

SPIROSBLAAK CREATURES OF THE ARCHDUCHY

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CREATURES

The following creatures are designed for use in the **SpirosBlaak** campaign setting. As such, they will contain characteristics unique to that world. However, a little adaptation is all that's needed in most cases to use them in any setting. A Chosen of Jestale, for example, can become the servant of a similar god in your setting of choice. That said, enjoy these additions to the Archduchy's already considerable peril.

Armageddon Dragon

Glad to have finally reached the ruins' heart, you hunch over the scrolls that are your efforts' reward and read of the time when the world was nearly sundered during the Great Madness. You glance over the frequent passages written in a harsh script unlike any you've ever seen, your eyes wide as the truth of the Gods' Fall is laid out before you. Your hands begin to shake as it dawns on you what this knowledge will mean for the entire world—and that is when you realize there is a wide, lizardine head towering above you, the symbols upon its scales casting a soft red glow upon the scrolls. The dragon definitely does not look pleased.

Armageddon dragons first appeared shortly before the Gods' Fall, earning them a reputation

as harbingers of chaotic times, a label that has been reinforced by sightings of one or more soon before every major catastrophe since. Most tend to keep to themselves, guarding their lairs and secrets with zealous ferocity, although a few, such as the notorious raider of the high seas, Drybadus, have become more actively involved with the world at large.

Despite countless speculations as to where these creatures come from and what cause they may serve, nobody knows for certain. The answers to such questions have been the source of several expeditions to the remotest regions of Dracos, most of which never returned. Even one of the Archduchy's more wizened citizens, Karditious the Philologist of Askalan, seems to know nothing of the creatures' secrets.

Sample Armageddon Dragon Starcloud

Next to nothing is known of Starcloud before she underwent the transformation (for lack of a better word) into an Armageddon dragon, except she has apparently always resided in the southern tip of the Sycleese's Tears range, near the River of Fire. For the past several centuries, Starcloud has been harassing mining outposts and river craft out of Nolmedron, although to what end remains a mystery (which is pretty much the norm when it comes to these chaotic dragons.)

Huge Old Armageddon Silver Dragon

Hit Dice: 28d12+168 (350 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft. (8 squares); fly 160 ft. (poor)

Armor Class: 40 (–2 size, +32 natural), touch 8, flat-footed 40

Base Attack/Grapple: +28/+46

Attack: Bite +36 melee (2d8+10)

Full Attack: Bite +36 melee (2d8+10), 2 claws +31 melee (2d6+5), 2 wings +31 melee (1d8+5), tail slap +31 melee (2d6+15), crush +31 melee (2d8+15)

Space/Reach: 15 ft./10 ft. (bite 15 ft.)

Special Attacks: Chaotic breath weapon, frightful presence, spell-like abilities, spells

Special Qualities: Alternate form, arcane healing, cloudwalking, damage reduction 5/magic, darkvision 360 ft., dragon traits, immunity to acid, cold, *sleep*, and paralysis, low-light vision, spell resistance 20 (24 vs chaos, 16 vs law)

Saves: Fort +22, Ref +16, Will +22

Abilities: Str 31, Dex 10, Con 23, Int 22, Wis 23, Cha 22

Skills: Balance +10, Bluff +37, Concentration +31, Diplomacy +28, Disguise +37, Heal +24, Hide +10, Intimidate +21, Jump +12, Knowledge (arcana) +31, Knowledge (nature) +21, Listen +37, Search +37, Sense Motive +31, Spellcraft +16, Spot +37, Use Magic Device +16

Feats: Alertness, Cleave, Combat Casting, Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Persuasive, Power Attack, Wingover

Challenge Rating: 23

Alignment: Chaotic neutral

Combat

Alternate Form (Su): Starcloud can assume any animal or humanoid form of Medium size or

smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that Starcloud does not regain hit points for changing form and can only assume the form of an animal or humanoid. Starcloud can remain in its animal or humanoid form until she chooses to assume a new one or return to her natural form.

Arcane Healing (Su): Every time her spell resistance prevents an arcane spell from affecting her, Starcloud immediately heals twice as many hit points as the spell's level. When such healing takes place, the runes and symbols in Starcloud's hide and scales glow a bright, blood red.

Chaotic Breath Weapon (Su): 50-foot cone, damage 16d8 cold, Reflex DC 30 half; 50-foot cone, paralysis 1d6+8 rounds, Fortitude DC 30 negates. This considered chaotic for the sake of affecting abilities such as damage reduction. It also increases its threat range and critical multiplier by +1 against lawful foes.

Cloudwalking (Su): Starcloud can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Detection (Sp): Starcloud can *detect law*, as per the spell, up to 280 feet.

Enhanced Spell Resistance (Ex): Increase Starcloud's spell resistance by +4 against spells and spell-like abilities to which the chaotic descriptor applies.

Frightful Presence (Ex): 240-foot radius, HD 27 or less, Will DC 30 negates.

Obvious (Ex): No matter the original dragon type, Starcloud is covered with chaotic, lightly glowing symbols and runes. This imposes a -4 penalty to all Hide checks.

Smite (Su): Once per day, Starcloud can make a normal melee attack to deal an extra 28 points of damage against a lawful foe. If the dragon accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Spell-Like Abilities (Sp): 3/day—*fog cloud, control winds, protection from law*, 2/day—*feather fall*.

Spells: As 11th-level sorcerer.

Typical Sorcerer Spells Known (9/7/7/5/4/3; save DC 16 + spell level): 0—*acid splash, detect magic, flare, ghost sound, light, mage hand, mending, open/close, read magic*; 1st—*alarm, charm person, color spray, magic missile, obscuring mist, shield, sleep*; 2nd—*arcane lock, daze monster, fog cloud, hypnotic pattern, mirror image, misdirection, web*; 3rd—*blink, dispel magic, explosive runes, fireball, slow*; 4th—*arcane eye, fire trap, charm monster, confusion*; 5th—*feblemind, passwall, wall of stone*

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against Starcloud by +1 and the threat range by +1.

Weakened Spell Resistance (Ex): Decrease Starcloud's spell resistance by -4 against spells and spell-like abilities to which the lawful descriptor applies.

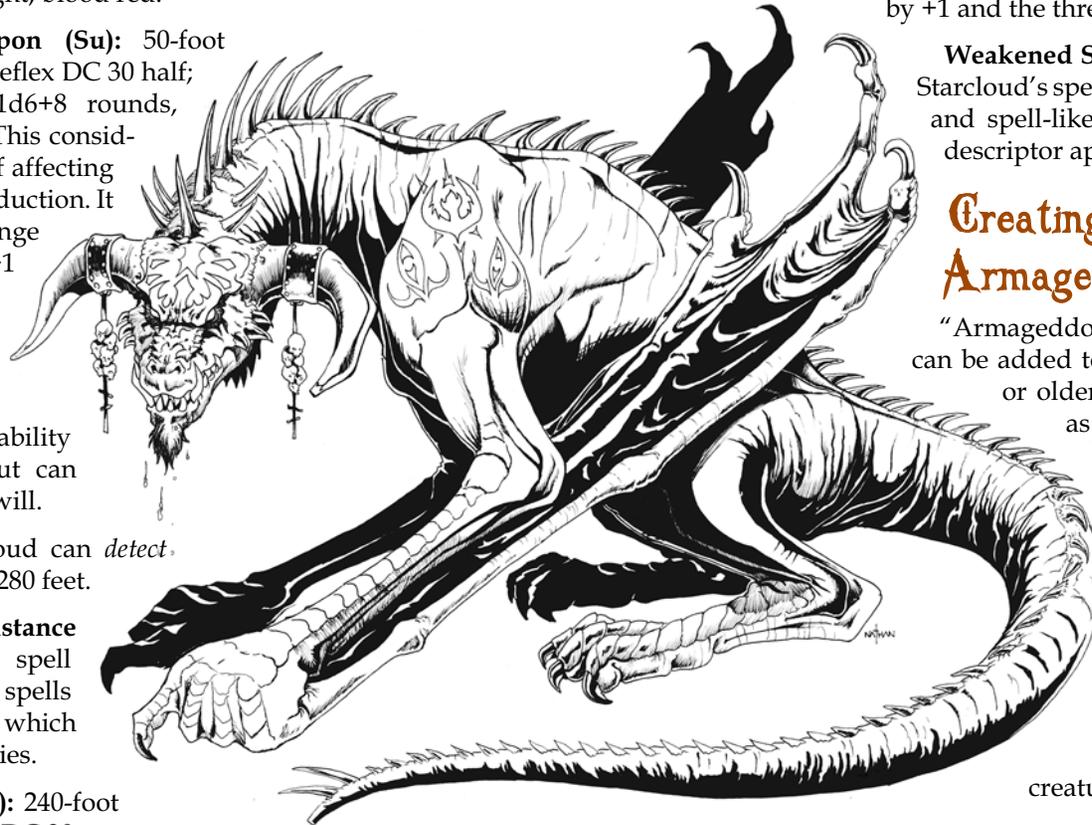
Creating an Armageddon Dragon

"Armageddon Dragon" is a template that can be added to any living, true young adult or older dragon (referred to hereafter as the base creature).

An Armageddon dragon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature acquires the chaotic subtype despite not being an Outsider.

Speed: Add 10 feet to the creature's flight speed.



Armor Class: Natural armor improves by +5 (this stacks with any natural armor bonus the base creature has.)

Damage: For the sake of natural attacks, consider the dragon to be one age category older. Colossal Armageddon dragons increase the number of dice rolled for the attack by 50%.

Special Attacks: An Armageddon dragon retains all the special attacks of the base creature and gains the following special attack.

Chaotic Breath Weapon (Ex): The creature's breath weapon is considered chaotic for the sake of affecting abilities such as damage reduction. It also increases its threat range and critical multiplier by +1 against lawful foes.

Detection (Sp): The creature can *detect law*, as per the spell, except the range is 10 feet per HD.

Smite (Su): Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD against a lawful foe. If the dragon accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Spell-like Abilities (Sp): In addition to the creature's normal spell-like abilities, the following are added to the Armageddon dragon's list at 3/day each: *protection from law*, *dispel law* (ancient or older.)

Special Qualities: An Armageddon dragon has all the special qualities of the base creature, plus the following special qualities.

Arcane Healing (Su): Every time its spell resistance prevents an arcane spell from affecting it, the creature immediately heals twice as many hit points as the spell's level. When such healing takes place, the runes and symbols in the creature's hide and scales glow a bright, blood red.

Darkvision (Ex): Triple the creature's normal darkvision range.

Enhanced Spell Resistance (Ex): Increase the creature's spell resistance by +4 against spells and spell-like abilities to which the chaotic descriptor applies.

Obvious (Ex): No matter the original dragon type, an Armageddon dragon is covered with chaotic, lightly glowing symbols and runes that have no discernable link to any known language. Even the gods seem puzzled as to what they can mean or how they came to be scribed into the creature's flesh. This imposes a -4 penalty to all Hide checks.

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against the creature by +1 and the threat range by +1.

Weakened Spell Resistance (Ex): Decrease the creature's spell resistance by -4 against spells and spell-like abilities to which the lawful descriptor applies.

Abilities: Increase from the base creature as follows: Str +4, Con +4, Wis +2.

Organization: Rarely anything other than solitary, with pairs and trios being the next most common. Flights (4 to 10) are incredibly rare.

Challenge Rating: Young adult, adult or mature adult, as base creature +2; old, very old or ancient, as base creature +3; wyrm or great wry, as base creature +4.

Alignment: Always chaotic neutral.

Level Adjustment: —

Armageddon Giant

Another boulder comes crashing down just behind you as yet another of your brethren succumbs to the inexplicable insanity; he drops his blade and runs off into the nearest gully, screaming about bugs at the top of his lungs. And then the rocks stop raining down, only to have their thunderous crashing replaced with the dull thudding of approaching feet. *LARGE* feet by the sound of it.

Suddenly you're face-to-face with your foe—okay, more like face-to-leg—as the creature leaps from the cliffs above to land before you. Its bare chest fills your entire span of vision, the maddening runes tattooed upon its flesh casting a disturbing glow over you. You fight off another wave of the insanity before the giant's massive waraxe begins to fall towards your head. With no time to ponder your enemy, battle is once more joined.

Armageddon giants first appeared shortly before the Gods' Fall, earning them a reputation as harbingers of chaotic times, a label that has been reinforced by sightings of one or more soon before every major catastrophe since. Most tend to keep to themselves, lording over their territories and aggressively maintaining their independence with fierce conviction, although a few, such as the notorious warlord Armageddon hill giant, Gorvingus, have used their size and abilities to subjugate lesser beings around them, such

as goblins and even orcs. Despite countless speculations as to where these creatures come from and what cause they may serve, nobody knows for certain.

Sample Armageddon Giant Havocbringer, 5th- Level Barbarian

Having crossed Dracos from the far north to reach the Archduchy, the Armageddon giant now known only as Havocbringer has taken up residence in the high, western reaches of the Sycleese's Tears range where snow still forms above and away from the volcanic heat. He has made a name for himself by assaulting caravans and raining rocks down on watercraft that come too close to the shores of Drome Lok on those occasions when he travels beyond his home.

Large Armageddon Giant (Cold)

Hit Dice: 14d8+112 plus 5d12+40 (251 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 21 (-1 size, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +15/+27

Attack: Slam +15 melee (1d6+13) or rock +15 ranged (2d6+13)

Full Attack: 2 slams +15 melee (1d6+13) or rock +15 ranged (2d6+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Disorienting aura, rage 2/day, rock throwing, smite

Special Qualities: Darkvision 60 ft., detection, fast movement, giant traits, immunity to cold, improved uncanny dodge, low-light vision, rock catching, trap sense +1, uncanny dodge, vulnerability to fire, vulnerability to law

Saves: Fort +21, Ref +7, Will +7

Abilities: Str 36, Dex 10, Con 26, Int 10, Wis 14, Cha 16

Skills: Climb +23, Craft (blacksmithing) +2, Craft (weaponsmithing) +6, Intimidate +12, Jump +22, Listen +9, Spot +7, Survival +5

Feats: Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Light Armor Proficiency ^{BONUS}, Lightning Reflexes ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Power Attack, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}

Challenge Rating: 16

Alignment: Chaotic neutral

ECL: 20

Combat

Detection (Sp): Havocbringer can *detect law*, as per the spell, to a range of 95 feet.

Disorienting Aura (Su): Coming within 20 feet of Havocbringer requires a DC 22 Will saving throw to resist the waves radiating from him. Failure results in the same effect as *confusion*, lasting for as long as the character remains in the aura and for 1d4 rounds after leaving. Creatures of the chaotic subtype are immune to this effect while those of the lawful subtype suffer a -4 penalty to their saving throw.

Fast Movement (Ex): +10 feet to land speed while not wearing armor, light armor, or medium armor and not carrying a heavy load. (Already figured in.)

Improved Uncanny Dodge (Ex): Havocbringer can no longer be flanked. This defense denies a rogue the ability to sneak attack



the giant by flanking him, unless the attacker is at least a 9th-level rogue.

Obvious (Ex): Havocbringer is covered with chaotic, lightly glowing symbols and runes that have no discernable link to any known language. This imposes a -4 penalty to all Hide checks.

Rage (Ex): Havocbringer can fly into a rage 2/day. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes