

Slimahacc Rider

Everybody knows the great prestige of being a Pterax Rider. Though, there are few Pterrans who chose a harder path and less regarded. These are the Slimahacc Riders. They are known for their humility, discipline and simple living. Slimahacc Riders are usually outside protectors of cities, guardians of shrine, religious or secret places and can be found as envoy since they are usually known as survivors. Pterrans tend to find these riders trustworthier than any others of their societies. While traveling in the wilderness, they are known to be very hard to find and usually known to be the one who find you first. They try to learn how to become one with their environment and mount for the better of surviving. Taming an adult and untrained Slimahacc is almost impossible. One more things to show how incredible these special cavaliers are.



Game Rule Information

Hit Die: d12

Requirements

To qualify to become a Slimahacc Rider, a character must fulfill all the following criteria:

Race:	Pterran
BAB:	+7
Skills:	10 ranks in Ride, 4 ranks in Wilderness Lore, 4 ranks in Handle Animal, Hide and Climb
Feats:	Mounted Combat, Exotic Weapon proficiency (Missile weapon or Reach weapon) and Heat Protection (<i>from Darksun core rules</i>).

Class Skills

The Slimahacc Rider's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Ride (Dex), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Slimahacc Rider prestige class.

Weapon and Armor Proficiency: Slimahacc Riders are proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Bonus Feat: The Slimahacc Rider must choose is bonus feat from this list: Alertness, Expertise, Improve Critical, Mounted Archery, Trample, Ride-by Attack, Spirited Charge, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot and Weapon Focus. These feats can be found in Chapter 5: Feats of the *Player's Handbook*. They can choose from these Darksun feats as well: Attention to Detail, Find Water and Heat Protection.

Great Slimahacc: With you riding it, your Slimahacc become greater than most of is kind and know you as much as you know about it. Therefore, he gain another level in the Fighter class, for the benefit of BAB, saves and one feat among these: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improve Critical, Improve Initiative, Power Attack, **Snatch** and Toughness. The Slimahacc movements are so fluid that you gain +2 to your ride skill and +1 to your Balance check when mounted on it. These bonuses are cumulative.

Half-Burrow: By taking one full round, the Slimahacc and the rider will almost disappear from the earth surface. They both gain +10 to hide check while trying to remain invisible to anyone. They must not move to gain this bonus and it can be applied everywhere but in town and in the obsidian waste.

Hole Tactic: The hole tactic is the secret knowledge of the Slimahacc riders. This trick, learn by the Slimahacc, help the pterrann take some distance with is enemy if he wishes. This way, he can use a reach weapon or a ranged weapon while is foe will have great trouble reaching him. By taking one full round, the Slimahacc can create a cone of sand below (around) itself of 5-foot radius. Each round taken to prepare itself will enlarge the hole by 5-foot. The more bigger the hole, the harder it is to fight within (the deeper the hole is). For each round spend, all those attacking the Slimahacc or the rider get -1 to their attack and damage (-1 attack and damage / rnd). Of course, the Slimahacc must stay at this place in order to keep is defense or it will need to start again in another place.

Rider Weapon Focus: You must choose a weapon to focus in. You may choose a Missile weapon or Reach weapon)

Strong Slimahacc: With you riding it, your Slimahacc become stronger and closer to you. Therefore, he gain one level in the Fighter class, for the benefit of BAB, saves and one feat among these: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improve Critical, Improve Initiative, Power Attack, **Snatch** and Toughness. The Slimahacc know more about you while you are mounted so you gain +2 to your ride skill and +1 to your Balance check when mounted on it. These bonuses are cumulative.

Throwing Charge: Both the rider and mount couldn't know each other as they know now. This new trick need much precaution for it needs the Slimahacc to literally throw the pterran to a target foe. Usually, a charge gives +2 to your attack roll and -2 to your AC for one round. It also deals double damage when using a lance and certain other weapon. In this case, the swing is so powerful, with the Slimahacc motions and momentum, that your charge gives you +4 to attack, you sustain 1d6 point of damage for the impact on your foe or the ground (in case you miss) and **quadruple** (x4) the damage deal by your reach weapon.

TABLE 1-1: The Slimahacc Rider

Lvl	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Hole Tactic (Max +1)
2	+2	+3	+3	+0	Half-Burrow, Rider Weapon focus (See description)
3	+3	+3	+3	+1	Hole Tactic (Max +3), Strong Slimahacc
4	+4	+4	+4	+1	Throwing Charge, Bonus Feat
5	+5	+4	+4	+1	Hole Tactic (Max +5), Great Slimahacc

Slimahacc

Huge Animal

Hit Dice:	16d8+96 (168 hp)
Initiative:	+1
Speed:	40 ft., burrow 20 ft.
AC:	17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Attacks:	Bite +21
Damage:	Bite 2d8+13
Face/Reach:	10 ft. by 20ft./10ft.
Special Attacks:	Improved grab, swallow whole, constrict
Special Qualities:	Tremor sense
Saves:	Fort +16, Ref +11, Will +8
Abilities:	Str 29, Dex 12, Con 22, Int 2, Wis 16, Cha 7
Skills:	Listen +20, Spot +8, Wilderness Lore +8
Feats:	None

Climate/Terrain: Sandy wastes, stony barrens, scrub lands

Organization: Solitary or mated pair (1-2, or up to 6 as pterranean mounts)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan)

Slimahacc, or “sand drakes” as many non-pterranean refer to them, are extremely long (16-32 ft.) but thin (usually 4-7 ft.) serpentine creatures with bony maws and long hollow horn-like protrusions sweeping back and outward from the tops of their scalps. It is unknown if they are truly related to drakes or some sort of native reptilian or “worm” offshoot. Slimahacc move over rocky and solid terrain with a normal slithering motion, switching to a more careful side-winding movement when encountering loose gravel and sand, or when moving stealthily.

Combat

Slimahacc usually avoid combat with any creature of size Large or larger. They normally attack only for food and after a full meal they must rest for 2 days to digest. They need the equivalent of 2 Large creatures every third day, or 1 Large creature every day if eating on the run (avoids torpor). If cornered or trained correctly they will fight larger opponents although they are not as well equipped for this style of combat as other large predators are.

Improved Grab (Ex): A Slimahacc's grapple bonus is +29.

Swallow Whole (Ex): A Slimahacc that has successfully bitten an opponent of Large or smaller size can attempt to swallow that opponent by making a successful grapple check. Once inside the opponent takes 1d8+6 points of crushing damage from stones and gastric motion in the slimahacc's gizzard, as well as 1d4 points of acid damage from digestive juices. Creatures in the gizzard can cut their way out using small or tiny edged weapons, or natural weapons such as claws and teeth. These weapons must deal 25 points of damage to the slimahacc's insides (AC 20) to allow freedom. Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

A slimahacc's gizzard can only hold about two Large, four Medium-size, eight Small, sixteen Tiny, thirty-two Diminutive, or sixty-four Fine or smaller creatures at a time. After eating more than one large creature or equivalent, the Slimahacc begins to enter into a torpor causing it a -4 penalty to all checks except constitution.

Constrict (Ex): With a successful grapple check a Slimahacc can attempt to wrap it's body around opponents. If successful it does 2d8+12 points of crushing damage.

Tremor Sense (Ex): DMG pg. 83

Skills: *Due to their acute hearing, Slimahacc have a +12 bonus to their listen checks. In spite of their large size they also have a small advantage in stealthy movement when moving over sand or hard rock, receiving a +4 when moving over such terrain.

Pterrann domesticate Slimahacc as riding animals and beasts of burden. However, Slimahacc are rarely seen in cities or among most caravans. While the riding position directly behind their head and an additional 10 feet of the back are relatively safe, cargo and passengers further down their back are occasionally mistaken for parasites and casually removed by the Slimahacc on a regular basis. It takes a skilled or empathic slimahacc handler to prevent the beast from ridding it's self of pesky cargo and accidentally damaging roadside markets due to slithering in more civilized areas.

In the wild Slimahacc normally lead solitary lives hunting and sleeping. In sandy or gravelly areas they burrow under the loose matter at a depth of about 2 feet to avoid the heat of the day and avoid predators. Only while burrowing do they have a tremorsense of 25 ft range from their head.

However, above ground the slimahacc's hearing is extremely acute. The horn-like scalp protrusions are actually powerful aural amplifiers whose wide degree of separation allows Slimahacc to triangulate the source of any sound within their range of vision, or up to 75 ft. in enclosed environments. It is not unusual for pterrann riders to psionically link their hearing to the Slimahacc they are riding to augment their hunting and defensive abilities.

Among nomadic groups of pterrann, Slimahacc are not unheard of, but other humanoids find them difficult to control. Most Slimahacc cost about the same as 10 crodlu. Slimahacc eggs are relatively rare and fetch a market price of 2 gp as a culinary delicacy. The "horns" of a Slimahacc are actually composed of strong hollow bone. Sections are sometimes used in constructing datchi clubs and inix yokes. Slimahacc meat is edible though tough and muddy tasting.