

Nature Spirits

These creatures are a matter of some debate among those who care to dwell on such things. Some say all nature spirits are creations of the High Druid and her predecessors. Others believe the spirits are responsible for imparting their power upon the first High Druid and all of them since, each age choosing a new, suitable person for the role.

Either way, everyone agrees on one thing: if you manage to piss the spirits off, it's best to head in the other direction as fast as possible.

Askook

Generally little more than an irritant to adventurers, enough of them in a group has the potential to be dangerous.

1st level troop [SPIRIT]

Initiative +7

Viper strike +6 vs. AC - 4 damage, and the askook can disengage from the target with a +3 bonus to the check.

C: Sand spray +5 vs. PD (all engaged enemies) - 3 damage, and the askook pops free from all engaged enemies.

Pit viper: For every askook in battle, add 1 to all damage dealt by each.

AC 16

PD 15

MD 10

HP 24

Chayton

Speed like the wind is what makes these spirits dangerous. Speed, and the razor sharp claws they use to defend their territory among the clouds.

Small 2nd level wrecker [SPIRIT]

Initiative +13

Rending talons +7 vs. AC - 10 damage.

Natural 16+: The chayton can also make a *hooked beak* attack against another nearby target.

[Special trigger] **Hooked beak +8 vs. AC** - 15 damage, and the target is in pain (-2 to defenses and -1 to attacks,) save ends.

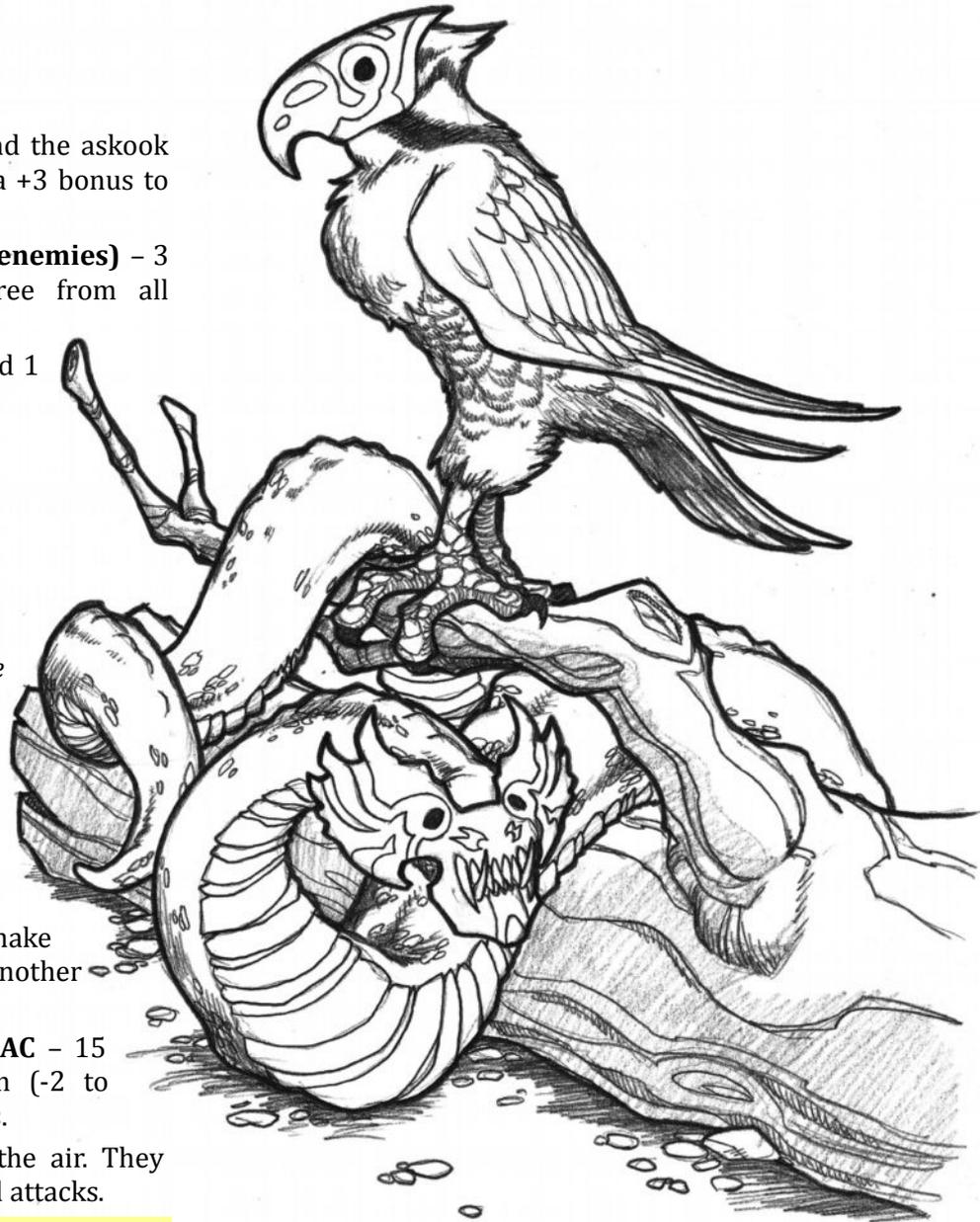
Flight: Chaytons are very graceful in the air. They don't take miss damage from physical attacks.

AC 18

PD 15

MD 13

HP 64



Top: chayton
Bottom: askook

Mukwa

While the bear-like mukwa is the largest of the nature spirits, it is timid, preferring to disappear among the trees it calls home when adventurers wander near. Unless you piss it off. Then it'll mess you right up.

Large 9th level blocker

Initiative +6 [SPIRIT]

Rending claws (2 attacks) +12 vs. AC – 58 damage.

R: Thorn locus (up to 2 enemies in a group) +14 vs. PD – 60 damage, and the targets are stuck, save ends.

Natural 16+: Targets take 20 ongoing damage, save ends.

Nastier Specials

Bolster allies: While a mukwa is present in battle, all other spirits gain 20 hp at the start of their turns.

AC 25

PD 22

MD 17

HP 400

Plethodon

More than any other nature spirit, plethodons embody the dichotomy of the wild; they make their homes in streams and rivers, but summon flames to attack when provoked.

5th level caster [SPIRIT]

Initiative +12

Forked tail whip +9 vs. AC – 14 damage.

Miss: 5 damage.

R: Summon flame +11 vs. PD – 20 fire damage, 8 ongoing fire damage, save ends.

Nastier Specials

Magic sink: Plethodons take only half damage from magic attacks, and no damage from magic attacks with the fire keyword.

Swim: Plethodons can move through water just as well, if not better, than they can on land.

AC 20

PD 16

MD 19

HP 65

Teekon

Nature spirits don't really fall into man-made philosophical categories such as "good" and "evil." More often than not, the distinction is wholly amoral, along the lines of "predator" and "prey." Teekon sit firmly on the predator end of that scale.

8th level troop [SPIRIT]

Initiative +16

Iron claws +13 vs. AC – 35 damage

C: Fangs of the old gods +15 vs PD – 28 damage

Natural 16+: Make an *iron claws* attack against the same target as a free action.

Special: *Fangs of the old gods* cannot be used 2 rounds in a row.

Friend of shadows: Teekon gain a +5 bonus to all disengage checks.

Nastier Specials

Cull the herd: Teekon instinctively target the weakest member in the group. They will focus together on staggered enemies.

AC 24

PD 21

MD 18

HP 160



Top: mukwa
Bottom: plethodon

Taregan

These river spirits are a common sight anywhere the current's slow and the water's clear.

4th level troop [SPIRIT]

Initiative +5

Piercing bill +9 vs. AC - 14 damage.

C: Broadly sweeping wings +7 vs. PD (up to 2 enemies in a group) - 10 damage, and the targets are knocked back from the taregan.

Flight: Though they don't do it often, taregans can take to the skies if they need to.

AC 19

PD 19

MD 14

HP 62

