

## *New Magic Items*

### ***Ring of Light Resistance***

This black iron ring appears to be normal, except that it will seem to absorb light, rather than reflect it, on close examination. To creatures unaffected by light, it acts as a *Ring of Protection +1*, and also negates the effects of magical blindness. If worn by a light sensitive creature, it protects against the effects of light on them, normal and magical. Light sensitive creatures do not suffer their normal penalties when exposed to light, and further gain immunity to light-based spells and sun domain spells. They are able to function normally in daylight, magical light, and are immune to the effects of spells such as *Daylight* or *Searing Light*.

Caster level: 8<sup>th</sup>; prerequisites: Forge Ring, *Deeper Darkness*, *Shield of Faith*. Market price: 8,000 gp.

## *New Creatures*

### ***Sithis***

Medium-sized humanoid (reptilian)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 (Dex)

Speed: 30 feet

AC: 17 (+3 Dex, +4 natural)

Attacks: 2 claws +2 melee (or scimitar +2 melee), bite +1 melee; tail +1 melee; or bola +3 ranged

Damage: claws 1d6+1 (or scimitar 1d6+1), bite 1d4; tail 1d3 + trip; or bola 1d2 + entangle

Face/ Reach: 5 feet by 5 feet

Saves: Fort +6, Ref +4, Will +3

Abilities: Strength 13, Dexterity 16, Constitution 17, Intelligence 11, Wisdom 10, Charisma 10

Skills: Balance +4, Climb +6, Escape Artist +2, Hide +5 (or +10, see below), Intuit direction +4, Listen +3, Move Silently +5, Search +3, Spot +5, Wilderness lore +6

Feats: Blind-Fight, Track, Multiattack

Climate/ terrain: Desert, plains, underground

Organization: Gang (4-5), Band (7-10 plus a leader of 4<sup>th</sup>-6<sup>th</sup> level), Tribe (21-30 plus 25% non-combatants, a leader of 7<sup>th</sup>-10<sup>th</sup> level and 2 clerics (see below) of 4<sup>th</sup>-6<sup>th</sup> level)

CR: 3

Treasure: 25% coins (or gems) 50% goods 25% items

Alignment: Any neutral

Advancement: By character class

Sithis are the remnants of the line of lizardfolk who survived a cataclysm. They are nomadic and open to trade with other races, though they are distrustful of outsiders. Some tribes have been known to survive by raiding encampments and cities in small groups; the most successful often capture slaves. Most Sithis are skilled hunters.

The Sithis stand between 6 and 7 ½ feet tall, with a thin whip-like tail that is as long as they are tall. They have scaled skin, often brown, tan, or gray; some are mottled, while others have developed the chameleon-like ability to blend with their surroundings. They are adapted to live in a harsh, dry climate, and require half of the water that humans do, and don't suffer the effects of dehydration for twice as long. They are omnivores, hunting or scavenging anything edible. When food is not available for too long, they will devour the weaker members of the tribe to ensure the survival of the majority. They are cunning and dangerous hunters, and expert guides; they trade their skills for food, weapons, and equipment. Few use armor or shields, as they inhibit the stalking of prey.

Sithis speak their own dialect of Draconic.

#### Combat

Sithis hunters and warriors use their terrain to their advantage. Given a short amount of time, they are able to set up ambushes by hiding just below the surface of the earth (if it is soft enough to burrow into) or behind the available cover. They try to lure their prey into an area where they might easily surround and overwhelm the opposition. With more time, they set elaborate traps before battles, or during a hunt, as well.

**Burrow (Ex):** Sithis can quickly bury themselves in soft terrain (a move equivalent action) leaving little trace that the surface has been disturbed (giving the +10 Hide bonus). They cannot move effectively when buried, they can only stand up.

**Tail sweep (Ex):** Sithis can gain an extra attack, if they haven't been dealt melee combat damage that round, using their tail to trip opponents within 5 feet, as though they had the Improved Trip feat.

**Poison (Ex):** Some Sithis (20%) have either a poisonous bite (90%; 1d6 temporary Dex damage first and secondary effect, Fort save 13) or poisonous spittle (10%; same as the bite, but acts as a touch attack (+0 melee) with a 5 foot base range increment).

**Tremor sense (Ex):** Sithis can sense Tiny creatures (or larger) within 60 feet, their distance, number and direction.

**Scent (Ex):** (As the Special Quality in the Monster Manual.)

#### Sithis society

The Sithis society is dominated by a sense of group survival. They will go to almost any lengths to ensure the survival of the majority of their tribe, including killing any of their own that are deemed too weak or a threat to the tribe's survival; when facing a threat too great to defeat, they will leave enough warriors behind to slow the attackers long enough for the rest to escape. There is no formal government; the leader confers with his tribe, and speaks with their voice. This collectivism has helped them survive where other races have become extinct. They rely on their clerics and holy people to lead them to better hunting grounds.

Once a year, the females of breeding age will seek out a secluded, defensible area to lay their clutch of eggs. The tribe will continue on their journey, leaving 4-7 members (of various classes, levels 6-9) as guards. The tribe returns after 6 months to welcome the surviving hatchlings (3d6) to the tribe. By this time, the hatchlings are two months old, and ready to travel. The single clutch might have hatchlings from every female from the tribe; but they are taught that all the older females are their mother, and the older males are their father.

Sithis follow the Gray Lords, an ancient religion dedicated to returning balance to the world. Their clerics have limited spell use (spells as the caster level -2; a fifth level caster would have the spell slots of a third level caster), and may choose one of the following domains: Air, Earth, Fire, Sun, or Water. The schools/ domains that are not available to Sithis clerics are: Abjuration, Enchantment, Illusion, Necromancy (though Sithis arcane spell casters may use those spells); Chaos, Death, Evil, Good, and Law.

#### Sithis characters

The Sithis' favored class is cleric; however, diversity is a key to survival. Almost every class is represented among the members of a tribe.