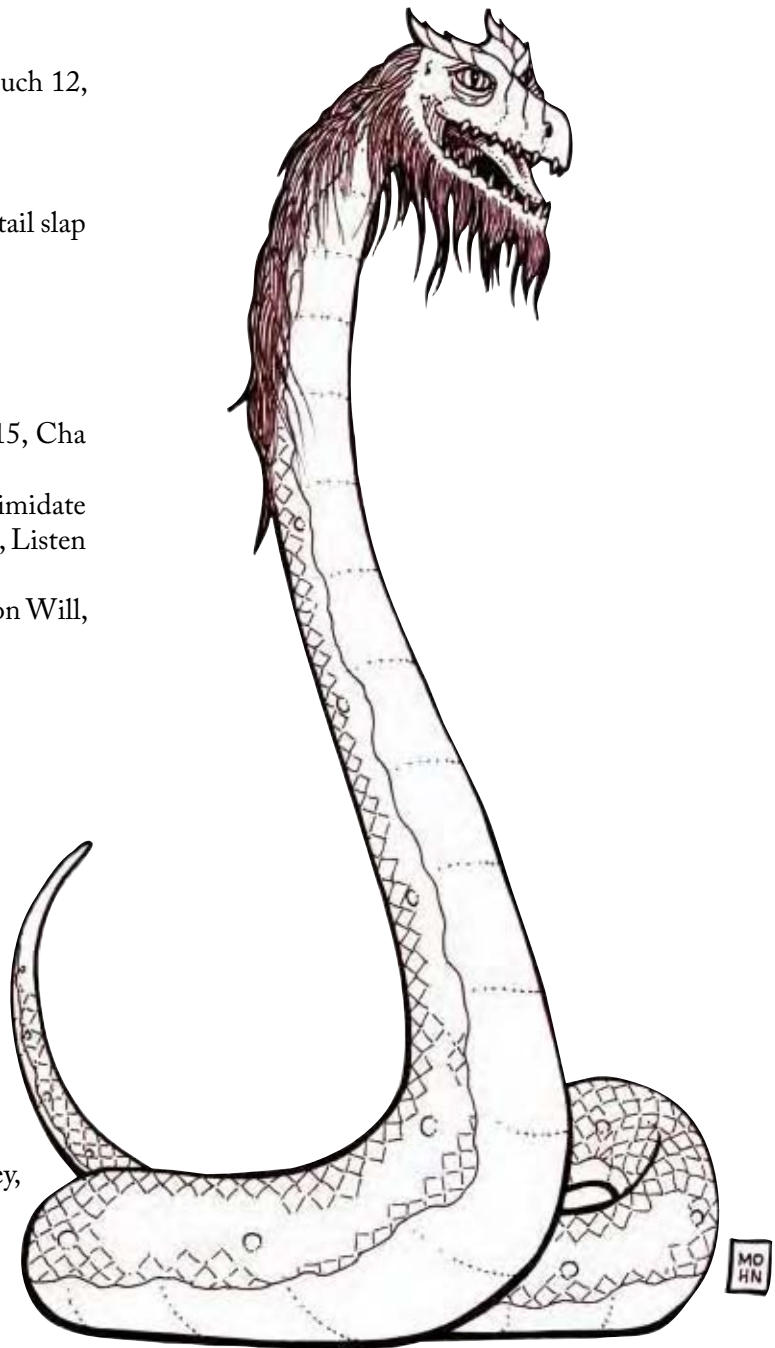
Advancement: 10-14 HD (Huge)

The yarmas dragon appears as a serpentine creature with a large, crocodile-like jaw and long sharp teeth. Yarmas dragons grow a thick but stringy black mane of hair from their back and head and have large yellow-slit eyes.

COMBAT

A yarmas dragon usually waits to ambush its prey, following a group until one wanders off or they are sleeping. Yarmas dragons are very patient and enjoy the hunt, sometimes stalking prey for days. Typical combat tactics are as follows:

Round 1: Yarmas dragons will attempt to grapple the best fighter first and immobilize them with a bite and constrict routine. Yarmas dragons also hope to be able to make an attack of opportunity on the first ally to help try to free the grappled opponent.



Round 2: A yarmas will move towards any spellcasters next, moving the grappled opponent with it, hoping to weaken them with a poisonous bite as well.

Round 3 and beyond: Yarmas dragons will never fight to the death by choice. A yarmas dragon will try to flee and even bargain for its life if it is in peril. They will bargain the following (in order) for their lives: Information on local tribes of humanoid and monster inhabitants and their treasure, other useful information, personal treasure, anything else. Yarmas dragons never feel compelled to follow through with these bargains once danger has passed, and almost always lie or omit information given to threatening parties.

Constrict (Ex): A yarmas dragon automatically deals 1d8+7 damage each round until a grapple is broken. A yarmas dragon cannot make a tail slap attack if it is constricting.

Dragon Traits: Dragons possess darkvision with a 60ft. range and low-light vision. Dragons are immune to sleep and paralysis effects.

Frightful Presence (Ex): A yarmas dragon can inspire terror by charging its foes. All creatures within 30 feet of the yarmas dragon when it charges must succeed at a Willpower saving throw (DC 15) or become shaken, remaining so until they leave sight of the yarmas dragon.

Improved Grab (Ex): To use this ability, a yarmas dragon must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke an attack of opportunity. If the yarmas dragon wins the grapple check, it establishes a hold and can constrict.

One Life: Yarmas dragons cannot be brought back to life by any means short of a wish or miracle spell. Other spells, including raise dead, resurrection and reincarnation simply have no effect.

Poison (Ex): Each successful bite attack a yarmas dragon makes is laced with a deadly poison. Opponents must make a Fortitude saving throw (DC 18) or lose 1d6 points of Constitution. One minute later, another For-

titude save is required or the victim loses another 1d6 Constitution points.

Habitat/Ecology: Yarmas dragons are a long-lived dragon species, living up to 2,000 years. The yarmas dragons only have one life, with no chance of reincarnation or resurrection, and they cherish it beyond all else. The yarmas mythology says they are blessed with a long life because they are servants to more powerful dragons in the afterlife. This does not make yarmas dragons eager to die, and more than one yarmas dragon has sought a means to extend its already lengthy life.

Yarmas are lesser dragons and they are acutely aware of that fact. They are small for a dragon and make concessions accordingly to larger and more powerful creatures. This has made them very patient and vindictive creatures, as well as expert liars and diplomats. Even mild slights against these creatures are noted and dealt with in time.

EL-EL

Large Animal

Hit Dice: 5d8+18 (35 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 Dex, -1 size, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+12

Attack: Bite +8 melee (1d8+5)

Full Attack: Bite +8 melee (1d6+5) and 2 claws +6 melee (1d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: Poison resistance

Saves: Fort +7, Ref +5, Will +4

Abilities: Str 21, Dex 12, Con 16, Int 1, Wis 12, Cha 6

Skills: Hide -3, Jump +7, Listen +3, Spot +5, Swim +9

Feats: Iron Will, Multiattack

Environment: Temperate swamp

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large)



El-el are large animals that resemble a cross between a bird and a lizard, sharing characteristics of both. El-el have a bird-like beak, scales, and stand on two legs. They have two long front arms ending in long claws that they use to dig up vegetation from swamp bottoms. El-el are colored a light brown to almost yellow-green color, with a lighter underbelly.

COMBAT

Wild el-el usually move away a short distance from perceived danger, then quickly resume their foraging. They will attack any creature that comes too close. Typical combat tactics are as follows for a wild el-el, but trained el-el attack as their riders direct them to:

Round 1: The el-el attempts to bite its opponent, and then takes a 5-foot step back. It will make an attack of opportunity, if possible, if the opponent closes in again.

Round 2: If the opponent leaves the el-el alone, the el-el will resume foraging. If not, the el-el attacks with its full compliment.

Round 3 and beyond: The el-el will attack until its opponent runs away or the el-el is down to 12 hit points, at which point it tries to flee.

Animal Traits: Animals possess low-light vision.

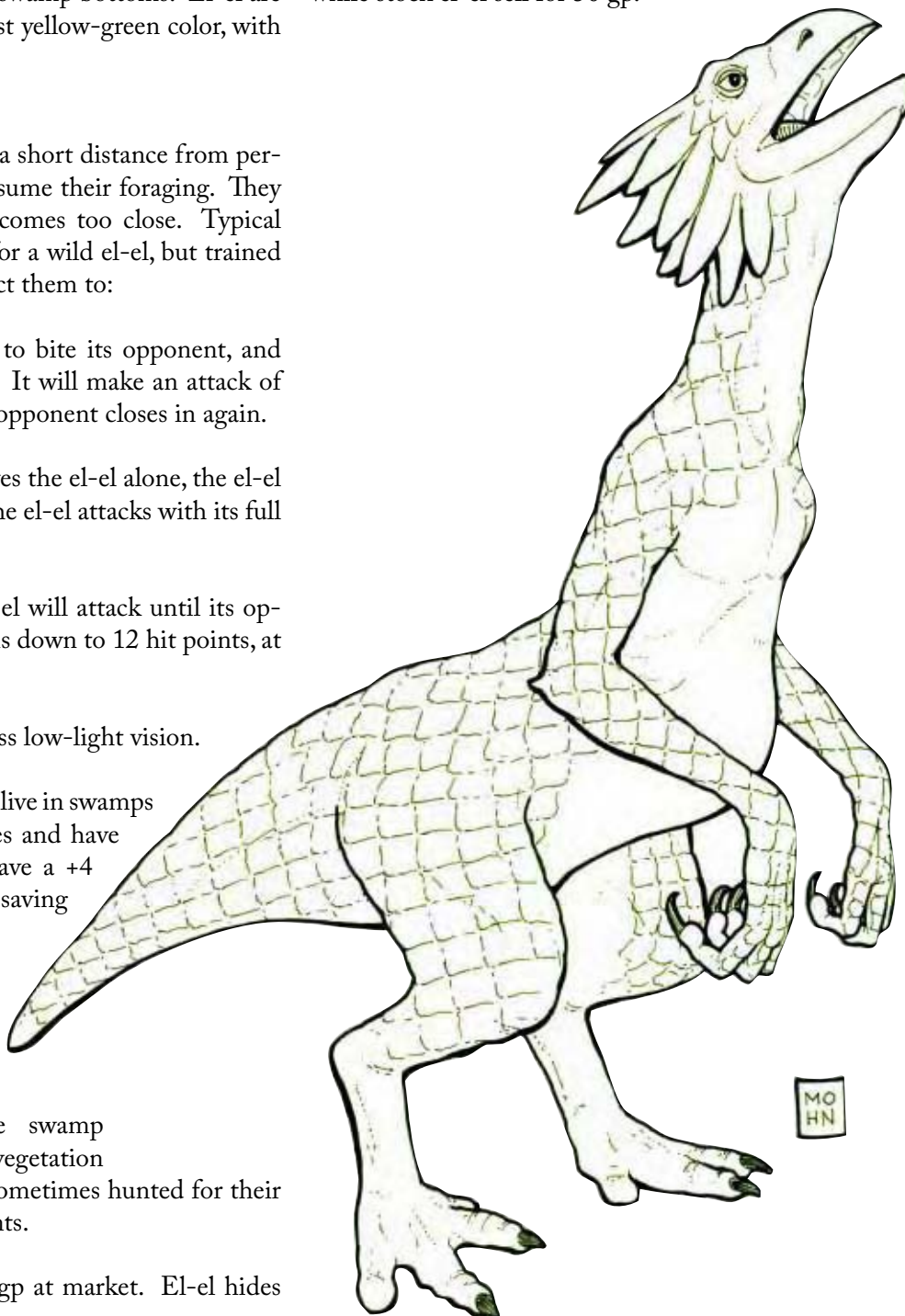
Poison Resistance (Ex): El-el live in swamps with many poisonous creatures and have adapted accordingly. El-el have a +4 racial bonus to all poison saving throws.

Skills: An el-el gains a +2 racial bonus to all Swim and Spot skill checks.

Habitat/Ecology: El-el are swamp dwelling animals that feed on vegetation and small animals. They are sometimes hunted for their hides, flesh, or for use as mounts.

An el-el hide brings about 3 gp at market. El-el hides

may be made into hide armor or clothing that is water-resistant. Wild el-el are stubborn and headstrong creatures to rear, requiring a slightly higher Handle Animal skill check (DC 22). El-el trained for war sell for 500 gp, while stock el-el sell for 50 gp.



FIREBRANDER

Medium Humanoid (Reptilian)

Hit Dice: 3d8+6 (22 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft. (6 squares)

Armor Class: 16 (+3 natural, -1 Dex, +4 armor), touch 10, flat-footed 16

Base Attack/Grapple: +2/+3

Attack: Longsword melee +5 (1d8+2, 19-20) or javelin ranged +1 (1d6+2)

Full Attack: Longsword melee +5 (1d8+2, 19-20) or javelin ranged +1 (1d6+2)

Space/Reach: 5ft./5 ft.

Special Attacks: -

Special Qualities: Fire resistance 5

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

Abilities: Str 14, Dex 9, Con 15, Int 8, Wis 12, Cha 7

Skills: Climb +4, Craft (Weaponsmithing) +7, Jump +4, Spot +4

Feats: Weapon Focus (longsword), Skill Focus (Craft (Weaponsmithing))

Environment: Volcanic or tropical mountains

Organization: Solitary, patrol (2-4) or band (11-20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Firebranders are tall, reptilian humanoids, with long arms and legs and a scaly red-orange hide. They have horn-like growths coming from their heads, and tend to wear armor even with casual dress.

COMBAT

Firebranders are powerful warriors that like a straightforward fight. They enter combat as a group and work as a team, using tactics and strategy to the best of their ability. Firebranders are proficient in all simple & martial weapons. They will use armor, but almost never use shields, as they culturally see it as “hiding behind something” in a fight. Typical combat tactics are as follows:

Round 1: Firebranders will throw javelins to soften up opponents. Spellcasters and others with missile weapons

are favorite targets. Most firebranders prepared for battle carry 2 javelins.

Round 2: Firebranders without javelins or exposed to melee combat attempt to flank their opponents.

Round 3 and beyond: Firebranders continue to fight until 75% of their force is dead/defeated or their opponents flee.



FIREBRANDER SOCIETY

Firebranders dwell in remote mountainous regions with many caves, and often settle near active volcanic mountains, where there are hot springs and good areas to make a forge. Firebranders live in small tribal units that are semi-nomadic, with 4 or 5 elders acting as leaders. They love the craft of weapons, the wonders of steel, and are fine warriors, but most firebranders do not have battle lust. Indeed, they usually only enter a conflict if there is a direct threat to the tribe.

Firebranders have two loves: crafting weapons and practicing their martial techniques. They have many rituals involving their weapons and the use of arms. Firebranders are taught mercy when shown mercy, and to kill when shown none. Firebranders are spiritual, but not religious. They often have adepts, but true clerics are rare among them.

Firebranders survive by trading excess arms and armor for food and other items. They hunt when they need to and are omnivorous. Firebranders think of farming as an alien concept, and most cannot grasp the concept of staying in one place for such a long time to make food.

FIREBRANDERS AS CHARACTERS

Firebranders often turn to Adepts and fighters to lead them. Firebrander clerics use and may choose any two of the following domains: Fire, Protection, Strength, Travel.

Firebranders possess the following racial traits:

-+2 Strength, +2 Constitution, -2 Dexterity, -2 Charisma

-Medium size.

-A firebranders' base land speed is 30 feet

-Low-light vision

-Racial Hit Dice: Firebranders begin with three levels of humanoid, which provides 3d8 Hit Dice, a base attack bonus of +2 and base saving throw bonuses of Fort +1, Ref +3 and Will +1.

-Racial Skills: A firebrander's humanoid levels give it skill points equal to 6x (2 + Int modifier).

Its class skills are Climb, Craft (Any), Jump, and Spot.

-Racial Feats: A firebrander's humanoid levels give it two feats.

--+3 natural armor bonus.

-Fire resistance 5.

-Automatic Languages: Common, Draconic. Bonus languages: Giant, Goblin.

-Favored Class: Fighter.

-Level Adjustment +1.

FLASH OOZE

Small Ooze

Hit Dice: 2d10 (11 hp)

Initiative: -5

Speed: 30 ft. (6 squares)

Armor Class: 11 (+1 size), touch 11, flat-footed 10

Base Attack/Grapple: +1/-4

Attack: Slam +2 melee (1d4 and 1d4 acid)

Full Attack: Slam +2 melee (1d4 and 1d4 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, strobe

Special Qualities: Blindsense

Saves: Fort + 0, Ref -5, Will -5

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

Skills: None

Feats: None

Environment: Any

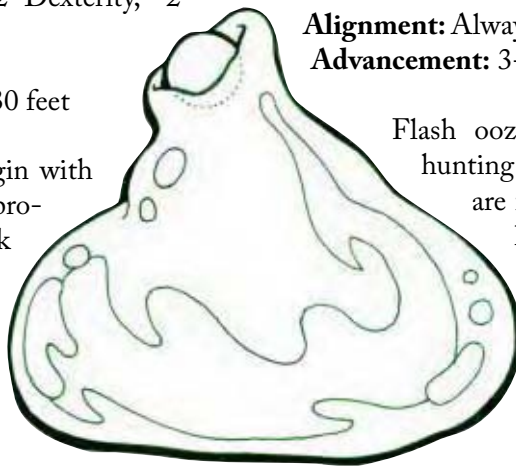
Organization: Solitary or group (2-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-7 HD (Medium)



Flash oozes are mindless eating machines, hunting whatever prey they can catch. They are fearless creatures and are constantly hungry. The flash ooze has a pearl-like organ that it uses to hunt, called a strobe pearl.



COMBAT

Typical combat tactics are as follows:

Round 1: The flash ooze starts combat by using its strobe effect, then moves into a blind or stunned creatures' space, dealing 1d4 acid damage automatically every round that it shares the space with the creature until it is full (12 points of damage).

Round 2 and beyond: A flash ooze will actively defend itself if attacked, using its strobe first and then moving from a potential meal to deal with a threat. A full flash ooze moves out of combat at its regular rate, using its strobe to dissuade followers.

Acid (Ex): Flash oozes secrete a weak digestive enzyme compared to other oozes. Every round of contact the flash ooze deals 1d4 points of acid damage to flesh.

Blindsight (Ex): Using non-visual senses, the flash ooze maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect (40 ft. range) to a creature or object to discern that creature or object. A flash ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Ooze Traits: Oozes are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects). Oozes are blind and are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are immune to poison, sleep effects, paralysis, polymorph, and stunning. Oozes eat and breathe, but do not sleep.

Strobe (Ex): As a standard action, the flash ooze may expose its strobe pearl and discharge a powerful strobe of light. Any creature within a 40-foot radius that fails a Fortitude saving throw (DC 15) is blinded for 1d6 rounds. A second Fortitude save is also required if the first fails, or the opponent is also stunned for a round. The strobe pearl needs 1d3 rounds to recharge before the flash ooze can use it again.

Habitat/Ecology: Flash oozes are mindless eating machines and have no habitat or ecology to speak of. The oozes are sometimes hunted for their strobe pearls, as they can fetch a hefty price (1d4 x 100 gp).

JEKOVAR

Medium Humanoid

Jekovar 1st level Warrior

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +0/+1

Attack: Longsword +1 melee (1d8+1, 19-20 x2) and poison or javelin +1 ranged (1d6+1) and poison

Full Attack: Longsword +1 melee (1d8+1, 19-20 x2) and poison or javelin +1 ranged (1d6+1) and poison

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: -

Saves: Fort +1, Ref +3, Will +2

Abilities: Str 12, Dex 12, Con 11, Int 10, Wis 12, Cha 8

Skills: Climb +2, Intimidate +3, Jump +2, Spot +2

Feats: Dodge, Mobility

Environment: Any warm forest

Organization: Squad (2-4), company (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral

Advancement: 14-18 HD (Medium)

Jekovar average 5 feet tall and typically weigh 125 pounds. The jekovar wear elaborate clothing and leather armor into battle, complete with their trademark skull headdresses, each individually crafted for their warriors. Jekovar typically carry 1d3 vials of the tou extract that they use in battle.

Jekovar speak Sylvan, and most also know Common, Draconic, and Elven.

Most jekovar encountered outside their homes are warriors; the information presented here is for a warrior of 1st level.

COMBAT

Jekovar are fearless warriors who charge into battle with a quiet and deadly fury. Jekovar coat their swords with a poison to maximize the damage in their skirmishes. Typical combat tactics are as follows:

Round 1: Jekovar will throw javelins to soften up opponents. Spellcasters and others with missile weapons are favorite targets. Most jekovar prepared for battle carry 1d4 javelins.

Round 2: Jekovar without javelins or exposed to melee combat attempt to flank their opponents, some using their Mobility feat to get to spellcasters and those with missile weapons.

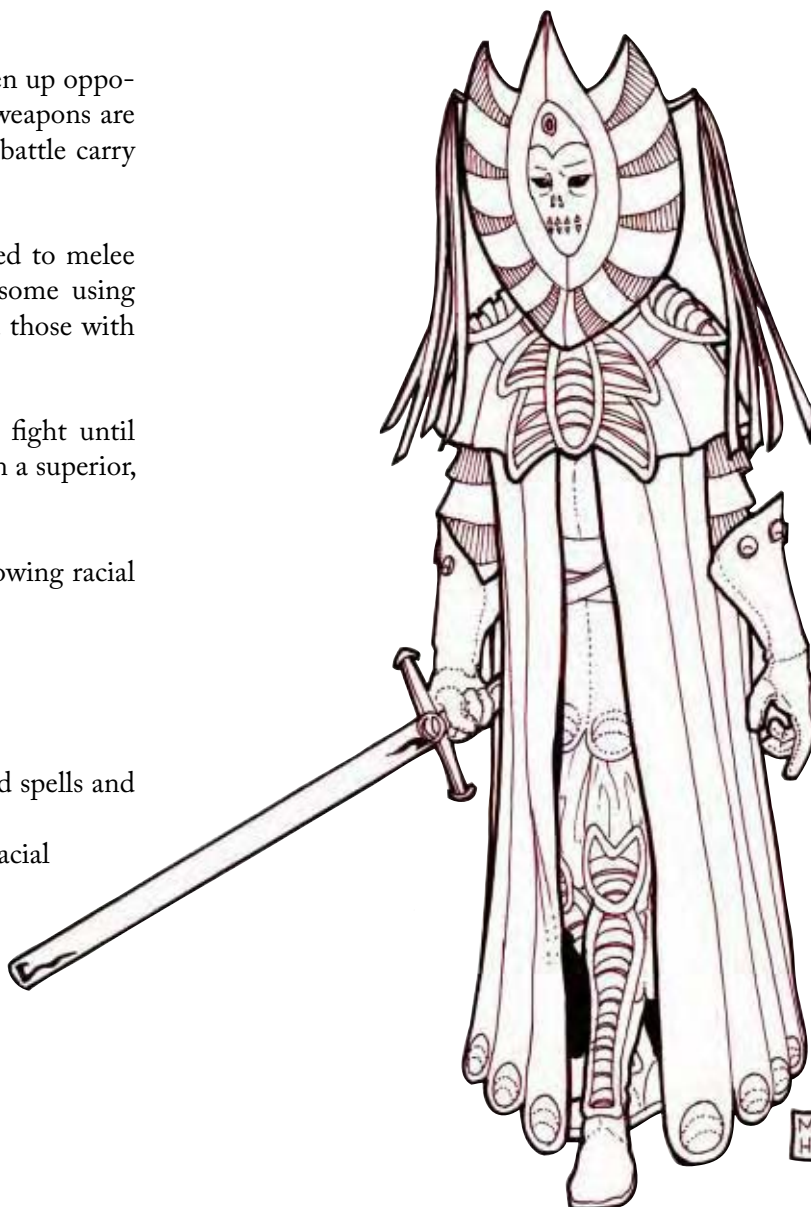
Round 3 and beyond: Jekovar continue to fight until death. Jekovar only retreat if ordered to from a superior, and then usually under protest.

Jekovar Traits (Ex): Jekovar possess the following racial traits.

- +2 Strength, –2 Charisma.
- Medium size.
- A jekovar's base land speed is 30 feet.
- Low-light vision.
- Jekovar gain a +2 racial bonus to fear based spells and effects.
- Jekovar gain the feat Dodge as a bonus racial feat.
- Weapon Proficiency: Jekovar are automatically proficient with the longsword, rapier, javelin, shortspear and longspear.
- Automatic Languages: Common, Sylvan.
- Bonus Languages: Draconic, Elven.
- Favored Class: Fighter.

The jekovar warrior presented here had the following ability scores before racial adjustments: Str 10, Dex 12, Con 11, Int 10, Wis 12, Cha 10

Habitat/Ecology: The jekovar are a fierce warrior-race rumored to be distantly related to the chwepti. Legend holds the jekovar are a mixed-blood race of chwepti and another race, possibly human or elf. The jekovar and chwepti tend to avoid each other, but battles between the two are always to the death. Jekovar believe battle and a warrior's death are the highest honor one creature can



bestow upon another, and adhere to a strict warrior-code. Jekovar never leave their own kind behind if at all possible, and will kill one of their own rather than have their companion be caught prisoner.

NEW EQUIPMENT: Tou Extract

Tou (pronounced Too-oh) extract is a poison derived from the tou flower, a small, black flower with white spots. The tou has four petals and a long stem. The poison is derived from the oil of the plant and is used by the jekovar in their battles.

Tou Extract

Type: Injury DC 11
 Initial Damage: 1d6 Con
 Secondary Damage: 1d6 Con
 Price: 120 gp

KAMALA

Large Giant

Hit Dice: 13d8+39 (97 hp)

Initiative: +3

Speed: 30 ft. (6 squares), fly 90 ft. (18 squares, (good))

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

Base Attack/Grapple: +9/+17

Attack: Claw +13 melee (1d6+4) or bite +12 melee (1d8+2)

Full Attack: 2 claws +13 melee (1d6+4) or bite +12 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Stunning roar

Special Qualities: Blindsight

Saves: Fort + 11, Ref +10, Will +5

Abilities: Str 18, Dex 16, Con 16, Int 8, Wis 14, Cha 10

Skills: Climb +7, Jump +7, Listen +13, Spot +4

Feats: Dodge, Fly-by Attack, Lightning Reflexes, Power Attack, Weapon Focus (claws)

Environment: Any mountainous

Organization: Solitary or pack (2-5)

Challenge Rating: 8

Treasure: Double goods

Alignment: Usually neutral evil

Advancement: 14-18 HD (Large)

Kamala are mountainous giants that have been gifted with the power of flight. They stand an average of 13 feet tall and have broad, bat-like wings instead of arms. These wings are tipped with razor-sharp claws, which the kamala use as primitive hands. Because of their limited dexterity with their claws, the kamala have little technology of their own, and seldom wear clothing.

COMBAT

Kamala attack from above using tactics such as snatching opponents and dropping them in the air. Kamala have little use for organized military tactics and are not smart enough to implement them effectively. They are smart enough to roar against other flying creatures to send them falling to their doom. Typical combat tactics are as follows:

Round 1: Kamala will use their stunning roar on opponents.



Round 2: Airborne kamala use Fly-by Attack, while grounded kamala either attempt to take flight (if possible) or move into melee, trying to grapple (and eventually pin) their opponents.

Round 3 and beyond: Airborne kamala continue to use Fly-by Attack, while grounded kamala continue to grapple/pin. A kamala that successfully pins an opponent starts using its bite attack on an opponent.

Blindsight (Ex): Using non-visual senses, a kamala maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect (40 ft. range) to a creature or object to discern that creature or object. Kamala usually do not need to make Spot or Listen checks to notice creatures within range of their blindsight ability.

Giant Traits: Giants possess darkvision with a 60ft. range.

Stunning Roar (Ex): Kamala have a powerful roar that stops other creatures within a 50 ft. radius flat, stunning them for 1d3 rounds if they fail a Fortitude saving throw (DC 16). Other kamala are immune to this ability.

Skills: Kamala gain a +8 racial bonus to all Listen skill checks.

Habitat/Ecology: Kamala make their homes in remote places hard to get to by foot. Kamala are fond of decorating their lairs with armor and equipment of various sorts. They may even attempt to trade with other large-sized creatures for such items. Kamala view creatures smaller than themselves as inferior, and will never trade with them, believing that such items can easily be taken.

Kamala love the taste of goblinoid flesh above all else, and typically attack such persons first. They are not choosy about their meals beyond that, and freely eat whatever other creatures they can catch.

KOHU

Medium Monstrous Humanoid

Hit Dice: 3d8+9 (22 hp)

Initiative: +0

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

Armor Class: 10, touch 10, flat-footed 10

Base Attack/Grapple: +3/+7

Attack: Arn +8 melee (1d8+4) or slam 1d4+4

Full Attack: Arn +8 melee (1d8+4) or slam 1d4+4

Space/Reach: 5 ft./5 ft.

Special Attacks: Stun

Special Qualities: Spells

Saves: Fort +5, Ref +3, Will +4

Abilities: Str 18, Dex 11, Con 16, Int 10, Wis 12, Cha 11

Skills: Jump +6, Spot +5, Tumble +9

Feats: Skill Focus (Tumble), Weapon Focus (arn)

Environment: Any warm forest

Organization: Solitary, pair, patrol (3-9) or warband (10-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 4-8 HD (Medium)

The kohu resemble hairless white gorillas that stand an average of 7 feet tall. They wear simple kilt-like garments held on with belts with many pouches. Kohu have striking blue or yellow eyes and carry a brass rod known as an arn. Arns are used to show rank and are also used as a weapon.

COMBAT

Kohu are highly organized creatures who work well in groups. They use flanking and terrain to their advantage, utilizing their climbing ability when possible. Kohu will try to use their stun ability in tandem, one stunning an opponent while another attacks. Typical combat tactics are as follows:

Round 1: Kohu try to flank their opponents, using their climbing ability and the terrain as best they can.

Round 2: If two or more kohu are attacking an opponent, they take turns using their stun ability, with the highest in the pecking order using his stun first. The others attack with their arn on their turn, heal higher ranking kohu with cure light wounds, or try to take items from their stunned or killed opponents.

Round 3 and beyond: Kohu are raiders by nature and want a quick fight. If a kohu force is depleted more than 50 % or they are overpowered quickly, most kohu raiding parties take what they can and flee to raid another day, using their obscuring mist spell-like abilities to cover their retreat.

Monstrous Humanoid Traits: Monstrous humanoids possess darkvision to 60 feet. Monstrous humanoids eat, sleep, and breathe.

Stun (Ex): Once per day, a kohu that successfully strikes an opponent may attempt to use this ability. If the victim fails a Fortitude saving throw (DC 11), they are stunned for 1 round. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any). Others attacking a stunned creature gain a +2 bonus to their attack rolls.

Spells (Sp): Kohu are natural adepts, and cast the following spells 1/day - *light*, *detect magic*, *cure light wounds*, *endure elements*, and *obscuring mist*. Kohu can cast these spells as a 3rd level spellcaster.

Habitat/Ecology: Kohu have a distinct pecking order within each tribe, which is clearly marked on each individual's arn. An arn is given to young adults as a rite of passage. Kohu have many ceremonies and rituals, many involving appeasing their spirit-god, Mannu. Kohu make raids on other settlements, both kohu and non-kohu alike.

NEW WEAPON: Arn

An arn is a brass rod that measures 3 feet in length. The arn is used to designate social rank in the kohu tribes, and is also used as their primary weapon.



TABLE 2 : Exotic Weapon - Arn

Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
2 gp	1d6	1d8	X2	-	5 lb.	B

LAKE LURKER

Large Plant

Hit Dice: 3d8+9 (22 hp)

Initiative: +4

Speed: Swim 10 ft. (2 squares)

Armor Class: 13 (+4 natural, -1 size), touch 9, flat-footed 13

Base Attack/Grapple: +2/+9

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

Full Attack: 6 slams +5 melee (1d4+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: -

Saves: Fort +8, Ref +1, Will +2

Abilities: Str 17, Dex 10, Con 16, Int 3, Wis 12, Cha 9

Skills: Hide -4 (+4*), Listen +4, Spot +4

Feats: Great Fortitude, Improved Initiative

Environment: Any freshwater lake

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-8 HD (Large)

Lake lurkers have a long trunk composed of a tough plant material. At the top of the trunk, the lake lurker has many (10-15) tentacle-like appendages it uses for hunting. The lake lurker anchors itself in place with roots located at its bottom.

COMBAT

Although lake lurkers have many appendages, they can only use 6 at a time. Lake lurkers use a simple strategy, using the water as cover while waiting for something on the surface of the water to pass by. Typical combat tactics are as follows:

Round 1: Waiting underwater, a lake lurker waits until its prey is within reach, then attacks as many opponents as it can, attempting to grapple and pin its opponent(s).

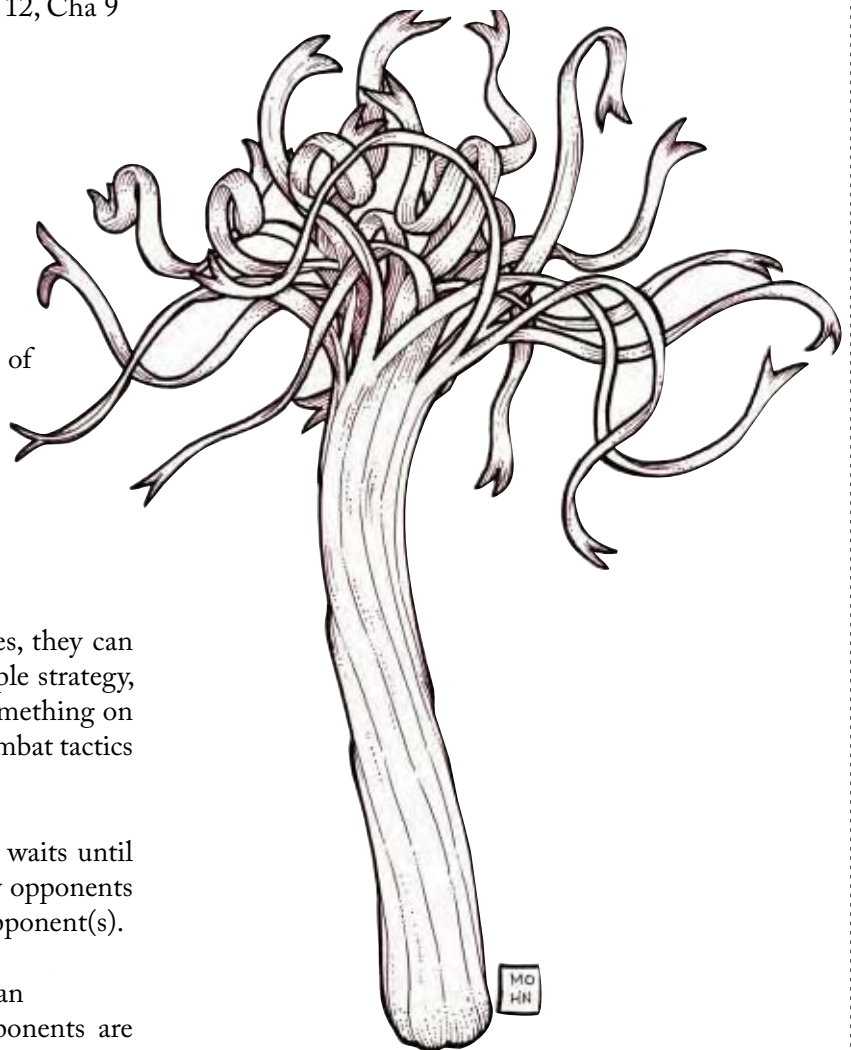
Round 2: Lake lurkers that have grappled an opponent will attempt to pin. Pinned opponents are

pulled underwater to drown until they are dead or break the grapple (see drowning rules in Chapter 8 of the *Dungeon Master's Guide*).

Round 3 and beyond: Lake lurkers continue to grapple, pin and attack with slam attacks those whom it cannot seem to grapple.

Plant Traits: Plants possess low-light vision, immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), are immune to poison, sleep effects, paralysis, polymorph and stunning. Creatures with the plant type are not subject to critical hits. Plants eat and breathe, but do not sleep.

Skills*: A lake lurker receives a +8 racial bonus to all hide checks while its opponents are above water.



Habitat/Ecology: Lake lurkers are predatory plants that infest freshwater lakes and other large bodies of water. They are occasionally used in deep moats or ponds. Lake lurkers produce nothing of value and have no known society. A few aquatic races use these creatures as unknowing guards by placing a food source at strategic locations. Lake lurkers are considered a delicacy by several humanoid races, including creek dwarves and hominids.

LAZURA

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 14 (+3 Dex, +1 size), touch 14, flat-footed 13

Base Attack/Grapple: +0/-5

Attack: Bite +0 melee (1d4-1)

Full Attack: Bite +0 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Low-light vision

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

Abilities: Str 8, Dex 16, Con 12, Int 2, Wis 12, Cha 5

Skills: Climb +10, Hide +9, Listen +5, Move Silently +6, Spot +4

Feats: Alertness

Environment: Any forest or grasslands

Organization: Solitary or pack (3-9)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Always neutral

Advancement: 2-6 HD (Medium)

Long, lanky and totally hairless, the lazura sports a long tail with brown markings on its flanks. The lazura has claws, but uses them to climb, instead using its jagged set of teeth to fight.

COMBAT

Lazura are high strung creatures, and generally avoid being seen if at all possible. It has a nasty disposition, however, and has been known to chase people that come

too close. It will fight if cornered or bothered too much, attacking with a menacing growl. Typical combat tactics for wild lazura are as follows. (Familiar lazura generally do as their master wishes them to):

Round 1: Flee if possible, preferably up a tree or other high area. If corned, they bite at the most threatening opponent.

Round 2 and beyond: Flee if possible, preferably up a tree or other high area. If still corned, a lazura will attack the most threatening opponent.

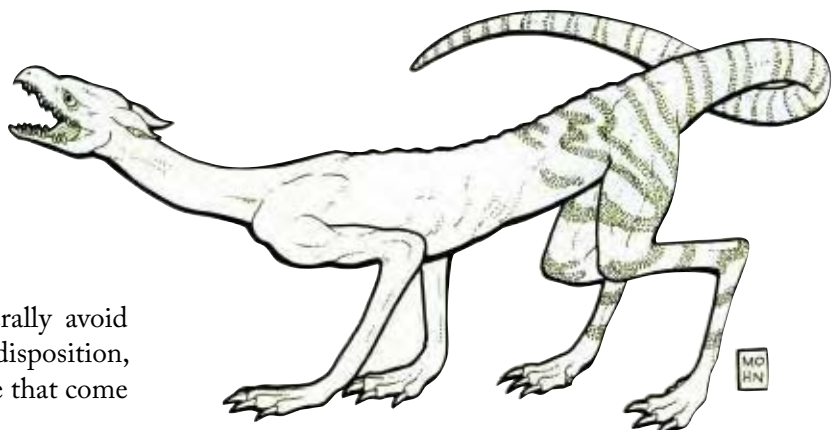
Animal Traits: Animals possess low-light vision. Animals eat, sleep and breathe.

Skills: Lazura have a +4 racial bonus to Climb, and get a +2 bonus to their Hide, Listen, Move Silent, and Spot skill checks. Lazura are master climbers, and use their Dexterity modifier instead of their Strength score modifier for all Climb skill checks. Lazura can take a 10 on Climb skill checks even when under duress.

Habitat/Ecology: Lazura are fairly successful predators in plains and forests, mostly stealing eggs and hunting young or small animals. They are wary of humanoids, but large, hungry packs of lazura have been known to attack people.

LAZURA AS FAMILIARS

Lazura are eligible to become familiars, and grant their master a +3 bonus to Climb checks.



MAGMASAUR

Huge Elemental (earth, fire)

Hit Dice: 10d8+50 (95hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (+8 natural, -2 size), touch 12, flat-footed 16

Base Attack/Grapple: +7/+15

Attack: Slam +14 melee (2d6+7 and 1d6 fire)

Full Attack: Slam +14 melee (2d6+7 and 1d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Heat, smoke, trample

Special Qualities: Fast healing 3 (see text), fire immunity, elemental qualities, cold weakness

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

Abilities: Str 25, Dex 10, Con 20, Int 5, Wis 10, Cha 10

Skills: Climb +12, Listen +4, Spot +4

Feats: Awesome Blow*, Improved Bull Rush, Iron Will, Power Attack

Environment: Elemental plane of Fire

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 11-15 HD (Huge)

Magmasaurs are elementals that have adopted the forms of dinosaurs for unknown reasons. They are composed entirely of molten rock and often share behavioral traits of the creatures they emulate. All magmasaurs are huge in size and use a slam attack regardless of the form they take.

COMBAT

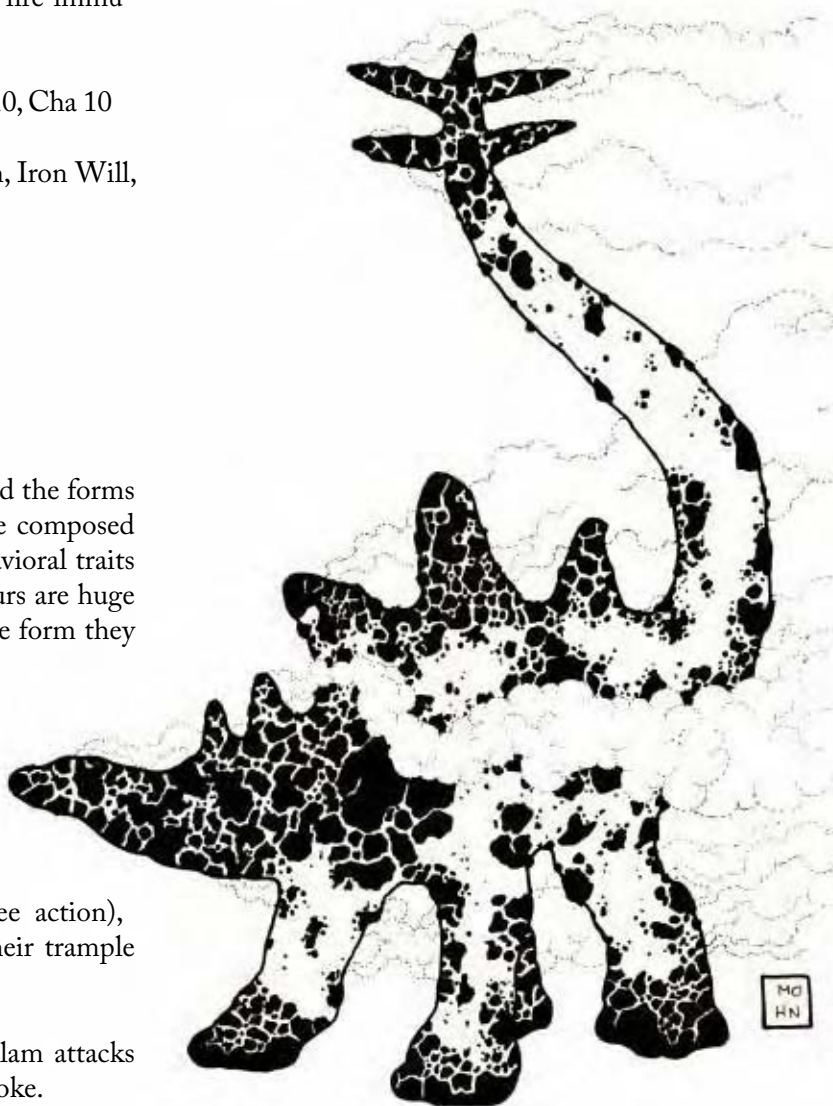
Magmasaurs are very direct in their approach to combat. Typical combat tactics are as follows:

Round 1: Activate their smoke ability (free action), then charge into combat recklessly, using their trample ability if possible.

Round 2: Follow up its initial melee with slam attacks against those who are unaffected by their smoke.

Round 3 and beyond: If a magmasaur is reduced below 50% of its hit points, it moves to an area with intense heat to activate its fast healing (if possible). It attacks any creatures that follow.

Elemental Traits: Elementals possess darkvision with a 60ft. range. Elementals are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. Elementals are immune to poison, sleep, paralysis and stunning. A slain elemental cannot be raised or resurrected, although a wish or miracle can restore it to life. It can be returned to life by the former methods on its home plane of existence.



Fast Healing (Ex): A magmasaur must be in contact with lava or another significant heat source to use this ability. They heal 3 points of damage per round when doing so. A fire-based spell or effect will also activate its fast healing ability for 1d4 rounds.

Fire Subtype Traits: Magmasaurs are completely immune to fire damage. Magmasaurs take double damage from a cold based spell or effect, except on a successful save.

Heat (Ex): Any creature within 10 ft. of the magmasaur takes 1 point of damage each round due to the intense heat of the creature (no save). Creatures actually touching a magmasaur suffer 1d6 points of fire damage.

Smoke (Ex): Once every 10 minutes as a free action, a magmasaur is capable of generating a cloud of smoke in a 15 ft. radius that chokes and blinds creatures. This cloud lasts 10 rounds and follows the magmasaur. Any creature caught in the smoke cloud needs to make a Fortitude saving throw (DC 15) or suffer a -2 penalty to all attack and damage rolls until 1d6 rounds after they leave the cloud. The magmasaur gains 1/2 concealment against creatures 5 ft. away and total concealment against creatures 10 feet or more away. The smoke does not affect the magmasaur, which can see through its own cloud normally.

Trample (Ex): As a full-round action, a magmasaur can move up to twice its speed and run over opponents at least one size category smaller than itself. The magmasaur simply moves over the opponents in its path. All creatures whose space is in the path of the magmasaur are subject to the trample attack. The trample deals 2d6+9 bludgeoning and 1d6 fire damage. Trampled opponents may make attacks of opportunity, but these incur a -4 penalty. If they do not make an attack of opportunity against the magmasaur, they may make a Reflex saving throw for half the Trample damage (DC 21). The save is Strength based.

Habitat/Ecology: Magmasaurs typically reside near extremely hot areas like lava pits and volcanoes. They're often found wading in lava pools. Magmasaurs produce nothing of value and have no discernable culture

*The feat Awesome Blow is in the Monster Manual

MAQOR

Medium Fey

Hit Dice: 13d6+39 (84 hp)

Initiative: +3

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

Armor Class: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

Base Attack/Grapple: +6/+11

Attack: Slam +11 melee (1d6+5) and poison

Full Attack: 2 slams +11 melee (1d6+5) and poison

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Camouflage, fast healing 3, freeze, forestsense, SR 16

Saves: Fort +8, Ref +11, Will +12

Abilities: Str 20, Dex 16, Con 16, Int 13, Wis 18, Cha 16

Skills: Climb +17, Hide +15, Jump +17, Knowledge (nature) +13, Listen +16, Move Silently +15, Spot +16, Survival +16

Feats: Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack

Environment: Any forest

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral

Advancement: 14-18 HD (Medium)

The maqor (pronounced Ma-Koor) are of human proportions. Maqor are totally hairless and have a light green skin color. The maqor dress themselves in plants and leaves to better blend into the forest.

COMBAT

Maqor are fast and capable, fighting multiple opponents if necessary to defend their territory. Maqor make good use of their Spring Attack and Whirlwind Attack Feats, and most opponents rarely get to return an attack before they are driven off into the forest stumbling and poisoned. Typical combat tactics are as follows:

Round 1: Maqor first attack with their Spring Attack, moving in and out of enemy lines to attack and poison

lightly armored opponents and those with missile weapons first.

Round 2: Maqor follow the above pattern until their enemies flee or they can counter the attacks, at which time the maqor moves into close melee, trying to get in the middle of his opponents.

Round 3 and beyond: If the maqor moves into the middle of his opponents, he will use his Whirlwind Attack as a full round action. If this tactic also seems ineffective, the maqor may retreat until a later time as to gather reinforcements.

Camouflage (Ex): A maqor easily blends into the forest environment, making it more difficult to detect it with ordinary means. A maqor, if not moving, requires a Spot check (DC 19) to notice.

Fast Healing (Su): So long as the maqor is in contact with the earth or a plant, it gains fast healing 3.

Fey Traits: Fey possess low-light vision. Fey eat, sleep and breathe.

Freeze (Ex): A maqor can hold itself still so as to appear like a corpse or statue. A Spot check (DC 20) is required to notice the creature is really alive. This special quality also provides a +4 bonus to a maqor's camouflage ability (already factored in).

Poison (Ex): Each successful slam attack that a maqor makes releases a contact poison. Opponents must make a Fortitude saving throw (DC 19) or lose 1d4 points of Dexterity. One minute later, another Fortitude save is required or the victim loses another 1d4 Dexterity points.

Forestsense (Ex): A maqor that is within contact with the earth or a plant can automatically pinpoint the location of any creatures within 60 ft. that are in contact with the ground or on a plant, regardless of visibility or other sensory deprivation.

Habitat/Ecology: Maqor see themselves as guardians of large territories in forests and jungles. They see old tem-

ples and the like in their territory as personal property, often making such places their home. They help native creatures in the area when they can, providing information on fresh water sources, food and news from other parts of the forest. Maqor fight intruders that would do harm or disturb their order with determination and ferocity. Maqor are vegetarians, and are capable of eating any plant material, including poisonous varieties, without harm.



NANJEE

Medium Monstrous Humanoid

Hit Dice: 2d6+2 (11 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +2/+3

Attack: Quarterstaff +3 melee (1d6+1)

Full Attack: Quarterstaff +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: -

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

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

Skills: Craft (any) +5, Heal +5, Jump +6, Knowledge (local) +3, Spot +4, Survival +6

Feats: Self-Sufficient

Environment: Any warm plains

Organization: Solitary, pair, or patrol (3-5)

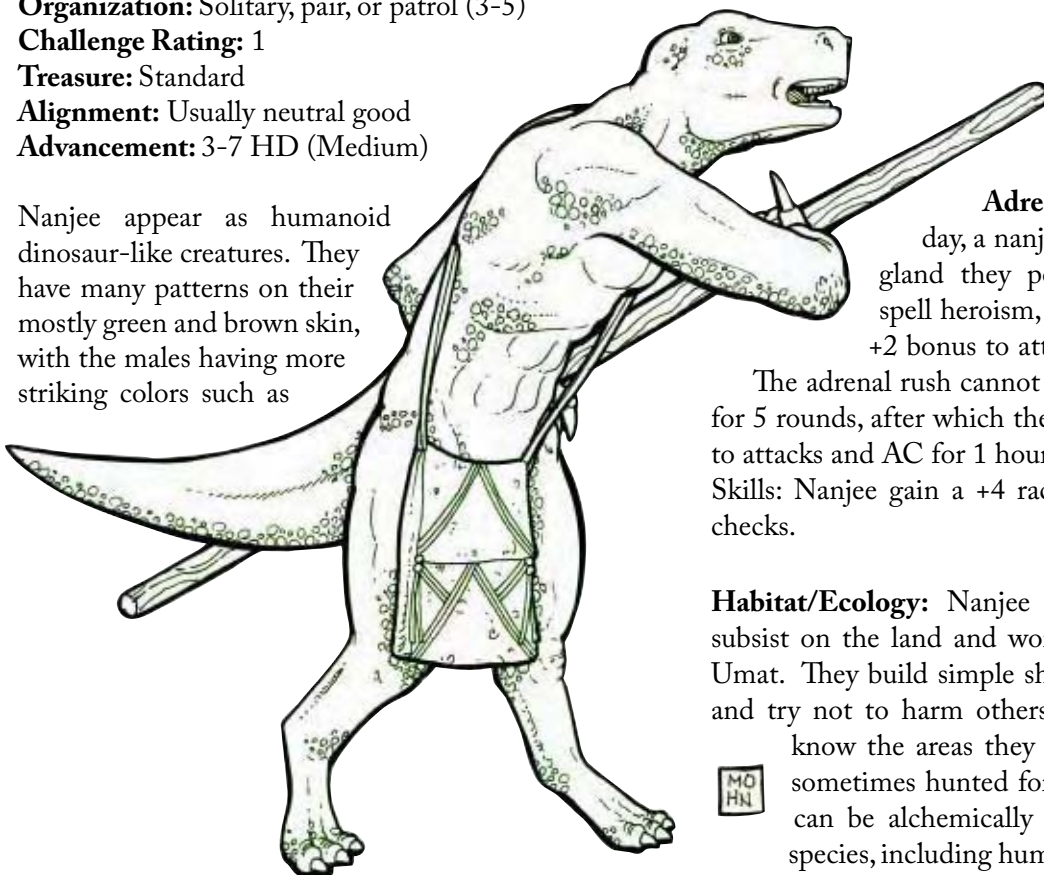
Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: 3-7 HD (Medium)

Nanjee appear as humanoid dinosaur-like creatures. They have many patterns on their mostly green and brown skin, with the males having more striking colors such as



red, blaze orange and blue in patterns as well. Nanjee wear no clothing, but carry side satchels to hold their possessions.

COMBAT

Nanjee try to use hit-and run tactics, utilizing speed and numbers to their advantage. They are not natural combatants and prefer to run from a superior foe. Typical combat tactics are as follows:

Round 1: Nanjee activate their adrenal rush ability, increasing their attacks to +5 with a quarterstaff strike and move to flank an opponent.

Round 2: An opponent will then be attacked en masse.

Round 3 and beyond: The nanjee will have their wounded retreat while the stronger ones fight. The nanjee will flee if the combat turns against them or after 5 rounds when their adrenal rush wears off. The nanjee will then scatter in several directions and meet in a pre-determined place a few hours later.

Adrenal Rush (Ex): Once per day, a nanjee may use a special adrenal gland they possess that works like the spell heroism, providing the nanjee with a +2 bonus to attacks, saves and skill checks.

The adrenal rush cannot be dispelled. The rush lasts for 5 rounds, after which the nanjee suffers a -1 penalty to attacks and AC for 1 hour.

Skills: Nanjee gain a +4 racial bonus to all Jump skill checks.

Habitat/Ecology: Nanjee are peaceful nomads that subsist on the land and worship a nature deity named Umat. They build simple shelters when the need arises and try not to harm others. They are herbivores and know the areas they travel well. The nanjee are sometimes hunted for their adrenal gland, which can be alchemically treated to work on several species, including humans. The nanjee see this as a

TABLE 3 : New Item - Extract of Nanjee

Craft Skill	Craft DC	Cost	Weight
Alchemy	25	50 gp	-

barbaric practice and become uncharacteristically hostile to those known to use or carry extract of nanjee.

Extract of nanjee gives the user a less potent but still effective version of the nanjee's adrenal rush ability. Creatures drinking this alchemical concoction receive a +1 alchemical bonus to all attacks, saves and skill checks for 1d6+1 rounds. Afterwards, the extract tires the drinker, giving a -1 penalty to attack rolls and AC for 1 hour.

NIAG

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 15d8+45 (112 hp)

Initiative: +1 (Dex +1)

Speed: 40 ft. (8 squares)

Armor Class: 19 (+1 Dex, -1 size, +10 natural), touch 10, flat-footed 18

Base Attack/Grapple: +15/+23

Attack: Claw +15 melee (1d6+4)

Full Attack: 2 claws +15 melee (1d6+4) and bite +10 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Poison

Special Qualities: Fast healing 3, all-around vision, SR 17, spell-like abilities

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

Abilities: Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 14

Skills: Balance +15, Climb +18, Concentration +17, Diplomacy +20, Intimidate +16, Jump +18, Knowledge (Planes) +19, Knowledge (Any) +15, Listen +17, Search +15, Spot +19

Feats: Alertness, Cleave, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy)

Environment: Hell

Organization: Solitary or pack (2-5)

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Advancement: 16-20 HD (Large)

A niag is a large, thin, four-legged creature with an oval body and a cobra-like head with many sharp teeth. They have 4 black spherical eyes atop their head that are constantly alert.

COMBAT

Niag abhor combat unless they have a clear and overwhelming tactical advantage. They have no qualms about running from combat, especially if delivering messages. Typical combat tactics are as follows:

Round 1: A niag will usually cast wall of fire to divide and conquer an enemy as a first tactic. Note that the niag can move freely and without injury through the wall.

Round 2: Next, the niag will focus on any spellcasters or leaders, trying to grapple and bite their opponents, hopefully poisoning them in the process.

Round 3 and beyond: The niag will fight and move through the wall of fire as necessary. If the battle presses against the niag, it uses its spider climb ability to escape, if possible.

All-Around Vision (Ex): A niag can see in all directions at once, which gives them a +2 bonus to all Spot skill checks (factored into the Spot skill). Niag cannot be flanked while they can see.

Devil Traits: Devils are able to See in Darkness (Su): 60ft. range. They have immunity to fire and poison. Niag can communicate telepathically with any intelligent creature within 100 ft.

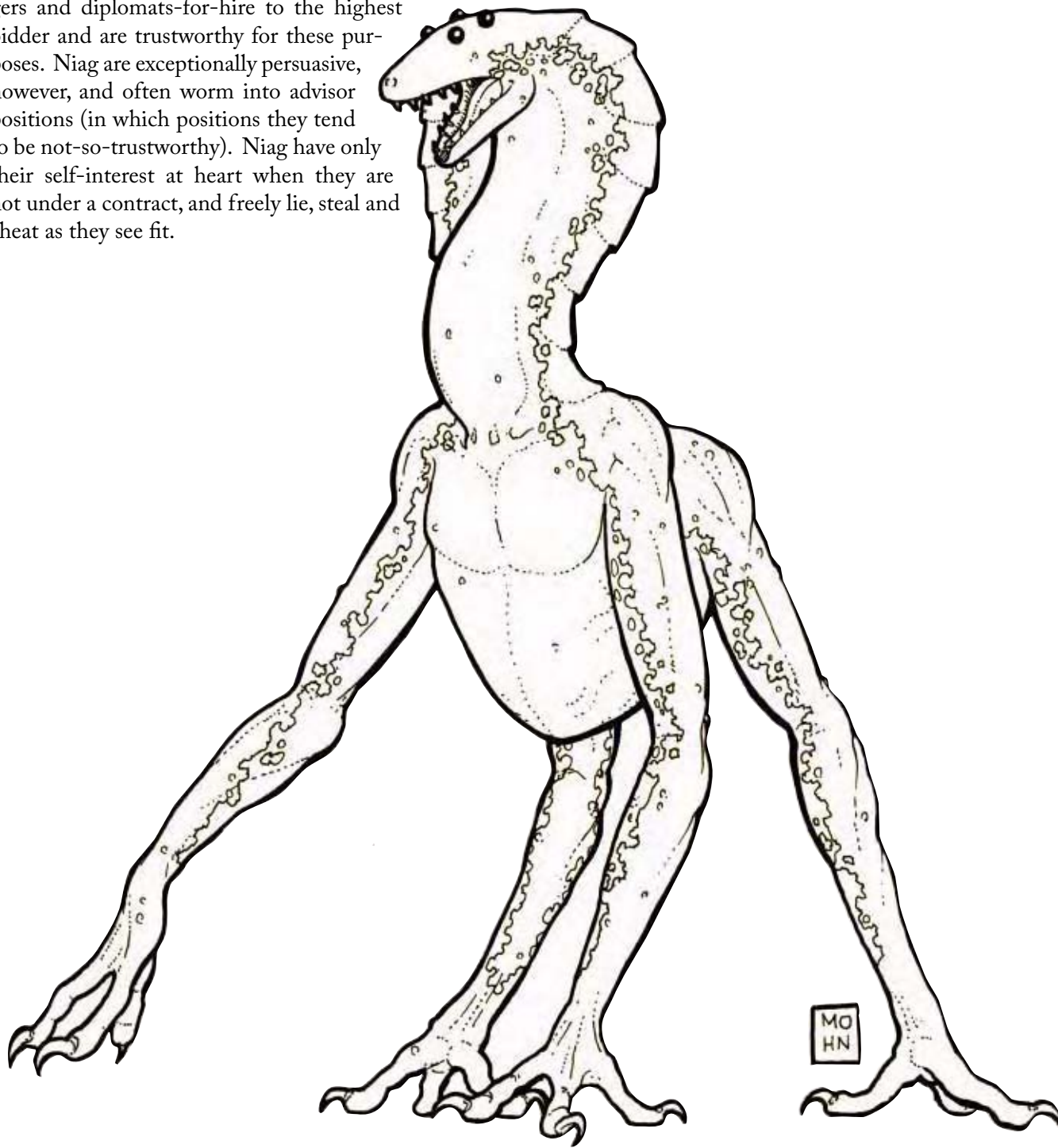
Spell-Like Abilities (Sp): A niag may cast spider climb at will. Once per day, a niag may also cast wall of fire. These abilities are as if cast by a 15th level sorcerer.

Poison (Ex): A niag's bite is poisonous and causes 1d6 Int damage if the victim fails a Fortitude save (DC 20).



One minute later, the poison attacks the victim's vision, causing blindness for 1d6 minutes.

Habitat/Ecology: Niag serve mostly as messengers and diplomats-for-hire to the highest bidder and are trustworthy for these purposes. Niag are exceptionally persuasive, however, and often worm into advisor positions (in which positions they tend to be not-so-trustworthy). Niag have only their self-interest at heart when they are not under a contract, and freely lie, steal and cheat as they see fit.



OSOR

Small Aberration (shapeshifter)

Hit Dice: 4d8+16 (34 hp)

Initiative: +4

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/-1

Attack: Slam +3 melee (1d4)

Full Attack: Slam +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Alternate form, fast healing 3, fire resistance 5, hive mind, magic protection, spells

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

Abilities: Str 10, Dex 10, Con 18, Int 12, Wis 12, Cha 20

Skills: Bluff +8, Concentration +9, Diplomacy +7, Intimidate +5, Knowledge (arcana) +8

Feats: Improved Initiative, Spell Penetration

Environment: Any warm

Organization: Solitary or pod (2-6)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: 5-9 HD (Medium)

Osor are squat blobs of clear jelly-like protoplasm with clearly visible internal organs. Small, stalked eyes protrude from the top of these creatures.

COMBAT

Osor always revert to spellcasting as their first mode of attack. They are weak melee combatants, and they know it. They usually hire bodyguards or summon creatures to defend them while they cast spells. A typical strategy is as follows:

Round 1: Uses their split special ability & moves away from the melee. Any hired bodyguards move to intercept and defend the osor.

Round 2: Each osor half casts spells (usually mirror image and summon monster III).

Round 3 and beyond: Casts offensive spells at creatures being attacked by their summoned monsters or at other spellcasters.

Note: An osor's mage armor lasts 6 hours, and they generally will already have cast it when they encounter a PC group.

Aberration Traits: Aberrations possess darkvision out to 60 feet. Aberrations eat, sleep, and breathe.

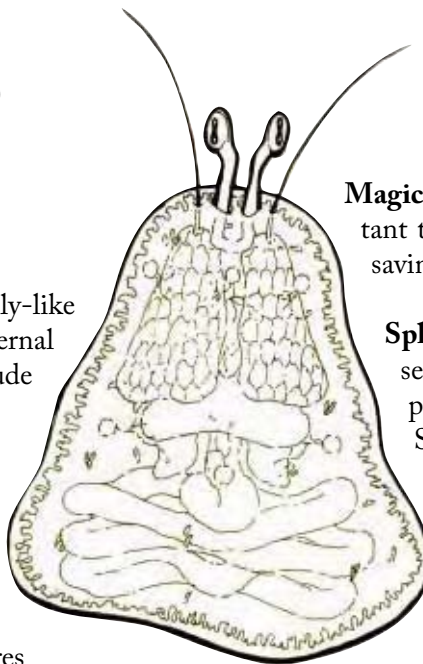
Animal Form (Su): At will as a standard action, an osor may change into a raven (see chapter 2 in the Monster Manual). This ability is treated as if it were a polymorph spell cast by a 9th level sorcerer, with the following exceptions: There is no duration limit, the osor does not regain any lost hit points, and the osor may only target itself.

Hive Mind (Ex): All osor within 1 mile of each other are in constant communication. If one osor is aware of a particular danger, they all are. If one in a group is not flat-footed, none are. No osor can be flanked in a group unless they all are.

Magic Protection (Ex): Osor are naturally resistant to spells and effects, and receive a +4 racial saving throw bonus vs. magic.

Split (Ex): An osor may divide itself into two separate small sized creatures, dividing its hit points evenly between the two. The osor's Strength score lowers by 2 when divided, but all other abilities and skills remain unchanged. The divided osor retains its memories, skills, and abilities (other than Strength), and is capable of independent activities of the other part of the divided osor.

The two osor counterparts share the same spell pool, and may both cast a spell in the same round. If one of the osor counterparts dies, the other creature survives, regaining its hit points at a regular rate until healed. Treat the Strength loss as temporary ability damage.



Spells (Su): Osor have magical talents equal to a 6th level Sorcerer. Spell DC's are 15 + the spell level to resist osor magic. Below is a typical spell list for an osor (Spells/day is 6, 6, 5, 3).

0- *detect poison, mage hand, detect magic, open/close, prestidigitation, read magic, resistance*

1- *burning hands, mage armor, magic missile, summon monster I*

2- *acid arrow, mirror image*

3- *summon monster III*

Telepathy (Ex): Osor can communicate telepathically with any intelligent creature within 100 ft.

Habitat/Ecology: Osor are wanderers by nature and like to travel in groups. The osor are not against traveling with other creatures, and often hire bodyguards or are themselves hired by more powerful creatures. Osor have little use for human ethics. They almost always hold to an agreement, but will not hesitate to take advantage of a situation not discussed or gain the upper hand if it suits them. Osor can digest nearly anything with a hint of nutritional value, but are very fond of eggs of all sorts, and pay well for rare or exotic specimens.

POHEI

Tiny Magical Beast

Hit Dice: ½d8 (2 hp)

Initiative: +2

Speed: fly 30 ft. (6 squares, good), 10 ft. (2 squares)

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

Base Attack/Grapple: +0/-8

Attack: Bite +0 melee (1d3-2)

Full Attack: Bite +0 melee (1d3-2)

Space/Reach: 1 ½ ft./0 ft.

Special Attacks: -

Special Qualities: Resistance, sense magic

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

Abilities: Str 6, Dex 15, Con 10, Int 8, Wis 11, Cha 12

Skills: Hide +10, Listen +7

Feats: Skill Focus (listen)

Environment: Any mountain or hills

Organization: Solitary or peck (10-100)

Challenge Rating: 1/6

Treasure: Standard

Alignment: Always neutral

Advancement: 1-4 HD (Tiny)

Pohei are squat, bat-winged creatures with thick, oily fur and an odd-shaped head that tapers to a point in the back. Pohei possess large black bulging eyes and have what looks like a mole's nose. In spite of these odd traits, they are somewhat agreeable creatures, being friendly, talkative and inoffensive (if you aren't an insect, which the pohei eats).

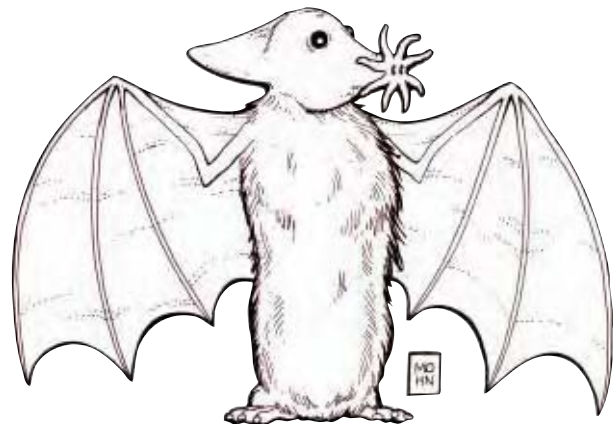
COMBAT

Typical combat tactics are as follows:

Round 1 and beyond: Pohei are terrible combatants, and only fight if cornered. They seek to escape melee combat as soon as possible. Pohei seek only to battle fresh grubs and other miniscule insects to eat. They are, in fact, almost completely useless in a fight.

Resistance (Su): The pohei constantly has an aura similar to resistance (as the arcane spell of the same name), and gain a +1 resistance bonus to all saving throws (factored into above stats).

Sense Magic (Su): Pohei are sensitive to and are innately attracted to magic. Pohei can sense the presence of magic and spellcasting creatures within 100 ft., even if they are not currently using magic. When they come





within 5 ft. of a source of magic or spellcasting creature, their normally pale pink nose glows a soft blue color.

Habitat/Ecology: Pohei are simple creatures that only wish to have good food to eat, a nice warm place to sleep and an occasional magical source to “smell”; it is said they love the smell of magic, though this is not actually an olfactory ability. They have been used by many as a magic detector, which the pohei is usually agreeable to, so long as it gets plenty of food and the occasional magical trinket. A pohei will seek to use a charged or limited use item given to them fairly quickly, as the “smell” of the magic is better when the item is activated. Pohei sometimes follow wizards, clerics and other spellcasters just to “smell” the spells they cast.

QETZ

Large Magical Beast

Hit Dice: 5d10+15 (42hp)

Initiative: +3

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +5/+11

Attack: Bite +7 melee (1d8+4, 19-20/x2) or claw +7 melee (1d6+4)

Full Attack: Bite +7 melee (1d8+4, 19-20/x2) or claw +7 melee (1d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Augmented Critical, Ferocity

Special Qualities: Resistance to poison

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

Abilities: Str 17 Dex 16 Con 16 Int 8 Wis 10 Cha 11

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

Feats: Dodge, Mobility, Run*

Environment: Warm forest

Organization: Solitary or flock (2-10)

Challenge Rating: 3

Treasure: Double coins, ½ goods

Alignment: Usually neutral

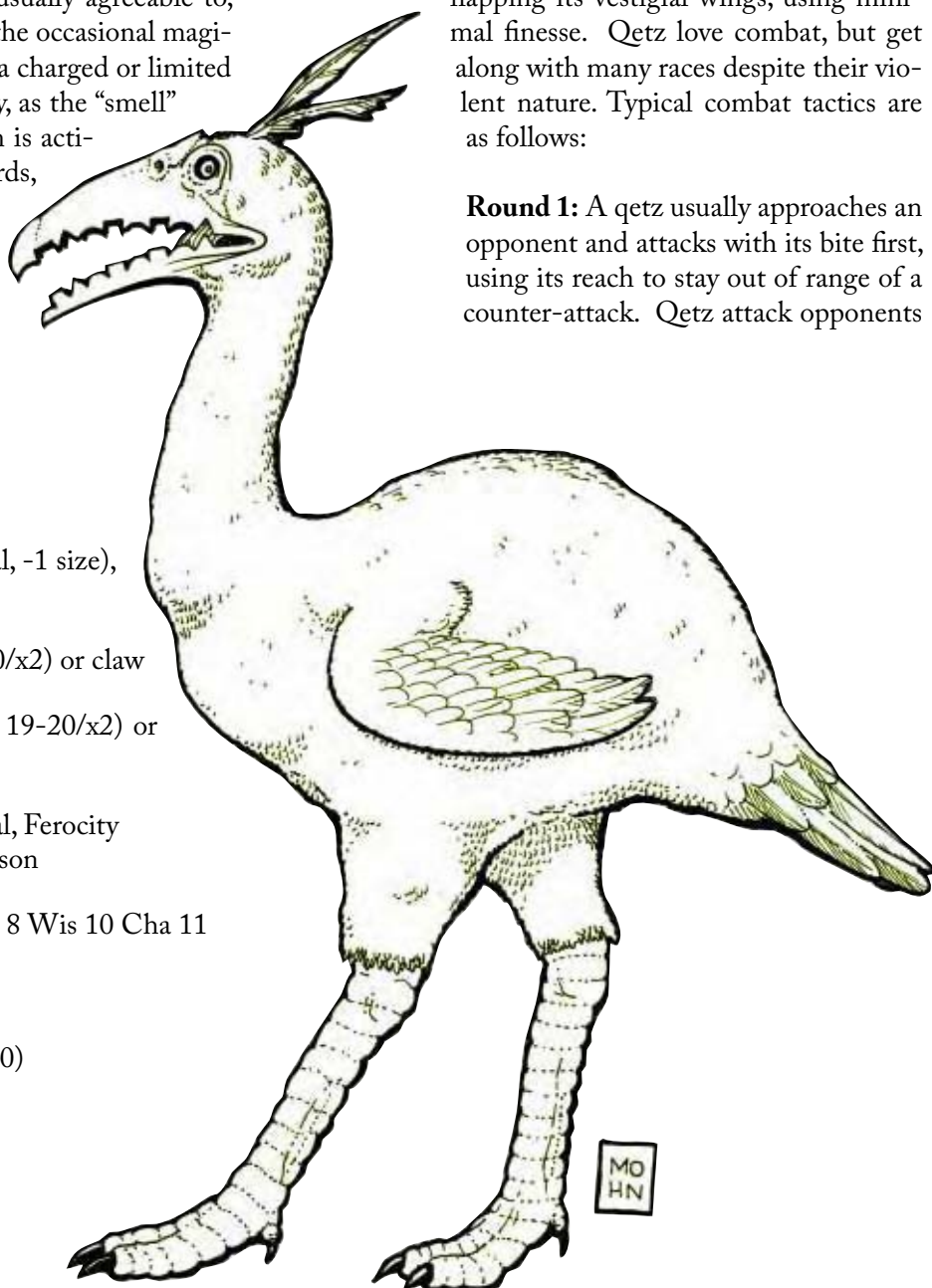
Advancement: 6-10 HD (Large)

A qetz is a flightless bird that appears in a variety of brilliant primary colors. Qetz typically stand 9-10 feet high, and have massive beaks with strange geometrical patterns. They have large talons on their feet that they use to dig nests and fight with.

COMBAT

A qetz usually attacks while screeching and flapping its vestigial wings, using minimal finesse. Qetz love combat, but get along with many races despite their violent nature. Typical combat tactics are as follows:

Round 1: A qetz usually approaches an opponent and attacks with its bite first, using its reach to stay out of range of a counter-attack. Qetz attack opponents



with missile weapons first, using their mobility to get around other closer opponents.

Round 2: The qetz make 5 foot adjustments away from opponents to minimize attacks against them.

Round 3 and beyond: Qetz often attack to the death, screeching and biting to their last breath.

TRAINING A QETZ

Although intelligent, a qetz requires training before it can bear a rider in combat. To be trained, a qetz must have a friendly attitude toward the trainer achieved through a successful Diplomacy check. Training a friendly qetz requires six weeks of work and a DC 25 Handle Animal check. Riding a qetz requires an exotic saddle.

Augmented Critical (Ex): Qetz have unusually sharp and hard geometrically patterned beaks, which with they tear and shear flesh. A qetz has a critical range of 19-20 on its bite attacks due to this.

Ferocity (Ex): Qetz are amazing at shrugging off wounds, which allows them to continue to fight while dying or disabled. A qetz can fight and act up to -10 hit points. Beyond -10 hit points, the creature falls over dead.

Magical Beast Qualities: Magical beasts possess darkvision with a 60 ft. range, and low-light vision. Qetz eat, sleep and breathe.

Resistance to Poison (Ex): Qetz receive a +4 racial bonus to all poison saves.

Feat: Qetz receive Run as a bonus racial feat.

Habitat/Ecology: Qetz are intelligent, but lack the vocal chords for speech, which has given rise to the belief that they are just animals. Qetz are valuable as pets in gardens and as mounts, and are valued by their rarity. Red and green qetz are the most common (worth 800 gp), with green and blue less so (1,000 gp). The purple and yellow are the rarest, and can fetch a hefty sum (up to 2,000 gp). Rumors persist of a white qetz, which would fetch a small fortune. Other than feather color, there are no

differences in the qetz. A blue qetz is just as ferocious as a red as a mount.

SOEX

Large Outsider (Good)

Hit Dice: 18d8+54 (135 hp)

Initiative: +2 (Dex +2)

Speed: 40 ft. (8 squares)

Armor Class: 21 (+2 Dex, -1 size, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +18/+32

Attack: Slam +23 melee (1d8+6)

Full Attack: 4 slams +23 melee (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: All-around vision, multi item usage, SR 22, spell-like abilities

Saves: Fort +13, Ref +13, Will +12

Abilities: Str 22, Dex 15, Con 16, Int 13, Wis 13, Cha 16

Skills: Appraise +16, Balance +18, Climb +24, Concentration +19, Diplomacy +19, Intimidate +21, Jump +24, Knowledge (Planes) +18, Listen +18, Spot +20, Tumbling +19

Feats: Combat Reflexes, Dodge, Endurance, Improved Bull Rush, Improved Grapple, Power Attack

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Always neutral good

Advancement: 19-23 HD (Huge)

Soex are impressive creatures in appearance. Basically humanoid, soex stand 12-14' tall and have four muscular and powerful arms. Soex possess two heads that vaguely resemble bald otters. Each head is capable of independent thought and has deep black eyes. They tend to dress simply, often wearing little more than a loincloth and their jewelry.

COMBAT

Soex love unarmed combat to the point of disdaining other forms of weaponry and armor in all but the most

extreme cases. Soex use their brawn to combat evil creatures and subdue them into submission. They are master wrestlers, and few creatures can match them in unarmed combat. Soex often will not harm an opponent that is not evil. Against evil creatures, soex are merciless, pinning and crushing the life out of their foes. Typical combat tactics are as follows:

Round 1: A Soex will usually cast bull's strength the first round unless it has an item like a belt of giant strength.

Round 2: A Soex starts out combat by grappling and pinning an opponent while the soex belittles its opponents' fighting prowess. An opponent is dealt non-lethal damage unless it is evil or obviously attempting to kill the soex.

Round 3 and beyond: Soex continue their grappling and pinning techniques unless it is obvious they are not getting anywhere. At this point, they resort to their magic items and slam attacks to deal with opponents.

All-Around Vision (Ex): A soex can see in all directions at once, which gives them a +2 bonus to all Spot skill checks (factored into the Spot skill). Soex cannot be flanked while they can see.

Improved Grab (Ex): If a soex makes a successful slam attack, it may immediately initiate a grapple as a free action that does not provoke an attack of opportunity.

Multi Item Usage (Ex): Soex may wear the normal allotment of magical or psionic items a humanoid

creature can, with the following exceptions. Soex may wear 4 rings, 2 sets of gloves, 2 sets of bracers, 2 sets of goggles and 2 necklaces.

Spell-Like Abilities (Sp): A soex may cast *tongues* and *comprehend languages* at will. 3/day, a soex may cast bull's



strength and jump. These abilities are as if cast by an 18th level sorcerer.

Habitat/Ecology: Soex use their brawn to combat evil creatures into submission. They sometimes act as bodyguards to powerful or important creatures of good, but usually only stay around as long as necessary. Soex love to collect jewelry. Even the lowliest, poorest one-armed soex will almost assuredly have a torque or ring on his one good arm.

STORM PETAL

Small Elemental (Air)

Hit Dice: 4d8+4 (22 hp)

Initiative: +10

Speed: fly 30 ft. (6 squares), jet 150 ft (30 squares) (good)

Armor Class: 16 (+6 Dex), touch 16, flat-footed 10

Base Attack/Grapple: +3/-2

Attack: Slam +2 melee (1d4-1)

Full Attack: Slam +2 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath Weapon

Special Qualities: Blindsight, hive mind, immunity, jet

Saves: Fort + 2, Ref +11, Will +1

Abilities: Str 8, Dex 22, Con 13, Int 5,

Wis 11, Cha 11

Skills: Hide +12, Spot +3

Feats: Dodge, Improved Initiative, Lightning Reflexes

Environment: Elemental Plane of Air

Organization: Solitary or pod (2-6)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-9 HD (Medium)

Storm petals resemble giant, flying yellow flowers with bright green highlights near the ends of their petals. They are usually 3-4 ft. long and weigh about 75 lbs.

COMBAT

Storm petals are territorial creatures, and often harass other creatures in their space. They tend to try to gang up and bully other creatures by slamming into and harassing them, but will use their breath weapon if provoked or angered. Typical combat tactics are as follows:

Round 1: Storm petals start by closing in on a target to make a slam attack.

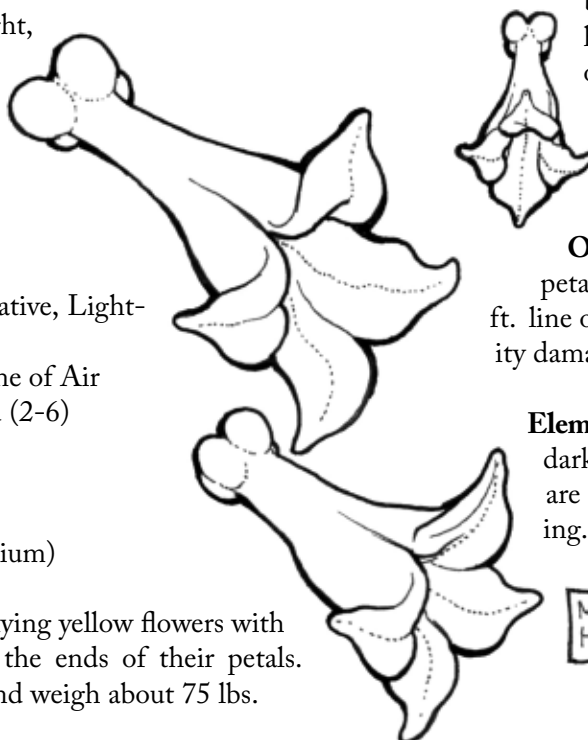
Round 2: A storm petal will attempt to drive an interloper out of its territory by using its slam attacks. If they receive significant damage or are angered, they take to the air and use their breath weapon.

Round 3 and beyond: A storm petal will continue to stay out of melee range and use their breath weapons until their opponents flee or the storm petals are slain.

Blindsight (Ex): This special quality allows a storm petal to maneuver and fight in total darkness. Storm petals make up for a lack of sight with other senses. The creature may ascertain all others within a 40-ft. radius as a sighted creature could in daylight. Beyond that range, treat other creatures as having total concealment. A spell or ability that negates another of the creature's senses reduces this special quality as an equal to the Blind-Fight feat.

Ozone Blast (Ex): At will, a storm petal can open its petals and emit a 30 ft. line of electricity that deals 2d6 electricity damage (Ref DC 13 to half).

Elemental Traits: Elementals possess darkvision to 60ft. range. Elementals are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. Elementals are immune to poison, sleep, paralysis and stunning. A slain elemental cannot be raised or resurrected, although a wish



or miracle can restore it to life. It can be returned to life by the former methods on its home plane of existence.

Hive Mind (Ex): All storm petals are in constant communication with each other for a distance of 50 miles. If one storm petal is aware of a particular danger, they all are. If one in a group is not flat-footed, none are. No storm petal can be flanked in a group unless they all are. **Immunity to Electricity (Ex):** Storm petals are immune to all electrical attacks and effects.

Jet (Ex): As a full-round action, a storm petal can open its petals and release pressurized air with tremendous power that allows the storm petal to move at incredible speeds. A storm petal moves 5 times its regular speed (150 ft./30 squares) when it uses its jet.

Feat: Storm Petals receive the Lightning Reflexes feat for free.

Habitat/Ecology: Storm petals are native to the Elemental Plane of Air, but sometimes enter gates into other worlds. Storm petals are even used as guards by some extra-planar beings in exchange for territory. Storm petals cannot speak, but understand auran and aquan.

It is not uncommon for storm petals to become lost through planar gates or portals while playing among lightning storms. If a single storm petal is lost, it will seek to reproduce (all storm petals are asexual). During this time, Storm petals do not show their typical aggressive behavior unless attacked, and usually seek to flee. Reproduction for a storm petal is dividing itself into 2 separate beings; each with half the originals hit points. Each half will gain one hit point per week until the original storm petal's hit point maximum is reached, at which time there will be 2 separate but identical storm petal adults, both of which can then reproduce.

UND

Colossal Giant

Hit Dice: 20d8+120 (210 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 19 (+1 Dex, +16 Natural, -8 size), touch 3, flat-footed 18

Base Attack/Grapple: +15/+45

Attack: Slam +21 melee (4d6+14)

Full Attack: 2 slams +21 melee (4d6+14)

Space/Reach: 30 ft./30 ft.

Special Attacks: Spell-like abilities

Special Qualities: DR 5/-, electricity resistance 30, keen hearing

Saves: Fort +18, Ref +8, Will +11

Abilities: Str 38, Dex 12, Con 22, Int 15, Wis 15, Cha 15

Skills: Concentration +21, Climb +19, Hide -15, Jump +19, Knowledge (Local) +18, Knowledge (Nature) +17, Listen +20, Spot +17

Feats: Awesome Blow,* Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Snatch*

Environment: Temperate forests and mountains

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

The und are legendary giants of immense size. Their lanky bodies tower over most structures and trees, standing almost seventy feet tall. They have pale tan to gray skin that is as hard as granite, and wear their black mane-like hair long.

COMBAT

Luckily, the und disdain combat and are peaceful creatures, but are deadly if aroused. Against many or powerful foes und use their chain lightning and storm of vengeance powers. Typical combat tactics are as follows:

Round 1: An und will either start out casting lightning bolt at enemies or make a melee attack, utilizing their feats like Awesome Blow and Great Cleave.

Round 2: The und are prideful, and a creature that survives a blow from them will be subject the next round to a Power Attack with 5 points taken off their base attack bonus (for an attack bonus of +16 and dealing 4d6+19 damage) and a Snatch.

Round 3 and beyond:

Snatched creatures are generally flung, after which the und may snatch another creature or cast other spell-like abilities like lightning (or chain lightning vs. multiple opponents).

Damage Reduction (Ex): An und's thick, rock-like skin gives it a damage reduction of 5/-.

Electricity Resistance (Ex): Unds have electricity resistance of 30.

Giant Qualities: Giants possess low-light vision. An und eats, sleeps and breathes.

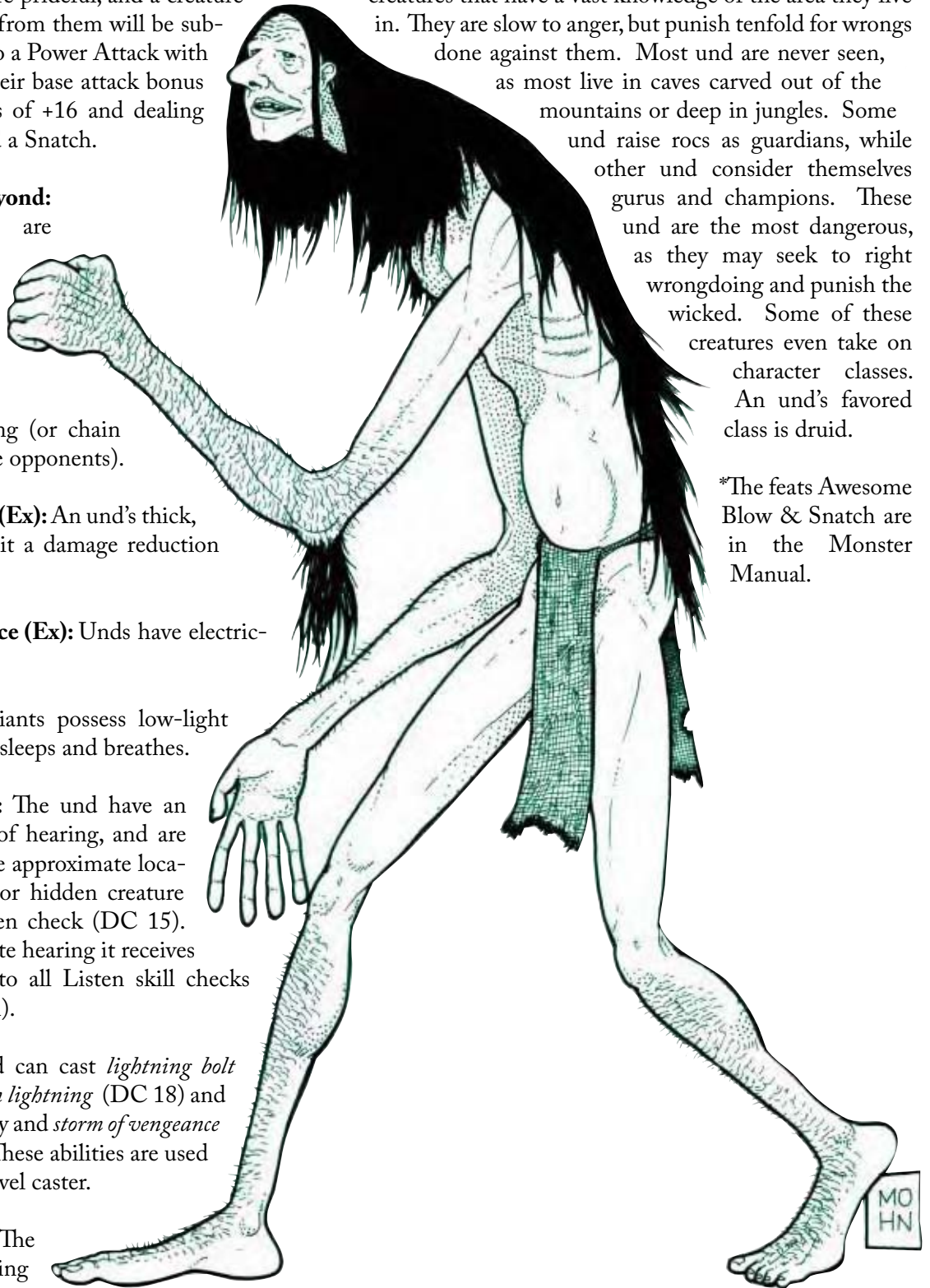
Keen Hearing (Ex): The und have an extraordinary sense of hearing, and are able to determine the approximate location of an invisible or hidden creature on a successful Listen check (DC 15). An und has such acute hearing it receives a +10 racial bonus to all Listen skill checks (already calculated in).

Spells (Sp): An und can cast *lightning bolt* (DC 15) at will, *chain lightning* (DC 18) and *control weather* 1/day and *storm of vengeance* (DC 21) 1/month. These abilities are used as if cast by a 20th level caster.

Habitat/Ecology: The und are nature loving

creatures that have a vast knowledge of the area they live in. They are slow to anger, but punish tenfold for wrongs done against them. Most und are never seen, as most live in caves carved out of the mountains or deep in jungles. Some und raise rocs as guardians, while other und consider themselves gurus and champions. These und are the most dangerous, as they may seek to right wrongdoing and punish the wicked. Some of these creatures even take on character classes. An und's favored class is druid.

*The feats Awesome Blow & Snatch are in the Monster Manual.



VARDU

Large Construct

Hit Dice: 9d10+30 (79 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +6/+9

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

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

Space/Reach: 10 ft./5 ft.

Special Attacks: Charge

Special Qualities: Construct traits, darkvision 60 ft., DR 5/adamantine, fire resistance 5, electricity resistance 5, low-light vision, spell-like abilities

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 19, Dex 12, Con -, Int -, Wis 8, Cha 3

Skills: Hide -3, Listen -2, Spot -2

Feats: -

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 10-14 HD (Huge)

The vardu are spheres of stone 8 ft. in diameter with stylized carvings. Vardu are mindless constructs that attempt to crush any living thing larger than a rat in the places they guard.

COMBAT

Vardu are single-minded in their attacks and show little originality in combat. Typical combat tactics are as follows:

Round 1: Vardu initiate combat by charging at a foe 20 or more feet away if possible. Otherwise, a vardu will make a slam attack against the closest opponent.

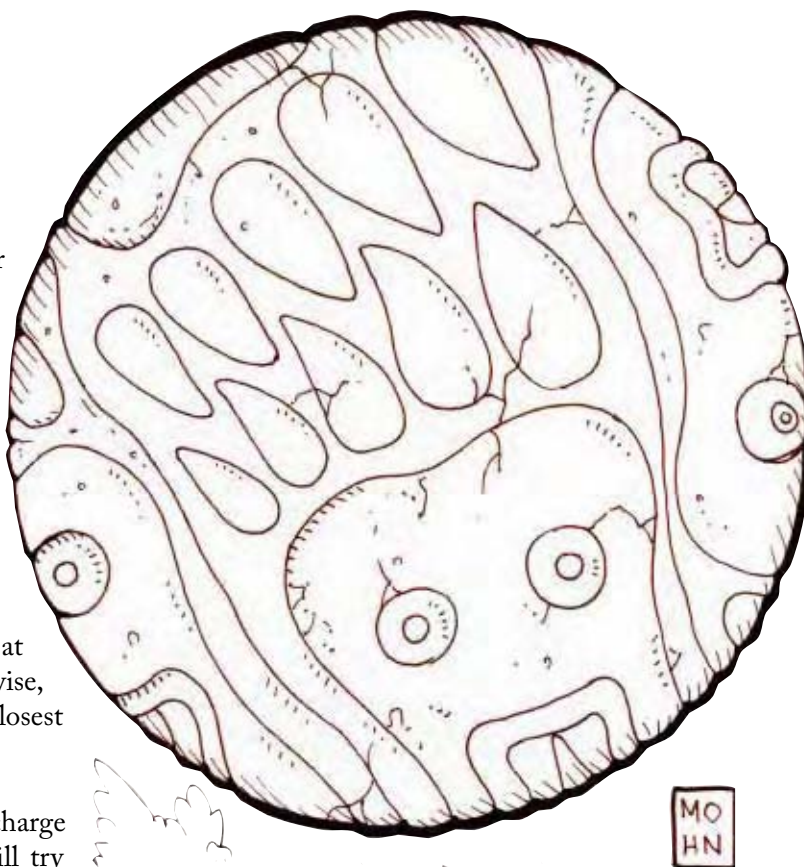
Round 2 and beyond: The vardu will try to charge another opponent if possible, otherwise it will try

to slam its current opponent. The vardu is fearless and unthinking as such will attack until either it or its opponents are destroyed.

Powerful Charge (Ex): When charging, the vardu deals 2d8+12 points of damage.

Construct Traits: Constructs are immune to poison, sleep effects, paralysis, stunning, disease, death effects, mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), and any effect that requires a Fortitude saving throw unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, fatigue, or exhaustion. It cannot heal damage, but can be repaired. Constructs possess darkvision 60 ft and low-light vision. Constructs do not eat, sleep or breathe.

Fly (Sp): Once per day a vardu may fly as the spell of the same name as if cast by a 9th level sorcerer. This



ability was originally intended as a utility function for the vardu to get itself out of deep areas or pit traps it was unable to climb out of. Vardu have no imagination and very rarely attack while flying.

Resistances (Ex): Vardu have a resistance to fire and electricity of 5.

Habitat/Ecology: The vardu were created as guardians to now forgotten temples and tombs. They have no culture themselves, but typically are engraved with symbols and art of the culture that created them.

Vardu typically understand only five commands or so, chosen at the time of their creation. Anyone who knows the command words may command the vardu. Two individuals attempting to control a vardu must make opposing Charisma checks. The individual with the highest Charisma check wins and is able to command the vardu as a free action each round. If the checks tie, the vardu does nothing that round. The creator of an individual vardu gets a +5 competency bonus to his Charisma check to control the vardu he created.

WHIP BUG

Medium Vermin

Hit Dice: 7d8+14 (45 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +5/+8

Attack: Slash +8 melee (1d6+3) or bite +8 melee (1d8+1)

Full Attack: 2 slashes +8 melee (1d6+3) or bite +8 melee (1d8+1)

Space/Reach: 5 ft./15 ft.

Special Attacks: Extended reach, whip-stun

Special Qualities: -

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 17, Dex 17, Con 14, Int -, Wis 13, Cha 5

Skills: None

Feats: Combat Reflexes, Improved Initiative

Environment: Any warm plains or desert

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 8-12 HD (Large)

Whip bugs slightly resemble a preying mantis as tall as a human, but instead of 2 claws, they possess a long whip-like appendage on each foreleg.

COMBAT

Like their namesake, whip bugs use their two whip-like appendages to slash at opponents. The tips of their appendages are strong enough to tear into steel and whip bugs slash open prey and then drink their fluids. Typical combat tactics are as follows:



Round 1: A whip bug approaches within 15 feet of an opponent and attempts a whip stun.

Round 2: A whip bug will focus on a stunned opponent, trying to bring it down before it can recover. It hopes to gain attacks of opportunity by having the opponents' allies move through its 15 ft. reach.

Round 3 and beyond: A whip bug is generally looking for an easy meal, and it will try to escape into its den with a fallen foe rather than fight an extended combat. Whip bugs in their dens usually employ their bite attacks, as it is difficult to use their whip attacks (-2 to all whip attacks in a den).

Extended Reach (Ex): They have a reach of 15 ft. with their whip-like appendages. Whip bugs are extremely adept at using their appendages and may hit creatures in adjacent spaces to themselves.

Vermin Traits: Vermin possess immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). They also possess darkvision out to 60 feet.

Whip-Stun (Ex): Three times per day, a whip bug may attempt to stun its prey. Once per round, if a whip bug makes a successful attack their opponent must succeed a Fortitude saving throw (DC 13) or be stunned for 1d3 rounds. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Feats: Whip Bugs receive the feats Combat Reflexes and Improved Initiative as bonus racial feats.

Habitat/Ecology: Whip bugs are predatory vermin that haunt warm open areas where they can use their whip-like appendages to greatest advantage. Whip bugs hunt at dusk and dawn, using surprise and their quick initiative to secure a meal. At other times, a whip bug lives in its den, a deep hole in the ground it has dug. Whip bugs are themselves hunted by the chwepti and several other species, which see the whip bugs as a delicacy.

YENDA

Huge Construct

Hit Dice: 13d10+40 (111 hp)

Initiative: +0

Speed: Fly 60 ft. (8 squares)

Armor Class: 17 (+9 natural, -2 size), touch 8, flat-footed 17

Base Attack/Grapple: +9/+21

Attack: Slam +13 melee (2d6+9) or eye rays +8 ranged touch (see text)

Full Attack: Slam +13 melee (2d6+9) or eye rays +8 ranged touch (see text)

Space/Reach: 15 ft./5 ft.

Special Attacks: Eye rays

Special Qualities: Construct traits, darkvision 60 ft., DR 5/adamantine, low-light vision

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

Abilities: Str 23, Dex 10, Con -, Int 10, Wis 12, Cha 8

Skills: Hide -8, Knowledge (local) +10, Knowledge (religion) +10 Listen +9, Move Silently +6, Spot +9

Feats: Alertness, Iron Will, Skill Focus (Knowledge (local)), Skill Focus (Knowledge (religion)), Weapon Focus (eye rays)

Environment: Any

Organization: Solitary or pod (2-12)

Challenge Rating: 10

Treasure: None

Alignment: Usually lawful good

Advancement: 14-18 HD (Huge)

The yenda are imposing statues made of solid granite or other rock that are shaped like an upside down elongated triangle and stand 10-15 ft. high. While individual yenda look different, all possess an engraved face with two eyes, a nose and a mouth.

COMBAT

The yenda typically watch intruders and follow them from a distance. If an intruder attempts to enter, steal or defile any of the ruins the yenda protects, they are immediately attacked. Typical combat tactics are as follows:

Round 1: Yenda start combat from a distance, using their eye rays, then slowly close in on opponents.



Round 2: Opponents foolish enough to start melee with a yenda are subject to the yenda's slam attacks. Opponents further away are blasted with eye rays.

Round 3 and beyond: Creatures are pursued until they are dead or out of the yenda's territory.

A stone to flesh spell negates a yenda's DR for 1d6 rounds, and a stoneshape spell deals 4d8 damage (no save), though a successful touch attack must be made against the yenda for the latter spell.

Construct Traits: Constructs are immune to poison, sleep effects, paralysis, stunning, disease, death effects, mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), and any effect that requires a Fortitude saving throw unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, fatigue, or exhaustion. It cannot heal damage, but can be repaired. Constructions possess darkvision 60 ft and low-light vision. Constructs do not eat, sleep or breathe.

Eye Rays (Su): Once per round as a standard action a yenda may target an individual and fire rays of pure light with a 50 ft. range. The yenda must succeed at a ranged touch attack against the target. Success deals 5d8 damage to most creatures. Undead creatures take 10d6 points of damage, and undead vulnerable to light (such as vampires) take 10d8 points of damage. Constructs and inanimate objects take 5d6 damage. There is no save for any of these damages.

Flight (Su): A yenda has an effect similar to a fly spell in effect continuously, and has a base speed of 60 ft. with perfect maneuverability. A yenda can hover.

Habitat/Ecology: The yenda are guardians of the ancient peoples that came before this time. Unlike most constructs, yenda are thinking, sentient creatures. Legend says the yenda were temple guards and priests who willingly sacrificed their lives and spirits to become guardians of their ancient culture. Yenda tirelessly guard the ruins of their former civilizations, just as they have for centuries.



CREATURES BY CHALLENGE RATING

Name	Challenge Rating
Pohei	1/6
Jekovar	1/3
Lazura	1/3
Nanjee	1/2
Firebrander	2
Kohu	2
El-el	3
Lake Lurker	3
Qetz	3
Bonegore	4
Chwepti	4
Storm Petal	4
Ang-kur	5
Osor	5
Whip Bug	5
Magmasaur	7
Maqor	7
Vardu	7
Deep Ooze	8
Dragon, Yarmas	8
Kamala	8
Niag	9
Yenda	10
Soex	11
Dragon, Ulret	12
Und	15
Cinder Ash	+1 to base creature

CREATURES BY SIZE

Tiny: Pohei

Small: Flash Ooze, Lazura, Osor, Storm Petal

Medium: Bonegore, Chwepti, Firebrander, Jekovar, Kohu, Maqor, Nanjee, Whip Bug

Large: Ang-kur, Yarmas Dragon, El-El, Kamala, Lake Lurker, Niag, Qetz, Soex, Vardu

Huge: Deep Ooze, Ulret Dragon, Magmasaur, Yenda

Colossal: Und

CREATURES BY TYPE

Aberration: Ang-Kur, Osor

Animal: El-El, Lazura

Construct: vardu, Yenda

Dragon: Ulret Dragon, Yarmas Dragon

Elemental: Magmasaur, Storm Petal

Fey: Chwepti, Maqor

Giant: Kamala, Und

Humanoid: Firebrander, Jekovar

Magical Beast: Pohei, Qetz

Monstrous Humanoid: Kohu, Nanjee

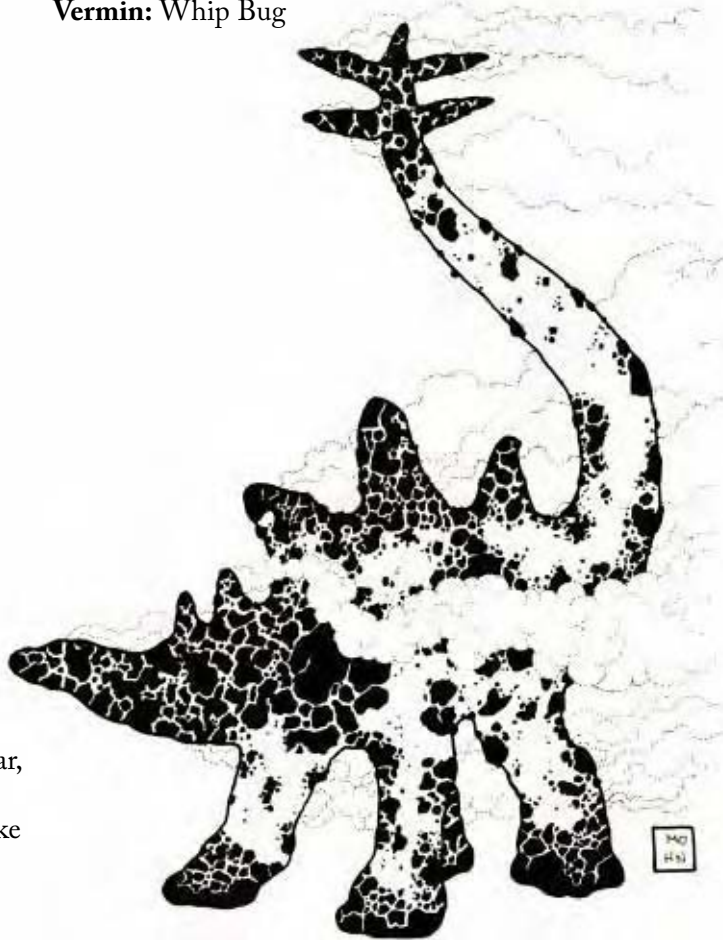
Ooze: Deep Ooze, Flash ooze

Outsider: Niag, Soex

Plant: Lake Lurker

Undead: Bonegore, Cinder Ash

Vermin: Whip Bug





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