

# CHAPTER 10

## CREATURES OF HABOLOLY

Many of the creatures of Habololy are recognizable from other worlds, although they may be known by different names. Some of the creatures of Habololy are unique. These creatures are described in this chapter.

### ANKLELENT

#### Large Outsider (Good, Lawful)

**Hit Dice:** 8d8+24 (60 hp)  
**Initiative:** +8 (Dex)  
**Speed:** 10 ft., fly 500 ft. (good)  
**AC:** 25 (+8 natural, +8 Dex, -1 size)  
**Base Attack/Grapple:** +8/+10  
**Attack:** Bite +10 melee  
**Full Attack:** Bite +10 melee, 2 claws +5 melee  
**Damage:** Bite 1d8+2, claw 1d6+2  
**Space/Reach:** 10 ft. by 5 ft./5 ft.  
**Special Attacks:** none  
**Special Qualities:** Damage reduction 10/+1, SR 24, celestial qualities  
**Saves:** Fortitude +9; Reflex +14; Willpower +8  
**Abilities:** Strength 15; Dexterity 26; Constitution 16; Intelligence 18; Wisdom 14; Charisma 18  
**Skills:** Animal Empathy +10; Concentration +8; Diplomacy +20; Knowledge (Geography) +12; Knowledge (any two other) +10; Listen +8; Search +15; Sense Motive +10; Spot +20; Survival +10  
**Feats:** Flyby Attack  
**Environment:** Any non-subterranean  
**Organization:** Solitary  
**Creature Rarity:** 2  
**Challenge Rating:** 9  
**Treasure:** none  
**Alignment:** always Chaotic Good  
**Advancement:** 9-12 HD (Large)  
**Level Adjustment:** -

Anklelents appear as massive eagles. They are white in color with light blue streaks running from its body to the tips of its wing, and that same color adorns the crown of its head and occasionally other parts of its body. Anklelents have golden colored beaks and legs with silver colored talons. Their eyes are a deep blue color.

Anklelents are the messengers of the deities. They can move faster than any other creature and can travel by magical means if necessary. They are friendly, but curt. An Anklelent always seems to be in a hurry, and

it usually is. They are helpful, but do not have the time for long efforts. Those that have spoken to an Anklelent are reminded of talking to a wise gnome.

#### Combat

Anklelents do their best to stay out of combat. They are built to be messengers, heralds, advisors, and scouts. If forced to fight, the Anklelent will employ hit-and-run tactics using its overwhelming speed to confuse and dazzle opponents. An Anklelent will rarely go in for the kill, attacking long enough to disable an opponent and then disengaging.

#### Celestial Qualities

**Aura of Menace (Su):** A righteous aura surrounds Anklelents that fight or get angry. Any hostile creature within a 20-foot radius of an Anklelent must succeed at a Willpower saving throw at DC 20 to resist its effects. Those who fail suffer a -2 morale penalty to attacks, AC, and saving throws for one day or until they successfully hit the Anklelent that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the Anklelent's aura for one day.

**Magic Circle against Evil (Su):** The Anklelent is constantly affected by a *Magic Circle against Evil* as per the wizard spell as if cast by an 8<sup>th</sup> level sorcerer. The effect can be dispelled, but the Anklelent may reactivate it as a free action the next round.

**Resistances (Ex):** The Anklelent has resistance 30 all air-based spells and fire resistance 30. They receive a +4 bonus to all poison saving throws.

**Immunities (Ex):** Anklelents are immune to petrification and electricity.

**Tongues (Su):** Anklelents can speak with any creature that has a language as if they were using a *tongues* spell cast by a 16<sup>th</sup> level sorcerer. This ability is always active and cannot be dispelled.

**Keen Vision (Ex):** Anklelents have extraordinary vision even for a celestial. They can see normally for two miles. They have low-light vision and darkvision that extends for up to 500 feet. They receive a +8 bonus on any checks involving sight.

**Spell-Like Abilities:** The Anklelent may use the following spells as if cast by a 16<sup>th</sup> level sorcerer: *Invisibility* (at will), *Whispering Wind* (at will), *Message* (at will), *Teleport without Error* (at will), and *Teleportation Circle* (1/day). The Anklelent may use the following spells as if cast by an 8<sup>th</sup> level cleric: *Cure Light Wounds* (1/turn), *Remove Paralysis* (1/turn), *Cure Moderate Wounds* (1/turn), and *Neutralize Poison* (1/turn).

## CHOSEN OF FROSTINE

### Medium-Sized Humanoid

**Hit Dice:** 2d8+6 (15 hp)

**Initiative:** 0

**Speed:** 30 ft.

**AC:** 15 (+2 natural, +3 armor)

**Base Attack/Grapple:** +1/+4

**Attack:** by weapon +4

**Full Attack:** by weapon +4

**Damage:** by weapon +3

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

**Special Attacks:** none

**Special Qualities:** Cold Subtype, Armor of Ice, Heat Vulnerability

**Saves:** Fortitude +8; Reflex +1; Willpower +3

**Abilities:** Strength 16; Dexterity 10; Constitution 16; Intelligence 10; Wisdom 14; Charisma 8

**Skills:** Hide +1\*; Knowledge (Religion) +3; Search +3\*; Spot +4\*; Swim +4; Survival +3\*

**Feats:** Great Fortitude

**Environment:** Any Sub-Arctic or Arctic

**Organization:** Group (4-10); Settlement (100-500); City (1,500-10,000)

**Creature Rarity:** 4

**Challenge Rating:** 2

**Treasure:** standard

**Alignment:** usually Neutral Evil

**Advancement:** by character class

**Level Adjustment:** +1

When one first looks at the Chosen of Frostine, it is easy to mistake them for a human, albeit a pale one. A closer inspection reveals that the human has skin that is far paler than a healthy human could have. They stand taller than the average human, usually at least six feet tall, but weigh about the same and have a variety of physical builds. Their hair, if not shaved off, is thin and white in color and their eyes are blue or gray.

Most legends say that the Chosen of Frostine were once human, but taken by the deity Frostine when he first appeared on Habololy and altered to suit his needs. For much of the continent of Icefia's history, the Chosen ruled over it. The Chosen enslaved the ice gnomes and forced the barbarians and other humans to pay tribute. It wasn't until the Kingdom of Icefia and the deities Stasis and Gnarion appeared that the Chosen began to loose control. They were pushed back into the most northern parts of the continent and their nation was broken up. They still remain in communities and cities, but have lost their organization and the power they once wielded. The Chosen follow the will of Frostine, which is for them to retake Icefia and bring an icy blanket to the continent again.

Their culture resembles that of the other human cultures, but with a singular focus. There is no variety of religion, there is no trade with other races or nations, and there is little entertainment or pleasure. Both males and females work towards the same goals. Children are seen as necessary elements in continuing the will of Frostine.

Chosen of Frostine have their own language. They have also been known to speak ice gnome and common.

### Combat

The Chosen of Frostine prefer to lay traps and carefully plan any attack. They are cunning and will attempt to use spells before engaging in combat. The chosen prefer to use spears, javelins, tridents, and other

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Frostine – "The glacier cannot be pulled backwards."

piercing weapons. They never use bows of any type.

**Armor of Ice:** The Chosen of Frostine build armor fashioned from ice. It is enchanted to resist melting and prevent it from cracking. Any cleric of Frostine with the Craft (armor) skill can create one such suit of armor per year, using the standard DC for an armor of that type. It provides the wearer with a +3 bonus to armor class and gives the wearer damage reduction 10 against any piercing or slashing weapons. For every day in which of suit of Armor of Ice spends over half the day in above freezing temperatures, the wearer must roll a d20 with a DC equal to the number of hours in the day the armor was in above freezing temperatures. If the wearer fails the roll, the armor melts.

**Cold Subtype:** Cold immunity, double damage from fire except on a successful save.

**Heat Vulnerability:** For every day a Chosen of Frostine spends in temperatures above freezing, the Chosen must make a DC20 Fortitude save. If successful, the Chosen takes 1d6 points of damage that cannot be healed except when the Chosen returns to freezing temperatures for a minimum of one day. A failed save means the Chosen takes 2d6 points of damage.

**Skills:** Chosen of Frostine receive a +4 bonus to Hide, Search, Spot, and Survival skill checks while in any arctic terrain.

## Chosen of Frostine Characters

The favored class of the Chosen of Frostine is cleric, but they must worship Frostine. Chosen of Frostine have an ECL of +1.

# DOGGEDEN

## Huge Magical Beast

**Hit Dice:** 30d10+360 (535 hp)

**Initiative:** +3 (Dex)

**Speed:** 50 ft.

**AC:** 32 (+21 natural, +3 Dex, -2 size)

**Base Attack/Grapple:** +30/+49

**Attack:** Bite +44 melee

**Full Attack:** Bite +44 melee, 2 claws +38 melee, tail +33 melee

**Damage:** Bite 2d12+15, claw 2d8+12, tail 2d6+9

**Space/Reach:** 15 ft. / 15 ft.

**Special Attacks:** poison, tongue throw, frightening presence, pounce

**Special Qualities:** Damage reduction 10/+3, Darkvision 60 feet, Fast Healing 10, Low-light vision, SR 25

**Saves:** Fortitude +28; Reflex +12; Willpower +10

**Abilities:** Strength 40; Dexterity 16; Constitution 35; Intelligence 10; Wisdom 12; Charisma 8

**Skills:** Climb +20, Jump +20, Knowledge (religion) +10, Listen +10, move Silently +6, Search +10, Spot +10, Survival +10, Swim +20

**Feats:** Cleave, Combat Reflexes, Great Cleave, Improved Critical (bite), Power Attack, Scent, Snatch, Weapon Focus (bite), Track, 2 others

**Environment:** Any non-subterranean

**Organization:** Solitary, or Pack (2-5)

**Creature Rarity:** 2

**Challenge Rating:** 30

**Treasure:** none

**Alignment:** usually Lawful or Neutral Evil

**Advancement:** 31-40 HD (Huge); 41-50 HD (Gargantuan)

**Level Adjustment:** -

The most feared creature on Habololy that is not a dragon is the Doggeden. The deity Amat created these titanic creatures that were to do battle with the other deities in his stead. In fact, they did just that and succeeded in the demise of at least two deities and countless thousands of faithful clerics and warriors. Their place in Habololy's history is assured as the beasts that fought the deities and nearly won. They were so powerful, that they could not be destroyed completely. The Council banished the remaining Doggedens to an island that has come to bare their name. It lies far out to sea where even the Horarian pirates do not sail.

Doggedens are nearly thirty feet tall and possess a strong fifteen foot tail. They are bipedal, but often remained crouched, ready to strike or leap. They are covered in short brown hair that is so thick that it protects them as well as any armor could. Their underbelly is covered in tan or red scales that run from their neck to the end of their tail, where they also cover a scorpion-like stinger said to possess a poison so strong that just a prick of the stinger would kill a rhinoceros. These scales are just as strong as the thick hair that covers much of the Doggeden.

The creature's name is said to be derived from their unmistakable head that resembles the head of a dog. A long snout that ends in a black nose, ears that flop until the Doggeden senses something and the straighten to a point, and a tongue that hangs out while the creature pants all point to a canine background. Its eyes are large and black with no pupil. They stick out almost as a bug's eyes would. The tongue that hangs slightly out when panting can be used as a weapon a launched much like a frog would. However, the Doggeden catches humans and humanoids, not insects. Its toothy maw is large enough to chew and swallow a full grown human in under a minute. Its hands are neither that of a human or of a dog. They have four fingers that are semi-opposable and have soft pads on the bottom. Each finger has a claw that can be extended up to a foot out from the finger and is strong enough to tear through magical plate armor.

If there are any alive that have fought a Doggeden and survived, they have told no one their story. The last recorded account of anyone going to Doggeden Island was over a century ago when pirates went their looking for treasure. A half dozen survived to tell a story of the beasts swimming a hundred miles out to sea to chase down the thieves before dropping below the waves.

### Combat

Doggedens know no fear. They rush into combat hoping to overwhelm their foe with strength and ferocity.

**Frightening Presence (Ex):** Any creature that sees a living Doggeden in their presence must make a Willpower save DC25 or be shaken for an hour. Shaken creatures are at a -4 to all rolls. This is a wisdom-based save.

**Poison (Ex):** Whenever the Doggeden strikes a target with its tail; it injects a poison into the target. Injected, Fortitude DC25, initial damage 5d6 hit points non-lethal, secondary damage 5d6 hit points lethal. The save is Constitution-based.

**Pounce (Ex):** By making a jump check at a DC equal to the distance jumped in feet divided by two, the Doggeden can

make a pounce attack. This is a full round action but allows the Doggeden to attack the target of his pounce with both claws and bite. This is considered a charge attack.

**Skills:** The Doggeden receives a +10 racial bonus on jump skill checks as long as it is not indoors or underground. When using its sense of smell to track, the Doggeden receives a +8 bonus to search skill or the track feat.

**Tongue Throw (Ex):** The Doggeden can use its tongue in conjunction with the Snatch feat. It may not bite in the same round that it uses its tongue, but otherwise the tongue may replace the bite as an attack. It may launch its tongue up to 25 feet.

## DRAGON, SKYWATCH

### Dragon (Fire)

**Environment:** The skies

**Organization:** Solitary; Family (2-5)

**Creature Rarity:** 3

**Challenge Rating:** Wyrmling 7-8 HD (Small); very young 10-11 (Medium); young 13-14 (Large); juvenile 16-17 (Large); young adult 19-20 (Huge); adult 22-23 (Huge); mature adult 25-26 (Huge); old 28-29 (Gargantuan); very old 31-32 (Gargantuan); ancient 34-35 (Gargantuan); wyrm 37-38 (Gargantuan); great wyrm 40+ (Colossal)

**Treasure:** Double standard

**Alignment:** usually Neutral Good

**Advancement:** Wyrmling 2; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 14; old 16; very old 18; ancient 20; wyrm 22; great wyrm 24

Once the guardians of the dragons, the Skywatch dragons turned on their own kind and sided with the cult of Hemator in their time of need. They are noble and powerful and constantly vigilant. They have a love of freedom, which their kin had denied them for so many years. Skywatch dragons fly endlessly, able to stay in flight for days and weeks on end without landing. They stay far from the centers of civilizations, preferring to remain on the outskirts, looking for dangers that their kin might bring to bare against the unsuspecting.

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A Skywatch dragon is naturally pale yellow in color, although they begin life with much darker yellow scales. Its wings are massive; each one is the length of the dragon's body and runs from front leg to back leg. Its tail ends in a great fin, that allows the dragon to maneuver more precisely than any other dragon.

The Skywatch dragon does not make a home for itself. It flies all over the world, carrying any items that it need with it. They find a secluded spot to mate and hatch young, but then are off to the skies again.

### COMBAT

Skywatch dragons are nearly unmatched in their ferocity and skill when fighting. When they were the guardians of their kin, the Skywatch dragons were renowned for being able to defeat any other dragon in aerial physical combat. Their claws are hooked and designed to tear scales from dragon flesh. Although the Skywatch

dragon can breathe fire, this is done as a last resort. They prefer to get on close and attack opponents with tooth and claw. They are quick to engage any creature they perceive as threatening, but are also wise enough to not engage a creature that is beyond their ability. When cornered, a Skywatch dragon will die before retreating for pleading or its life.

**Breath Weapon (Su):** Skywatch dragons have one type of breath weapon, which is a cone of fire.

**Fire Immunity (Ex):** Skywatch dragons are immune to all forms of fire.

**Camouflage (Ex):** A Skywatch dragon may naturally adjust its coloration to match whatever the background is. This has the effect of giving the dragon a +20 bonus to any hide check.

**Endless Flight (Ex):** The Skywatch dragon can stay in flight for one week without landing. It may sleep while in flight and maintain a speed and direction.

### Skywatch Dragons Statistics and Abilities by Age

Age	Size	Hit Dice (hp)	AC	Attack	Fort	Reflex	Will	Breath Weapon	DC	SR
Wyrmling	S	6d12+6(45)	21	+9	+6	+10	+6	1d10 (13)	12	-
Very young	M	9d12+18(76)	22	+12	+8	+10	+7	2d10 (14)	12	-
Young	L	12d12+24(102)	23	+15	+10	+11	+10	3d10 (17)	12	-
Juvenile	L	15d12+45(142)	26	+19	+12	+12	+14	4d10(18)	12	-
Young Adult	H	18d12+72(189)	27	+23	+15	+13	+16	5d10(21)	28	21
Adult	H	21d12+105(241)	30	+27	+17	+14	+17	6d10(23)	31	23
Mature	H	24d12+120(276)	33	+31	+19	+16	+18	7d10(26)	33	25
Old	G	27d12+162(337)	33	+33	+21	+16	+19	8d10(27)	35	27
Very Old	G	30d12+180(375)	36	+37	+22	+18	+22	9d10(30)	37	29
Ancient	G	33d12+231(445)	39	+42	+25	+19	+23	10d10(31)	39	31
Wurm	G	36d12+288(522)	42	+47	+28	+21	+26	11d10(24)	41	33
Great Wurm	C	39d12+312(565)	40	+47	+29	+21	+27	12d10(36)	44	35

Age	Speed	Str	Dex	Con	Int	Wis	Chr	Special Abilities	Caster Lvl
Wyrmling	40 ft., Fly 250 ft. (Good)	15	20	13	10	13	12	Camouflage, Fire Immunity	-
Very young	40 ft., Fly 250 ft. (Ave.)	17	18	15	10	13	13	-	-
Young	40 ft., Fly 300 ft. (Ave.)	19	16	15	12	15	14	-	-
Juvenile	40 ft., Fly 300 ft. (Ave.)	23	16	17	14	15	14	Endless Flight	1 <sup>st</sup>
Young Adult	40 ft., Fly 300 ft. (Ave.)	27	14	19	14	17	16	Damage Reduction 5/+1	3 <sup>rd</sup>
Adult	40 ft., Fly 300 ft. (Ave.)	29	14	21	16	17	16	-	5 <sup>th</sup>
Mature	40 ft., Fly 300 ft. (Ave.)	31	14	21	16	19	18	Damage Reduction 10/+1	7 <sup>th</sup>
Old	40 ft., Fly 350 ft. (Ave.)	33	12	23	18	19	18	-	9 <sup>th</sup>
Very Old	40 ft., Fly 350 ft. (Ave.)	35	12	23	18	21	20	Damage Reduction 15/+2	11 <sup>th</sup>
Ancient	40 ft., Fly 350 ft. (Ave.)	39	12	25	20	21	20	-	13 <sup>th</sup>
Wurm	40 ft., Fly 350 ft. (Ave.)	43	12	27	20	23	22	Damage Reduction 20/+3	15 <sup>th</sup>
Great Wurm	40 ft., Fly 400 ft. (Poor)	43	10	27	22	23	22	-	17 <sup>th</sup>

# DRYPHON

## Huge Magical Beast

**Hit Dice:** 10d10+40 (95hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft., fly 100 ft. (average)

**AC:** 19 (-2 size, +1 Dex, +10 natural)

**Base Attack/Grapple:** +10/+25

**Attack:** Bite +17

**Full Attack:** Bite +17 melee, 2 claws +12 melee

**Damage:** Bite 2d8+7, claw 1d6+5

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

**Special Attacks:** Breath Weapon

**Special Qualities:** Scent, Fire Subtype

**Saves:** Fortitude +11; Reflex +8; Willpower +4

**Abilities:** Strength 24; Dexterity 12; Constitution 18;

Intelligence 10; Wisdom 10; Charisma 12

**Skills:** Appraise +6, Jump +12, Knowledge

(Geography) +5, Listen +4, Search +4, Spot +10

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

**Environment:** Temperate Hills and Mountains

**Organization:** Solitary; Family (2-5)

**Creature Rarity:** 3

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** usually Neutral Evil

**Advancement:** 11-16 HD (Huge); 17-25 HD

(Gargantuan)

**Level Adjustment:** -

The Dryphon reminds most of a large, scaled griffon. It is larger than a normal griffon and has a scaled belly running all the way to the end of its tail. Its front claws are that of a dragon, not an eagle. The Dryphon ranges from dark brown in color to a deep red. Its beak is golden yellow and its scales are a similar color to its feathers. The tail of a Dryphon is longer than a griffon's tail.

A Dryphon spends much of its time hunting. It is a large creature that is often in flight and requires a great deal of food to keep it going. When not hunting, the Dryphon is sleeping, mating, or taking care of its young.

## Combat

Dryphons will hunt for pleasure and out of necessity. They hunt anything smaller than they are. They always hunt alone, flying and searching for a target. When one is located, the Dryphon quickly moves in for the kill. It will use its fiery breath quickly in an attempt to scare the prey and possibly kill it. The

Dryphon will make continuous swoops, lunging at its victim with claws. Only when it feels secure that its prey is severely injured will it land and finish the kill.

**Breath Weapon (Su):** Cone of fire, 50 ft., every 4 rounds; damage 5d6, Reflex half DC 20. Dryphons can use their breath weapon while biting.

**Fire Subtype:** Fire immunity, double damage from cold except on a successful save.

**Skills:** Dryphons receive a +8 racial bonus to Spot skill checks.

# GREMLIN

## Small Fey

**Hit Dice:** ½ d8 (2hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 30 ft.

**AC:** 14 (+3 Dex, +1 Size)

**Base Attack/Grapple:** +0/-2

**Attack:** Halfspear -2 melee; or dart +3 ranged

**Full Attack:** Halfspear -2 melee; or dart +3 ranged

**Damage:** Halfspear 1d6-2; or dart 1+ poison

**Space/Reach:** 2.5 ft. by 2.5 ft./2.5 ft.

**Special Attacks:** poison

**Special Qualities:** gremlin aura, low-light vision, tree-walking

**Saves:** Fortitude +0; Reflex +5; Willpower +4

**Abilities:** Strength 6; Dexterity 16; Constitution 10;

Intelligence 12; Wisdom 10; Charisma 14

**Skills:** Hide +12; Move Silently +12; Listen +8; Spot

+8; Survival +8

**Feats:** Alertness

**Environment:** Tropical Jungle

**Organization:** Solitary; Group (3-20); Community (1000+)

**Creature Rarity:** 5

**Challenge Rating:** 1/3

**Treasure:** Standard

**Alignment:** Usually Chaotic Neutral

**Advancement:** by class

Gremlins are small, thin, and often called the relatives of trolls because their green, pot-marked skin. They have large black eyes, big ears, a hooked nose and claws on both their feet and hands; all features that are also found on trolls. Gremlins have no hair, and if anyone has ever seen a female Gremlin, they have never spoken of there being any difference.

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Orcish Proverb – “The greatest dangers come in small creatures.”

Gremlin life is filled with two ideals at the expense of all others: survival and amusement. They gather in large groups to achieve both. They are a chaotic race, with a great lack of ability to focus on little else beyond those two ideals. The Gremlins that rise to prominence are those few that have the ability to remain focused and lead others.

### Combat

Gremlins usually engage in combat for entertainment. Their goal is to confuse and disorient opponents. This is the case even if they are actually looking to harm their opponent. Gremlins stay out of melee as long as possible, hoping that their darts and luck will wear their opponent down. Only when they feel secure will the Gremlins move in to finish the job.

**Poison (Ex):** All Gremlin darts are covered in a natural poison the Gremlins make. It has the effect of slowing down the thought process of intelligent creatures. Anyone injected with the poison must make a Fortitude save DC15. There is no initial damage. The secondary damage is the loss of 1d3 wisdom points for 2d4 days. Creatures with Intelligence below 3 are immune to this poison.

**Gremlin Aura (Su):** Every Gremlin radiates an aura of bad luck and destruction. Every creature within 10 feet of a gremlin receives a -1 penalty to all saving throws, skill checks, and attack rolls. This effect is cumulative if more than one gremlin is within ten feet. Gremlins are immune to this effect. By concentrating, Gremlins may focus this aura on an individual, instead of an area. If a Gremlin succeeds in a concentration check DC 15, the target of his aura receives a penalty equal to the difference between the result of the concentration check roll and the DC of 15. So if the Gremlin rolls an 18, the target receives a -3 penalty to all of the listed rolls. Every round that a Gremlin concentrates, it must use a partial action to do so. It may switch targets at any time as a free action.

**Tree-walking (Ex):** Gremlins receive no penalties to any checks made while in trees.

**Skills:** Gremlins receive a +2 natural bonus to all Hide, Move Silently, and Survival skill checks while in the jungle.

### Gremlin Characters

A gremlin's favored class is sorcerer. There are often rogues and clerics also found in any group. Gremlins will be led by the most powerful spellcaster in the group.

## HEBABLAM

### Huge Beast

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +0

**Speed:** 40 ft.

**AC:** 15 (-2 size, +7 natural)

**Base Attack:** +9/+28

**Attack:** Bite +20

**Full Attack:** 2 stomps +15 melee, 2 gores +15 melee; or bite +20 melee

**Damage:** stomp 2d8+6, gore 2d10+11; bite 2d12+16

**Space/Reach:** 10 ft. by 20 ft./ 10 ft.

**Special Attacks:** Trample 2d8 + 16

**Special Qualities:** Scent

**Saves:** Fortitude + 13, Reflex + 4, Willpower + 10

**Abilities:** Strength 32; Dexterity 10; Constitution 20; Intelligence 3; Wisdom 15; Charisma 8

**Skills:** Listen +4, Spot +2

**Feats:** none

**Environment:** Temperate, sub-Arctic, and sub-Tropical Forests

**Organization:** Solitary; or Family (2-3)

**Creature Rarity:** 7

**Challenge Rating:** 9

**Treasure:** none

**Alignment:** True Neutral

**Advancement:** 13-25 (huge)

**Level Advancement:** -

A natural giant herbivore, the Hebablam wanders the great forests of Habololy, eating enough trees to keep it well fed. It is as large, if not larger, than an elephant. Its thick hide is gray in color. It has rows of grinding teeth, and also two massive tusks on both the top and bottom of its mouth. The tusks have serrated edges on the inside of them in order to saw through larger trees, while the massive grinding teeth chew through them.

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Habastlian – “The Hebablam does not forget its resting place.”

Hebablams are rarely seen sleeping. Local legends say that they are not natural at all, but are instead the servants of Habastly that are cleaning the forest. Nothing gets in the way of a walking Hebablam, and an equally few number of creatures would dare hunt it.

### Combat

The Hebablam engages in combat only as a last resort. It is an herbivore by nature, and has no reason to attack another creature unless provoked. If it does engage in combat, the Hebablam looks to strike its opponent quickly and end the fight. Its massive teeth and feet can kill most animals with one blow. If it feels truly threatened, the Hebablam will try to run away.

**Trample (Ex):** A Hebablam can trample Medium-sized or smaller creatures for automatic gore damage. Creatures that choose not to make an attack of opportunity against the Hebablam may attempt a Reflex save to halve the damage.

## ICE BATS

### Small Magical Beast

**Hit Dice:** 1d10+2 (8 hp)  
**Initiative:** +5 (+5 Dex)  
**Speed:** 5 ft.; fly 50 ft. (good)  
**AC:** 16 (+5 Dex, +1 size)  
**Base Attack:** +1/-1  
**Attack:** Bite +1 melee  
**Full Attack:** Bite +1 melee  
**Damage:** Bite 1d3 and numb  
**Space/Reach:** 2½ ft. by 2½ ft./ 2½ ft.  
**Special Attacks:** numb, screech  
**Special Qualities:** Blindsight, Cold Subtype, Sonic Vulnerability  
**Saves:** Fortitude +4, Reflex +7, Willpower -2  
**Abilities:** Strength 10; Dexterity 20; Constitution 14; Intelligence 3; Wisdom 4; Charisma 5  
**Skills:** Hide +8; Listen +9  
**Feats:** none  
**Environment:** any Arctic or Sub-Arctic  
**Organization:** Pack (3-10)  
**Creature Rarity:** 1  
**Challenge Rating:** 1  
**Treasure:** none  
**Alignment:** Usually Neutral Evil  
**Advancement:** 2-5 (medium)

Similar in appearance to other normal bats, the Ice Bat is a large off-white colored representative of the species. The Ice

Bat has a supernatural connection to the Icepyre, which controls the actions of most Ice Bats. They are found grouped in the caves of the Icepyres. If an Icepyre is killed, surviving Ice Bats search for a new master. They have no ability to resist the commands of their Icepyre masters.

### Combat

Ice Bats distract and harass creatures that the Icepyres are hunting. They will bite to try and numb and stun the prey as their master moves in for the kill. They will screech if ordered or to escape should their master be killed.

**Cold Subtype:** Cold immunity, double damage from fire except on a successful save.

**Numb (Ex):** Every time the Ice Bat successfully bites an opponent, the target must make a Fortitude saving throw at DC 13. If the save is successful, nothing happens. If the save fails, the target takes one point of Dexterity damage.

**Screech (Ex):** Once per minute, the Ice Bat may screech as an attack. Anyone within 15 feet of the Ice bat must make a Fortitude saving throw at DC 15 of be deafened for five minutes.

**Skills:** The Ice Bats receive a +8 bonus to all Listen skill checks.

**Sonic Vulnerability:** Whenever the Ice Bat is the target of a sonic-based attack, it receives a -4 penalty to its saving throw.

## ICEPYRE

### Medium-Sized Magical Beast

**Hit Dice:** 6d10+30 (63 hp)  
**Initiative:** +5 (+1 Dex, +4 Improved Initiative)  
**Speed:** 20 ft.; fly 40 ft. (average)  
**AC:** 18 (+1 Dex, +7 natural)  
**Base Attack:** +6/+12  
**Attack:** Bite +10  
**Full Attack:** Bite +10 melee, 2 claws +5 melee  
**Damage:** Bite 1d4 and numb; claw 2d4+2  
**Space/Reach:** 5 ft. by 5 ft./ 5 ft.  
**Special Attacks:** numb, screech  
**Special Qualities:** Blindsight, Cold Subtype, Sonic Vulnerability  
**Saves:** Fortitude+11, Reflex +4, Willpower +5  
**Abilities:** Strength 18; Dexterity 13; Constitution 20; Intelligence 8; Wisdom 10; Charisma 15

**Skills:** Animal Empathy +2; Hide +1; Intimidate +2; Knowledge (Geography) +4; Listen +10; Move Silently +1; Search +3; Spot +2  
**Feats:** Alertness; Improved Critical (bite); Improved Initiative  
**Environment:** any Arctic or Sub-Arctic  
**Organization:** Solitary  
**Creature Rarity:** 4  
**Challenge Rating:** 5  
**Treasure:** standard  
**Alignment:** Usually Neutral Evil  
**Advancement:** 7-12 (large); 13-18 (huge); 19-25 (gargantuan)  
**Level Adjustment:** +6

The fiendish creation of Frostine that has terrorized the races of Icefia since it was first settled; the Icepyre has replaced the vampire in the nightmares of Icefia's inhabitants. It hunts at night with the aid of its Ice Bats, its keen hearing, and its uncanny ability to find warm blood. The nations of the continent of Icefia have tried on many occasions to destroy all of the Icepyres, but through the influence of the deity Frostine, enough always survive to keep the species going.

Icepyres are large humanoid creatures. They are white to gray in color, blending in well with the snow and ice of their surroundings. They have large leathery wings that are separate from their powerful fore limbs. Icepyres walk on two legs, but often crouch when not walking. They have needle like fangs that are capable of draining blood and other liquids from a creature. The claws on their hands are thin and also needle like, while the claws on their feet are thick and meant for holding a creature in place. Its head is the most disturbing part of the Icepyre to all those that see it. It has the face of an oversized bat with an extended skull that protrudes to the top and back.

Icepyres are never seen together, and reports say that when two meet, they will fight to the death for control of the brood of Ice Bats each keeps. It is from those broods that future Icepyres will come. A new Icepyre is bound to the Icepyre that kept it as an Ice Bat. Although they will not travel together, the younger will obey the commands sent by its sire.

## Combat

**Cold Subtype:** Cold immunity, double damage from fire except on a successful save.

**Numb (Ex):** Every time the Icepyre successfully bites an opponent, the target must make a Fortitude saving throw at DC 18. If the save is successful, nothing happens. If the save fails, the target takes three points of Dexterity damage.

**Screech (Ex):** Once per minute, the Icepyre may screech as an attack. Anyone within 50 feet of the Ice bat must make a Fortitude saving throw at DC 20 or be deafened for five minutes.

**Skills:** Icepyres receive a +8 racial bonus to all Listen skill checks.

**Sonic Vulnerability:** Whenever the Icepyre is the target of a sonic-based attack, it receives a -4 penalty to its saving throw.

# VISHTOO

## Medium-Sized Monstrous Humanoid

**Hit Dice:** 4d8+8 (26hp)  
**Initiative:** +1 (Dex)  
**Speed:** 30 ft, fly 30 ft. (good)  
**AC:** 16 (+5 natural, +1 Dex)  
**Base Attack/Grapple:** +4/+7  
**Attack:** fist +6 or spear +6  
**Full Attack:** 2 fists +6/+1 melee; or spear +6 melee; or spear +4 ranged  
**Damage:** fist 1d4 +3; or spear 1d8 +3  
**Space/Reach:** 5 ft by 5 ft/ 5 ft  
**Special Attacks:** frightful presence  
**Special Qualities:** SR 14, Fire Subtype, Darkvision 60'  
**Saves:** Fortitude +5; Reflex +3; Willpower +2  
**Abilities:** Strength 16; Dexterity 13; Constitution 14; Intelligence 10; Wisdom 9; Charisma 12  
**Skills:** Hide +6\*; Intimidate +8; Knowledge (Geography) +4; Move Silently +6\*  
**Feats:** Power Attack; Improved Unarmed Strike  
**Climate/Terrain:** Any Temperate to Tropical with Vegetation  
**Organization:** Pack (4-10); Tribe (100-300); Settlement (1000+)  
**Creature Rarity:** 4  
**Challenge Rating:** 5  
**Treasure:** ½ standard  
**Alignment:** never lawful or good; usually evil  
**Advancement:** by class  
**Level Adjustment:** +4

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Of the Vishtoo – “White flowers cannot be found in a coal sack.”

The ebony skinned demons that roam the northeastern section of the String Mountain continent, the Vishtoo are the most dangerous race living on Habololy. Their concerns are for the cult deity, their own survival, and the death of their enemies. Much of the world has been spared the horrors of the Vishtoo by the dwarves and the Gree, who are their neighbors and main opponents.

The typical Vishtoo male is over six feet tall. They appear as humanoid, but have little detail on their face and body. They appear to have no eyes, no mouth, and no nose. Their ears are short and point and are closer to the top of their head than other humanoids. Stranger still is that every Vishtoo has a cloak that appears to grow out of their skin near the top and back of their torso.

### Combat

For the Vishtoo, combat is life. They fight each other to train and to determine who their leaders should be. They fight their neighbors to gain land. They fight other creatures in their own lands to survive. Their existence is a brutal one and filled with violence. Vishtoo prefer to use only their fists and bodies in combat, but are known to use weapons when necessary.

Typical Vishtoo tactics are to attack at night and from cover. They never outnumber their opponents and must use every tactic possible to overcome that.

**Fire Subtype:** Fire immunity, double damage from cold except on a successful throw

**Frightful Presence (Su):** Any intelligent creature that sees a Vishtoo must make a Willpower saving throw at DC 15 + the Vishtoo's level or run in fear for ten minutes. While running, the creature may not take any offensive actions, but may cast defensive or transportation spells or use similar abilities.

**Skills:** Vishtoo receive a +2 bonus to all Intimidate skill checks. At night, they also receive a +4 circumstance bonus to all Hide skill checks. While flying, they receive a +4 circumstance bonus to all Move Silently skill checks.

### Vishtoo Characters

A Vishtoo's favored class is Berserker if he is chaotic. A Vishtoo's favored class is Monk if he is neutral. They may never take a level in the Wizard, Psion, Psychic Warrior, Tinker, or Paladin class. Vishtoo have an ECL of +4.