

ISCYROS

Small Humanoid

HD: 2d8+4 (12 hp)

Initiative: +6 (Dex+Feat)

Speed: 20 ft., burrow 20 ft.

AC: 17 (+1 size, +2 Dex, +4 natural)

Attacks: 2 claws +4 melee

Damage: Claw 2d4+4

Face/Reach: 5 ft. by 5 ft

Special Attacks: None

Special Defenses: Immune to disease and poison

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

Abilities: Str 18, Dex 15, Con 18, Int 9, Wis 11, Cha 12

Skills: Climb +10, Jump +12, Listen +20, Spot +4

Feats: Improved Initiative

Climate/Terrain: Underground

Challenge Rating: 1

Treasure: Standard

Alignment: Usually Chaotic Evil

Iscyros are a race of subterranean humanoids that live just below the surface of the planet. They live in small, 20–30 members tribes led by a tribal shaman (Usually Clr3, Wis 15, Domains: Earth, Strength) who acts as their spiritual and war leader. The Iscyros' favorite tactic in combat is to erupt from underneath their enemies (using their Listen skill to "hear" their location), and attack them from below. They never use weapons or armor of any sort, instead relying on their own natural toughness and their fiercely sharp claws.