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[I've mentioned [before](#) how the development of the Third Edition *Fiend Folio* was marked by a contest to develop a new iconic humanoid race, the same way that the githyanki were breakout stars of the 1e *Fiend Folio*. The sarkrith are presumably one of the entrants into that contest, as they appear in this book for the first and last time. The original has two different variants, the CR 11 thane and the CR 13 spelleater, but I've combined some of each of their abilities into one CR 12 monster. I like this art—it feels like they went down to the mall to get a nice portrait taken before going on a raid.]

## **Sarkrith**

### **CR 12 LE Monstrous Humanoid**

*This powerfully muscled figure is a tailless reptilian humanoid the size of a giant, with grayish scaled skin and a fringe of horns atop its head. It is clad in fine armor, and carries a sword and bow.*

The sarkrith are reptilian imperialists of the deep underground, obsessed with control and despising magic. Arcane magic is frighteningly unpredictable to the sarkrith, and they spurn its effects and slay its users. Sarkrith society is all about expansion; the monsters capture slaves to work their forges and grow their crops as they turn their attention outward to wars of conquest. They are patient and deliberate, for they know their numbers are relatively small, and do not commit to active warfare unless they believe they can win.

Sarkrith alternate between ranged and melee attacks, and are skilled at both. They prefer to fight in groups, and when doing so focus their attention on a single opponent, slaying them before moving on. Their manner is cold and calculating, and their tactics are not driven by emotion. A sarkrith typically opens combat with a dispelling ray, removing magical enhancements before closing in for

the kill.

Sarkrith society is highly regimented, and every member knows their place. Advancement is dictated by personal achievement and the number of slaves owned. Duels between sarkrith are used to settle interpersonal disputes, but such affairs are strictly controlled and rarely fatal. Sarkrith do not understand the concept of dealing with others as equals; the weak are to be dominated, the strong submitted to. Stronger creatures such as dragons can therefore bully sarkrith settlements into obedience, but the sarkrith value loyalty to their own species above all other virtues. They make poor allies and poorer subjects, as they are likely to turn on those “tainted by magic” when the opportunity arises.

A sarkrith stands between 9 and 11 feet tall. Their scales are various shades of blue-green when they are born, and fade to a slate gray as the creature ages.

## **Sarkrith CR 12**

### **XP 19,200**

LE Large monstrous humanoid

**Init** +4; **Senses** darkvision 120 ft., Perception +15, scent

**Defense**

**AC** 27, touch 13, flat-footed 23 (-1 size, +3 Dex, +6 armor, +9 natural)

**hp** 159 (11d10+99)

**Fort** +12, **Ref** +11, **Will** +10

**DR** 15/slashing or piercing; **SR** 23 (28 vs. arcane spells)

**Defensive Abilities** absorb spell, adaptive resistance, mask scent, spurn arcana

**Offense**

**Speed** 30 ft. (40 ft. unarmored)

**Melee** masterwork greatsword +20/+15/+10 (2d8+13/19-20), bite +14 (1d8+4) or bite +19 (1d8+9)

**Ranged** masterwork composite longbow +15/+10/+5 (2d6+9/x3) or dispelling ray +15 touch (dispel magic)

**Space** 10 ft.; **Reach** 10 ft.

**Statistics**

**Str** 28, **Dex** 18, **Con** 29, **Int** 16, **Wis** 13, **Cha** 9

**Base Atk** +11; **CMB** +21; **CMD** 35

**Feats** Intimidating Prowess, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Self-Sufficient

**Skills** Climb +20, Intimidate +22, Heal +16, Knowledge (arcana) +14, Perception +15, Stealth +15, Survival +19

**Languages** Draconic, Infernal, Undercommon

**Ecology**

**Environment** underground

**Organization** solitary, pair or squad (3-11)

**Treasure** standard (masterwork Large breastplate, masterwork Large greatsword, masterwork Large longbow [+9 pull], 20 arrows, other treasure)

**Special Abilities**

**Absorb Spell (Su)** Any spell that fails to overcome a sarkrith’s spell resistance heals it an amount of damage equal to 5 x the spell’s level. 0 level spells heal a sarkrith of 2 hit points. Excess hit points are gained as temporary hit points, which disappear after 1 hour if not expended.

**Adaptive Resistance (Su)** If a sarkrith takes damage from acid, cold, electricity, fire, sonic or negative energy, it gains resistance 10 to that particular type of energy for 1 hour. Additional exposures to the same energy type do not stack, but a sarkrith can be resistant to multiple forms of energy at once.

**Dispelling Ray (Su)** As a standard action, a sarkrith can fire a ray from its hand. Treat this as a ranged touch attack with a range of 100 feet and no range increment. A creature struck takes no damage, but is subject to a targeted *greater dispel magic* effect (CL 20<sup>th</sup>). A sarkrith can use this ability every 1d4 rounds.

**Mask Scent (Ex)** A sarkrith does not exude a scent unless it chooses to. It cannot be detected or pinpointed by creatures with the scent special ability, and attempts to track it by scent automatically fail.

**Spurn Arcana (Ex)** A sarkrith's spell resistance is 5 points higher against arcane spells.