

Monsters of the Empire

The monsters of the Empire appendix contains several creatures that are new to this setting. Most of them are spirits and outsiders (since the cosmology of the Shattered Empire varies significantly from that of standard D&D), but there are also a few other creatures with an Asian theme.

Bone Cavalry – Restless Horseman

Medium Undead (Spirit)

Hit Dice:	4d8 (18 hp)
Initiative:	0
Speed:	15 ft.
AC:	14 (+4 natural armour)
Attacks:	long sword +3 or lance +4
Damage:	1d8+2 or 1d10+2
Face/Reach:	5 ft/ 5 ft
Special Attacks:	breath weapon
Special Qualities:	undead, resurrection
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 14 (+2), Dex 10 (+0), Con -, Int 11 (+0), Wis 9 (-1), Cha 10 (+0)
Skills:	Ride +9, Listen +6, Jump +9, Spellcraft +7, Climb +9, Intimidate +6
Feats:	Weapon Focus (Lance), Mounted Combat

Climate/Terrain:	any open
Organisation:	pack (2-8 horsemen + 2-8 mounts)
Challenge Rating:	2
Treasure:	normal
Alignment:	always lawful evil
Advancement:	none

The bone cavalry is a unit of undead horsemen that sold their souls to a powerful creature of the Shadow Plane long ago and since then serve it by roaming the real world in search of fresh blood to dye their robes in.

Originally the bone cavalry were barbarian riders of the Tulpi clan from the North who - at the edge of defeat - pledged their souls to a powerful dark entity. They won the battle and little harm was apparent at that time. However, all horsemen who dies from that point on rose as either skeletal riders or fleshless lizard like steeds. When the other clans found out about this they banded together, eradicated the Tulpi and burned their corpses. Only those who had turned into undead before escaped the slaughter and now roam the real world challenging all they pass to combat. Sometimes their dark and unknown master grants mortal authority over these creatures but only for a limited time and almost always with gruesome endings of that time span.

A restless horseman looks a an animated skeleton but has burning red orbs as eyeballs and a bright red robe that drips with the never-drying blood of its former kills.

Combat

Restless horsemen will almost always fight mounted and attack with absolute recklessness since they know that they cannot be truly killed. Often they will charge into the middle of their enemies and only when they are pinned down they will use their breath weapon.

breath weapon (su): Once per day a restless horseman can breathe a 20 ft. cone of cold, doing 4d6 damage (Ref DC: 14 for half).

resurrection (su): a horseman that is slain will resurrect in a year. The only way to get rid of them is to lock them up or bury them 'alive' and even then they might get free one day...

Bone Cavalry - Skeletal Steed

Large Undead (Spirit, long)

Hit Dice:	6d8 (27 hp)
Initiative:	+1 (dex)
Speed:	40 ft.
AC:	13 (+4 natural armour, -1 size)
Attacks:	gore +7
Damage:	1d8+5
Face/Reach:	5 ft x 10 ft./ 5 ft
Special Attacks:	-
Special Qualities:	undead, resurrection
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 20 (+5), Dex 13 (+1), Con -, Int 8 (-1), Wis 9 (-1), Cha 10 (+0)
Skills:	Climb +14, Jump +14, Swim +14, Wilderness Lore +8, Listen +5
Feats:	Track

Climate/Terrain:	any open
Organisation:	pack (2-8 horsemen + 2-8 mounts)
Challenge Rating:	2
Treasure:	normal
Alignment:	always lawful evil
Advancement:	none

The skeletal steeds of the bone cavalry are almost as intelligent as their riders but nevertheless dominated by their hunger for souls. A skeletal steed looks like a fleshless velociraptor with a single bladelike horn. Its ribcage is filled with the souls of those that it killed (who therefore cannot be resurrected). These semitransparent faces scream in agony and are quite unsettling to those who look at them.

Skeletal steeds are usually mounted by a restless horseman and follow its orders. If the rider is killed, the steed will do everything to kill the opponent responsible for this.

Combat

Skeletal steeds are usually under the control of their rider and therefore the tactics are dominated by the horseman.

resurrection (su): a horseman that is slain will resurrect in a year. The only way to get rid of them is to lock them up or bury them 'alive' and even then they might get free one day...



Dixian

The Dixian, or earth spirits, are known for their slow and stubborn mentality. Dixian are all spirits who are tied to the material world and who are not demonic. They hold the lowest ranks in the celestial bureaucracy and have duties that involve keeping natural balance, fertility, and other duties involving nature. Often they guard particularly beautiful sites.

Dixian - Pebble Spirit

Small Humanoid (Spirit)

Hit Dice:	1/2d8 (4 hp)
Initiative:	+0 (+0 dex)
Speed:	20 ft.
AC:	14 (+0 Dex, +3 natural armor, +1 size)
Attacks:	+1 short sword
Damage:	1d6
Face/Reach:	5ft./5ft.
Special Attacks:	-
Special Qualities:	Darkvision 120 ft., Meld into Earth
Saves:	Fort +2, Ref+0, Will-1
Abilities:	Str 10 (+0), Dex 10 (+0), Con 13 (+1), Int 10 (+0), Wis 9 (-1), Cha 8 (-1)
Skills:	Hide+3, Listen+3, Craft (ironwork, tunneling or prospecting)+3
Feats:	-

Climate/Terrain:	Any underground
Organisation:	Any
Challenge Rating:	1/2
Treasure:	none
Alignment:	Always neutral
Advancement:	Small (1-2 HD), Medium (3 HD)

Pebble Spirits are small grey spirits that are slow and always in a bad mood unless they are offered presents (they love anything shiny or stones with interesting shapes). They usually live in cave complexes and search their area for metal goods and shiny things, above and below ground. They are seldom bothered by their superiors in the celestial bureaucracy unless there is tunneling required. There is little reason to fear these creatures, unless one decides to raid their tunnels, in which case they become agitated and fearless fighters, who would rather die than surrender.

Combat

The pebble spirits prefer to team up on their enemies and aid each other, such that one of them gets a decent chance to hit. Sometimes they will set up traps or use their meld into earth ability to ambush intruders to their complexes.

Meld into Earth (su): as a standard action, twice per day, a pebble spirit can merge with any earth surface, similar to the *Meld into Stone* spell, but available for any ground substance. Also they can keep up this state for 10 hours.

Society

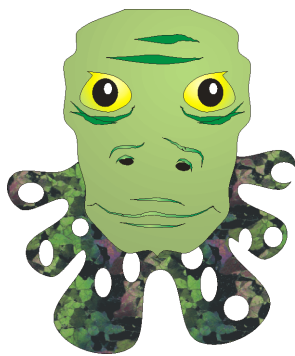
Pebble spirits prefer to live in loose communities without leaders or hierarchy. They seem to get along quite well, unless treasure is the game - in this case their will be a friendly brawl until only one competitor is left. Even evil pebbles will not harm their kind, reserving their malice for mortals. They are of a very low rank in the spirit bureaucracy and are often ordered by more powerful spirits to create underground complexes.

Dixian - Seaweed Spirit

Medium Fey (Spirit, Water)

Hit Dice:	2d6+2 (9 hp)
Initiative:	0
Speed:	10 ft., swim 30 ft.
AC:	13 (+3 natural)
Attacks:	trident +1 or crossbow +1
Damage:	1d8 or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	spell-like abilities
Special Qualities:	water breathing, area knowledge
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str 10 (+0), Dex 11 (+0), Con 13 (+1), Int 10 (+0), Wis 11 (+0), Cha 13 (+1)
Skills:	Animal Empathy +6, Concentration +6, Knowledge (nature) +10*, Heal +5, Spellcraft +5, Profession (fisherman) +5, Diplomacy +3
Feats:	Iron Will

Climate/Terrain:	any underwater
Organisation:	solitary, circle (2-8 spirits, 1-4 aquatic animals)
Challenge Rating:	1
Treasure:	normal
Alignment:	always neutral
Advancement:	large (3-6 HD)



Seaweed spirits are the least spirits living in the sea. They are often found near large groves of sea weed, where they go after their jobs which usually involve protecting the natural balance. Seaweed spirits hold a low rank in the celestial hierarchie, but some of the more powerful ones even have their own shrines - often undersea civilisations offer sacrifices in return for a fertile harvest of sea plants or coastal fishermen pray for save passage.

Seaweed spirits are usually green-skinned and skinny, with exaggerated facial features. Instead of hair, bundles of seaweed sprout from their head, sometimes even forming wild beards. The more powerful a seaweed spirit becomes the more unique it

becomes, growing fins, extra arms, or becoming more eel-like.

While not good creatures, these spirits will not harm others unless ordered to do so by their superiors or when the natural balance is threatened. Many are playful and curious and quite a few love presents made to them.

Spell-like Abilities (sp): at will, a seaweed spirit can use the following spell-like abilities (as a divine caster with a level equal to its hit dice -1 and save DCs of 12); *ink cloud* (as *obscuring mist* but only works underwater), *create water*, *calm animals*, *detect animals or plants*, *entangle*, and *cure light wounds* (the latter only 3 times per day).

Area Knowledge (su): a spirit that is bound to a sea weed grove knows everything that has happened there during the time it stayed there.

* seaweed spirits gain a +5 racial bonus on knowledge (nature).

Dixian - Tree Spirit

Medium Fey (Spirit)

Hit Dice:	5d6+20 (37 hp)
Initiative:	-1 (dex)
Speed:	15 ft.
AC:	15 (+6 natural, -1 dex)
Attacks:	2 claws +2
Damage:	2 x 1d6
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	spell-like abilities
Special Qualities:	area knowledge
Saves:	Fort +7, Ref +3, Will +5
Abilities:	Str 10 (+0), Dex 9 (-1), Con 18 (+4), Int 10 (+0), Wis 13 (+1), Cha 13 (+1)
Skills:	Animal Empathy +7, Concentration +12, Knowledge (nature) +12*, Heal +6, Spellcraft +5, Profession (logger) +7, Diplomacy +5
Feats:	Great Fortitude, Skill focus (Concentration)

Climate/Terrain:	any forest
Organisation:	solitary, group (1 tree spirit, 1-6 lesser plant spirits)
Challenge Rating:	3
Treasure:	normal
Alignment:	usually lawful neutral
Advancement:	large (3-6 HD), huge (7-12 HD)

These spirits look somewhat like miniature trees, slightly less in size than a human. They have two branches that work as arms and two trunk-like legs. Their body is long and cylindrical, with a gnarled-looking face and a green beard. Humans often come to them to profit from their vast knowledge about the forest and to obtain their permission to cut down trees. The tree spirits are usually linked to a large section of a forest and have been ordered by the celestial bureaucracy to grant any reasonable request.

Tree spirits are slow and full of wisdom, yet have a mischievous sense of humour which seldom shows and always surprises. Some have a tendency to speak like Yoda. They hold a low rank in the bureaucracy but have the right to command all plant spirits that belong to plants smaller than trees.

Spell-like Abilities (sp): at will, a tree spirit can use the following spell-like abilities (as a divine caster with a level equal to its hit dice -1, with save DCs at 13); *backbiter*, *barkskin*, *charm animal*, *create water*, *calm animals*, *detect animals or plants*, *entangle*, *warp wood*, *wood shape* and *cure light wounds* (the latter only three times per day).

Area Knowledge (su): a spirit that is bound to a grove knows everything that has happened there during the time it stayed there.

* tree spirits gain a +5 racial bonus on knowledge (nature).

Flame Brute

Large Elemental (Fire)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+6 (dex, improved initiative)
Speed:	40 ft.
AC:	15 (-1 size, +2 dex, +4 natural)
Attacks:	bite +7
Damage:	1d8+4 + 1d4 (fire damage)
Face/Reach:	5ft. x 5 ft. / 5 ft.
Special Attacks:	burn
Special Qualities:	keen scent, elemental qualities, immune to fire, double damage from cold except on successful save
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 17 (+3), Dex 15 (+2), Con 13 (+1), Int 10 (+0), Wis 12 (+1), Cha 9 (-1)
Skills:	spot +8, listen +8, jump +9
Feats:	Improved Initiative

Climate/Terrain:	Volcanoes
Organisation:	Solitary or pack (2-8)
Challenge Rating:	3
Treasure:	none
Alignment:	always chaotic evil
Advancement:	character class

Flame Brutes are tall and skinny brownish giants covered with dark red flames. The most impressive feature of these creatures are their huge neckless heads with over-sized shark-like maws. Most of the time they squat on all fours, ready to jump at their prey.

Indeed, hunger is the most dominating urge of these creatures. When not out to hunt, they constantly complain about their hunger and stare greedily at anything even remotely edible (including humanoids). While they are not stupid, flame brutes are so focused on the hunt that their urges often overwhelm them and make them behave as if their intelligence is much lower.



Combat

Flame Brutes are not masters of subtle combat, preferring to charge into the nearest target and rip it to shreds, possibly mauling the corpse before moving on to the next opponent. Retreat is not part of their vocabulary (which is rather limited in any event).

Burn (ex): every time an opponent is hit or attacks the brute with an unarmed or natural weapon attack, he must make a reflex save vs. DC 17 or catch on fire for 1d4 rounds.

Elemental (su): Elementals are immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Keen Scent (ex): the brute can smell living beings in a radius of 180 feet.

Guixian

The Guixian, or demonic spirits, are foul beings that taunt mortals with their powers and feast on the flesh of the innocent. Guixian are not creatures of the Shadow Plane but rather denizens of the real world. They are isolated and unorganised villains that have little concept of such things as rulership, ambition, and long-term planning. The Guixian are not stupid however and are sometimes the only ones who would know a solution for a problem. Many folk tales tell about heroes who tricked Guixian into revealing a secret or had to perform almost non-feasible labours to be rewarded with a solution.

Guixian can hold various ranks in the spirit bureaucracy. If they are ordered to do things, they rejoice in doing shoddy work or misinterpreting their orders to cause harm. To those they rule, they give demeaning and evil orders, enjoying to cause moral conflict. Luckily the heavenly spirits keep an eye on these rowdies and usually overrule their evil orders.

There are many different types of Guixian and many *Oni* can be used as Guixian as well.

Guixian - Ling Hun Chui (Hardfisted Spirit)

Small Shapechanger (Spirit)

Hit Dice:	4d8+20 (38 hp)
Initiative:	+0 (+0 dex)
Speed:	15 ft.
AC:	16 (+0 Dex, +5 natural armor, +1 size)
Attacks:	+3 fist
Damage:	1d4-1
Face/Reach:	5ft./5ft.
Special Attacks:	Thousand fists, mental attacks
Special Qualities:	Stoneshape, gemlust
Saves:	Fort +9, Ref+1, Will+2
Abilities:	Str 9 (-1), Dex 10 (+0), Con 19 (+5), Int 10 (+0), Wis 12 (+1), Cha 8 (-1)
Skills:	Listen +8, move silently +10, hide +11, appraise +2
Feats:	-

Climate/Terrain:	Any mountains or plains
Organisation:	Solitary
Challenge Rating:	3
Treasure:	double gems
Alignment:	Often lawful evil
Advancement:	Medium (5-6 HD)

Ling Hun Chui are small malicious spirits who live in rocky areas where they use their shape changing abilities to hide among the debris and boulders. They are reknown for their almost insane desire for gems which can be used to distract them in combat.

The hardfisted spirits are short obese men of gray skin with stubby legs and long arms ending in oversized fists. They have a weak copper smell surrounding them. While they are slow and seem to be lost in thought even in combat they can use their fists for rapid attacks much to the surprise of their enemies.

Ling Hun Chui are only motivated by their lust for gems and can often be talked into performing services for those with rare gems. If cheated however, they will not rest until they have killed the culprit.

Combat

Lin Hun Chui are notoriously slow and thus try to hide in undergrowth or behind obstacles when approaching their enemies, possibly using their mental powers at that stage. If out of sight they will change into stone shape and wait to ambush anyone foolish enough to follow them. Clearly, they are better on the defensive unless aided by other spirits.

Thousand Fists (su): As a full attack, a hardfisted spirit can strike in a flurry of blows that allows him 5 attacks rather than normally one, without any penalty.

Mental Attacks (sp): The Lin Hun Chui has great power over the mind of humans and korobokuru (and no other races). Once per day it can use *Charm Person*, *Sleep*, and *Tasha's Hideous Laughter*. At will it can use *Daze*. All saves are vs. a DC of 13.

Stoneshape (sp): At will a Lin Hun Chui can change into a small boulder as a standard action, retaining all its stats but unable to move. While in stone shape the spirit can still use its mental attacks. In a rocky environment it gains a +8 circumstance bonus to hide. Changing back into normal form is a free action.

Gemlust (ex): Hardfisted spirits are obsessed with gems and are easily distracted by them. When seeing a gem, the spirit must make a will save vs. DC 10 + 1 per 100gp of value beyond 500, or try to get it at all costs. This usually involves attacking those carrying it or other actions to get hold of the stone. Even the most obvious traps are ignored in this state.

These spirits gain a +3 racial bonus to move silently.

Guixian - Blurry Lurker

Small Fey (Spirit)

Hit Dice:	d6-1 (2 hp)
Initiative:	+0 (+0 dex)
Speed:	30 ft.
AC:	12 (+1 size, +1 dex)
Attacks:	-1 bite
Damage:	1d4-1
Face/Reach:	5ft./5ft.
Special Attacks:	Spells
Special Qualities:	Blurred
Saves:	Fort -1, Ref +1, Will +7
Abilities:	Str 9 (-1), Dex 12 (+1), Con 8 (-1), Int 10 (+0), Wis 15 (+2), Cha 11 (+0)
Skills:	Craft (trapmaking) +6, disable device +5, spot +6, listen +6, jump +3, use magic device +4, search +6, hide +3
Feats:	Skill focus (craft, trapmaking), iron will

Climate/Terrain:	Any underground
Organisation:	Clans (2-40 lurkers)
Challenge Rating:	1/2
Treasure:	normal
Alignment:	Always chaotic
Advancement:	By character class

Blurry Lurkers prefer to live in ruins or caves, where they can build traps for the unwary. They are not interested in money or human flesh, it is more of an intellectual curiosity that makes them set up all these traps. Therefore anybody who can provide inspiration for new traps can even befriend these insane spirits (even though a friendship with these fiends can be quite dangerous as well).

From afar a lurker looks like a blurry little spot, that can be easily spotted due to the buzzing movement that surrounds it but is hard to focus on. It is dark blue and has a disproportionately large head on its skinny body. The lurkers also sport obscenely huge genitals which are mercifully blurred as well. When a lurker dies the blur leaves and the body dissolves into a disgusting puddle.

Combat

Blurry Lurkers only fight if cornered. Usually they just set up traps and watch from a safe distance. If the trap seemed particularly successful they might move in to investigate, emitting high-pitched squeals of delight and dancing around with joy.

Spells (sp): lurkers can cast the following spells as a 1st level sorcerer: *Mage Hand*, *Open/Close*, *Ghost Sound*, and *Daze* for a total of 5 times per day and *Animate Wood*, *Backbiter* and *Spider Climb* for a total of 2 times per day.

Blurred (su): lurkers cannot be focused on by their enemies' eyes and are therefore considered concealed. This implies a 20% miss chance.

Favoured class is Expert (with focus on trapmaking).

Guixian - Tounge Lasher

Medium-Size Monstrous Humanoid (Spirit)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+7 (improved initiative, +3 dex)
Speed:	10 ft, fly 40 ft. (poor)
AC:	15 (+3 Dex, +2 natural armor)
Attacks:	2 claws +2 or 1 tounge +6
Damage:	1d4-1 claws or 1d6-1 tounge
Face/Reach:	5ft./15ft. (tounge only)
Special Attacks:	Improved grab, constrict
Special Qualities:	Magical ambush, mist sight
Saves:	Fort +1, Ref +6, Will +6
Abilities:	Str 9 (-1), Dex 17 (+3), Con 13 (+1), Int 10 (+0), Wis 14 (+2), Cha 10 (+0)
Skills:	Jump +8, Listen +4, Spot +4, Hide +4, Balance +9, Swim +0, Tumble +11
Feats:	Weapon Finesse (Tounge), Iron Will

Climate/Terrain:	Marsh
Organisation:	Single, circle (4), or grand circle (4 circles , i.e. 16)
Challenge Rating:	3
Treasure:	standard
Alignment:	Always evil
Advancement:	Large (4-8HD)

Tounge lasher Guixian are disgusting skinny creatures that live in swamps and love to harass and kill innocent travellers. They have green slimy skin, two huge transparent frog-like eyeballs and a gaping mouth with rotten teeth. Their tounge is 15 feet long and sticky.

Tounge lashers are very agile and are almost always in motion.

A tounge lashers territory can be recognized by the many dead animals around its lair. Since a lasher is entirely herbivorous, these creatures are never eaten, only killed for the sport of it. These carcasses are usually covered with slimey trails, left by the lashers incredible tounge.

Combat

Tounge lashers love to use ambushes, usually on those they percieve as weak. They use their magical abilites first to confuse their victims and then attack them from a range with their tounge. If they are seriously threatened they will retreat. The lashers are basically evil pranksters and cowards at heart. If captured they will give away all their treasure to buy their freedom.

Magical Ambush (sp): the tounge lashers are masters of ambush due to their spell-like abilities. At will they can create an *Obscuring Mist*. Also they can cause *Darkness* once per day.

Mist Sight (ex): tounge lashers are so adapted to misty environments that their sight is not affected by them.

Improved Grap (ex): when a lasher hits with its tounge, it can automatically attempt to grapple the enemy. The victim is drawn to the lasher.

Constrict (ex): A grappled creature suffers 1d6+3 damage due to the choking crush of the tounge.

Tounge Lashers get a +3 racial bonus to jump and a +2 racial bonus to tumble.

Jade Warrior

Medium-Size Construct

Hit Dice:	4d10 (22hp)
Initiative:	+7 (+3 dex, +4 improved initiative)
Speed:	40 ft.
AC:	16 (+3 Dex, +3 natural armor)
Attacks:	2 swords +9, melee
Damage:	1d8+6
Face/Reach:	5ft./5ft.
Special Attacks:	Wounding
Special Qualities:	Construct, resistance, two-faced, jump
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 20 (+6), Dex 17 (+3), Con -, Int -, Wis 10 (+0), Cha 10 (+0)
Skills:	-
Feats:	Improved initiative, ambidexterity, two-weapon fighting

Climate/Terrain:	Any land
Organisation:	Any
Challenge Rating:	3
Treasure:	none
Alignment:	Always neutral
Advancement:	none

Jade Warriors are the elite fighters of the Jade Emperors army. They are used for key strikes, special missions and other duties where their terracotta brethren are too weak. Folklore claims that the jade warriors are the officers of the terracotta army yet this is not true! Actually they are just as mindless as all other constructs in the service of the Jade Emperor.

Despite this fact however, they are formidable opponents. Each warrior wields two barbed swords made of jade (actually a part of the creature and not a weapon) that cause terrible wounds while wielded by the statue and easily breaks when taken away from it. With its two faces (opposite to the other) it is almost impossible to flank.

Combat

Jade warriors attack without remorse and always according to the same pattern. When more than one is involved in combat, one of them goes into the middle of the enemies and allows its team mates to flank them. The warriors use their high dexterity and speed to outmaneuver their enemies.

Construct: Immune to mind affecting spells, poison, disease, etc. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistance: the jade warrior has cold resistance of 4 and fire resistance of 5.

Two-faced (ex): due to its two faces, a jade warrior cannot be flanked unless blinded on at least one side.

Jump (su): at will, as a partial move action, the jade warrior can jump 40 ft. into any direction (even up). This move action can also be used for a charge (even though range stays at 40 ft.)

Wounds: the warrior inflicts terrible bleeding wounds that cause 1 point of damage per round, until any healing magic is performed or a *heal* check vs. DC 12 is passed (as a full-round action).

Red Jungle Spider

Large Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (dex)
Speed:	40 ft., climb 20ft.
AC:	14 (-1 size, +3 dex, +2 natural)
Attacks:	Bite +4
Damage:	1d8+3
Face/Reach:	10 ft. x 10 ft. / 5 ft.
Special Attacks:	Acid Spittle
Special Qualities:	Acid Resistance 5, Fire Resistance 3, Vermin
Saves:	Fort+5, Ref+4, Will+1
Abilities:	Str 15, Dex 17, Con 12, Int-, Wis 10, Cha 2
Skills:	Climb +14, Hide +6, Jump +8, Spot +13
Feats:	-

Climate/Terrain:	Any jungle (but most common in the bloodrain jungle)
Organisation:	solitary
Challenge Rating:	2
Treasure:	none
Alignment:	always neutral
Advancement:	6-9 HD (large), 10-23 HD (huge)

The red jungle spider is an impressively huge creature with green chitin armour that turns bright red when the spider gets enraged during combat. Unlike most spiders, this one does not spin webs, preferring to lurk in the trees to descend on unsuspecting lone victims that come their way. The tasloi in the bloodrain jungle often use red spiders as mounts, feeding them special weeds that will enhance their acid spittle.

Combat

Usually red spiders hide in the trees, attacking lone targets with their acid spittle before closing in to finish the enemy off. However, when used as mounts by the tasloi, the spiders will usually stay in the trees, spitting acid as often as possible and serving the tasloi elite archers as mobile combat platform.

Acid Spittle (ex): Three times per day, a red jungle spider can vomit forth a 15 foot line of acid that deals 3d6 points of acid damage. Those passing a reflex save of 11 take only half damage.

Biting Weed

This dangerous plant looks like a beautiful orchid-like flower, growing on rotten trees. However, those who touch it quickly find out about its acidic qualities, taking 1d4 acid damage.

The tasloi tribes harvest the biting weed and feed it to their red spider mounts. Those spiders that regularly consume the weed have the save DCs of their acid spittle increased by 2 and its range increased by 5 feet.

Silver Warrior

Large Construct (Spirit)

Hit Dice:	6d10 (33hp)
Initiative:	0
Speed:	20 ft.
AC:	18 (+0 Dex, +12 natural armor, -4 size)
Attacks:	4 swords +8, melee
Damage:	1d8+8
Face/Reach:	10ft./10ft.
Special Attacks:	Wounding, fire breath
Special Qualities:	Construct, immunities, resistance, jump
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 24 (+8), Dex 10 (+0), Con -, Int 10 (+0), Wis 14 (+2), Cha 10 (+0)
Skills:	-
Feats:	multidexterity, multiweapon fighting

Climate/Terrain:	Any land
Organisation:	Single, warband (1 silver warrior, 3-60 terracotta warriors), strike team (1 silver warrior, 1-6 jade warriors)
Challenge Rating:	5
Treasure:	none
Alignment:	Often lawful
Advancement:	none

Silver warriors are a unique creation of the Jade Emperor to reward his most loyal and competent followers. These giant statues of four-armed soldiers house the spirits of fallen retainers that have thus been rewarded with some form of immortality. Therefore silver warriors retain their original intelligence and make formidable leaders for the armies of the Emperor. There is only a handful of them but they are always found at the helm of powerful construct armies.

Combat

Silver warriors are the elite among the animated soldiers due to their intelligence. They are commanders more than fighters but will wade into the middle of combat when necessary.

Construct: Immune to mind affecting spells, poison, disease, etc. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities: a silver warrior is immune to enchantment magic due to its powerful wards (displayed dominantly on its chest - these can be identified by a spellcraft check vs. DC 18).

Resistance: the silver warrior has elemental resistance of 8 and damage resistance 5/+1.

Jump (su): at will, as a partial move action, the jade warrior can jump 40 ft. into any direction (even up). This move action can also be used for a charge (even though range stays at 40 ft.)

Wounds: the warrior inflicts terrible bleeding wounds that cause 1 point of damage per round, until any healing magic is performed or a *heal* check vs. DC 12 is passed (as a full-round action).

Fire Breath (su): at will, as a full action, the warrior can breathe a cone of fire (30 ft. long, 5 ft. wide at the end) for 3d6 damage (reflex DC 16 for half damage).

Servant Races of the Wheel of Order

The Wheel of Order is a god-like being from the Realms Beyond that is said to be a gigantic squid whose tentacles are spread out over a whole layer and that constantly revolves around itself. The wheel is the patron of tyrants and oppressors - the dark side of orderly society.

The Wheel of Order has a loose alliance with the Samurai of the Southern Sea but its primary worshippers are the Illithids who were created in its image (to a degree) during the days when the ancient gods walked the lands of the living.

The mind flayers have been gifted with the skills to use humanoid females and manipulate their wombs with special artefacts to give birth to various foul creatures of their design. These women will forever produce the creature they have been impregnated with, giving birth to abomination after abomination.

Most abominations are insectoid but slimy amphibian evils are often produced as well.

Horror Slug

Large Aberration

Hit Dice:	7d8+28 (59)
Initiative:	-2 (dex)
Speed:	10 ft. (cannot run), burrow 10 ft.
AC:	10 (-1 size, -2 dex, +3 natural)
Attacks:	pseudopod +9, bite +4
Damage:	pseudopod 1d4+5 and paralysis, bite 2d6+3
Face/Reach:	5 ft. x 15 ft. / 10 ft. (with pseudopod) or 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +6, ref +0, will +3
Abilities:	Str 20 (+5), Dex 7 (-2), Con 18 (+4), Int 7 (-2), Wis 7 (-2), Cha 10 (+0)
Skills:	Balance +8, Hide +4, Move Silently +4
Feats:	Power Attack

Climate/Terrain:	Any underground
Organisation:	Solitary or with handler
Challenge Rating:	4
Treasure:	-
Alignment:	Always neutral evil
Advancement:	huge (8-12 HD)

The horror slug is a disgusting worm-like creature that has can protrude a slimy tentacle-like pseudopod near its beaked mouth. It has a dull orange colour and smells of decay. When excited it emits a shrill sound and starts thrashing around without apparent aim. The slugs are seldom encountered alone - usually they are controlled by a vermin cultist.

In combat the slugs try to hit people with their tentacles, paralyse them and then move in to devour them.

Paralysis: when the slug hits an opponent with its pseudopod, the victim must make a fortitude save vs. DC 13 or be paralysed for 1d6 rounds.

Tunnel Terror

Medium Aberration

Hit Dice:	2d8+2 (11 hp)
Initiative:	-1 (-1 dex)
Speed:	50 ft., climb 40 ft., swim 20 ft.
AC:	16 (-1 dex, +7 natural)
Attacks:	2 claws +3, bite -2
Damage:	claws 1d4+2, bite 1d2+2 (and poison)
Face/Reach:	5ft./5ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Spell resistance 5
Saves:	Fort +4, Ref +0, Will +1
Abilities:	Str 14 (+2), Dex 8 (-1), Con 13 (+1), Int 4 (-3), Wis 13 (+1), Cha 11 (+0)
Skills:	Climb +10, Listen +3, Spot +3, Move Silently +4, Wilderness Lore +3
Feats:	Track

Climate/Terrain:	Any underground
Organisation:	Solitary, group (1-8), or swarm (10-100)
Challenge Rating:	2
Treasure:	-
Alignment:	Always neutral evil
Advancement:	-

Tunnel terrors are human sized insect terrors that have 6 extremities that they can use as either claws or for movement. They are jet black, shiny in direct light, and have long antennae and impressive mandibles dripping with a foul liquid. A prominent feature is their cinnamon smell which they emit once they are hurt. While quite pleasant this is actually the smell of the creature's poison. The tunnel terrors are not very intelligent creatures and are usually commanded by more intelligent servitors of the illithids, often sent in waves after waves to soften up the enemy.

Combat

Tunnel terrors love to lurk in the darkness or sneak up on unwary victims. They are quite fast and use ceilings, walls and floor as if it was one surface. Their main weakness is their focus on one victim once they have chosen to attack and their slow reaction speed (as opposed to their movement).

Improved Grab (ex): The tunnel terror has strong mandibles that allow it to automatically grapple upon hitting an opponent. A grappled opponent can be injected the poison with a tiny stinger between the terror's eyes.

Poison (ex): The tunnel terrors poison deals 1d4 temporary intelligence damage as primary and as secondary damage. (Fort DC 12)

Tunnel terrors gain a +6 racial bonus to climb and +2 to move silently.

Verman Warrior

Medium Monstrous Humanoid

Hit Dice:	1d8+6 (11 hp)
Initiative:	+1 (dex)
Speed:	30 ft., climb 30 ft.

AC:	13 (+1 dex, +2 natural)
Attacks:	2 claws +1
Damage:	2 claws 1d4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Poison Breath
Special Qualities:	Darkvision 100 ft.
Saves:	Fort +5, Ref +1, Will -1
Abilities:	Str 10 (+0), Dex 13 (+1), Con 16 (+3), Int 10 (+0), Wis 9 (-1), Cha 10 (+0)
Skills:	Jump +4, Balance +5, Intuit Direction +4, Hide +5, Move Silently +5
Feats:	Toughness

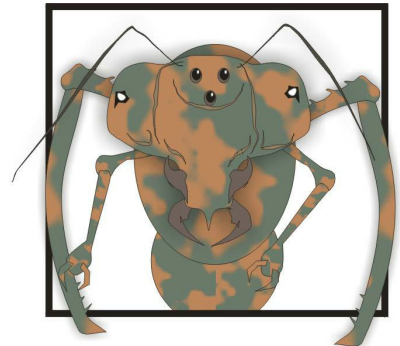
Climate/Terrain:	Any underground
Organisation:	Solitary, group (1-8), or swarm (10-100)
Challenge Rating:	1
Treasure:	-
Alignment:	Always lawful evil
Advancement:	by character class

Vermen are skinny insectoid creatures that look like a cross between a human and an ant with a huge hunchback. While they look a bit clumsy they are actually nimble climbers and decent fighters. They are utterly dedicated to the dictates of their inhuman masters and will literally walk into certain death if thus commanded. The blessed of the Wheel (*NPCs of the Shattered Empire*) often use them as cannon fodder in combat.

Combat

Verman usually charge mindlessly to pin down enemies. They are little more than cannon fodder that is used to keep the opponents away from more valuable servants of the Wheel of Law. If they cannot engage in melee they will often use their poison breath to weaken their enemies. This attack almost looks like they are sneezing and is accompanied by a fitting sound.

Poison Breath (sp): Twice per day a Verman can breathe a 10 feet cone of poison at his enemies. A fortitude save vs. 11 is required, otherwise the victim takes 1d3 constitution damage. There is no secondary damage. Vermen are immune to their own poison.



Shadow Creatures

The denizens of the shadow plane are rightfully feared by any mortal. Their motives are little understood but almost all seem evil and keen on entering the real world to inflict pain and cause terror. Some are worse yet, serving the unspeakable entities from the Realm Beyond.

Shadow Creature - Black Giant

Large Outsider (Shadow)

Hit Dice:	4d8+8 (26 hp)
Initiative:	-1 (-1 Dex)
Speed:	30 ft.
AC:	16 (-1 size, -1 dex, +5 natural armour, +3 leather scale)
Attacks:	+7 huge greatclub
Damage:	2d6+7
Face/Reach:	5ft./10ft.
Special Attacks:	-
Special Qualities:	White Compulsion, Charm, Shadow Blend
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 21 (+5), Dex 8 (-1), Con 15 (+2), Int 10 (+0), Wis 10 (+0), Cha 7 (-2)
Skills:	Climb+4, Listen+4, Spot+4
Feats:	

Climate/Terrain:	Any land
Organisation:	Solitary
Challenge Rating:	2
Treasure:	normal
Alignment:	Always lawful evil
Advancement:	by character class

Black Giants are huge ebony skinned giants with bestial features and huge horns (that cannot be used in combat). Interestingly, they prefer to wear completely white armour and use only items that are white. This does not seem to be choice but rather some sort of strange compulsion. The black giants are wanderers on their home plane. They seek a place populated by weaker creatures and use their charm ability and brute force to subdue them. In fact their only purpose in life seems to dominate others. When managing to slip into the real world, they will usually terrorise villages, demanding tribute. They will just leave the goods they extorted to rot however, since they do not need any nourishment. A black giant means plain trouble for any community.

Combat

Black Giants usually start combat with trying to charm one of their opponents. Once they have been hit however, they go into a rage and start attacking without any real strategy. Black Giants value their lives dearly and will not fight to the death if the possibility of flight is present.

Charm (sp): Once per day, a black giant can charm any creature (including non-humanoids) as per *Charm Person* spell cast by a first-level sorcerer. Save DC is 12, however, when not on the shadow plane, it decreases to 9!

Shadow Blend (su): When standing in a shadow which fully covers the creature, it enjoys 9/10 concealment.

White Compulsion (ex): Black giants are obsessed with the colour white and will suffer -2 morale penalty whenever using items that are not at least 90% white.

Shadow Creature - Ear Collector

Medium Outsider (Chaotic, Evil, Shadow, Spirit)

Hit Dice:	5d8 (47 hp)
Initiative:	+0 (dex)
Speed:	30 ft., flying 30 ft. (poor)
AC:	13 (studded leather)
Attacks:	bite +9
Damage:	bite 1d6+4
Face/Reach:	5 ft. / 5ft.
Special Attacks:	Grapple
Special Qualities:	Shadow Blend
Saves:	Fort +5, Ref +4, Will +4
Abilities:	Str 19 (+4), Dex 10 (+0), Con 13 (+1), Int 9 (-1), Wis 10 (+0), Cha 10 (+0)
Skills:	Move Silently +8, Hide +12, Listen +8, Knowledge (Planes) +8, Jump +7
Feats:	Power Attack, Cleave

Climate/Terrain:	shadow plane or any underground
Organisation:	solitary
Challenge Rating:	2
Treasure:	normal
Alignment:	always chaotic evil
Advancement:	by character class

Ear Collectors are skinny creatures with huge gaping maws and 6 spidery limbs. Usually, their belts are covered with a collection of humanoid ears, hence the creatures name. Ear collectors are utterly evil and obey no master unless forced. They love to hunt powerful humanoids and take their ears as trophies. In the rare case where two of these psychotic creatures meet they will immediately fly into combat in order to obtain the collection of the loser.

Combat

Ear Collectors usually enter combat by flying straight at the opponents in order to surprise them. The collector has a very clumsy flying style, which looks more like a tumbling fall than actual flight as the fiend wildly fails with its four arms. Once melee range is reached the collector will try to grapple an enemy and bite of its ear.

Grapple (ex): An ear collector can initiate a grapple without provoking an attack of opportunity. Bite attacks against a grappled opponent automatically hit and have a 20% chance of separating an ear.

Shadow Blend (su): When standing in a shadow which fully covers the creature, it enjoys 9/10 concealment.

Shadow Creature - Shadowswimmer

Medium-Size Outsider (Shadow)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (+1 Dex)
Speed:	45 ft.
AC:	20 (+1 Dex, +6 natural armor, +3 wisdom)
Attacks:	+3 (2 claws) and +1 bite or +5 javelin
Damage:	1d4 claws, 1d4 bite, or 1d6 (javelin)
Face/Reach:	5ft./5ft.
Special Attacks:	Grave rot
Special Qualities:	Lucky, cold resistance, dark vision, shadow blend
Saves:	Fort +10, Ref +5, Will +7
Abilities:	Str 10 (+0), Dex 13 (+1), Con 16 (+3), Int 11 (+0), Wis 16 (+3), Cha 12 (+1)
Skills:	Concentration +7, Hide +8/+12, Knowledge (Arcana) +4, Listen +6, Move Silently +11, Spot +3
Feats:	Dodge, multiattack, stunning fist, weapon focus (javelin)

Climate/Terrain:	Any march
Organisation:	Solitary or tribe (1-12)
Challenge Rating:	3
Treasure:	none
Alignment:	Always chaotic evil
Advancement:	Medium (4-6 HD)

The Shadowswimmers are a race of evil reptiles living in the wetter areas of the Shadow Plane. They are savages with little interest beyond their next meal, however, they owe loyalty to some entity from Beyond. Little is known what this relation exactly consists of but it is known that these foul beasts sometimes venture into the real world to do the bidding of some outsider. They rarely talk, are quick to attack and never show mercy. When compelled to fulfil a mission by their unspeakable master, they never flee or surrender.

Combat

Shadow Swimmer prefer to strike from the shadows, using their impressive jump abilities to get behind enemy lines. Their tactics are always highly mobile and involve flanking maneuvers as often as possible. When unable to sneak up on enemies, they often use their javelins to soften up their targets.

Lucky (ex): Shadow swimmers get a +2 luck bonus to all saves.

Cold Resistance (ex): Shadow swimmers have cold resistance of 8.

Dark Vision: These evil creatures can see in the dark for 80 feet.

Shadow Blend: When standing in a shadow which fully covers the creature, it enjoys 9/10 concealment.

Grave Rot (ex): These outsiders have a close connection to death and thus powerfully smell of graves and the dead. Anyone within 10 feet of a shadow swimmer must make a fortitude save against 13 or suffer 1d6 temporary strength damage.

Note: The Shadow Swimmers have the abilities of a first-level monk

Shenxian

There are only 9 shenxian in the world, each embodying one of the philosophies of life (i.e. alignments). These powerful spirits are the rulers of the spirit bureaucracy who meet regularly to discuss arrangements for the immediate future. While their alignments vary greatly, the shenxian are strongly allied to each other and work for the best interest of the spirit world.

There are no major shrines to the shenxian, but almost all households have a statue dedicated to at least one of them. The neutral and good spirits are the most popular, but jailors and generals often revere the evil ones as well in their function as punishers and war leaders.

The shenxian are very powerful spirits but they are no gods. In fact they can be killed and have often been in the past. Whenever a shenxian is killed, a powerful spirit or even a mortal is picked by the others to replace him, instantly transforming into the proper role, losing all previous abilities.

The Celestial Emperor

Template: *Change size to large if not already bigger and type to outsider*

Hit Dice:	change to d8
Initiative:	-
Speed:	40 ft. or creatures movement, whichever is higher
AC:	increase natural armour by 2
Attacks:	-
Damage:	-
Face/Reach:	5ft./5ft.
Special Attacks:	Smite
Special Qualities:	SR 8 + 1/hit dice, protection from evil&chaos
Saves:	
Abilities:	Str +2, Dex +2, Con +4, Int +4, Wis +4, Cha +2
Skills:	-
Feats:	-

Climate/Terrain:	Any
Organisation:	Unique
Challenge Rating:	1-5 HD increase by 1, 6+ HD increase by 2
Treasure:	double normal
Alignment:	Lawful good
Advancement:	-

The celestial emperor is easily the most powerful of all shenxian. He embodies law and good. Usually, he resides in his palace made of blue silver that is said to be located at the bottom of several lakes simultaneously. Sometimes, however, he travels around the Empire in disguise, talking to beggars and rulers alike and inspiring them to promote law and goodness. Many legal reforms are attributed to him. The emperor has 4 arms, holding the 4 scrolls of eternal wisdom and has blue skin. His areas of responsibility include rulership, justice, and charity. Most houses have a small statue of him in their ancestral shrine.



Smite (su): Twice per day, the celestial emperor can add his wisdom modifier to his attack roll. If such an attack hits its damage is increased by 2d6. If the attack missed it still counts against the daily limit. A *smite* causes the emperor's colour to change to red for the duration of a round.

Protection from Evil & Chaos (su): The celestial emperor is permanently affected by protection from evil and protection from chaos. Also, this effect extends on all creatures within 15 ft.

The Harvest Master

The master of the harvest, also known as the Green Bureaucrat, is neutral good. He is the protector of peasants and responsible for the growth of plants. He is a quite and thoughtful person with a generous smile. His body, hair, and clothing are all different shades of green and the pattern of his silk robe always depicts scenes of feasts and harvests but always with the current location as background.

The Liberator

A protector of rebels and underdogs.

The Redbellied Judge

The Minister of Time

The minister of time is responsible for day and night, the correct flow of time, and keeps record of the future and the past. She is true neutral, uncaring as time itself. The minister never appears in the same shape twice but seems to prefer extremely young or old humans as guise.

The Eternal Ranger

The eternal ranger is a protector of wildlife and natural balance. He has a mercurial temper and has to be appeased by those making a living by hunting or cutting wood. The ranger is a gigantic lion that consists entirely of wood and leaves. He resides in the Eternal Forest, a good-sized pocket plane accessible through a gate in the library of forbidden fire knowledge in the Nezumi Network.

The Punisher

The Greedy Merchant

The Minister of Thunder and Lightning

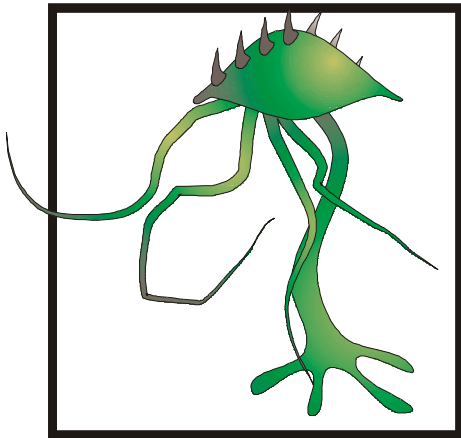
The minister of thunder and lightning is chaotic evil. He is responsible for bad weather, lost harvests, and other destructive effects of nature. Few people worship him but most burn incense at his shrines to appease him. His shamans are not evil but known for their fierce temperament.

Swamp Horror

Large Aberration (long)

Hit Dice:	5d8+20 (42 hp)
Initiative:	+0 (dex)
Speed:	5 ft., 10 ft. swim
AC:	15 (+5 natural armour)
Attacks:	4 tentacles +9
Damage:	1d4+4
Face/Reach:	10 ft. x 5 ft. / 15 ft.
Special Attacks:	Improved Grap, Crush, Acid Breath
Special Qualities:	acid resistance 8
Saves:	Fort +7 Ref+1 Will+5
Abilities:	Str 19 (+4) Dex 10 (+0) Con 18 (+4) Int 2 Wis 13 (+1) Cha 10 (+0)
Skills:	Listen +6, Hide +5/10*
Feats:	Great Fortitude

Climate/Terrain:	Any march
Organisation:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Neutral
Advancement:	Huge (5-16 HD)



Swamp Horrors are

**Swamp Horrors get a +5 racial bonus on hide skill checks in swamp environments.*

Terracotta Warrior

Medium-Size Construct

Hit Dice:	2d10 (11hp)
Initiative:	-1
Speed:	20 ft.
AC:	15 (-1 Dex, +4 natural armor, +2 shield)
Attacks:	longspear +4, melee
Damage:	1d8+3
Face/Reach:	5ft./5ft.
Special Attacks:	none
Special Qualities:	Construct
Saves:	Fort +3, Ref -1, Will +3
Abilities:	Str 16 (+3), Dex 9 (-1), Con -, Int -, Wis 10 (+0), Cha 10 (+0)
Skills:	-
Feats:	-

Climate/Terrain:	Any land
Organisation:	Any
Challenge Rating:	1
Treasure:	none
Alignment:	Always neutral
Advancement:	Medium (2-5 HD), Large (6-8 HD)



Terracotta Warriors look like human soldiers made of clay, complete with armour, shields, and spears. Today, most are the personal troops of the Jade Emperor. They impress more by their blind obedience and lack of fear than by their combat prowess. Several advanced and large versions have been built in the past (they were also used under the original emperor), but these are assumed to be lost. Many ancient terracotta warriors can still be found in the ruins of the capital.

Combat

Terracotta warriors always charge the nearest target unless they have different orders programmed into them. They use their terracotta spears and shields just as normal fighters would.

Construct: Immune to mind affecting spells, poison, disease, etc. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

War Rat

Small Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (dex)
Speed:	40 ft., climb 20 ft.
AC:	15 (+1 size, +3 dex, +1 natural)
Attacks:	bite +4
Damage:	1d4+1
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +1, ref +6, will +1
Abilities:	Str 12 (+1), Dex 17 (+3), Con 12 (+1), Int 1 (-5), Wis 12 (+1), Cha 4 (-3)
Skills:	Climb +11, hide +11, jump +6
Feats:	Weapon finesse (bite)

Climate/Terrain:	Any underground
Organisation:	Solitary, pack (nezumi soldier and 1-4 war rats)
Challenge Rating:	1/2
Treasure:	none
Alignment:	Always neutral
Advancement:	Medium (2-5 HD), Large (6-8 HD)

War rats are dire rats bred by the Nezumi to be faithful guard animals or efficient weapons. These rats are stronger than their wild companions but also more aggressive. However, they do not spread disease, since their owners take good care of them.

Combat

A war rat usually starts combat by pouncing the enemy (in effect a jumping charge) and trying to claw at his neck. Unless called off by their master, these single-minded killing machines will not stop fighting until they are dead.

Sometimes Nezumi equip their war rats with special leather armour that increases AC by 2.

War Rat, Brass

Small Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+3 (dex)
Speed:	30 ft., climb 10 ft.
AC:	24 (+1 size, +3 dex, +10 natural)
Attacks:	bite +4
Damage:	1d4+1
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	breath weapon
Special Qualities:	construct immunities
Saves:	Fort +0, ref +3, will +1
Abilities:	Str 12 (+1), Dex 17 (+3), Con -, Int -, Wis 12 (+1), Cha 4 (-3)
Skills:	-
Feats:	Weapon finesse (bite)

Climate/Terrain:	Any land
Organisation:	Any
Challenge Rating:	3
Treasure:	none
Alignment:	Always neutral
Advancement:	Medium (2-5 HD), Large (6-8 HD)

Combat

Brass war rats are rare and are more of a status symbol than an actual weapon. Indeed to loose such a mechanical miracle brings great shame and ridicule on the owner. Today no more brass rats are built, all the existing ones have a greenish patina and look a bit corroded. They were originally gained as a gift from the emperor after peace was made between Nezumi and man.

Breath Weapon (su): once every 1d4 rounds and not more than 5 times, a brass war rat may breathe a 30 ft. cone of greenish fire (2d6 damage, ref vs. DC 17 for half damage). After all charges are used up the war rat must be refilled with 5 doses of alchemist's fire to be able to spew flames again.

Construct: Immune to mind affecting spells, poison, disease, etc. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Templates

Construct Lich

Not every mage bent for eternal life likes to spend the rest of his years as a disgusting undead. A construct lich is a spellcaster who has constructed a body for himself and transferred his life energy from his failing body into the new form. There are many different materials and shapes available and therefore the powers of these liches differ.

Type: change to construct (spirit)

Hit Dice: Change to d12

Speed: reduce by 5 ft.

AC: the lich gains +7 natural armour, even if the original one was better

Damage: the unarmed attack of the construct deals damage as if one size category bigger (same effect as *empty hand mastery*)

Special Qualities: construct qualities, up to two special abilities

Special Attacks: up to two special attacks

Saves: as character

Abilities: the character has no constitution score. Strength is increased by +4, dexterity is reduced by 2.

Feats: The lich gains the *alertness* feat for free

CR: increase base challenge rating by 2

Depending on the choice of the character upon creation of the new body, the lich has two of the following special powers:

- *Heavy Plating (ex):* The natural armour of the lich is +11 instead of +7.
- *Extra Limbs (ex):* The lich has two additional arms and the multiattack feat.
- *Built-in Weapons (ex):* The lich has a large weapon built into one of its limbs.
- *Breath Weapons (su):* The lich can use a breath weapon (30 ft. cone, damage of elemental type of choice: 6d6) once per day
- *Improved Attribute (ex):* Improve one attribute by +4
- *Focus Body (ex):* The body of the lich can serve as a focus and replace material components (worth less than 100 gp) for spellcasting purposes.
- *Resistance (su):* The lich has 12 damage resistance against one element.

Creating the Body

The cost of building the body varies greatly but is at least as high as that of building a normal lich phylactery.

Tasloi Revered Ancient

The Tasloi that live near the Tengu spires are savage primitives with a taste for human flesh. While tiny and weak, the diabolic creatures know a vile ritual that allows them to conserve their leader (usually shamans or adepts) by mummification so that they may give them advice and support them even from beyond the grave. The revered ancients do not interfere with the life of their descendants and rest in their burial caves until called by the tribes in time of need. While all important leaders become revered ancients, there are also some other useful creatures who are transformed through mummification, usually loyal pets and animal companions.

Type: Change to undead

Hit Dice: Change to d12

Speed: 10 feet less than original creature in all movement modes

Armour Class: natural armour increases by +7

Attacks: by weapon, however 1d4 cold damage is added even to armed attacks

Special Attacks:

Fear Aura (su): All creatures within 20 feet of the ancient must make a will save vs. DC 13 + the ancient's charisma modifier or be frightened (shaken plus must flee if possible). Otherwise the character is shaken. This effect is always on and even affects allies (who get a +4 on the save however).

Improved Grap (ex): When an unarmed melee attack of the ancient hits, it can start a grapple without provoking an attack of opportunity or having to touch the target.

Special Qualities:

Cold of the Grave (su): The revered ancient has his magic altered by the eternal cold of the grave. All spells with elemental damage deal cold damage instead of their normal type. Additionally, the ancient is immune to cold damage.

Undead Mastery (su): The ancient rebukes and controls undead as if a cleric double his level. If he had the ability to control undead in life, level is tripled.

Fire Vulnerability (ex): Fire attacks deal double damage to the ancient, if a save for half damage is allowed and passed, the ancient takes half damage as normal.

Abilities: Strength +10, Dexterity -4, Cha +2

CR: base creature +2