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[Commissioned by @justicegundam82. The tulgar is a neat monster (originally from the 4e *Monster Manual 3*), but I'm not 100% set on the name. It's not super common, but it's a Turkish family name. Imagine naming a monster the rodriguez or the nelson, something like that.]

## **Tulgar**

### **CR 8 LN Monstrous Humanoid**

*Antlers grow from the brow of this green skinned, shaggy humanoid. Their lower jaw is oversized and studded with jagged teeth, and they wear little more than scraps of clothing and harnesses for their axes.*

Tulgars are an ancient people, descended from fey spirits of the First World. When civilizations began to arise in the Material Plane and despoil the natural lands that thinned the boundaries between the Material and the First World, the tulgars traveled to the Material in order to wage war on the gods and their civilizing influence. Although not all tulgars in the present maintain this ancient grudge against divinity, they are still suspicious of settled peoples and gods of agriculture, cities or other activities that transform the landscape. They are often bitter at fey creatures, which they see as not having made proper sacrifices in the cause of nature. Some, more evil aligned, tulgars make alliances with asuras and daemons to strike at a common divine enemy.

Tulgars make a living as traveling mercenaries, living off the land and trading for what they cannot make or gather themselves. They have keen senses of smell and make excellent trackers. Tulgars prefer forest environments, the more pristine the better. Tulgars reincarnate rapidly upon being slain and as they grow to adulthood have flashes of memories from their past lives. They believe that the nature of their death influences the speed of their reincarnation and the power of their next life, and so view death in combat as the ultimate honor. When a tulgar dies in combat, its soul grants one of its allies a boon in combat on its passage to the Boneyard. The number of blessings so received is seen as a mark of status in tulgar society. A tulgar views capture as a humiliation, and typically fight to the death in order to avoid being held prisoner.

A tulgar stands about six feet tall and weighs two hundred pounds.

## **Tulgar Spirit Talkers**

Those tulgars who are most in tune with their ancestors are spirit talkers. These tulgars can call on the spirits of fallen tulgars who have yet to reincarnate, and are gifted in manipulating spirits in general. A tular spirit talker has the advanced simple template, and may use the following spells as spell-like abilities 1/day at CL 10<sup>th</sup>; *call spirit* (DC 20), *dismissal* (DC 20), *purge spirit* (DC 18), *spiritual ally*. A tular spirit talker is CR 9. They frequently take class levels in spellcasting classes such as oracle (favoring the ancestor mystery) or spiritualist.

## **Tular CR 8**

**XP 4,800**

LN Medium monstrous humanoid

**Init** +11; **Senses** darkvision 60 ft., Perception +20, scent

Defense

**AC** 22, touch 18, flat-footed 14 (+7 Dex, +1 dodge, +4 natural)

**hp** 105 (10d10+50)

**Fort** +8, **Ref** +14, **Will** +14

**Immune** level drain

**Defensive Abilities** supreme vitality, unbroken spirit

Offense

**Speed** 30 ft.

**Melee** masterwork greataxe +17/+12 (1d12+9/19-20x3), bite +11 (1d6+3) or bite +16 (1d6+9)

**Ranged** throwing axe +17 (1d6+6)

Statistics

**Str** 22, **Dex** 24, **Con** 21, **Int** 19, **Wis** 25, **Cha** 17

**Base Atk** +10; **CMB** +16; **CMD** 34

**Feats** Dodge, Improved Critical (greataxe), Improved Initiative, Mobility, Vital Strike

**Skills** Acrobatics +17, Climb +19, Craft (metalworking) +17, Perception +20, Sense Motive +20, Stealth +20, Survival +20, Swim +19

**Languages** Aklo, Common, Infernal, Sylvan

**SQ** axe warrior, woodland stride

Ecology

**Environment** any forests

**Organization** solitary, pair, warband (3-8 plus 1 elite warrior of 3<sup>rd</sup> level) or tribe (10-40 plus 1 3<sup>rd</sup> level elite warrior per 5 individuals and 1 spirit talker per 15 individuals)

**Treasure** standard (masterwork greataxe, three throwing axes, other treasure)

Special Abilities

**Axe Warrior (Ex)** A tular is proficient with all weapons in the axe fighter group.

**Supreme Vitality (Ex)** A tular is healed by both positive and negative energy.

**Unbroken Spirit (Su)** When a tular is slain, the nearest ally within 30 feet of the tular gains 10 temporary hit points and a +2 morale bonus on attack rolls, weapon damage rolls and saving throws. These benefits last for 1 minute. If no allies are within 30 feet of the slain tular, this ability is wasted.

**Woodland Stride (Ex)** A tular may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect them.