

Chapter 10

Creatures of Al-Dakan

Azhak

Medium Monstrous Humanoid

Hit Dice: 10d8+30 (75)
Initiative: +3 (Dex)
Speed: 30 ft.
AC: 13 (+3 Dex) (or by armor)
Attacks: Longsword (or other weapon) +14
 melee/+9 melee, 2 bites +12 melee
Damage: Longsword 1d8+4, bites 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. for snakes)
Special Attacks: Poison
Special Qualities: Regeneration 5, spell-like abilities, dark vision 90 ft.
Saves: Fort +6, Ref +10, Will +9
Abilities: Str 20, Dex 16, Con 17, Int 15, Wis 15, Cha 15
Skills: Diplomacy +8, Disguise +4, Knowledge (any 2) +7, Listen +7, Move Silently +5, Spot +7
Feats: Expertise, Improved Disarm, Multiattack, Power Attack

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 9
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

An azhak will occasionally be born to humans of a cursed bloodline. They are vicious and bloodthirsty, and unless stopped will rise in power to become absolute tyrants.

Physically, an azhak is a human in all ways except one. They have a long, black viper growing from each shoulder which continually twists and hisses. In all other respects they show all the variation of humanity. They appear to be normal humans until adolescence. At that point the snakes grow almost instantly and the azhak's full powers assert themselves.

Each snake must consume the brain of a living, intelligent creature once per day. If they fail to do so, the human portion of the azhak loses all special abilities, while the snakes turn hostile and try to eat the azhak's brain. Because of this, it is extraordinarily difficult to capture a live azhak.

Combat:

An azhak will first attempt to use his or her underlings to subdue opponents. The azhak prefers to take prisoners alive, for later consumption. Important prisoners will be first interrogated, then fed to the hungry snakes. If the azhak is drawn into combat, he or she will first try to stay away and let the snakes fight (using them to poison first and then disarm opponents), or use the cloudkill ability combined with darkness.

Poison (Ex): Snake bite, Fortitude save (DC 18); initial damage 1d6 strength, secondary damage 1d6 strength.

Regeneration (Ex): An azhak takes normal damage from acid, blessed weapons, or holy water.

Spell-like abilities: 3/day--darkness, detect good; 1/day--cloudkill, invisibility (self only), seeming (self only). These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Dalhan

Small Monstrous Humanoid

Hit Dice: 3d8 (13)
Initiative: +4 (Dex)
Speed: 20 ft. (40 ft. on ostrich)
AC: 15 (+1 size, +4 Dex)
Attacks: Short sword +6 melee
Damage: Short sword 1d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poisonous blood
Special Qualities: Terrifying cry, invisibility 3/day, dark vision 60 ft., light sensitivity
Saves: Fort +1, Ref +7, Will +5
Abilities: Str 14, Dex 18, Con 10, Int 12, Wis 14, Cha 12
Skills: Handle Animal +7, Healing +4, Listen +6, Ride (Ostrich) +14, Spot +2, Wilderness Lore +6
Feats: Mounted Combat, Ride-by Attack, Track

Climate/Terrain: Desert
Organization: Patrol
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Dalhans are small, cruel humanoids who roam the desert on the backs of ostriches at night. They patrol stretches of wilderness from secret lairs, killing and butchering all intruders.

They are short, secretive humanoids standing about 4 feet tall. Their hairless skin is coal black, and their mouths are filled with many short, pointed teeth. However, no live dalhan has ever been seen uncovered. They wear black full body robes and veils, with only their glowing red eyes visible. They decorate their saddles and harnesses with trophies from previous kills, especially skulls, mummified hands, and similar macabre remnants of their victims. Dalhans quickly butcher their kills and any fellows who have fallen, pack the remains, and disappear before daylight.

The relationship between a dalhan and its mount is very strong. They are incredibly skilled riders, and will never willingly dismount while they are hunting. Surviving ostriches whose riders have been killed are taken back by the others, but surviving riders with no mount are abandoned to the desert.

The dalhan language consists primarily of silent gestures and hand signals. They are also capable of making high pitched squawks and cries. Though they understand Common, they have never been known to speak it.

Combat

Dalhans usually start an attack by surrounding their victims from a distance while invisible. On cue they start up their terrifying cry, and then charge in to battle. They will flee if the skirmish is clearly against them, to gather more of their number and attack again later.

Poisonous Blood (Ex): The blood of a dalhan is toxic to most creatures. Dalhans take advantage of this by coating their weapons with a distilled extract of it. Fortitude save (DC 15), initial damage 1 temporary Strength, secondary damage 1d6 temporary Strength. Dalhans are immune to this, though their ostriches are not.

Terrifying Cry (Su): At will a dalhan may begin a terrifying wail as a full round action. This acts as a Cause Fear spell for any within 100 feet who can hear the cry. Will save (DC 11 + number of dalhans contributing, up to DC 25) to negate. Once exposed to the cry, creatures will be immune to any cry of the same DC or smaller for the next hour. Both dalhans and their ostriches are unaffected by this cry.

Invisibility (Sp): A dalhan may become invisible as the spell 3 times per day. This affects both it and its ostrich.

Light sensitivity (Ex): Dalhans suffer a -2 penalty to attack rolls when in the radius of a daylight spell, or if they are caught in actual sunlight.

Dhabi, Demoncat

Large Magical Beast

Hit Dice: 6d10+18 (51)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 15 (+3 natural, -1 size, +3 Dex)
Attacks: 2 claws +9 melee, bite +7 melee
Damage: Claws 1d6+4, bite 1d8+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake
Special Qualities: Scent
Saves: Fort +8, Ref +8, Will +0
Abilities: Str 19, Dex 17, Con 17, Int 8, Wis 6, Cha 16
Skills: Balance +9, Hide +9*, Jump +6, Listen +4, Move Silently +9, Spot +4
Feats: Improved Initiative, Multiattack

Climate/Terrain: Desert
Organization: Pack
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Demoncats are sadistic intelligent lions with the ability to mesmerize their victims before killing them. They enjoy tearing their prey apart and taunting them while running them down.

Physically a demoncat resembles a large maneless African lion, 8 feet long and around 500 pounds. Their main distinguishing characteristic is their eyes, which are large and a very deep green.

Demoncats speak Common. They especially enjoy talking to their intended prey in their high, sibilant voices as they hunt them.

Combat

As combat begins, the demoncats will assess their prey and choose how to proceed. If they feel it is necessary they will use their full stealth ability to stalk their victims one by one. A possible variation is to let half the cats attempt to mesmerize the opponents, while the other half pounce from behind. However as soon as they feel that the odds are in their favor, they will prolong the hunt for as long as possible, crippling their prey and watching them attempt to run. Demoncats are arrogant and often overestimate their own abilities.

Mesmerizing Gaze (Su): Those failing their saving throws are unable to take action for 1d10 rounds, or until any damage is taken (including subdual damage). Will save (DC 15).

Pounce (Ex): If a demoncat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the cat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A lion that gets a hold can make two rake attacks (+10 melee) for 1d4+4 damage each. If the lion pounces on an opponent, it can also rake.

Skills: Like mundane lions, demoncats receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Ghaddar

Medium Monstrous Humanoid

Hit Dice: 3d8+3 (16)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 14 (+2 natural, +2 Dex)
Attacks: 2 claws +4 melee, Bite +2 melee
Damage: Claws 1d4+1, Bite 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Ghaddar plague, Wail
Special Qualities: Blindsight 60 ft., Insanity
Saves: Fort +2, Reflex +5, Will +1
Abilities: Str 13, Dex 15, Con 13, Int 10, Wis 6, Cha 16
Skills: Climb +7, Hide +7, Intuit Direction +1, Listen +2, Move Silently +7
Feats: Multiattack
Climate/Terrain: Desert
Organization: Pack
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Ghaddars are crazed women who have succumbed to a communicable plague that destroys the mind. They are driven by a need to torture and mutilate others.

A ghaddar looks like a haggard, feral woman wearing torn clothing with her eyes ripped out. She usually wears the clothing she had on at the time of her transformation. However ghaddars do not care about modesty or cleanliness, and so the clothing is often ripped to the point where it is barely useful. When not trying to hide, they emit a constant sobbing wail. Though they understand the same languages they did before, they make no attempts at communication.

Despite their appearance, ghaddars are not undead. They are primarily scavengers, eating small animals and plants and bits of victims. Humanoid women are usually dragged back to the lair, where they can be

infected with the ghaddar plague. Humanoid men are immune to the disease, although survivors will also be taken back to be tortured. They almost always will be blinded and castrated.

Combat

Ghaddars care nothing for their own safety, and will fight to the death. If possible, they will attempt to surprise their prey. Once combat has begun they will begin their wailing to frighten their opponents and try to overwhelm their prey through sheer numbers. They prefer to attack women over men.

Ghaddar plague (Su): Females hit by a ghaddar must make a Fortitude save (DC 13 for claws, DC 15 for bite) or contract this magical disease. Incubation time is 1 day. Each day the victim must make a Fortitude save (DC 15) or suffer 1d6 points of Wisdom damage. If the victim loses all Wisdom she immediately goes insane. Over the next couple of hours she will rip out her eyes and become another ghaddar. A Heal of Cure Disease spell will cure the plague before the transformation has taken place. After that a Wish or Miracle is needed.

Wail (Su): Ghaddars may wail as a free action. Those who hear the keening of a group of ghaddars must make a Will save (DC 15) or suffer a -2 penalty to attack rolls and skill checks due to fright. The effect lasts 1d10 rounds. Once a character has made a save, she is immune to the wail of any ghaddar group for the day.

Blindsight (Su): Ghaddars can effectively see for 60 ft. using supernatural senses. They are not affected by darkness or silence (though the latter does block their wail).

Insanity (Ex): The minds of ghaddars are twisted and warped beyond understanding. They receive a +10 bonus to all saving throws against mind effects.

Katanes

Medium Monstrous Humanoid

Hit Dice: 5d8+10 (32)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 15 (+3 natural, +2 Dex)
Attacks: Bite +9 melee, 2 claws +7 melee
Damage: Bite 1d8+4, claws 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Improved threat, sever limb
Special Qualities: Scent, dark vision (60 ft.)
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 18, Dex 14, Con 15, Int 8, Wis 12, Cha 15
Skills: Climb +9, Hide +7, Listen +2, Move Silently +7, Spot +2, Swim +6, Wilderness Lore +4

Feats: Multiattack

Climate/Terrain: Desert

Organization: Pack

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

The katanes is a fearsome monster responsible for more adventurers missing a hand or arm than most other creatures combined.

Physically, a katanes resembles a lean, hairy humanoid approximately seven feet tall. Its entire body is covered in shaggy hair which may be any shade of brown, black, or gray. Its most noticeable feature is its large, razor sharp teeth. Its mouth is proportionately about three times the size of a human's, and the teeth are a few inches long. Its black eyes are comparatively small and undistinguished. Its claws are a dull yellow.

Combat:

When possible, a pack of katanes will climb above their prey and drop down onto them. They rely on their bite attack to mortally wound opponents.

Improved Threat (Ex): With the bite attack only, a katanes scores a potential critical on a roll of 19 or 20.

Sever Limb (Ex): On a critical hit, the victim must make a reflex save (DC 14) or suffer triple damage from the hit and lose the closest limb to the creature's maw as determined by the DM. Usually this will be a hand first, possibly followed by an arm. The victim will continue to lose 1 hit point each round, until any healing is applied. The mangled limb can be recovered from the katanes' stomach for the next hour (which usually involves cutting into the dead creature).

Lilim

Medium Outsider

Hit Dice: 7d8+14 (45)

Initiative: +5 (+5 Dex)

Speed: 30 ft., fly 50 ft. (average)

AC: 19 (+5 Dex, +4 natural)

Attacks: 2 claws +12 melee

Damage: Claws 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domination, blood drain, energy drain

Special Qualities: Damage reduction 15/+1, spider climb, open locks, fast healing 5, alternate form, tongues

Saves: Fort +7, Ref +10, Will +8

Abilities: Str 18, Dex 20, Con 15, Int 15, Wis 16, Cha 20

Skills: Bluff +12, Diplomacy +10, Disguise +15*, Hide +15, Knowledge (any one) +8, Listen +16, Move Silently +15, Sense Motive +7, Search +7, Spot +16

Feats: Improved Unarmed Strike, Stunning Fist, Weapon Finesse (claws)

Climate/Terrain: Desert

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Medium-size)

A lilim is a demonic female vampire that hunts the world for victims. She is both beautiful and terrible.

In her natural form a lilim looks like a woman of unearthly beauty. She is set apart by her large bat wings (10 foot span), vampirish teeth, and coarse, hairy legs. When enraged, her eyes may glow red or orange. Lilims disappear from the world at sunrise, leaving no trace. They reappear again in the same place when the sun has set. If one is killed, she immediately crumbles into gray ash.

Lilims are the result of the pairing of a demoness with a human man long ago. Lilims these days carry on the practice by seducing men on occasion before killing them, to bear the next generation. Gestation is quick, and the new demon grows to maturity within moments of being born. She then leaves her mother to hunt on her own.

Combat:

The lilim will first attempt to dominate or stun a victim, preferably male. She will then drain his or her blood for a couple of rounds to weaken him, and then drain levels until she needs to deal with the victim's friends. She will not hesitate to fly away if she is near death.

Domination (Su): Using a standard action, a lilim can dominate a person's will be looking into his or her eyes. This acts as the spell dominate person cast by a 12th-level sorcerer (DC 20). This has a range of 30 feet.

Blood Drain (Ex): On a successful grapple, the lilim pins her foe and bites in order to drain blood. This causes 1d4 permanent Constitution damage each round the grapple is maintained.

Energy Drain (Su): Rather than drain blood on a round in which an opponent is grappled, the lilim may instead kiss the living victim, bestowing a negative energy level (DC 18 to remove).

Spider Climb (Ex): A lilim can climb sheer surfaces as though with a spider climb spell.

Open Locks (Su): A lilim may open any nonmagic door or portal, regardless of whether or not it has been locked. When the portal is closed behind her, it is still locked.

Alternate Form (Su): A lilim may assume any female humanoid form of Small to Large size as a standard action. This is similar to polymorph self, but only allows humanoid forms. Further, the lilim cannot disguise her legs.

Tongues (Su): A lilim has a permanent tongues ability as the spell, as if cast by a 12th-level sorcerer.

Skills: Lilims receive a +8 racial bonus to Listen and Spot checks.

* When using alternate form, a lilim receives an additional +10 circumstance bonus to Disguise checks.

Zauba'a

Medium Elemental (Air)

Hit Dice: 3d8+3 (16)

Initiative: +7 (+7 Dex)

Speed: Fly 100 ft. (perfect)

AC: 20 (+7 Dex, +3 natural)

Attacks: Slam +9 melee

Damage: Slam 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Wind dance, wind telekinesis, wind wall, whirlwind

Special Qualities: Elemental, Damage reduction 10/+1

Saves: Fort +2, Ref +10, Will +0

Abilities: Str 10, Dex 24, Con 13, Int 10, Wis 8, Cha 13

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (slam)

Climate/Terrain: Desert

Organization: Swarm

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 4-6 HD (Large); 6-9 HD (Huge)

The Zauba'a is a mischievous air creature in the form of a whirlwind. They enjoy nothing more than ripping buildings to shreds and throwing living creatures through the air.

A Zauba'a appears to be a dust devil or whirlwind. They take on the color of whatever dust or earth is in the area, although two glowing orbs which serve as eyes can be seen within their bodies. These are usually green, but become yellow when the creature is enraged. They are about 5 feet high.

Combat:

Zauba'as' favorite activities are destroying buildings and playing "catch" with people and animals. They will start a wind dance as soon as possible, in order to distract any potential opponents. If this is interrupted, they may stop momentarily to hurl the offenders away.

Wind Dance (Sp): To use this ability, any number of zauba'as twist and turn in a complicated pattern. Forcing any one to stop halts the dance. After 3 rounds, a Control Winds spell is cast, as if by a sorcerer of level equal to the number of participating zauba'as (up to 20). Almost invariably, they will create as powerful a wind storm as possible.

Wind telekinesis (Sp): As the spell Telekinesis as cast by a level-10 sorcerer (DC 16), except that the effects are accomplished via rushing winds.

Wind wall (Sp): As the spell, cast by a level-10 sorcerer.

Whirlwind (Ex): Small creatures must make a reflex save (DC 13) or be picked up in the body of the zauba'a and take 1d6 damage per round automatically. Flying creatures may make a saving throw each round to escape (though they still take damage).