Beyond the salt flats, in the steamy mangrove forests of the north, the aboriginal folk speak of the garkain, a vicious evil spirit that jealously protects its territory. Something like a man-sized bat with a large, malevolent, many-fanged human face stretched between its wings, the garkain lurks in treetops. When it spies a wandering child, a cocky hunter, or some other intruder it flies down and enfolds the its victim in wide leathery wings, while those around it are nauseated by its stink. The enfolded victim quickly becomes paralyzed, and suffocates in the garkain's embrace. Picking it up with its teeth, the garkain then either carries the body aloft to feed on its flesh, or tears it to pieces upon the ground. If it must move upon the forest floor, the garkain is forced to adopt a clumsy waddling gait, since its legs are small and normally only used for clinging to trees.

Worst of all, those slain by the garkain are doomed to wander the forest as ghosts for all eternity, for their spirits are cursed to never find their resting place. Whether there are many garkain or merely a single creature that plagues this realm, never able to be truly killed, is unknown. But to be safe, travelers avoid the dark marsh forests that the garkain might call home.

GARKAIN

	Medium-sized Outsider (Evil)
Hit Dice:	5d8+15 (37 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., fly 40 ft. (clumsy)
AC:	18 (+3 Dex, +5 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d8+7
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Enfold, Improved Grab
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Nauseating Stench
Saves:	Fort +7, Ref +7, Will +7
Abilities:	Str 20, Dex 16, Con 17, Int 8, Wis 16, Cha 10
Skills:	Balance +10, Climb +8, Hide +10, Jump +10, Listen +16, Move Silently +10, Spot +10
Feats:	Alertness, Dodge
Climate/Terrain:	Warm forest
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	6–9 HD (Large), 10–12 HD (Huge)

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Enfold (Ex): A garkain can try to Enfold a grappled creature of the same size or smaller than itself by making another successful grapple check. The Enfolded creature is wrapped within the garkain's leathery wings, and remains so until it escapes the garkain's grapple. While within its wings, beings must succeed at a Fortitude save (DC 15) or else be paralyzed by the garkain's concentrated stench; paralyzed characters are unable to move or act physically, and have effective Strength and Dexterity scores of 0, but may take purely mental actions. Attacks against the garkain while it has enfolded someone result in a 50% chance that the enfolded victim will take the same amount of damage inflicted upon the garkain before its Damage Reduction is figured in. The garkain can continue to attack with its bite attack against an Enfolded character, automatically dealing damage. The garkain cannot fly if it is Enfolding someone, though it can crawl about using its ground speed if its victim is paralyzed. If an intelligent being of the appropriate type with a Chrisma score of at least 8 is killed by a garkain while Enfolded in its wings, he rises the next day as a ghost; see the standard D20 System template.

Improved Grab (Ex): If the creature hits an opponent of the same size or smaller than itself with its bite attack, it deals normal damage and can either attempt to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals bite damage.

Nauseating Stench (Ex): Anyone who breathes or has a sense of smell must make a Fortitude save (DC 15) if within 20 feet of the garkain or else be nauseated for 1d4 rounds; nauseated characters cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a nauseated character can make is a single move or move-equivalent
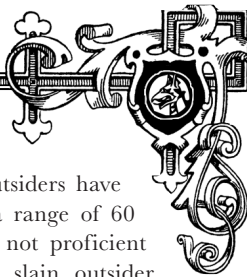
action per turn. There is no limit to the number of times a character can be nauseated by the garkain's stink, and successful saves must be made each round to resist nausea. Enfolded individuals who succeed at their Fortitude save to avoid paralysis do not need to make a second save to avoid the Nauseating Stench the same round, but do in subsequent rounds.

Outsider: Outsiders have Darkvision with a range of 60 feet. Garkain are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Garkain receive a +10 racial bonus to Listen checks. This is figured into the above stats.

ADVENTURE SEED

A great gathering of tribes has begun cutting down the forests nearby to create a huge shrine for their ancestors and a great bonfire for their yearly celebrations. Ghosts have been seen here and there, and the presence of a garkain is suspected. These rumors are not true, however. An evil shaman has been stealing the spirits of tribespeople. He uses the legend of the garkain in an attempt to scare the tree-cutters from their work, lest they discover the shaman's blasphemous laboratory hidden deep in the forest. If discovered, the shaman pleads and begs for mercy; he offers the only way he knows to free the souls of those he has trapped with his magic. Unfortunately, his remedy demands the wings of a true garkain be found, dried, and slapped together throughout the forest. This will drive the ghosts out and into the care of the good shamans of their home tribes who can take them to their resting grounds. Should the PCs discover the shaman's lair and then slay a garkain, they still face the task of shaking its dried wings throughout a tropical forest full of other dangerous flora and fauna.

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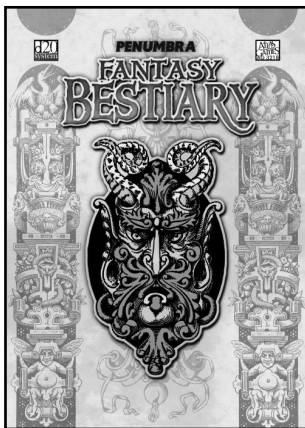
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