



Authorship

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Inspired by the "Joust" (trademark Midway Entertainment)

Creatures of Joust

Ostrich

Size/Type: Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +1/+3

Attack: Slam +3 melee (1d4+2)

Full Attack: 2 slams @ +3 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +0

Abilities: Str 15, Dex 13, Con 14,

Int 2, Wis 11, Cha 4

Skills: Listen +5, Spot +5

Feats: Endurance

Environment: Warm plains, Temperate Deserts

Organization: Solo or Flock: 1d6+1

Challenge Rating: ½

Advancement: Large: 3 to 4 HD

Ostriches can be bred as mounts but are more often hunted for food. An ostrich bred for strength and aggression, and are similar to war ponies.

Combat

A domesticated ostrich can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity

A light load for a domesticated ostrich is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A domesticated ostrich can drag 1,500 pounds.

Celestial War Ostrich (JOUST)

Size/Type: Large Outsider (celestial)

Hit Dice: 4d8+12 (30 hp)

Initiative: +1

Speed: 50 ft. (10 squares),

Flight (clumsy): 30ft (6 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d4+2) or

Slam +6 melee (1d6+4)

Full Attack: 2 Slam +6 melee (1d6+4) and bite +1 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Darkvision: 60ft, SR: 9,

Energy Resistance: 5,

Damage Resistance: 5/magic,

Cast "Feather Fall" at will as a 4th level cleric.

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

Abilities: Str 18, Dex 13, Con 17,

Int 2, Wis 13, Cha 6

Skills: Listen +5, Spot +4

Feats: Endurance, Run

Environment: Warm plains, Temperate deserts

Organization: Domesticated

Challenge Rating: 3

Advancement: Special

Level Adjustment: None

These animals are similar to heavy warhorses but are trained and bred for strength and aggression. A war ostrich can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Combat

Pounce (Ex): If a war ostrich charges a foe, it can make a full attack with its beak and feat (1 bite and 2 slams)

Carrying Capacity: A light load for a war ostrich is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A heavy warhorse can drag 4,500 pounds.

Treasure: The corpse of a celestial war ostrich will provide 1d3 random "feather tokens" (see DMG).

Celestial Pegasus (Joust II)

Size/Type: Large Magical Beast (Extra-planar)

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares),

fly 120 ft. (average)

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (1d6+4)

Full Attack: 2 hooves +7 melee (1d6+4) and



bite +2 melee (1d3+2)
 Space/Reach: 10 ft./5 ft.
 Special Attacks: None
 Special Qualities: Darkvision 60 ft.,
 Damage Reduction: 5/magic,
 Resistance to Acid, Cold, and Electricity: 5,
 Spell Resistance: 9,
 low-light vision, scent, spell-like abilities
 Saves: Fort +7, Ref +6, Will +4
 Abilities: Str 18, Dex 15, Con 16,
 Int 10, Wis 13, Cha 13
 Skills: Diplomacy +3, Listen +8, Sense Motive +9,
 Spot +8
 Feats: Flyby Attack, Iron Will
 Environment: Any Good aligned plane
 Organization: Solitary, pair, or herd (6-10)
 Challenge Rating: 4
 Treasure: None
 Alignment: Usually chaotic good
 Advancement: 5-8 HD (Large)
 Level Adjustment: +4 (cohort)

The celestial pegasus is a magnificent winged horse that always serves the cause of good. A typical celestial pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. It is usually white and has a golden mane. Celestial Pegasi cannot speak, but they understand Common, and Celestial.

Combat

Spell-Like Abilities: At will—detect good and detect evil within a 60-foot radius. Caster level 5th.
 Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

Training A Celestial Pegasus: Same as a normal Pegasus.

Pegasus eggs are worth 16,000 gp each on the open market because of their rarity, while young are worth 24,000 gp per head. Pegasi mature at the same rate as horses. Most celestial pegasi will only serve a "good" paladin master of 12th level or higher as a special mount.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Magma Mutant

Size/Type: Medium Aberration (Earth, Fire)
Hit Dice: 1d8+3 (8 hp)
Initiative: -3

Speed: 30 ft. (6 squares), Burrow: 30ft
Armor Class: 12 (-3 Dex, +2 natural),
 touch 7, flat-footed 12
Base Attack/Grapple: +0/+1
Attack: Lance +4 melee (1d8+4/x3)
Full Attack: Lance +4 melee (1d8+4/x3)
Space/Reach: 5 ft./5 ft. (Lance: 10ft)
Special Attacks: Burn, Fiery Aura,
 Fiery Touch, Rebirth, Dragon Empathy (CL)
Special Qualities: Magma Mastery,
 Immune to Filth Fever, Magma Movement,
 Darkvision: 60ft.
Saves: Fort: +3, Ref: -3, Will: +1
Abilities: Str 17, Dex 5, Con 16,
 Int 10, Wis 9, Cha 8
Skills: Climb +3, Jump +3
Feats: Weapon Focus (lance)
Environment: Warm hills, mountains, deserts, and underground.
Organization: Solitary or Party (2-4)
Challenge Rating: 1
Treasure: Fire Resistant Treasure
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +5

A magma mutant is a Uz'Dzar egg that has been dropped into molten lava before hatching which radically alters their appearance and racial abilities. These creatures can burn others with a touch and can travel through magma without damage. They are viewed with fear and disgust by other Uz'Dzar because their powers. Rather than an affinity to buzzards, magma mutants have a natural gift for riding and communicating with dragons. Most magma mutants train a wyvern as a war mount.

Combat

A magma mutant often ride wyverns into combat. They will seek to quickly move into melee range of their target to burn or lance.

Skills

A magma mutant has a +4 bonus on ride and diplomacy checks with dragons.

Special Attacks

Burn (Su): A creature damaged by a magma mutant's fiery touch or fiery aura special attack must succeed on a DC 15 Reflex save or catch fire.

Fiery Aura (Su): A magma mutant emits a aura of heat that can burn nearby creatures to cinders. Any creature within 10ft of the mutant takes 1d6 fire damage per round. A successful Fortitude save (DC 10 + mutant's HD + mutant's CON modifier) halves



the fire damage for that round. The mutant can suppress this ability as a free action.

Fiery Touch (Su): A magma mutant's skin is hot to the touch. Any creature that makes a successful touch attack against the mutant suffers 1d6 fire damage. All of the mutant's natural melee attacks (including grapple attacks) gain this fire damage as a bonus. The mutant's fiery touch ability can be suppressed as a free action.

Rebirth: Same as a standard Uz'Dzar. The magma mutant is reborn as another magma mutant.

Dragon Empathy: The magma mutant has "wild empathy" with feral dragons as a druid of a class level equal to the mutant's Hit Dice. Additionally, it has a +4 Ride bonus and a +4 Diplomacy bonus on all checks regarding dragons.

Special Qualities:

Magma Mastery: A magma mutant gains a +1 morale bonus on attack and damage rolls if both it and its foe are above or within molten lava.

Magma Movement: A magma mutant can swim through magma and lava at a speed equal to its burrowing speed. This ability does not grant the creature a swim speed in water or the ability to breathe underwater.

Buzzard, Giant

Size/Type: Large Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 60 ft. (average)

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

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (1d10+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Filth Fever

Special Qualities: Low-light vision, scent blood

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 16, Con 14, Int 10, Wis 14, Cha 10

Skills: Listen +6, Move Silently +5, Spot +11, Survival +9

Feats: Flyby Attack, Improved Flyby Attack

Environment: Warm mountains, Warm deserts

Organization: Solitary, pair, or flock (5-12)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral evil

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: +2 (cohort)

A typical giant buzzard stands about 9 feet tall, has a wingspan of up to 18 feet, and resembles a vulture but has green feathers and bright yellow beak. It weighs about 480 pounds.

Giant buzzards speak Common and Ignan.

Combat

A giant buzzard typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant buzzard is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. Uz'dzar patrol will attack on sight any creatures in their air space.

Filth Fever (Ex): Enemies damaged by a Giant Buzzard must make a Fortitude Save (DC:12) or contract filth fever (See DMG for disease effect).

Flyby Attack (Ex): When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Improved Flyby Attack (Ex): If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Skills: Giant Buzzards have a +4 racial bonus on Survival checks.

Training A Giant Buzzard

Only the Uz'Dzar have successfully trained giant buzzards as flying mounts. As an unhatched egg, young pilots are placed in a nest with buzzard fledglings. This upbringing forms a telepathic bond between rider and bird. A Uz'Dzar can give mental commands to a Giant Buzzard within 100ft. These commands still require a Ride or Handle Animals Check to succeed.

Riding a giant buzzard requires an exotic saddle. A giant buzzard can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.



Giant buzzard eggs are worth a 500 gp bounty in places plagued by Uz'Dzar aerial raids.

Carrying Capacity: A light load for a giant buzzard is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Lava Troll

Size/Type: Huge Giant (Fire and Earth)
Hit Dice: 17d8+102 (178 hp)
Initiative: +1
Speed: 50 ft. (10 squares),
Burrow (lava only): 50ft
Armor Class: 21 (-2 size, +1 Dex, +12 natural),
touch 9, flat-footed 20
Base Attack/Grapple: +12/+32
Attack: Slam +22 melee (1d6+12) or
rock +12 ranged (2d8+12)
Full Attack: 2 slams +22 melee (1d6+12) or
rock +12 ranged (2d8+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Rock throwing, spell-like abilities
Special Qualities: Camouflage, Regeneration: 10,
Immunity to Fire and Acid,
Vulnerable to Cold and Electricity,
Rock catching, Tremorsense
Saves: Fort +16, Ref +6, Will +10
Abilities: Str 35, Dex 13, Con 23,
Int 12, Wis 16, Cha 13
Skills: Climb +19, Hide +3 (In Volcanoes: +11),
Diplomacy +3, Intimidate +11, Listen +15,
Perform (sing) +2, Sense Motive +9, Spot +15,
Hide in Lava
Feats: Awesome Blow, Snatch, Improved Bull
Rush, Improved Overrun, Iron Will, Power Attack
Environment: Warm mountains (Volcanoes)
Organization: Solitary or gang (2-4).
Challenge Rating: 13
Treasure: Standard coins; double gems; only possesses stone or fire proof items
Alignment: Usually neutral good or neutral evil
Advancement: By character class
Level Adjustment: Not intended as a PC.

Lava trolls are often mistaken as fire or earth elementals at first glance. A lava troll's skin is deep red but they are covered with black scaly warts. Their hair is black and bristly, and their eyes are glow red. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly taller and heavier. Lava Trolls can live to be 800 years old.

Lava Trolls wear no clothing but often cement gemstones to their skin. The lava quickly destroys most possessions so any object that is immune to fire is extremely prized by a lava troll. They also appreciate music, and their singing often echoes in their volcanic lairs. All lava trolls can speak Common and Giant.

Combat

Lava Trolls are usually solitary hunters. They prefer to fight from a position below their opponents concealed in a pool of lava. A favorite tactic is to hide in a pool of lava and snatch at an opponent flying above them.

Camouflage (Ex): The skin of the Lava Troll provides a +8 bonus to hide in volcanic craters and lava fields.

Regeneration (Ex): Cold and electricity inflict 50% more standard damage to a lava troll. If a lava troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. Lava Trolls are immune to acid and fire damage and all other attacks inflict non-lethal damage. The lava troll only regenerates while standing in lava.

Rock Throwing (Ex): The range increment is 140 feet for a lava troll's thrown rocks

Spell-Like Abilities: 3/day cast: burning touch (i.e. chill touch but inflicts 1d6 "fire" damage plus possible -1 STR damage) or obscuring smoke (i.e. obscuring mist); 1/day cast: flaming sphere. Caster level 15th.

Lava Troll NPC Characters: Some lava trolls may take barbarian, cleric, or druid class levels. Lava Troll clerics have access to two of the following domains: Death, Evil, Fire, or Trickery.

Lava Roc

Size/Type: Gargantuan Magic Beast (Fire, Earth, Extraplanar)
Hit Dice: 18d8+126 (207 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 17 (-4 size, +2 Dex, +9 natural),
touch 8, flat-footed 15
Base Attack/Grapple: +13/+37
Attack: Talon +21 melee (2d6+12)
Full Attack: 2 talons +21 melee (2d6+12) and



bite +19 melee (2d8+6)
Space/Reach: 20 ft./15 ft.
Special Attacks: None
Special Qualities: Immune to fire, Low-light vision, Vulnerable to Cold (+50% damage).
Saves: Fort +18, Ref +13, Will +9
Abilities: Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills: Hide -3, Listen +10, Spot +14
Feats: Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment: Warm mountains
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 19-32 HD (Gargantuan); 33-54 (Colossal)
Level Adjustment: None

A lava roc is an extra-planar creature that combines both a earth aspect and a fire aspect. A lava roc is immune to fire and acid damage, but take 50% more damage from cold and electrical attacks. They are often found living in a volcanic crater or circling above a lava flow.

A lava roc's plumage is bits of red and yellow flame that burn from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A lava roc weighs about 8,000 pounds.

Combat

A lava roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary lava roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Lava rocs have a +4 racial bonus on Spot checks.

Crystal Dire Bat

Size/Type: Large Elemental (Earth)
Hit Dice: 4d8+12 (30 hp)
Initiative: +8
Speed: 20 ft. (4 squares), fly 40 ft. (good), burrow 10ft
Armor Class 26 (-1 size, +8 Dex, +9 natural), touch 17, flat-footed 18
Base Attack/Grapple: +4/+11

Attack: Bite +6 melee (1d8+5)
Full Attack: Bite +6 melee (1d8+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Blindsight 40 ft., Light Reflection
Special Qualities:
Damage Reduction: 5/bludgeoning,
Darkvision: 60ft, Elemental Traits,
Acid/Fire/Cold/Electricity Resistance: 10,
Immunities: Light, Low-Light Vision, Mindless,
Vulnerable to Sonic
Saves: Fort +8, Ref +12, Will +6
Abilities: Str 19, Dex 26, Con 19, Int 0, Wis 14, Cha 6
Skills: Hide +6, Listen +12*, Move Silently +13, Spot +8*
Feats: Alertness, Stealthy
Environment: Temperate deserts, underground
Organization: Solitary or colony (5-8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-12 HD (Large)
Level Adjustment: NA

A crystal dire bat has a wingspan of 15 feet and weighs about 200 pounds. It hates the sound of music, laughter, and conversation and will attack any character or creature that disturbs the peaceful silence of its domain. A crystal bat will often lie dormant underground for years until disturbed by a noisy intruder.

Combat

Dire bats swoop down upon unsuspecting prey from above.

Special Attacks: Blindsight (Ex): A crystal dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Light Reflection (Ex): The body of a crystal bat naturally amplifies ambient light. When struck by light from any source, the creature's body projects a equal amount of light, as though it was a light source of the same size. In torch light, the crystal bat acts as a torch. If illuminated by a daylight spell the bat acts as a daylight spell of equal power. If struck by a light based attack, then the bat acts instantly reflects the attack back at the attacker. The saving throw of all "light" effects reflected the bat gains a +2 DC enhancement.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.



Special Qualities

Damage Reduction (Ex): The crystalline body of the bat reduces all damage by five points from slashing and piercing attacks.

Elemental Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Immunity to poison, sleep effects, paralysis, and stunning.

Not subject to critical hits or flanking. Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor. Elementals do not eat, sleep, or breathe.

Acid/Fire/Cold/Electricity Resistance (Ex): The crystal bat reduces damage from acid, fire, cold, and electrical energy attacks by ten points.

Immunities: Light (Ex): The crystal bat is immune to light based damage and light based blinding attacks. Instead these attacks are reflected back at the attacker and given a +2 DC magnification in power.

Mindless (Ex): A crystal bat is a mindless monster like an ooze, and it is immune to any "mental/emotional influencing" effects or spells. It will attack the noisiest target in a group first.

Vulnerability to Sonics (Ex): A crystal bat suffers double damage from sonic energy attacks.

Cyber Roc

Size/Type: Gargantuan Construct

Hit Dice: 18d10+ 60 (159 hp)

Initiative: +5

Speed: 40 ft. (8 squares), fly 160 ft. (average)

Armor Class: 22 (-4 size, +5 Dex, +14 natural), touch 8, flat-footed 20

Base Attack/Grapple: +13/+37

Attack: Talon +21 melee (4d6+15)

Full Attack: 2 talons +21 melee (4d6+15) and bite +19 melee (4d8+9)

Space/Reach: 20 ft./15 ft.

Special Attacks: Body Blades, Enlarged Attacks, Redline

Special Qualities: Hardness, Immunity to Electricity,

Low-light vision, Metal Body, Resistances

Saves: Fort +6, Ref +11, Will +11

Abilities: Str 40, Dex 21, Con 0,

Int 0, Wis 17, Cha 7

Skills: Balance +15, Climb +25, Jump +25,

Listen +13, Spot +17

Feats: Alertness, Flyby Attack, Iron Will, Multiattack,

Power Attack, Snatch, Wingover

Environment: Warm mountains

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 19-32 HD (Gargantuan);
33-54 (Colossal)

Level Adjustment: None

The cyber roc is a mechanical construct created by Uz'dzar clerics. A mechanical roc resembles a lava roc, but is made of cast iron struts and copper plates. Its eyes are ruby glass and glow with an inner fire. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 24,000 pounds. Mechanical rocs are often used to drop Uz'dzar eggs on a battle field to overwhelm enemy defenses. It also can release a flock of crystal bats to create chaos and confusion. A mechanical roc is created in much the same way as a golem made of metal. The exact technique is a secret among Uz'dzar clergy.

Combat

A mechanical roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off. A mechanical roc can also drop up to 1d4 Uz'Dzar eggs or one Crystal Bat as a full round action. The mechanical roc carries a maximum load



of 20 eggs and 5 crystal bats.

Special Attacks:

Body Blades (Ex): Spikes and blades cover the surface of the roc. Any melee attackers suffers 1d8 points of piercing damage when attacking the mechanical roc. In addition, the roc inflicts 1d8 piercing damage per round on a grappled opponent on each successful grapple check. Creatures wielding a melee weapon with exceptional reach (such as a long spear) do not suffer this damage.

Enlarged Attacks (Ex): The natural weapons of a mechanical roc are treated as two sizes larger than normal for its size.

Redline (Ex): Once per hour, a mechanical roc can move up to 10 times its normal speed when it charges.

Skills: Rocs have a +4 racial bonus on Spot checks.

Special Qualities

Hardness (Ex): A mechanical roc as a hardness of 10. This quality functions like object hardness, even though the mechanical creature is not an object.

Immunity to Electricity (Ex): The mechanical roc take no damage from electricity.

Metal Body (Ex): The mechanical roc is largely made of metal. It counts as a ferrous creature for rusting effects and all other spell-like effects that target metal.

Resistances (Ex): The mechanical roc as "Resistance 10" to acid, cold, and fire.

Lightning Guardian

Size/Type: Large Construct

Hit Dice: 14d10+30 (107 hp)

Initiative: -1

Speed: Fly 10 ft. (perfect)

Armor Class: 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26

Base Attack/Grapple: +10/+23

Attack: Slam +18 melee (2d10+9) or

Lightning Bolt

Full Attack: 2 Slams +18 melee (2d10+9) or

Chain Lightning or 2 Lightning Bolts

Space/Reach: 10 ft./10 ft.

Special Attacks: Lightning Bolt (Sp),

Chain Lightning (Sp)

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

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

Abilities: Str 29, Dex 9, Con Ø, Int Ø, Wis 11, Cha 1

Skills: None

Feats: None

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 15-21 HD (Large); 22-42 (Huge), 43 and up (Colossal)

Level Adjustment: None

This golem consists of a humanoid or animal head sculpted of obsidian. A lightning guardian is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like a eagle's head, a skull, or a gigantic eyeball.

Combat

Lightning guardians are designed to slowly patrol fortified areas or defend buildings. It often lies in wait for unwary trespassers. It prefers wait up till multiple targets are in range before unleashing a lightning bolt or chain lightning spell.

Special Attacks

Lightning Bolt (Sp): The Lightning guardian can cast a lightning bolt as a spell-like ability as a standard action. The power of this spell is equal to a 12th level wizard (DC: 18).

Chain Lightning (Sp): As a full-round action, the lightning guardian can cast chain lightning as a spell-like ability as a 12th level wizard (DC: 21).

Immunity to Magic (Ex): A lightning guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A control winds spell slows a lightning guardian (as the slow spell) for 2d6 rounds, with no saving throw, while call lightning storm heals all of its lost hit points.

A stone to flesh spell does not actually change the golem's structure but negates its damage reduction



and immunity to magic for 1 full round.

NEW DIETY: The Black Knight

Additional Names: Iron Giant, Father Cauldron, Burning Lord

Portfolio: Earthquakes, Volcanoes, Cannibalism, Human Sacrifice, Tyranny, Endurance
Domains: Earth, Fire, War, Trickery, Darkness, Slaykind

The Black Knight is the patron god of the Uz'Dzar. He was once an ordinary Uz'Dzar cleric but his hatred of other races inspired him to pursue the power through the subjugation of the elemental spirits of the volcano. Eventually he became part of the volcano he wished to control. The Black Knight encourages his people to pillage and destroy. He seeks to increase warfare and volcanic activity in the world to aid his worshippers and to create volcano cults in other races.

Uz'Dzar

Uz'Dzar Bouncer: 1st-Level Warrior

Size/Type: Medium Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14

(+3 studded leather, +1 light shield),
touch 10, flat-footed 14

Base Attack/Grapple: +1/+2

Attack:

longsword +3 melee (1d8+1/19-20) or
longbow +1 ranged (1d8/x3)

Full Attack:

longsword +3 melee (1d8+1/19-20) or
longbow +1 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rebirth, Wild Empathy (CL)

Special Qualities:

Immune to Filth Fever, Cold Blooded

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 13, Dex 11, Con 12,

Int 10, Wis 9, Cha 8

Skills: Climb +3, Jump +3

Feats: Weapon Focus (longsword)

Environment: Warm hills, mountains, and deserts

Organization: Party (2-4),

squad (11-20 plus 2 hunters and 1 shadow

lord),

band (30-100 plus 150% noncombatants plus 1 3rd-level hunter per 10 adults, 5 5th-level shadow lords, and 3 7th-level shadow lords)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

Uz'Dzar Hunter: Ranger Level 3

Size M (6'1"); HD 3d8+3, HP 22; Init +4 (+2 Dex,+4 Imp Init); Spd: 30ft; AC 16 (+2 Dex, +4 armor); Attack: +4 melee or +5 ranged; SV Fort +3, Ref +1, Will +2; AL NE, Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 10. CR=3

Languages Spoken: Common and Uz'Dzar

Skills and Feats: Climb +5, Craft (bowyer) +2, Craft (trapmaking) +2, Craft (leatherworking) +6, Hide: +0, Knowledge (geography) +3, Listen +7, Move Silently +0, Profession (Miner) +6, Ride +10, Spot +1, Survival +7, Use Rope +4, Improved Initiative, EWP Heavy Repeating Crossbow, {Track}, {Rapid Shot}

Ranger Spells: None till 4th level

Weapons and Armor: Masterwork Lance: +1 to hit, 1d8+1(x3), 10lbs

Masterwork Repeating Crossbow: +1 to hit, 1d10 (19to20,x2), 120ft, 12lbs.

30 Masterwork Quarrels +1 to hit, 6lbs total
Masterwork Studded Leather: +3 armor, 20lbs
Masterwork Buckler: +1 shield, 5lbs

Uz'Dzar Shadow Lord, 7th level Paladin of Slaughter

Pal7, CR 7, Size M (6ft 2in tall); HD 7d10+14, hp 64, Init +1 (+1 Dex); Spd 30ft; AC 19 (+1 Dex, +8 armor); Attack +8/+3 melee or +8/+3 ranged, SV Fort +11, Ref +7, Will +10, AL NE, Str 12, Dex 12, Con 14, Int 12, Wis 18, Cha 19.

Abilities: Aura of Evil, detect good (sp), Smite Good: 2/day, Divine Grace, Deadly Touch, Debilitating Aura (-2 to ST to enemies w/in 10ft), Divine Health, Rebuke Undead, Cause Disease (sp): 1/week.

Languages: Common, Ignan, Uz'Dzar



Skills: Concentration +10, Intimidation +14, Handle Animals: +11, Hide +1, Listen +4, Move Silently +1, Ride: +8, Sense Motive +5, Spellcraft +2, Spot +4

Feats: Combat Casting, Extra Turning, Improved Turning, Weapon Focus (Lance)

Paladin Spells Per Day: 2/0/0/0

Weapons and Armor: Adamantine Longsword +1 Magic Darkwood Lance Masterwork Banded Armor, Mithral Heavy Shield

Description

Uz'dzar typically stand more than 6 feet tall and weigh over 200 pounds. Uz'dar have no male or female gender but periodically lay eggs which quickly grow into adult warriors. All Uz'dzar have course grey skin and lack any facial or body hair. Their eyes are a milky pink, but often shine red in darkness. They prefer to wear armor if possible or no clothing at all.

Uz'Dzar speak their own language and Common.

Cold Blooded (Ex): Cold blooded races have a -4 racial penalty on Fortitude saves made to resist the effects of cold weather or exposure

Combat

Rebirth: Uz'Dzar that are killed in combat shed a Uz'Dzar Egg. This egg will hatch into a new adult Uz'Dzar warrior within 10 rounds (1 minute) unless it is destroyed. Uz'Dzar Egg: Hardness: 4, Hit Points: 8.

Uz'Dzar routinely inflect their weapons with "filth fever" to make them more effective in combat. Anyone damaged by a infected weapon must make a Fortitude Check (DC: 12) or contract "filth fever" (see DMG for effect).

Uz'Dzar As Characters

Uz'Dzar characters possess the following racial traits.

Medium size.

Maenad base land speed is 30 feet.

Wild Empathy: Uz'Dzar naturally have a "druid's" wild empathy ability equal to their character level

in power.

Rebirth (Su): Uz'Dzar that are killed in combat shed a Uz'Dzar Egg. This egg will hatch into a new adult Uz'Dzar warrior within 10 rounds (1 minute) unless it is destroyed. Uz'Dzar Egg: Hardness: 2, Hit Points: 5.

Immune to Filth Fever

Cold Blooded (Ex): Cold blooded races have a -4 racial penalty on Fortitude saves made to resist the effects of cold weather or exposure

Special Skill Bonus: The Uz'Dzar have a +4 Ride skill bonus and can handle a giant buzzard as easily as a horse.

Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin.

Favored Class: Fighter

Level Adjustment: +0.



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