

# Kaprelan neighbors

- Basic Geography
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- Scabland Orc
- Item: Oleum
- Sand Dragon
- Catfolk Tribe

# Basic Geography

## North:

### mentioned:

- Naroyale Jungle
- Catfolk
- Dire tortoises
- Sugarbud plants

### under consideration:

- tauric dwarf/hippos

## South:

### mentioned:

- Hieracosphinx

## Surrounding desert, general:

### mentioned:

- Quese'en
- Orcs
- Canisphinx
- Saurosphinx

### under consideration:

- tauric asherati/ashworms (as an established species with a distinct name)
- crucians (crabby/turtley guys)
- mephits

# Quese'en (tauric halfling/protoceratops)



Quese'en are monstrous humanoids related to halflings. They roam the desert in groups, similar to their more mundane kin, though their tribes are significantly smaller as a result of the lack of resources in the deserts where they live. Quese'en are most active at dawn and dusk, avoiding travel during the heat of the day, and often carry interesting items looted from ruins or stolen from other denizens of the wastes.

## Quese'en stats

**Size/Type:** medium monstrous humanoid (halfling)

**Hit Dice:** 6d8 + 24 (51hp)

**Initiative:** +0

**Speed:** 30 ft

**Armor Class:** 18 (+8 natural armor), touch 10, flat-footed 18

**Base Attack/Grapple:** +6/+9

**Attack:** sling +10 (1d4+3) or longspear +9 (1d8+4 x3)

**Full Attack:** sling +10 (1d4+3) or longspear +9 (1d8+4 x3)

+1 racial bonus on attack rolls with thrown weapons and slings (included)

str rather than dex for thrown weapon attack roll (included)

**Space/Reach:** 5ft/5ft; 5ft/10ft with longspear

**Special Attacks:** none

**Special Qualities:** low-light vision, scent

**Saves:** fort +10, ref +6; will +3

+1 racial on all saving throws (included)

+2 morale bonus vs. fear

+4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus

**Abilities:** str 16, dex 10, con 18, int 10, wis 10, cha 10

**Skills:** survival +6, listen +4, move silently +4, hide +4, sleight of hand +4, spot +2

+4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)

**Feats:** endurance, sandskimmer, brutal throw, ride-by attack (b)

**Climate/Terrain:** warm deserts

**Organization:** single, pair, squad (5-10 plus 1 3rd-level sergeant), or band (20-50 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 2 5th-level lieutenants, 1 7th-level captain, and 2-5 protoceratops)

**Challenge Rating:** 4

**Gear:** sling & 10 bullets, longspear, sun lenses, filter mask, deep draught (1 dose), **oleum** (2 flasks), 1 random

minor magic item (roll 1d16 on the [chart](#)), [814-magic item value] gp

**Alignment:** usually chaotic neutral

**Languages:** Common, Halfling

**Advancement:** by class; favored class scout (complete adventurer)

## Carrying Capacity

As medium-sized quadrupeds, quese'en can carry heavier loads than bipeds can. Multiply the value corresponding to their Strength score from [Table: Carrying Capacity](#) by 1½ to determine their limitations.

A quese'en of average strength can carry up to 114 lb. as a light load, 115-230 lb. as a medium load, and 231-345 lb. as a heavy load; they can lift 345 lb. over their head and drag 1,725 lb. under normal (not sand-hampered) circumstances.

## Innately Mounted

A quese'en is considered to have the Mounted Combat feat and 1 rank in the Ride skill for purposes of selecting feats; they count as mounted whenever it is convenient to them to do so. They receive Ride-by Attack as a bonus feat.

## Skills

Quese'en have a +4 racial bonus on survival checks and a +2 racial bonus on listen, move silently, hide, and sleight of hand checks.

## Heat Endurance

Quese'en gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.

# Quese'en Sergeant

**Size/Type:** medium monstrous humanoid (halfling)

**Hit Dice:** 9d8 + 36 (80hp)

**Initiative:** +0

+1 if unencumbered

**Speed:** 40 ft (30 ft if encumbered)

**Armor Class:** 19 (+8 natural armor, +1 scout), touch 10, flat-footed 19

+1 competence bonus to AC on turns they have moved at least 10', when unencumbered (included)

**Base Attack/Grapple:** +8/+11

**Attack:** mwk sling +13 (1d4+3) or mwk longspear +12 (1d8+4 x3)

**Full Attack:** mwk sling +13/+8 (1d4+3) or mwk longspear +12/+7 (1d8+4 x3)

+1 racial bonus on attack rolls with thrown weapons and slings (included)

str rather than dex for thrown weapon attack roll (included)

+1d6 skirmish damage on turns they have moved at least 10', when unencumbered; must be within 30' if

ranged

**Space/Reach:** 5ft/5ft; 5ft/10ft with longspear

**Special Attacks:** skirmish

**Special Qualities:** low-light vision, scent, trapfinding, battle fortitude, fast movement, trackless step

**Saves:** fort +12, ref +9; will +4

+1 racial on all saving throws (included)

+1 scout bonus on fortitude saves when unencumbered (included)

+2 morale bonus vs. fear

+4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus

**Abilities:** str 16, dex 10, con 18, int 10, wis 10, cha 10

**Skills:** Survival +9, Listen +7, Hide +7, Move Silently +7, Disable Device +7, Spot +5, Sleight of Hand +4, Knowledge (dungeoneering) +3, Search +3

+4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)

**Feats:** endurance, sandskimmer, brutal throw, skill focus (disable device), ride-by attack (b)

**Climate/Terrain:** warm deserts

**Challenge Rating:** 7

**Gear:** masterwork sling, masterwork longspear, sun lenses, filter mask, deep draught (4 doses), **oleum** (4 flasks), 1 minor magic item (roll 1d11+19 on the **chart**), [1,724-magic item value] gp

**Alignment:** usually true neutral

**Languages:** Common, Halfling

## Skirmish (Ex)

A quese'en sergeant relies on mobility to deal extra damage and improve their defense. They deal an extra 1d6 points of damage on all attacks they make during any round in which they move at least 10 feet. The extra damage applies only to attacks taken during the sergeant's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The sergeant must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Quese'en sergeants can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. A quese'en sergeant gains a +1 competence bonus to Armor Class during any round in which they move at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. A quese'en sergeant loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

## Trapfinding(Ex)

A quese'en sergeant can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A sergeant can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A sergeant who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

## Battle Fortitude

A quese'en sergeant gains a +1 competence bonus on Fortitude saves and initiative checks. They lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

## Uncanny Dodge

A quese'en sergeant retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

## Fast Movement

A quese'en sergeant gains a +10 foot enhancement bonus to their base land speed. A sergeant loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

## Trackless Step

A quese'en sergeant leaves no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired.

# Quese'en Lieutenant

**Size/Type:** medium monstrous humanoid (halfling)

**Hit Dice:** 11d8 + 55 (108 hp)

**Initiative:** +0

+1 if unencumbered

**Speed:** 40 ft (30 ft if encumbered)

**Armor Class:** 19 (+8 natural armor, +1 scout), touch 10, flat-footed 19

+1 competence bonus to AC on turns they have moved at least 10', when unencumbered (included)

**Base Attack/Grapple:** +9/+12

**Attack:** mwk sling +14 (1d4+3) or mwk longspear +13 (1d8+4 x3)

**Full Attack:** mwk sling +14/+9 (1d4+3) or mwk longspear +13/+8 (1d8+4 x3)

+1 racial bonus on attack rolls with thrown weapons and slings (included)

str rather than dex for thrown weapon attack roll (included)

+2d6 skirmish damage on turns they have moved at least 10', when unencumbered; must be within 30' if ranged

+1 to attack and damage on ranged attacks within 30'

**Space/Reach:** 5ft/5ft; 5ft/10ft with longspear

**Special Attacks:** skirmish

**Special Qualities:** low-light vision, scent, trapfinding, battle fortitude, fast movement, trackless step, evasion

**Saves:** fort +12, ref +10; will +4

- +1 racial on all saving throws (included)
- +1 scout bonus on fortitude saves when unencumbered (included)
- +2 morale bonus vs. fear
- +4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus

**Abilities:** str 16, dex 10, con 20, int 10, wis 10, cha 10

**Skills:** Survival +11, Listen +9, Hide +9, Move Silently +9, Disable Device +9, Spot +7, Knowledge (dungeoneering) +5, Search +5, Sleight of Hand +4

- +4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)

**Feats:** endurance, sandskimmer, brutal throw, skill focus (disable device), ride-by attack (b), point blank shot (b)

**Climate/Terrain:** warm deserts

**Challenge Rating:** 9

**Gear:** masterwork sling, masterwork long spear, sun lenses, filter mask, deep draught (4 doses), **oleum** (4 flasks), 1 random minor wondrous item (roll 1d23+30 on the **chart**), [3,524-magic item value] gp

**Alignment:** usually true neutral

**Languages:** Common, Halfling

## Skirmish (Ex)

A quese'en lieutenant relies on mobility to deal extra damage and improve their defense. They deal an extra 2d6 points of damage on all attacks they make during any round in which they move at least 10 feet. The extra damage applies only to attacks taken during the sergeant's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The sergeant must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Quese'en sergeants can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. A quese'en sergeant gains a +1 competence bonus to Armor Class during any round in which they move at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. A quese'en sergeant loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

## Trapfinding(Ex)

A quese'en lieutenant can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Quese'en lieutenants can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A quese'en lieutenant who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

## Battle Fortitude

A quese'en lieutenant gains a +1 competence bonus on Fortitude saves and initiative checks. They lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

## Uncanny Dodge

A quese'en lieutenant retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

## Fast Movement

A quese'en lieutenant gains a +10 foot enhancement bonus to their base land speed. A lieutenant loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

## Trackless Step

A quese'en lieutenant leaves no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired.

## Evasion (Ex)

If a quese'en lieutenant makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if a scout is wearing light armor or no armor. A helpless lieutenant does not gain the benefit of evasion.



# Scabland Orc

Scabland orcs live in small, nocturnal, semi-nomadic groups throughout the wastes, and often take over vital water sources or raid villages or caravans for supplies.

## Scabland Orc Stats

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.
- A scabland orc's base land speed is 30 feet.
- Low-light vision.
- Light Sensitivity: Scabland orcs are dazzled in bright sunlight or within the radius of a daylight spell. (see Glare)
- A scabland orc can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst (see Dehydration).
- Heat Endurance: Scabland orcs gain Heat Endurance as a bonus feat.
- Organization: Gang (2-4), squad (11-20 plus 2 3rd-level barbarian sergeants and 1 barbarian leader of 3rd-6th level), or band (30-50 plus 150% noncombatants plus 1 3rd-level barbarian sergeant per 10 adults, 2 5th-level barbarian lieutenants, 1 5th-level cleric or druid, and 1 7th-level barbarian captain)
- Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.
- Favored Class: Barbarian.

### Glare

The sun can be extremely dangerous to unprotected eyes, drying and irritating the tissue. Areas of white sand, salt, gypsum, or similarly light-colored material reflect the sun's glare into the eyes even when not looked at directly. Sun glare is doubly dangerous during winter months, when the sun is low on the horizon and thus difficult to avoid looking at.

Characters traveling in such conditions must cover their eyes with a veil, dark lenses, or a similar eye covering. Those whose eyes are unprotected in such conditions are automatically dazzled. Such characters take a -1 penalty on attack rolls, Search checks, and Spot checks. These penalties are doubled for creatures that have light sensitivity, including scabland orcs. Characters who take the precaution of covering or shielding their eyes automatically eliminate the risk of being dazzled by sun glare and take no penalties.

Glare-induced blindness lasts as long as characters remain in an area of sun glare and for 1d4 hours thereafter, or for 1 hour thereafter if the character enters a shadowed or enclosed area. The dazzling effect of sun glare can be negated by a remove blindness spell, but an unprotected character still in an area of sun glare immediately becomes dazzled again when the spell's duration expires.

### Gear

## Weapons

Scabland orcs favor greatclubs and warhammers, but are also commonly found with smaller clubs, daggers, and javelins.

	Cost	Dmg	Critical	Range Increment	Weight	Type
Greatclub	5 gp	1d10			8 lb.	Bludgeoning
Warhammer	12 gp	1d8	x3		5 lb.	Bludgeoning
Club	-	1d6			3 lb.	Bludgeoning
Dagger	2 gp	1d4	19-20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d4	x3		1 lb.	Piercing
Javelin	1gp	1d6		30 ft	2 lb.	Piercing

## Armor

Scabland orcs wear leather armor during their night raids, and often carry bucklers or large shields fashioned from leather and bone. They have little to no access to wood or metal suitable for making armor or shields.

Table: Armor and Shields

	Max Armor Bonus	Armor Weight	Cost	Material
Leather armor	+2	60 lb.	10 gp	Leather
Buckler	+1	5 lb.	5 gp	Leather
Shield, leather	+3	30 lb.	30 gp	Leather

## Other Gear

Scabland orcs frequently encounter natural deposits of oleum, which they sometimes gather and use as a thrown weapon.

# Scabland Orc Wasteland Barbarian

Table: The Wasteland Barbarian

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats	Special
1st	12	+1	+2	+0	+0	4	Sandskimmer	Fast movement, illiteracy, rage 1/day
2nd	18	+2	+3	+0	+0	5		Uncanny dodge
3rd	24	+3	+3	+1	+1	6	Power Attack	Wastelands Trap Sense +1
4th	30	+4	+4	+1	+1	7		Rage 2/day
5th	36	+5	+4	+1	+1	8		Bonus Feat: Sandskimmer 2
6th	42	+6/+1	+5	+2	+2	9	Cleave	Wastelands Trap Sense +2
7th	48	+7/+2	+5	+2	+2	10		Damage reduction 1/-

**Size/Type:** Medium Humanoid (Orc)

**Hit Dice:** HD per chart; hp per chart + (2 x level)

**Initiative:** +1

**Speed:** 40 ft. (8 squares), 30 ft. if heavily encumbered

**Armor Class:** 16 (+1 dex, +2 leather armor, +3 shield), touch 11, flat-footed 15

**Base Attack/Grapple:** per chart/BAB+4

**Attack:** Greatclub BAB+4 (1d10+6)

or warhammer BAB+4 (1d8+4/x3)

or javelin BAB+1 (1d6+4)

**Full Attack:** Greatclub BAB+4 (1d10+6)

or warhammer BAB+4 (1d8+4/x3)

or javelin BAB+1 (1d6+4)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** per chart

**Special Qualities:** per chart

**Saves:** fort per chart +2, ref per chart +1, will per chart -1

**Abilities:** Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 6

**Skills:** Intimidate per chart -2, Listen per chart, Survival per chart

**Feats:** per chart

**Gear:** leather armor, leather shield, greatclub or warhammer

## Weapon and Armor Proficiency

A scabland orc waste barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

## Fast Movement (Ex)

A scabland orc waste barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

## Illiteracy

Barbarians are the only characters who do not automatically know how to read and write. A scabland orc waste barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

## Rage (Ex)

A scabland orc waste barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A scabland orc waste barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

## Uncanny Dodge (Ex)

At 2nd level, a scabland orc waste barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

## Wasteland Trap Sense (Ex)

At 3rd level, a scabland orc waste barbarian adds the bonus from his trap sense class feature to Reflex saves made against natural hazards of the wastes, as well as to his Armor Class against attacks made by natural hazards. Hazards of the wastes include dangers such as lava pools, slipsand, softsand, and other terrain features. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level).

## Improved Uncanny Dodge (Ex)

At 5th level and higher, a scabland orc waste barbarian gains Sandskimmer as a bonus feat.

# Scabland Orc Cleric

Table: The Cleric

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats
1st	8	+0	+2	+0	+2	4	Martial Weapon Proficiency (warhammer)
2nd	12	+1	+3	+0	+3	5	
3rd	16	+2	+3	+1	+3	6	Weapon focus (warhammer)
4th	20	+3	+4	+1	+4	7	
5th	24	+3	+4	+1	+5	8	

**Size/Type:** Medium Humanoid (Orc)

**Hit Dice:** HD per chart; hp per chart + (2 x level)

**Initiative:** -1

**Speed:** 30 ft.

**Armor Class:** 14 (-1 dex, +2 leather armor, +3 shield), touch 9, flat-footed 14

**Base Attack/Grapple:** per chart/BAB+3 (str)

**Attack:** Warhammer BAB+3 (1d8+3/x3)

or javelin BAB-1 (1d6+3)

**Full Attack:** Warhammer BAB+3 (1d8+3/x3)

or javelin BAB-1 (1d6+3)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** per chart

**Special Qualities:** per chart

**Saves:** fort per chart +2, ref per chart +1, will per chart -1

**Abilities:** Str 17, Dex 8, Con 14, Int 8, Wis 13, Cha 10

**Skills:** Concentration per chart +2

**Feats:** per chart

**Gear:** leather armor, leather shield, warhammer

A typical 5th level scabland orc cleric will have the following spells prepared:

- 0: Guidance x2, Virtue x2, Resistance
- 1: Cause Fear x2, Command, Doom, Enlarge Person
- 2: Bull's Strength, Death Knell (if expecting a fight) or Augury, Produce Flame x1, Spiritual Weapon
- 3: Blindness/Deafness, Magic Vestment

## Weapon and Armor Proficiency

Clerics are **proficient** with all **simple weapons**, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

## Strength Domain

### Granted Power

You can perform a feat of strength as a **supernatural ability**. You gain an **enhancement bonus** to Strength equal to your cleric level. Activating the power is a **free action**, the power lasts 1 round, and it is usable once per day.

### Strength Domain Spells

1. **Enlarge Person:** Humanoid creature doubles in size.
2. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

## Fire Domain

## Granted Power

Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

## Fire Domain Spells

- 1. **Burning Hands:** 1d4/level fire damage (max 5d4).
- 2. **Produce Flame:** 1d6 damage +1/ level, touch or thrown.
- 3. **Resist Energy (cold or fire only):** Ignores 10 (or more) points of damage/attack from specified energy type.

# Scabland Orc Druid

Table: The Cleric

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats
1st	8	+0	+2	+0	+2	4	Martial Weapon Proficiency (warhammer)
2nd	12	+1	+3	+0	+3	5	
3rd	16	+2	+3	+1	+3	6	Weapon focus (warhammer)
4th	20	+3	+4	+1	+4	7	
5th	24	+3	+4	+1	+5	8	

**Size/Type:** Medium Humanoid (Orc)  
**Hit Dice:** HD per chart; hp per chart + (2 x level)  
**Initiative:** -1  
**Speed:** 30 ft.  
**Armor Class:** 14 (-1 dex, +2 leather armor, +3 shield), touch 9, flat-footed 14  
**Base Attack/Grapple:** per chart/BAB+2

**Attack:** Warhammer BAB+2 (1d8+3/x2)

or javelin BAB-1 (1d6+2)

**Full Attack:** Warhammer BAB+2 (1d8+2/x3)

or javelin BAB-1 (1d6+2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** per chart

**Special Qualities:** per chart

**Saves:** fort per chart +2, ref per chart +1, will per chart -1

**Abilities:** Str 14, Dex 8, Con 14, Int 10, Wis 13, Cha 11

**Skills:** Handle animal per chart, Knowledge (nature) +2, Listen per chart +1, Survival per chart +3, Ride per chart -1

**Feats:** per chart

**Gear:** leather armor, leather shield, warhammer

A typical 5th level scabland orc druid will have the following spells prepared:

- 0: Guidance x2, Virtue x2, Resistance
- 1: Magic Fang x2, Produce Flame x2
- 2: Barkskin, Flame Blade
- 3: Call Lightning

## Weapon and Armor Proficiency

Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape.

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

## Spells

A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.



Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

## Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells

A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

## Bonus Languages

A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

## Animal Companion (Ex)

A scabland orc druid will typically have a hyena or jackal as an animal companion; a 4th or 5th-level orc druid may instead have a puma or large viper. See below for stats.

## Nature Sense (Ex)

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

## Wild Empathy (Ex)

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

## Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

## Wild Shape (Su)

At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

# Scabland Orc Druid Animal Companions

Given stats are for the companion of a 5th-level druid.

## Hyena

**Size/Type:** Medium Animal

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +3

**Speed:** 50 ft (10 squares)

**Armor Class:** 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

**Base Attack/Grapple:** +3/+5

**Attack:** Bite +6 melee (1d6+3)

**Full Attack:** Bite +6 melee (1d6+3)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Trip

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +6, Ref +7, Will +2

**Abilities:** Str 15, Dex 16, Con 15, Int 2, Wis 13, Cha 6

**Skills:** Hide +4, Listen +7, Spot +5

+4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth

**Feats:** Alertness, Weapon Focus (Bite)

## Trip (Ex)

A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

## Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

## Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

## Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

## Jackal

**Size/Type:** Small Animal

**Hit Dice:** 3d8+6

**Initiative:** +4

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 13

**Base Attack/Grapple:** +2/-?

**Attack:** Bite +7 melee (1d4+2)

**Full Attack:** Bite +7 melee (1d4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +5, Ref +7, Will +2

**Abilities:** Str 14, Dex 18, Con 15, Int 2, Wis 12, Cha 6

**Skills:** Jump +8, Listen +6, Spot +6, Survival +1

+4 racial bonus on Survival checks when tracking by scent

**Feats:** Alertness, Weapon Finesse, Track<sup>B</sup>

## Skills

Jackals have a +4 racial bonus on Jump checks.

## Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

## Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

## Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

## Puma

**Size/Type:** Medium Animal

**Hit Dice:** 3d8+6 (19hp)

**Initiative:** +4

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

**Armor Class:** 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

**Base Attack/Grapple:** +2/+5

**Attack:** Bite +6 melee (1d6+3)

**Full Attack:** Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 1d3+1

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +5, Ref +7, Will +2

**Abilities:** Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

**Skills:** Balance +12, Climb +11, Hide +8\*, Jump +11, Listen +6, Move Silently +8, Spot +6  
+8 to hide in tall grass or heavy undergrowth

**Feats:** Alertness, Weapon Finesse

## Improved Grab (Ex)

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

## Pounce (Ex)

If a puma charges a foe, it can make a full attack, including two rake attacks.

## Rake (Ex)

Attack bonus +6 melee, damage 1d3+1.

## Skills

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

## Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

## Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

## Large Viper

**Size/Type:** Large Animal

**Hit Dice:** 3d8 (13hp)

**Initiative:** +7

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

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

**Base Attack/Grapple:** +2/+6

**Attack:** Bite +4 melee (1d4 plus poison)

**Full Attack:** Bite +4 melee (1d4 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison

**Special Qualities:** Scent

**Saves:** Fort +3, Ref +6, Will +2

**Abilities:** Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

**Skills:** Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

**Feats:** Improved Initiative, Weapon Finesse

## Poison (Ex)

A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a large viper is 11. The save DC is Constitution-based.

## Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

## Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

# Item: Oleum

A black liquid, oleum has a foul, bitter odor. It occurs naturally around the world, but is particularly common in the waste. Though it forms underground, oleum is generally found in surface pools in areas of barren waste terrain.

You can use a flask of oleum as a splash weapon. Use the rules for [alchemist's fire](#), except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. Burning oleum is hard to put out, granting a –4 penalty on the Reflex save to extinguish the fire. The oleum burns away within 4 rounds (eliminating the penalty on putting out the fire).

Raw oleum burns readily, but it is smoky when it does so. The smoke created by burning oleum is heavy smoke (see [Smoke](#)), so a wide area of open air is required for the substance to burn safely. Every round when raw oleum burns, it produces enough smoke to fill a 5-foot cube. For this reason, oleum is typically used only in lamps made to burn outdoors. The smoke drives away flying insects.

Oleum is also used to lubricate moving parts; a flask of it can cover a 5-foot square, provided that the surface is smooth. A creature can walk within or through an area of oleum at half normal speed by making a DC 10 Balance check. Failure means it can't move that round, while failure by 5 or more means it falls prone (see the [Balance skill](#)). If an area of oleum is ignited, it burns for 4 rounds and deals 1d3 points of fire damage to each creature in the area.

A quart of oleum (two flasks) can coat a Medium creature, providing a +4 circumstance bonus on Escape Artist checks and opposed grapple checks made to resist being grappled or to escape a pin. Oleum applied in this manner also acts as insect repellent, protecting you from normal vermin (such as those summoned by insect plague) and granting a +4 bonus to Armor Class against vermin. A creature with oleum on its hands takes a –4 penalty on grapple checks or any task requiring a solid grip, including attack rolls with weapons. A roll of 1 on the attack means the oleum-coated creature drops the slippery weapon.

When worn, oleum is uncomfortable and unpleasant. You take a –2 penalty on Fortitude saves against natural heat effects. Further, oleum makes you quite flammable, granting a –4 penalty on saves against supernaturally hot effects and any attack involving fire, including Reflex saves to put yourself out after catching fire. When subjected to a fire-based attack that does not normally cause subjects to catch on fire, you must make a DC 14 Reflex save or catch on fire. As indicated above, oleum burns away after 4 rounds.

An ounce of oleum can substitute for the material component usually used for a grease spell.

# Sand Dragon

<p>Wyrmling (0-5 yrs) Size/Type: Tiny Dragon (earth) Hit Dice: 3d12 (19) Initiative: +0 Speed: 30 ft., burrow 20 ft., fly 80 ft. (average) Armor Class: 16 (+2 size, +4 natural) touch 12, flat-footed 16 Base Attack/Grapple: +3/-5 Attack: Bite +5 (1d4) or claws +0 (1d3) Full Attack: Bite +5 (1d4) and claws +0 (1d3) Space/Reach: 2½ ft./0 ft. (5 ft. with bite) Special Attacks: Breath weapon Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision Saves: Fort +3, Ref +2, Will +2 Abilities: Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10 Skills: Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6, Survival +6 Feats: Track, Endurance Languages: Draconic</p> <p>Breath Weapon: 15' flaywind cone, 1d4, Ref DC 11 halves</p>	<p>Very Young (6-15 yrs) Size/Type: Small Dragon (earth) Hit Dice: 6d12+6 (45) Initiative: +0 Speed: 30 ft., burrow 20 ft., fly 120 ft. (poor) Armor Class: 18 (+1 size, +7 natural) touch 11, flat-footed 18 Base Attack/Grapple: +6/+3 Attack: Bite +8 (1d6+1) or claws +3 (1d4) Full Attack: Bite +8 (1d6+1) and claws +3 (1d4) Space/Reach: 5 ft./5 ft. Special Attacks: Breath weapon Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision Saves: Fort +5, Ref +3, Will +4 Abilities: Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 10 Skills: Hide +11, Listen +10, Move Silently +11, Sense Motive +10, Spot +10, Survival +10 Feats: Track, Endurance, Stealthy Languages: Draconic</p> <p>Breath Weapon: 20' flaywind cone, 2d4, Ref DC 14 halves</p>	<p>Young (16-25 yrs) Size/Type: Medium Dragon (earth) Hit Dice: 9d12+9 (67) Initiative: Speed: 30 ft., burrow 20 ft., fly 120 ft. (poor) Armor Class: 20 (+10 natural) touch 10, flat-footed 20 Base Attack/Grapple: Attack: Bite +11 (1d8+2) or claws +9 (1d6+1) or wings +9 (1d4+1) Full Attack: Bite +11 (1d8+2) and claws +9 (1d6+1) and wings +9 (1d4+1) Space/Reach: 5 ft./5 ft. Special Attacks: Breath weapon Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision Saves: Fort +8, Ref +5, Will +7 Abilities: Str 14, Dex 11, Con 13, Int 12, Wis 14, Cha 12 Skills: Hide +14, Intimidate +13, Listen +14, Move Silently +14, Sense Motive +14, Spot +14, Survival +14 Feats: Track, Endurance, Stealthy, Multiattack Languages: Draconic, Common</p> <p>Breath Weapon: 30' flaywind cone, 4d4, Ref DC 15 halves</p>
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<p>Juvenile (26-50 yrs)  Size/Type: Medium Dragon (earth)  Hit Dice: 12d12+24 (102)  Initiative: +0  Speed: 30 ft., burrow 20 ft., fly 120 ft. (poor)  Armor Class: 23 (+13 natural) touch 10, flat-footed 23  Base Attack/Grapple: +12/+15  Attack: Bite +15 (1d8+3) or claws +13 (1d6+1) or wings +13 (1d4+1)  Full Attack: Bite +15 (1d8+3) and claws +13 (1d6+1) and wings +13 (1d4+1)  Space/Reach: 5 ft./5 ft.  Special Attacks: Breath weapon, SLAs  Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision  Saves: Fort +12, Ref +7, Will +10  Abilities: Str 16, Dex 11, Con 15, Int 12, Wis 16, Cha 14  Skills: Hide +17, Intimidate +17, Listen +18, Move Silently +17, Sense Motive +18, Spot +18, Survival +15, Knowledge (any one) +4  Feats: Track, Endurance, Stealthy, Multiattack, Power Attack  Languages: Draconic, Common</p> <p>Breath Weapon: 30' flaywind cone, 6d4, Ref DC 18 halves</p> <p>SLAs: At will: Hoboob (DC 15) (caster level 4)</p>	<p>Young Adult (51-100 yrs)  Size/Type: Large Dragon (earth)  Hit Dice: 15d12+45 (142)  Initiative: +0  Speed: 30 ft., burrow 20 ft., fly 120 ft. (poor)  Armor Class: 25 (-1 size, +16 natural) touch 9, flat-footed 25  Base Attack/Grapple: +15/+24  Attack: Bite +19 (2d6+5) or claws +17 (1d8+2) or wings +17 (1d6+2) or tail +17 (1d8+7)  Full Attack: Bite +19 (2d6+5) and claws +17 (1d8+2) and wings +17 (1d6+2) and tail +17 (1d8+7)  Space/Reach: 10 ft./5 ft. (10 ft. with bite)  Special Attacks: Breath weapon, SLAs, spells, frightful presence  Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision, DR 5/magic, SR 18  Saves: Fort +16, Ref +9, Will +12  Abilities: Str 20, Dex 11, Con 17, Int 14, Wis 16, Cha 14  Skills: Concentration +20, Hide +20, Intimidate +20, Listen +21, Move Silently +20, Sense Motive +20, Spot +21, Survival +15, Knowledge (any one) +9  Feats: Track, Endurance, Stealthy, Multiattack, Power Attack, Improved Overrun  Languages: Draconic, Common, any one</p> <p>Breath Weapon: 40' flaywind cone, 8d4, Ref DC 23 halves.</p> <p>Frightful presence: 150-ft. radius, HD 14 or fewer, Will DC 19 negates.</p> <p>SLAs: At will: Hoboob (DC 15) (caster level 5)</p> <p>Spells per day: 5, 3  Spells Known:  0: Flare, Ghost Sound, Message, Open/Close  1: Locate Water, Silent Image  Spell DC: 12 + level</p>	<p>Adult (101-200 yrs)  Size/Type: Large Dragon (earth)  Hit Dice: 18d12+72 (189)  Initiative: +0  Speed: 30 ft., burrow 20 ft., fly 120 ft. (poor)  Armor Class: 28 (-1 size, +19 natural) touch 9, flat-footed 28  Base Attack/Grapple: +18/+29  Attack: Bite +24 (2d6+7) or claws +22 (1d8+3) or wings +22 (1d6+3) or tail +22 (1d8+10)  Full Attack: Bite +24 (2d6+7) and claws +22 (1d8+3) and wings +22 (1d6+3) and tail +22 (1d8+10)  Space/Reach: 10 ft./5 ft. (10 ft. with bite)  Special Attacks: Breath weapon, SLAs, spells, frightful presence  Special Qualities: Immunity to fire, immunity to sleep and paralysis, tremorsense 60 ft., darkvision 120 ft., low-light vision, DR 5/magic, SR 20  Saves: Fort +22, Ref +12, Will +16  Abilities: Str 24, Dex 11, Con 19, Int 14, Wis 18, Cha 16  Skills: Concentration +24, Hide +23, Intimidate +24, Listen +25, Move Silently +23, Sense Motive +21, Spot +25, Survival +16, Knowledge (any one) +15  Feats: Track, Endurance, Stealthy, Multiattack, Power Attack, Improved Overrun, Flyby Attack  Languages: Draconic, Common, any one</p> <p>Breath Weapon: 40' flaywind cone, 10d4, Ref DC 23 halves.</p> <p>Frightful presence: 180-ft. radius, HD 17 or fewer, Will DC 22 negates.</p> <p>SLAs: At will: Hoboob (DC 16); 3/day Dispel water (DC 17) (caster level 6)</p> <p>Spells per day: 6, 5  Spells Known:  0: Flare, Ghost Sound, Mage Hand, Message, Open/Close  1: Locate Water, Silent Image, Ventriloquism  Spell DC: 13 + level</p>
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Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (3-6); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family 1-2 and 3-6 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 9; adult 12; mature adult 14; old 16; very old 18; ancient 21; wyrm 24; great wyrm 27

Treasure: Double standard

Alignment: Always chaotic neutral

This dragon's head is a mass of thick, short horns in irregular rings around its snout, jaws, and neck, giving its entire head a distinct appearance reminiscent of a lamprey. Its large scales are a dark gray-brown, and a crest of broad, short spines runs from its head to the tip of its tail. A membranous frill runs between these spines down the length of the dragon's body, allowing it to undulate through the air rather than flop like other dragons. The dragon smells of dust and dirt. Sand dragons are violent, irritable, and cunning creatures, given to raiding farms for cattle, but leaving the farmers alive as a sign of "mercy" (never mind that the dragon has just devoured the farmer's livelihood). Not exactly evil, but definitely not good, sand dragons are motivated only by what is good for their own survival. In fact, they have a difficult time understanding why any living creature would think any other way.

Sand dragons lay their eggs deep within the sand of the desert, which is partly responsible for their name. As the eggs hatch, the hatchling dragons claw their way up to the surface, giving the impression that the dragons spring spontaneously from the sand. Even at that age, sand dragons have fully developed horns and claws, enabling them to burrow just as easily as their parents. Sand dragon wings are actually not wings at all, but thin membranes of a similar consistency and material to regular dragon wings. These membranes stretch between a double row of spikes that run the length of a sand dragon's back, from the base of its skull to the tip of its tail. These spines can collapse flat along a sand dragon's back when it burrows, protecting the fragile membranes from damage. A sand dragon can also lie flat on a sandy surface and flutter its wings to cover itself with sand, much as a stingray flutters its "wings" to conceal itself on the ocean floor.

In fact, sand dragons make their lairs under the sands, and only emerge to hunt or mate. As a result, sand dragons smell of freshly turned dirt and dust—not a particularly unpleasant smell, but a distinctive one. Due to their burrowing ability, sand dragons have little difficulty. Sand dragons lair in the deep waste disguising their lairs; only their nostrils lie exposed (allowing them to breathe). When sand dragons travel underground—their primary means of sneaking up on prey—they simply hold their breath. Sand dragons are most fond of lizards and rodents, though the older they get, the larger the prey. Young adult and adult sand dragons eat goats and jackals, mature adult and older sand dragons go after cattle, camels, crocodiles, and even giant banded lizards (see page 164).

Sand dragons acquire a good deal of treasure, though they have no real use for it aside from bait for prey. They generally bury it in the sand under their lairs, and lie waiting for the sound of shovels digging toward them.

## COMBAT

Sand dragons hunt by flying high above the ground, looking for herds of cattle or other concentrations of prey, then wait for nightfall to land and burrow up underneath their targets. Using their tremorsense to determine when an animal is in position, the sand dragon then bursts forth, snatches up the startled prey in its mouth or claws, and flies off to devour it in privacy. Alternatively, a sand dragon might locate a trade route and bury itself in the sand along the side of the road, waiting for a caravan to pass. Sand dragons rarely attack from the sky; there are simply too few clouds to provide the kind of concealment a sand dragon prefers.

## Breath Weapon (Su)

Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. The save DC against a breath weapon is  $10 + \frac{1}{2} \text{ dragon's HD} + \text{dragon's Con modifier}$ .

## Frightful Presence (Ex)

A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet  $\times$  the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save ( $\text{DC } 10 + \frac{1}{2} \text{ dragon's HD} + \text{dragon's Cha modifier}$ ) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

## Spells

A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

## Spell-Like Abilities

A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is  $10 + \text{dragon's Cha modifier} + \text{spell level}$ .

## Haboob

Conjuration (Creation) [Air, Earth]

Spell Level 3

Casting Time: 1 standard action

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

Effect: Abrasive dust spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: None or Reflex half; see text

Spell Resistance: No

A thick haze of swirling dust and sand swirls out from the point you designate. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. Unprotected, nonmagical flames are automatically extinguished, and there is a 50% chance that protected flames will be snuffed.

In addition to obscuring sight, the swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 1d4 points of damage per two caster levels (maximum 5d4), with no save allowed. If you conjure haboob so that it appears where creatures are located, each creature takes damage as if passing through the haze. Such creatures take half damage with a successful Reflex save, but if these creatures do not leave the affected area at their next opportunity, they take full damage from the abrading sands (no save) as if they had voluntarily entered the area. Any creature that remains within the affected area for more than 1 round likewise takes damage automatically (no save).

A moderate wind (11+ mph) disperses the dust in 8 rounds; a strong wind (21+ mph) disperses it in 4 rounds. This spell does not function underwater.

## Dispel Water

Abjuration

Spell Level 5

Casting Time: 1 standard action

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

Target or Area: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You call on the power of the waste to counter and dismiss water creatures, spells, and effects. However, dispel water cannot counter an instantaneous spell or effect.

You choose to use dispel water in one of three ways: to dry up a body of water, to counter a water-based spell or effect, or to dismiss an extraplanar creature of the water subtype.

**Dry Up Water:** This effect instantly destroys 200 cubic feet of water per level. Remaining water rushes in to fill the void. Cast in a large body of water, such as an ocean, the destruction of 1,000 or more cubic feet of water produces a strong current that pulls boats and creatures down. Creatures caught in the current must make a DC 20 Swim check to avoid going under. A creature that fails the Swim check is pulled down to a depth of 10 feet per caster level and must hold its breath or begin to drown (see page 304 of the *Dungeon Master's Guide*). The current might capsize vessels: The chance is 95% for a craft shorter than 20 feet long, 50% for one from 20 to 60 feet long, and 20% for one over 60 feet long.

**Counterspell:** Used in this way, dispel water targets a spellcaster and is cast as a counterspell (see page 170 of the Player's Handbook). It only counters spells and spell-like abilities that have the water descriptor, or appear on the Water domain spell list, or clearly involve water (such as create food and water, sleet storm, and wall of ice). To successfully counter the other spell, you must make a dispel check (1d20 + your caster level, maximum +20) against a DC equal to 11 + the spell's caster level.

**Dismiss Water Creature:** Cast in this way, dispel water targets a single extraplanar creature of the water subtype within range. The creature can negate the effect with a successful Will save (and its spell resistance, if any, applies). If it fails to save or resist the spell, the creature is forced back to its home plane.

## Damage Reduction

Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

## Immunities (Ex)

All dragons have immunity to sleep and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

## Spell Resistance (Ex)

As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

## Keen Senses (Ex)

A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

# Catfolk Tribe

Total population of 45 Catfolk. Gold piece limit is 40 gp. The total amount of available coinage, or the total value of any given item of equipment for sale at any given time, is 90 gp.

	L	M	M	M	M	M	M	Lv
	1	2	3	4	5	6	7	
Bard								
Cleric								
Fighter								
Rogue								
Spellthief								
Expert					1			
Warrior	1							
Commoner	1							

Skill	High est Bonu s
Appr aise	10
Bluff	10
Clim b	9
Conc entra tion	5
Craft (bow yer)	14
Craft (arm orsm ith)	10
Craft (leat herw orkin g)	10

Craft (woodworking)	7
Craft (basketweaving)	7
Craft (trapmaking)	5
Decipher Script	10
Diplomacy	12
Disable Device	5
Escape Artist	9
Handle Animal	8
Heal	8
Hide	10
Intimidate	10
Jump	7
Knowledge (arcana)	8

Knowledge (architecture)	5
Knowledge (dungeoneering)	5
Knowledge (geography)	8
Knowledge (history)	8
Knowledge (local)	8
Knowledge (nature)	10
Knowledge (nobility)	6
Knowledge (religion)	8
Knowledge (the planes)	6



Liste n	11
Mov e Silen tly	11
Ope n Lock	9
Perf orm (dan ce)	10
Perf orm (win d instr ume nts)	10
Ride	4
Sear ch	5
Sens e Moti ve	11
Spell craft	7
Spot	4
Survi val	9
Swi m	8
Use Magi c Devi ce	7
Use Rop e	7

- +4 Dexterity, +2 Charisma. • A catfolk's base land speed is 40 feet.
- Low-Light Vision: Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- Racial Skills: Catfolk have a +2 racial bonus on Listen and Move Silently checks.
- +1 natural armor bonus.
- Automatic Languages: Common, Feline. Bonus Languages: Draconic, Gnomish, Halfling, Sylvan.
- Favored Class: Ranger.
- Level adjustment +1.

Size/Type: Medium Humanoid (Catfolk) Commoner 7

Hit Dice: 7d4 (17 hp)

Initiative: +2

Speed: 40'

Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12

Base Attack/Grapple: +3/+5

Attack: Unarmed +5 (1d4+2)

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

Abilities: Str 14, Dex 15, Con 11, Int 12, Wis 10, Cha 14

Skills: Craft (bowyer) +14, Survival +7, Diplomacy +4, Move Silently +4, Heal +2, Listen +2, Sense Motive +2

Feats: Skill Focus (craft bowyer), Self-Sufficient, Negotiator

Alignment: TN

Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Expert 5 (diplomat)

Hit Dice: 5d6 +5 (22hp)

Initiative: +1

Speed: 40'

Armor Class: 12 (+1 dex, +1 natural), flat-footed 11, touch 11

Base Attack/Grapple: +3/+3

Attack: Unarmed +3 (1d4)

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

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

Skills: Appraise +10, Diplomacy +12, Hide +3, Knowledge (nature) +10, Listen +11, Move Silently +5, Perform (dance) +10, Sense Motive +11, Survival +9, Swim +8

Feats: Negotiator, Stealthy

Alignment: LN

Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 4

Hit Dice: 4d8 +4 (22 hp)

Initiative: +5

Speed: 40'

Armor Class: 18 (+5 dex, +1 natural, +2 masterwork leather), flat-footed 13, touch 15

Base Attack/Grapple: +4/+5

Attack: Masterwork composite (+2) shortbow +10 ranged (1d6+2/x3, 105' range)

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

Abilities: Str 15, Dex 20, Con 13, Int 11, Wis 10, Cha 16

Skills: Climb +9, Intimidate +10, Listen +2, Move Silently +7

Feats: Point Blank Shot, Far Shot

Alignment:

Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Commoner 3

Hit Dice: 3d4 (7hp)

Initiative: +4

Speed: 40'

Armor Class: 15 (+4 dex, +1 natural), flat-footed 11, touch 14

Base Attack/Grapple: +1/+3

Attack: Unarmed (1d4)

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 14, Dex 19, Con 10, Int 12, Wis 15, Cha 16

Skills: Craft (armorsmithing) +10, Craft (woodworking) +7, Heal +4, Listen +4, Move Silently +6, Survival +7

Feats: Skill Focus (craft armor), Self-Sufficient

Alignment:

Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Commoner 3

Hit Dice: 3d4 (7hp)

Initiative: +2

Speed: 40'

Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12

Base Attack/Grapple: +1/+2

Attack: Unarmed (1d4)

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

Abilities: Str 12, Dex 15, Con 10, Int 12, Wis 11, Cha 16

Skills: Craft (leatherworking) +10, Craft (basketweaving) +7, Listen +2, Move Silently +4, Survival +5

Feats: Skill Focus (craft leather), Self-Sufficient

Alignment:

Languages: Feline, Common, Halfling

Size/Type: Medium Humanoid (Catfolk) Savage Bard 2

Hit Dice: 2d6-2 (5hp)

Initiative: +3

Speed: 40'

Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather), flat-footed 13, touch 13

Base Attack/Grapple: +1/+2

Attack: Masterwork composite (+1) shortbow +5 (1d6+1/x3, 70' range)

Spells per Day: 3, 2

Spells Known: Flare, Know Direction, Prestidigitation, Resistance, Summon Instrument; Calm Animals, Cause Fear

Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1

Special Qualities: Illiterate

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

Abilities: Str 13, Dex 16, Con 9, Int 8, Wis 11, Cha 20

Skills: Bluff +10, Concentration +4, Diplomacy +10, Hide +10, Listen +2, Move Silently +7, Perform (wind instruments) +10

Feats: Stealthy

Alignment: CN

Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Expert 2 (lorekeeper)

Hit Dice: 2d6+4 (11hp)

Initiative: +2

Speed: 40'

Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12

Base Attack/Grapple: +1/+2

Attack: Unarmed +2 (1d4+1)

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

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

Skills: Appraise +10, Decipher Script +10, Knowledge (arcana) +8, Knowledge (architecture) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +6, Knowledge (religion) +8, Knowledge (the planes) +6, Listen +2, Move Silently +4

Feats: Diligent

Alignment:

Languages: Feline, Common, Sylvan, Halfling, Draconic

Size/Type: Medium Humanoid (Catfolk) Expert 2 (animal wrangler)

Hit Dice: 2d6-2 (5hp)

Initiative: +2

Speed: 40'

Armor Class: 15 (+2 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 12

Base Attack/Grapple: +1/+2

Attack: Unarmed +2 (1d4+1)

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

Abilities: Str 12, Dex 14, Con 9, Int 15, Wis 14, Cha 12

Skills: Bluff +6, Handle Animal +6, Hide +7, Intimidate +6, Knowledge (nature) +7, Listen +4, Move Silently +9, Survival +7, Use Rope +7

Feats: Track

Alignment:

Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 2

Hit Dice: 2d8 (9 hp)

Initiative: +4

Speed: 40'

Armor Class: 17 (+4 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 14

Base Attack/Grapple: +2/+4

Attack: Masterwork composite (+2) shortbow +8 ranged (1d6+2/x3, 105' range)

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

Abilities: Str 15, Dex 19, Con 10, Int 14, Wis 16, Cha 14

Skills: Climb +7, Intimidate +7, Listen +4, Move Silently +7

Feats: Point Blank Shot

Alignment:

Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 2

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 40'

Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13

Base Attack/Grapple: +2/+4

Attack: Masterwork composite (+2) shortbow +7 ranged (1d6+2/x3, 105' range)

Saves: Fort +4, Ref +3, Will +2

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

Skills: Climb +7, Intimidate +7, Listen +4, Move Silently +5

Feats: Point Blank Shot

Alignment:

Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Savage Bard 1

Hit Dice: 1d6+1 (4hp)

Initiative: +3

Speed: 40'

Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13

Base Attack/Grapple: +0/+1

Attack: Masterwork composite (+1) shortbow +4 (1d6+1/x3, 70' range)

Spells per Day: 2

Spells Known: Flare, Know Direction, Prestidigitation, Resistance

Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1

Special Qualities: Illiterate

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

Abilities: Str 13, Dex 17, Con 13, Int 11, Wis 12, Cha 18

Skills: Bluff +8, Concentration +5, Diplomacy +8, Hide +9, Listen +3, Move Silently +11, Perform (wind instruments) +8

Feats: Stealthy

Alignment:

Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Savage Bard 1

Hit Dice: 1d6+1 (4hp)

Initiative: +2

Speed: 40'

Armor Class: 15 (+2 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 12

Base Attack/Grapple: +0/+0

Attack: Masterwork shortbow +3 (1d6/x3, 70' range)

Spells per Day: 2

Spells Known: Flare, Know Direction, Prestidigitation, Resistance

Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1

Special Qualities: Illiterate

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

Abilities: Str 10, Dex 14, Con 13, Int 13, Wis 11, Cha 19

Skills: Bluff +8, Concentration +5, Diplomacy +8, Hide +8, Listen +2, Move Silently +10, Perform (wind instruments) +8, Spellcraft +5

Feats: Stealthy

Alignment:

Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Cleric of Obad-Hai 1

Hit Dice: 1d8+1 (5hp)

Initiative: +5

Speed: 40'

Armor Class: 17 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15

Base Attack/Grapple: +0/+2

Attack: Masterwork light crossbow +5 (1d8/19-20)

Spells per Day: 3; 2+1

Typical Spells: Guidance x3; Bless x2, Entangle

Special Abilities: Turn undead 3/day, speak with animals 1/day, rebuke plant creatures 3/day

Saves: Fort +3, Ref +5, Will +6

Abilities: Str 15, Dex 20, Con 13, Int 10, Wis 18, Cha 11

Skills: Diplomacy +7, Heal +8, Listen +6, Move Silently +7

Feats: Skill Focus (Diplomacy)

Alignment: TN

Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Fighter 1

Hit Dice: 1d10+2 (7hp)

Initiative: +3

Speed: 40'

Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13

Base Attack/Grapple: +1/+4

Attack: Masterwork composite (+3) shortbow +5 (1d6+3/x3, 105' range)

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 17, Dex 17, Con 15, Int 14, Wis 10, Cha 17

Skills: Climb +7, Intimidate +7, Jump +7, Listen +3, Move Silently +5, Swim +7

Feats: Point Blank Shot, Far Shot

Alignment:

Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Wilderness Rogue 1

Hit Dice: 1d6+1 (4hp)

Initiative: +5

Speed: 40'

Armor Class: 18 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15

Base Attack/Grapple: +0/+2

Attack: Masterwork composite (+2) shortbow +5 (1d6+2/x3, 70' range)

Special abilities: Sneak attack +1d6, trapfinding

Saves: Fort +1, Ref +7, Will +0

Abilities: Str 15, Dex 21, Con 13, Int 13, Wis 11, Cha 15

Skills: Climb +6, Craft (trapmaking) +5, Disable Device +5, Escape Artist +9, Hide +9, Listen +6, Move Silently +11, Search +5, Survival +4

Feats: Point Blank Shot

Alignment:

Languages: Feline, Common, Halfling

Size/Type: Medium Humanoid (Catfolk) Spellthief 1 (traded sneak attack for fighter feats)

Hit Dice: 1d6 (3hp)

Initiative: +5

Speed: 40'

Armor Class: +18 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15

Base Attack/Grapple: +0/+1

Attack: Masterwork composite (+1) shortbow +5 (1d6+1/x3, 70' range)

Special Abilities: Steal spell (0 or 1st), trapfinding

Saves: Fort +0, Ref +5, Will +2

Abilities: Str 13, Dex 20, Con 11, Int 14, Wis 10, Cha 12

Skills: Concentration +4, Decipher Script +5, Disable Device +5, Knowledge (arcana) +5, Listen +2, Move Silently +7, Open Lock +9, Spellcraft +7, Spot +4, Use Magic Device +7

Feats: Dodge, Magical Aptitude

Alignment:

Languages: Feline, Common, Halfling, Draconic