CASTLES & CRUSADES®

CLASSIC MONSTERS

CASTLES & CRUSADES®

CLASSIC MONSTERS: THE MANUAL

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INTRODUCTION

The monsters that populate worlds of adventure are drawn from a multitude of sources. Mythological stories, books of fantasy and science fiction, poems, lays, and sagas all supply the imaginative gamer with source material for new and ever more wonderful monsters. We have tried to include some of the more popular versions of monsters in this book, but sprinkled throughout are a number of obscure and rare beasts as well.

WHAT ARE THEY & HOW TO PLAY THEM

Monsters serve two key roles in Castles & Crusades. One is that they can be used as background material. For example, Umladen Stonebrow has gathered his cousins to plunder the long abandoned mines of Dwarfhole. Within are many creatures, including trolls and orcs, but even naga and other creatures more strange and twisted. In this instance, the implied presence of monsters serves to heighten the perceived and real dangers of Dwarfhole, and lends a particular mood to the setting.

Alternatively, a monster may be the goal of the adventure. For example, Beorn stalks a trackless waste to search for the dragon that lies at the roots of the great mountain, Uji. Beorn's intent is to slay the beast and free the mountain of its dominance. Once this deed is finished, he will be accounted a great hero, and will earn the wealth of history's remembrance. In this instance, the monster itself is the entire purpose of the adventure.

Depending on their race, alignment, and the Castle Keeper's designs, monsters can either impede or aid adventurers. Whatever their purpose, monsters should be treated as creatures that have lives separate from the adventure. They have goals and motivations, their own homes and routines, and they often value their own lives as much as a stalwart adventurer values his own. As often as not, an orc that raids a camp at night does not want to fall at the hands of a savage elf any more than said elf wants his life cut short by the orc's curved scimitar. Monsters act in their own best interests, most of the time, and the intelligent monsters are capable of making rational decisions.

Playing monsters like characters is a good way to give an adventure more plausibility, accentuating the experience for all involved. Further, it is the best way to make a game challenging and memorable. A kobold band that blindly attacks an adventuring party and dies within a few rounds is not compelling when compared to kobolds that sneak through the dark, harassing a party with crossbow bolts and sling bullets, driving the characters into combat, but on their own terms, refusing to give battle in open ground.

Dragons and dragon kin deserve special attention. They are old creatures that speak their own tongues and live from an ageless perspective in which the concerns of elves and men are little more than distant murmurs. Behind them are memories of lifetimes, histories, deeds, and marvels beyond the scope of those who would plunder their hard–earned hoards. It is useful to consider the perspectives of any and all monsters while preparing for play, so that nuances like this can add flavor and dimension to the game.

MONSTER CHARACTERISTICS

Number Encountered (No. Encountered) reflects the average number of creatures encountered. There may be several listings that reflect different encounter areas. For instance, an orc is listed as 2–12, 10–100. These represent a raiding party and the entire tribe or clan, respectively. Some monsters are not assigned exact numbers, such as bison or other herd animals. These herds can range from small groups of 3 to 5 members, to huge herds of 10,000 or more. The Castle Keeper should always manage the number of monsters while considering the plot of the adventure and the relative power of the party.

SIZE (SIZE) is the approximate height of a creature. There are three sizes of monster in Castles & Crusades: small, medium and large. Small represents any height less than 5 feet, medium is any height between 5 and 7 feet, and large is any height over 7 feet. Castle Keepers should take note that those creatures who have the ability to swallow a victim whole, such as the tyrannosaurus rex and the purple worm, are not going to be able to swallow all creatures. Circumstances must dictate the action and Castle Keepers should use their best judgment.

HIT DICE (HD) is a creature's hit dice value. The hit dice is the equivalent of the monster's level. The hit dice represents the number (and type) of die rolled for the creature's hit points. For example, a monster with 2 d4 hit dice has 2d4 hit points. A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MOVE (MOVE) represents the monster's base movement rate. A creature's movement rate represents the number of feet an unencumbered and unimpeded monster can move in any given round at a walking pace.

ARMOR CLASS (AC) is a creature's normal armor class. It is an abstract representation of the difficulty of striking a monster in combat and inflicting damage. An attacker's roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn, but in the case of many monsters it represents their natural hides or skins.

ATTACKS (ATTACKS) lists the variety of weapons, both natural and manufactured, that monsters may use in battle. All of the monster's physical attack forms are listed here. The number of attacks is listed first. If there is no number, then only one attack per round is assumed. The form of attack is listed next. Damage from each form of attack is included in the adjacent parentheses. An attack listing of 2 Claw (1d6); Bite (1d8) would mean that the creature can attack three times per round: twice with claws, for 1d6 points of damage each, and once with a bite, for 1d8 points of damage.

SPECIAL (SPECIAL) refers to all of a creature's special abilities: offensive, defensive, and miscellaneous. Generally, specific descriptions for each monster are provided in the monster's listing. The exceptions to this are as follows:

DEEPVISION: Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DARKVISION: In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSKVISION: Some creatures can see in starlight and moonlight just as others can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight, or in similar conditions of poor illumination.

IMMUNITY/RESISTANCE: Describes any innate immunity that a monster possesses. The type of immunity is listed, followed by a bracketed damage descriptor that indicates the limits of the immunity. For instance, "Immune: Acid (half damage, quarter damage save)" means that the creature always takes half damage from any acid–based attack, but if it makes a successful saving throw, it suffers only one fourth of the normal damage.

REGENERATION: A creature with this ability is difficult to kill, as the creature automatically heals damage at a fixed rate per round, as given in the entry. The number following the listing in the creature's stat block designates how many hit points that creature can heal in a round. For instance, the troll with a "Regeneration 2", heals 2 hit points per round. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. Healing starts the round immediately following the round in which damage was taken.

SCENT: Allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. These creatures are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper's discretion.

SPELL RESISTANCE: A special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is targeted at a creature with spell resistance, the caster of the spell must roll 1d20, unmodified. If the result is equal or greater than the creature's spell resistance rating, than the spell can affect that creature. Otherwise, the creature's spell resistance causes the spell to dissipate harmlessly. Certain spells are not subject to spell resistance, as detailed in their descriptions in the *Castles & Crusades Players Handbook*. A monster's spell resistance is listed in its stat block with the abbreviation SR. For example a dryad's spell resistance is 10 and it is listed on the Special heading as "SR 10". If a monster does not have a spell resistance no listing is given.

TWILIGHTVISION: Even under starlight, moonlight or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

SAVES (SAVES) represents the saving throws and attribute check categories for monsters. Saving throws are made in the same manner as for characters, but with broader descriptors. Each monster is listed as having either physical (P), mental (M), both (P+M) or none (N) as its saving throw category. The category roughly equates to primary or secondary attributes and thus the base number needed to make a saving throw. Physical attributes are strength , constitution , and dexterity . Mental attributes are intelligence , wisdom , and charisma . A goblin has a physical saving throw category, so it makes all saving throws or checks dealing with strength , dexterity , or constitution with a challenge base of 12, and all saving throws or checks dealing with intelligence , wisdom , or charisma with a challenge base of 18. The monsters # of HD acts as a modifer to this roll in the same fashion as described under HIT DICE (HD)

INTELLIGENCE (INT) reflects a general level of mental aptitude. It represents a monster's ability to learn quickly, and apply that learning effectively, as well as its capacity for logic and deductive reasoning. Monsters possess a much broader range for intelligence than characters.

INTELLIGENCE	MENTAL STRENGTH
1–2	Animal
3–5	Inferior
6–8	Low
9–12	Average
13–15	High
16–17	Superior
18–21	Genius
22–25	Supra–Genius
26+	Deific

ALIGNMENT (ALIGNMENT) describes the basic and most essential aspects of a monster's world view and moral outlook. It is the core personality description for every sentient creature. Alignment reflects the creature's disposition toward good, evil, law or chaos. Each alignment type is described in detail in the *Castles & Crusades Players Handbook*.

TYPE (TYPE) refers to the classification of the monster. A monster's type can be particularly important where spells and magical summoning are concerned.

Aberration: Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Animal: An animal is a non–humanoid creature with a real–world equivalent.

Beast: A beast is a creature with no real–world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.

Construct: A construct is an animated object or artificially constructed creature.

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

Elemental: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water.

Fey: Fey are creatures with supernatural abilities and connections to natural forces and/or places.

Giant: Giants are large–sized humanoid creatures of great strength and bulk.

Humanoid: A humanoid is a creature that is anthropomorphic: they have two arms, two legs, one head, and a human–like torso.

Magical Beast: Magical beasts are similar to beasts but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary abilities.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities.

Ooze: An ooze is an amorphous or mutable creature.

Extraplanar: An extraplanar creature is a non–elemental that originates from another dimension, reality, or plane.

Plant: This type encompasses all plants and plant–like creatures.

Shapechanger: This type of creature has a stable body but can assume other forms.

Vermin: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Undead: Undead are once–living creatures animated by spiritual or supernatural forces. Undead are immune to all mind–affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects.

TREASURE (TREASURE) designates the appropriate treasure type a creature has in its lair, or if noted for the specific monster on its person. Refer to Part Two of this book for more information on treasure.

EXPERIENCE POINTS (XP) represents the development reward that characters receive for slaying, subduing, or otherwise defeating monsters. Refer to the *Castles & Crusades Players Handbook* for more information on awarding experience points. The number following the entry is the average XP. The following chart can be used to determine the experience points of any monster in this book, or monsters which have been altered or created.

MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500

EXPERIENCE PER HIT POINT: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature. For example, a 5 d10 HD creature has 25 hit points, the base is 80 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 205.

SPECIAL: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. All special ability experience points are added to the base experience for the monster. These special ability experience points stack. For example, Skagg (4HD) has four attacks per round, a category I ability, and he can use 1st level spells, another catagory I ability. Skagg's base experience points (40) are increased by 40 points (20 XPs for each special ability) for a total base of 80 XPs plus 4 XP per hit point.

Special I: This category includes three or more attacks per round, spell use of 1st–3rd level (or equivalent spell–like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th–7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent).

MONSTER CREATION

Eventually, every Castle Keeper comes to the realization that a new monster must be created. The circumstances behind this may differ; one Castle Keeper might simply feel creative and imaginative, and another might need to create something new out of necessity. After many years of gaming, some players may become jaded or complacent, and the inclusion of a new challenge can keep them on their toes. Creating monsters is both fun and challenging, whether it is a hybrid orc, a genetically enhanced goblin, or something completely new and altogether terrifying. While creating new monsters, the Castle Keeper should be mindful of a few basic concepts and design elements. After balance and technical concerns, there is no limit to what imagination and creativity can do.

The easiest new monster to create is not actually "new", but is simply an alteration of an existing monster. The first method of alteration is through stat changes. The Castle Keeper simply alters the hit dice, hit die type, armor class, or spellcasting ability. A Castle Keeper may alter a monster's already existing ability, or replace it with another one. If the Castle Keeper combines class abilities with monster abilities, many new and interesting monster possibilities suddenly come into being.

Consider the common gnoll. Many players are used to a "plain vanilla" gnoll, and they can quickly estimate the threat it poses to their characters. They also know the best ways of dealing with that threat, much of the time. However, if the Castle Keeper were to give a gnoll some spellcasting ability, a new threat has materialized for the party. A gnoll with the spells of a 4th level wizard and the class abilities of an assassin is a challenge indeed! There are limitless possibilities for alteration of existing monsters, and the Castle Keeper should not be afraid to experiment with them. However, when altering an existing monster, the Castle Keeper should always consider the reasons for the change. If the monster is to challenge a party at its current strength , care must be taken to ensure that the challenge is appropriate. Some Castle Keepers may alter monsters to create a death–dealing machine that the characters cannot ever defeat, but this is not fun for the players. One way of providing a balance is to give the monster a weakness that the characters can exploit. However, a reasonable Castle Keeper may choose to challenge a party with a monster they cannot defeat yet, but could defeat after gaining experience. In these cases, plenty of opportunity should be given for the characters to escape or avoid the creature, build up their strength , and attack at a later time.

Another method of creating a new monster is to change the description of a pre–existing monster. This is neither time consuming nor difficult, and can have dramatic effects on play. A troll, for example, can have any type of shape the Castle Keeper desires – as long as it maintains its ability to fight with two arms. Perhaps a new type of troll is made of ice crystals or of tree bark. The Castle Keeper has but to imagine it and it will be so.

Completely new monsters are more difficult to create. It involves creating a concept that is plausible, and then mingling balanced abilities with that concept. This is quite challenging by itself, but the Castle Keeper creating a new monster must also determine its appropriate armor class, hit dice, and other technical stats. Finally, this whole must be coherent to the players. Organizing all of this can be an intimidating process.

When creating monsters, the first concept a Castle Keeper must consider is that of "realism versus fantasy." Does the new monster have a basis in reality as we know it? An orc, for example, is little more than a human corrupted by evil. Orcs are monsters grounded in a "real" basis. Does the monster have a fantastic context, with a design concept beyond the ken of "realistic" understanding? A cockatrice is a creature that has no basis in reality. Is the new monster intended to be something that straddles the line between fantasy and realism? Distinguishing between realism and fantasy is important in that it establishes the mood the monster is designed to convey. This mood is often as important as the creature's stats, if not more so, in many game settings. Assembling a haphazard collection of human and animal parts to create a nonsensical creature is more likely to cause a player to spew milk through his or her nose, rather than creating a mood of terror or awe. Even fantastic creatures can have plausibility. Making new monsters plausible for your game setting is conducive to a lasting, positive impact on the game.

When conceiving a monster, consider its ecology. Why does the creature have the physical attributes it has? How does it eat, sleep, and procreate? Does it travel, or is it stationary? What environment is it found in? All of these factors can make even the most fantastic monsters seem real. They are not essential, but the Castle Keeper may find these sorts of details helpful, and enterprising players often consider these factors when dealing with a monster's threat. Many monsters in many books (and a few in this one) just don't have this level of plausibility. Outlandish monsters can always be "magically created", but they too should follow some type of ecological design. A chicken–sized lizard with an elephant–sized head is just not likely to survive its own birth (and your adventure won't survive your players' mirth!). Temper your fantastic ideas with a dash of realism, and the new monster will be far more believable and interesting to both Castle Keeper and player.

After considering these factors, the Castle Keeper must write the description. This portion of monster creation is vital, as it will set the tone for how the monster is perceived at the gaming table. Remember to detail aspects like color, size, shape, and even smell. To add flavor, you might describe its breath and the shape of its eyes, for example. A monster with "yellowed teeth and fetid breath" will have a far greater imaginative impact than a monster that is simply "gray and shaped like a lizard."

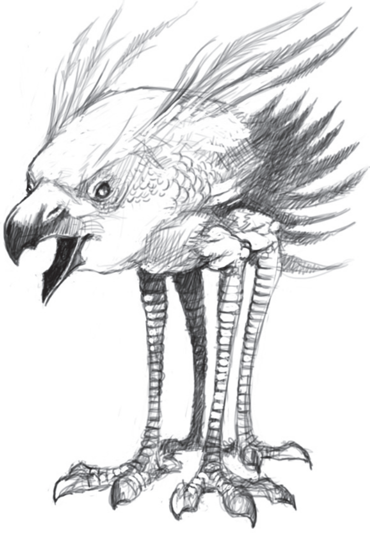
After a solid description is completed, the Castle Keeper must give the creation a life in the context of the game. This is accomplished by creating its vital stats: its hit dice, armor class, attacks, and the like. Consider the level of character that this monster is supposed to challenge, and create statistics based on that sort of challenge. Existing monsters are the best guides. Low level monsters, like orcs and goblins, have few extraordinary skills and are generally fairly weak in combat situations. Monsters like doppelgangers and owlbears are more powerful, and have abilities that are more of a challenge to characters of moderate power. Higher level monsters, such as the lich and dragon, offer useful templates when creating monsters to challenge powerful parties.

When assigning the new monster's stats, use any suitable monster from this book as a template. Give some thought to each statistic based on your concept and description of the monster. Decide how fast the creature should move, its hit dice, armor class, intelligence , and the rest. Give them a great deal of consideration. It is more important, by far, to have creatures that fit the mold of your game than to have creatures that are a mish–mash of abilities thrown together to simply challenge players.

Remember to make monsters interesting and challenging. Good descriptions, reasonable physical attributes, and balanced abilities all play into the monster's conception. Paying careful attention to all of these factors will lead to a more memorable monster.

A –

ACHAIERAI



NO. ENCOUNTERED: 1-4
SIZE: L (12')
HD: 8(d8)
MOVE: 60'
AC: Body-12 / Legs-21
ATTACKS: 2 claws (1d8), 1 bite (2d6)
SPECIAL: Poison Cloud
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 8
XP: 1500 + 8

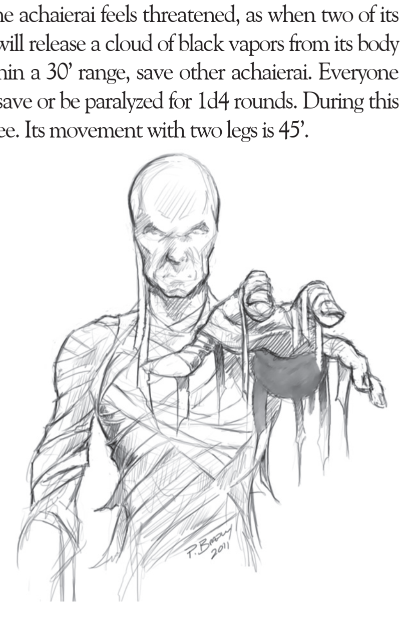
The achaierai is a monstrous bird creature spawned from the nightmares of wizards. They stand twelve feet tall, with their four long legs accounting for almost half that. Their bodies are not much more than a large head with little actually "body," a great beak and two large eyes. Their coloration is red with yellow highlights with white being the primary colors around the eyes. Their legs and beak are silver, not unlike steel.

The achaierai can be found in almost any clime. They dislike the dank, enclosed domains of caverns and underground lairs, favoring the open plains or rolling hills. They are nocturnal and will sleep under trees during the day. When sleeping, they tuck their legs under them and squat on the ground, hiding their beaks within their feathers. When in this position, they look like large balls of vibrant feathers, belying the ferocity and malevolence the creatures possess.

COMBAT: The achaierai will stand on two of its four legs and attack with the other two. It can swipe with its claws for 1d4 damage or attempt to grasp a victim. The creature needs to score a successful hit to grab someone in its claws. Those successfully grasped are allowed a strength check to break free. If not, they are brought to the beak, where the creature gets a free attack for 2d6 damage, no 'to hit' roll needed. Each leg can suffer twelve points of damage before it becomes unusable. The creature can continue attacking, walking and running with three legs. Once two legs have been damaged, the creature will attempt to flee.

POISON CLOUD: Whenever the achaierai feels threatened, as when two of its legs have been rendered useless, it will release a cloud of black vapors from its body and beak. It will affect anyone within a 30' range, save other achaierai. Everyone affected must make a constitution save or be paralyzed for 1d4 rounds. During this time, the creature will attempt to flee. Its movement with two legs is 45'.

ADHERER



NO. ENCOUNTERED: 1-4
SIZE: M
HD: 4(d8)
MOVE: 30'
AC: 17
ATTACKS: 2 fists (1d3)
SPECIAL: Adhesion
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Aberration
TREASURE: 3
XP: 100 + 4

This creature is normally found in crypts and tombs, but rarely in other environs. They seek out areas where undead reside due to their resemblance to mummies (see *Monsters & Treasure* tome page 60). The adherer has thick folds of loose skin that hang from their bodies, resembling the cloth wraps that envelop these undead. Like mummies, they are susceptible to fire and avoid it at all costs. Some quick-witted viewers may notice that the creature does not have "wraps" about its head, for the adherer has a head and face much like humans. Its eyes are a watery blue and its lips are colorless. All adherers are hairless, including a bald pate.

All adherers can secrete a thick, viscous adhesive from their bodies at will. This substance smells of dead bodies, which further strength ens their ties to the undead they live with. Anything that touches an adherer will be stuck to the creature unless the adhesive is overcome. To break free, a strength check (CL 8) must be passed. Anything that can be released, such as weapons, can be left on the creature with no harm (other than the victim is now weaponless), but if a body part is so caught by the glue, and the strength check is failed, the adherer can strike the victim with a +10 on all attack rolls. The adherer can choose not to secrete its adhesive, and will normally not have it on its fists and thus its blows will not adhere.

COMBAT: The adherer will approach its victim rather quickly (which may betray their façade as undead) and strike its victims with its fists. The creature never uses a weapon of any kind, favoring brute force. They choose victims at random, showing no fear against even superior forces.

The adherer can quit its secretions at any time, and they cease when killed. After 2d4 rounds have passed since secretion all items stuck to the creature will fall away and can be easily retrieved. The creature obviously uses this as a form of defense, hoping to relieve their opponents of all weapons and shields. Once the battle is over, they will release all items and place them in a hidden cache somewhere about their lair.

While the creature will normally be found in undead haunts, those found in other places may take a different approach to attack. While tomb-dwelling adherers use their faux-undead appearance, those living in other places may use their adhesive to drape themselves in random detritus (leaves, dirt, sticks) to form a camouflage in hopes of surprising their victims. Those found is such areas must pass a wisdom check or be taken by surprise.

During combat, if a large amount of acidic liquid, be it acid, wine or alcohol, is thrown on the adherer, the adherer must pass a constitution check (CL 3). Failure means the adhesive is momentarily rendered inert and all items so stuck will be released.

AERIAL SERVANT

NO. ENCOUNTERED: 1
SIZE: L (8')
HD: 16(d8)
MOVE: 50'
AC: 17
ATTACKS: 1 slam (8d4)
SPECIAL: N/A
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: nil
XP: 2750 + 16

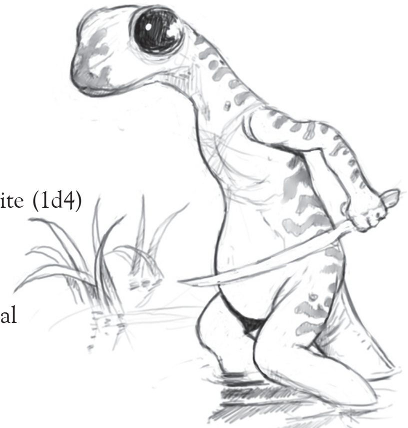
Aerial Servants are a form of intelligent, subservient air elementals summoned by high level wizards and clerics, though they can be found (rarely) un-summoned. Those venturing into the ethereal and astral planes may find them more common in these remote places and of course, they are numerous upon their home plane.

The aerial servant is all but invisible, showing only as wind-swept debris if at all. As such, it will impose a -5 to all wisdom checks on a surprise roll.

COMBAT: While the aerial servant does not engage in melee as a general rule, it is very strong and very quick. It will follow the orders of its summoner to the best of its abilities and, if ordered to attack, will attempt to sweep an opponent off their feet and slam them violently to the ground. If its master is attacked, the aerial servant's preferred method of confrontation is to hold fast the attacker in its massive grasp. If this is attempted by the aerial servant, a normal attack roll is performed. A successful hit means the aerial servant has grasped the attacker. The victim is allowed a strength check to break free but once. If unsuccessful, they are held fast and cannot break free. It will then use its considerable speed to whisk away the offending party, possibly flying high into the air and dropping them.

TELEPORT: In desperate circumstances, the aerial servant may instantly teleport back to its home plane, sometimes doing so while holding a victim, effectively teleporting both away from the battle.

AFANC



NO. ENCOUNTERED: 1
SIZE: M
HD: 3(d8)
MOVE: 20' / 40'
AC: 16
ATTACKS: 2 claws (1d6), 1 bite (1d4)
SPECIAL: Mimicry
SAVES: P
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Magical Beast
TREASURE: 3
XP: 100 + 3

The afanc is exclusively found in lakes and large ponds. It has a distinct reptilian appearance, with slimy, green skin, webbed feet and clawed hands. Its head is like that of a newt, but with deep, dark eyes that show emotion as well as intelligence . It has many small, sharp teeth and a black tongue that snakes out when it is hungry.

The afanc is omnivorous, but prefers flesh to eat. Its normal diet consists of the fish and plentiful underwater plants that dominate its domain. If a living creature, from vermin to humans, is detected about its shores, the afanc will use its power of mimicry to entice its prey. It has the ability to mimic the screams for help one would hear from a scared maiden (to capture the more intelligent of creatures, humans for example) as well as various sounds of prey for smaller animals (for instance, the sound of a wounded animal to hopefully attract a wolf). The creature will raise its head slightly above the water and make the applicable sound, then lower its head below water. It will hopefully cause its prey to enter the water, but if they do not take the bait, it will swim close to the shore and try to leap from the water and surprise them.

COMBAT: In water, the afanc will attempt to drag its prey under and drown them, all the while attacking with its bite. The afanc will first attempt a normal to hit roll. If successful, no damage is dealt, but the victim has been grasped by the afanc. Here after, it will begin pulling the victim down and biting for 1d4 points of damage (no to hit roll is needed if the victim has been securely captured). The victim can make a strength check to break free. If this fails, he is dragged underwater and can stay underwater for a number of rounds equal to his constitution score. After these rounds are up, they must make a constitution check every round. The CL starts at 0 and gets cumulatively harder, by 1, each round. Failure means they have fallen to -7 HP and will take 1 HP of damage per round until dead. While held by the afanc, the victim can do nothing but fight to free himself. On land, the afanc will strike quickly from the water, attempting to surprise its opponents. It will focus its attacks (2 claws for 1d6 each and a bite for 1d4) on one person. If they fall in combat, the afanc will scoop up the body and retreat back into the water. If followed, he will drop the dead body and fight as described above with any new opponents.

If a human or elf female with a charisma score of 15 or higher approaches the afanc, it must make a charisma check or be entranced. The creature can understand some of the human and elven tongue and can be given simple commands, those are that are not life threatening or against their nature. If this is a ruse to attack the afanc, it will turn its vengeance on the unlucky female and attempt to kill her first.

AGATHION

NO. ENCOUNTERED: 1
SIZE: M
HD: 8(d8)
MOVE: 30'
AC: 20
ATTACKS: By weapon or inherent ability
SPECIAL: See Below
SAVES: P / M
INT: Genius
ALIGNMENT: any Good
TYPE: Extraplanar
TREASURE: nil
XP: 1000 + 8

The agathi are a race of good-aligned creatures that live in the outer planes. On their home plane, they are fairly common. On our plane, however, they are exceedingly rare. Most often, if found on this plane, they have been sent by some higher power to take up arms against a growing evil. While social creatures when on their native plane, agathi are only encountered singly when sent on missions.

The agathi appear on their native planes as tall, thin humanoids with slanted eyes, long silver hair and pale skin. When encountered on our plane, they always assume another form. Most often (60% of the time), they appear as human clerics. They wear armor and arm themselves with weapons common to clerics. They wear holy symbols to the deity that sent them. They appear as men or women, beautiful or plain, urbane or rustic. The form they adapt has little bearing on their native form (i.e. a male agathi may appear female when on our plane). When in cleric form, they are essentially 7th level clerics with all abilities possessed by clerics. They have a full compliment of spells (and are assumed to have an 18 wisdom and thus are granted bonus spells). At other times (40%), they take the form of a good-aligned creature (i.e. unicorns). When in this form, they attack as their assumed form and will use any special abilities inherent to the creature. Lastly, the agathi may be found in an incorporeal form (10%). In this form, they inhabit items and bestow abilities upon those that use said items. In this form, they may inhabit a ring and grant clerical abilities to non-clerics, or inhabit a sword and grant great bonuses against evil creatures. It is left to the discretion of the CK to adapt abilities as he sees fit for his campaign. In any corporeal form, they have an armor class of 20, regardless of armor worn.

The agathi can only communicate telepathically. They understand all languages and can communicate with all creatures, save those with no discernable intelligence . The agathi also have the following abilities at all times: *detect evil, protection from evil, clairaudience* and *clairvoyance.* When fighting Evil-aligned creatures, they gain +3 to all damage.

COMBAT: Agathi only attack Evil (or Neutral) creatures. If attacked by Good-aligned creatures, it will communicate telepathically and implore their attackers to desist. If pressed, the agathi will use it inherent teleport ability and return to their native plane. Against evil (or neutral), they will bring their full wrath to bear. In human form, they use weapons usable by clerics to attack. While these weapons are never magical per se, they do glow with a bluish light when attacking evil creatures. In creature form, they attack savagely and without fear when confronting evil.

At any time, an agathi may teleport from this plane to its native home. Doing so before its mission is complete is to anger the entity that dispatched them, so this is quite rare without a good reason. If slain, they will immediately teleport home, leaving nothing behind, not even a body.

The agathi will reveal its true identity to those it deems worthy, and will often ask for assistance if it feels the party is formidable. If true clerics of their master are encountered, they will automatically reveal their true self and their mission.

AVATAS

NO. ENCOUNTERED: 1
SIZE: M
HD: See below
MOVE: 30'
AC: See below
ATTACKS: See below
SPECIAL: See below
SAVES: P, M
INT: Genius
ALIGNMENT: See below
TYPE: Extraplanar
TREASURE: N/A
XP: See below

The avatas is the physical manifestation of a deity. Each deity in the cosmos has but one avatas and they are never met by chance. Deities will send their avatas to worshipers they feel have strayed from their path, normally only after multiple warnings. It should be noted that only those that are the most faithful, the most fervent (and the ones that rely upon their gods the most) will normally be subject to a visit from an avatas. Those worshipers that are marginal (at best) rarely encounter these beings. Therefor, clerics, druids and paladins see the vast majority of avatasi.

When an avatas is encountered, it will approach its intended victim and begin a prayer in a toungue only it's intended victim will understand. It will list the misdeeds committed by the victim, oftentimes while kneeling on one knee. The creature appears neither male or female, nor does it appear as any one race. .It will shimmer and seem to fade in and out of phase (the creature, however, is not ethereal). The avatas will prominently display the holy symbol of its master and will wear clothing indicative of those of its faith, if any. There should be little doubt in the mind of the victim why he is being visited.

To those not the victim, the avatas looks like nothing more than a vaguely man-shaped column of light that moves surprisingly fast. No attack from anyone other than the victim will touch the avatas; all attacks, physical as well as magical, pass through the creature with no damage. Spells with no discernible target likewise will not affect the avatas (i.e protection from <alignment>). Spells that assist the avatas's victim (i.e. bless) will, however, effect their targets and the target will receive all bonuses. The only exception to this are clerics of the avatas's master cannot help someone that is a target of the avatas. (For instance, two clerics of Thor are in the party. Thor sends his avatas to exact retribution on one of his clerics that has strayed. The other cleric of Thor will find that none of his spells assist the victim. They will just fizzle away if he tries.)

COMBAT: The avatas will attack its intended victim, and only its intended victim. Once one has been killed, the avatas will disappear, returning to its home plane. It does damage by the weapon type used by its victim. It will have the same spells (if any) of its victim and will use them judiciously. Under any robes or cloaks the avatas may wear, it wears the same armor as its victim, thus having the same AC. Finally, its attribute scores are the same as its victim as well. Any hit against the avatas with an unmodified 19 will inflict double damage against the creature. A hit roll of 20 will inflict triple damage.

WEAPON IMMUNITY: A magical weapon of any type must be used to successfully attack the avatas.

A victim killed by an avatas will be immediately raised (as per the spell raise dead). All magic items possessed by the victim will lose their magical properties and become regular, mundane items. All treasure, including gems, jewelery and coins, will vanish. Lastly, they will lose enough experience points to place them at the half way point of one level below their current level.

Those fortunate enough to defeat the avatas will be seen in a favorable light by their deity, and will gain a boon from their god. This boon will be an immediate advancement to the next level (enough experience points to raise them to the half way point of their next level). They will also be granted a magic item that is indicative of their deity, an item that is in some way tied the the ethos the deity espouses. This boon, however, does come with a stern warning, known telepathically and automatically, to stray no further, for the next meeting will be a personal visit.

ALGOID

NO. ENCOUNTERED: 1-6
SIZE: M
HD: 5(d8)
MOVE: 20'
AC: 15
ATTACKS: 2 fists (1d10)
SPECIAL: Spell Immunity
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Plant
TREASURE: nil
XP: 175 + 5

The algoid appears as a tall, misshapen bipedal creature with large hands, feet with only two toes (large) and a dark, green skin. The skin, and indeed the entire creature, is actually a large colony of algae that has formed into an intelligent form of life. The creature stands approximately five feet tall, but is thick and very dense. It would be wrong to label the algoid as evil, for it has no concept of good and evil, but it is aggressive and ill tempered and will attack any creature it desires, for no reason.

The algoid is found primarily in swamps, marshes or jungles. They can be found, however, in subterranean lairs if there is a water source in the complex. If multiple algoids are found together, no one member seems superior to the others and they seem to act of one mind.

COMBAT: The algoid attacks with its large fists, pummeling its victim for 1d10 damage upon a successful hit. If the algoid is hit by slashing or piercing weapons, it takes only one hit point of damage, regardless of the attackers strength or the swords dweomer. Blunt weapons, however, will inflict full damage. When an algoid takes damage, it will actually lose a part of itself. Blades will pass almost harmlessly through the creature, removing but a small bit from the other creature. Blunt weapons will knock large portions of the creature away. The remaining algae will work to close up and "wounds", but this will serve to make the creature smaller with each hit. Pieces knocked off will remain dormant and will not try to reattach to the creature. The overall effect is a creature that literally gets smaller and smaller during combat until the final blow simply causes the now-very-small creature to crumble into a wet patch of algae. When the creature reaches half of its maximum hit points, its damage reduces to a d6. When reduced to a quarter of its maximum hit points, its damage falls again to a d4.

The algoid is immune to almost all spells. Fire based spells simply cause it to sizzle as some of its moisture is absorbed, but it will take no damage. Electrical based spells are met with the same resistance. Cold-based spells slow the creature for 1d4 rounds, causing it to attack last in any round. Obviously, spells that adversely affect plants, will have a detrimental effect on the algoid. The spell *purify food or* ***water*** will inflict 2d4 damage on the creature, while the spell *control water: Lower* will be treated as a *Harm* spell.

ALKONOST

NO. ENCOUNTERED: 1
SIZE: M
HD: 3(d8)
MOVE: 50' (flight)
AC: 14
ATTACKS: 2 claws (1d3)
or by weapon
SPECIAL: Healing Song
SAVES: P
INT: Very
ALIGNMENT: Lawful Good
TYPE: Humanoid
TREASURE: 3
XP: 45 + 3

The alkonost looks vaguely like a harpy (Monsters & Treasure tome, page 47). Whereas the harpy is a vile looking creature, the alkonost is quite beautiful. Their body is that of a kingfisher (although much larger), with a vibrant orange underbelly and bright, blue wings and back. Their upper torso is that of a human female with long, golden hair and a bright smile. The creature stands three feet tall and has a wingspan of six feet.

The alkonost makes its home near large bodies of water. It can be seen flying over the water daily, inspecting its domain. Once per year, the creature will lay an egg and bury it under the sand at the water's edge. After a month, the egg will hatch a newborn alkonost. The hatchling will appear to be a small bird with no signs of its human torso. As it ages, its upper body will begin to transform. The alkonost will be fully mature in one year, at which time it will leave its mother and find its own domain.

The creature has a beautiful singing voice, not unlike the harpy. However, hers is much more beneficial. Anyone hearing the song of an alkonost will be healed for 2d6 damage. This healing will also *remove disease*, *neutralize poison* and *remove blindness / deafness* as cast by a 5th level cleric.

COMBAT: The alkonost will attack with its claws if forced to attack, doing 1d3 damage. However, the creature is loath to actually engage in combat and will prefer to fly away. However, it will defend any young to the death.

The alkonost speaks common, elf and halfling.

AL-MI'RAJ

NO. ENCOUNTERED: 2-12
SIZE: S
HD: 1 (1 hp)
MOVE: 40'
AC: 14
ATTACKS: 1 horn (1d4),
1 bite (1d2)
SPECIAL: N/A
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: nil
XP: 5 + 1

The al-mi'raj, or unicorn hare, can normally be found in woodlands or pastoral settings, though occasionally underground in dungeons. It resembles a large, yellow hare with a horn, not unlike that of a unicorn, protruding from its forehead. While mainly docile, it will attack if it feels threatened or if its young are in danger.

Al-Mi'raj are sometimes found as young and raised by the wealthy or the powerful. If great care is taken while raising them, they become excellent pets as well as guards. The sight and smell of the al-mi'raj are unparalleled in the wild, and its loyalty to its owner is equaled only by the most loyal hound.

Some uncivilized cultures value the horn of the al-mi'raj and will attack the creatures en masse, leaving their carcasses, minus the horn, laying upon the ground, for its flesh is tough and tastes terrible. Only the males possess the unicorn-like horn, so the females are normally left alone during such a massacre.

COMBAT: If engaged in combat, the creature becomes quite aggressive, using its horn much like a dagger. It can also bite for 1d2 damage, but not the same round it has attacked with its horn. While the horn is its preferred method, males with no horn and all females rely on the bite in combat.

ANIMAL SKELETON

NO. ENCOUNTERED: 2-20
SIZE: S / M
HD: 1(d6)
MOVE: 20'
AC: 12
ATTACKS: 2 claw or bite for 1(d4)
SPECIAL: Undead
SAVES: P
INT: none
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: Nil
XP: 5 + 1

Animal carcasses that are the target of *Animate Dead* are raised as animal skeletons. Anyone casting the spell solely on dead animals can gain up to twice his level in HD, as opposed to his level in HD per the spell *Animate Dead*. In other words, a 5th level cleric, while normally only able to raise 5HD worth of Undead, may raise 10HD worth of animal skeletons. Only small creatures can be raised as such, no bigger than a large dog.

While having no special attacks or abilities per se, they are immune to *sleep*, *charm* and a variety of mind-controlling spells, as well as taking half damage from slashing or piercing weapons.

COMBAT: Depending on the animal, the skeleton will either claw-attack twice for 1d4 or bite for 1d4. Quadrupedal creatures will mainly use the two-claw attack, while avian and invertebrate creatures will rely on the bite. In all things, the CK should be the final adjudicator in the type of attack for unusual creatures.

ANT LION

NO. ENCOUNTERED: 1
SIZE: L
HD: 8(d8)
MOVE: 40'
AC: 18
ATTACKS: 1 bite (5d4)
SPECIAL: Automatic hit
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: See below
XP: 300 + 8

The ant lion is a giant insect with large, external mandibles that extend up to two feet from the creatures mouth. In all other respects, it appears as a giant ant. The creature is found normally in lightly packed soil, such as a desert or badlands. It will burrow underground and lie in wait for prey. When anything walks over the buried ant lion, it will quickly emerge from its hiding and attempt to grasp the creature in its mandibles.

COMBAT: The ant lion will attempt to gain a surprise attack on its prey. It will attack the first creature that steps on it, regardless of size or strength . A successful attack indicates it inflicts 5d4 points of damage and has grasped its victim in its mandibles. Each round, it will automatically inflict a further 5d4 damage (no 'to hit' roll needed). Once killed, it will drag the corpse under the loose soil and feed. If it is somehow rooted out, it will defend itself in the same fashion.

While the creature itself does not collect treasure, it is a voracious eater and may have loose treasure from its victims in its underground lair. If the loose soil is searched, the CK should roll for treasure type 8, excluding any items that would not be normally carried (i.e. candelabra). If money is indicated, it will be spread about the loose soil and difficult to collect.

APPARITION

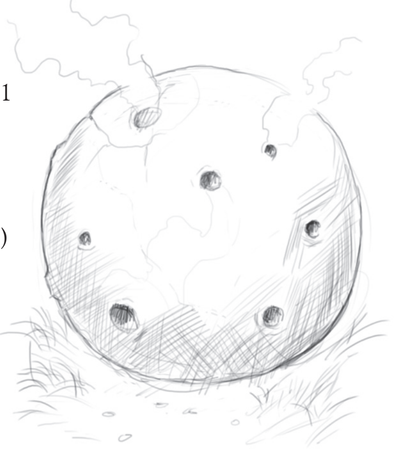
NO. ENCOUNTERED: 1
SIZE: M
HD: 8(d8)
MOVE: 60'
AC: 12
ATTACKS: See Below
SPECIAL: See Below
SAVES: M
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: 5
XP: 500 + 8

These horrid undead mainly walk the ethereal plane, but will venture to this plane at random times to wreak havoc. At random, the apparition will choose a victim from the party. When it does, it will use its ethereal ability to appear suddenly, sometimes emerging from a wall or floor. When doing so, all wisdom check for surprise are made at a -5 penalty.

The apparition appears as a robed skeleton, hovering approximately a foot above the ground. They make no sounds as they move. In combat, they will make soft, whispering sounds. While no words are discernible, a definite feeling of dread will wash over all that can hear it.

COMBAT: While not able to physically attack, it will reach toward its intended victim, making a grasping motion toward the throat. The victim must make two saves, the first intelligence , the second wisdom . Failing the intelligence check forces the victim into a state of terror. He will drop all possessions, care not for his allies and stand shaking in place, unable to act in any way. After this check, the wisdom check is made. Failure means the victim believes the choking attack and will suffer 2d6 damage per round until he or the undead are slain. For these subsequent attacks, no further rolls are needed. Succeeding in the intelligence check will allow the victim to fight, even if he fails the wisdom check and is taking damage. Succeeding in the wisdom check means the victim is immune to the mind attack permanently. Of course, the apparition will attempt to attack another party member if this happens.

ASCOMOID



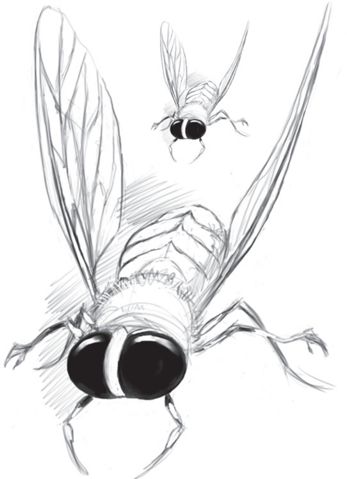
NO. ENCOUNTERED: 1
SIZE: L
HD: 7(d10)
MOVE: 40'
AC: 17
ATTACKS: 1 bash (1d10)
SPECIAL: Gas Cloud
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: N/A
XP: 500 + 7

The ascomoid is a large, leathery ball, normally brown to red in color, dotted with multiple holes in its skin. They are usually encountered on vast, open plains and any clime. They attack by rolling into, and over, opponents. At will, they can emit a gas from the various holes in their bodies.

COMBAT: The ascomoid needs at least thirty feet to build enough momentum to successfully attack a creature. If creatures are grouped together within five feet of one another, the ascomoid can successfully hit up to three opponents in a single attack. Those so hit will be struck for 1d10 damage; a successful dexterity save will reduce the damage by half. Piercing weapons do double damage to the creature, while blunt weapons do but half.

GAS CLOUD: When threatened, as when losing a fight, the ascomoid can emit a gas cloud from the holes that dominate its skin. The cloud will encompass anyone within 10' of the creature. All so enveloped must make a constitution check or lose 2d4 hit points and be rendered unconscious. They will remain in an unconscious state for 1d4 rounds, in which the ascomoid will flee.

ASSAD



NO. ENCOUNTERED: 2
SIZE: S
HD: 1 (1hp)
MOVE: 10' / 40'
AC: 15
ATTACKS: 1 bite (1d4)
SPECIAL: N/A
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 40 + 1

These grotesque creatures are thankfully very rare in the known world. Appearing as large flies, the assad is only seen during the hottest times of the year, normally during mid-summer.

COMBAT: The creature will attempt to bite a victim on exposed flesh. If successful, the attack will incur 1d3 points of damage, but will also paralyze the victim for 2d4 rounds unless a constitution save is passed. Due to the strength of the toxin, the victim will incur a -2 penalty to this roll. While the victim is paralyzed, the Assad will descend and lay it's eggs in the jagged wound. Once done, it will die. All assads are hermaphroditic.

If the eggs are attended to in the same round they are deposited, they can be destroyed with no further harm. If, however, they are unattended for longer than one round, they will bury themselves deeper in the victim and will be unable to be removed. They will lay dormant for one week before hatching. During this time, the eggs can be destroyed using a heal, a wish (or limited wish) or a remove curse. If, after a week has passed and the eggs are allowed to hatch, the larva will begin eating the internal organs of the victim. They will mature inside the victim, doing a total of 2d6 damage, per day, for two weeks. During this time, only a heal or wish will kill the larva. Once two weeks have passed, the larva will emerge from the victim through the initial wound the male caused earlier. When this occurs, the victim will take 3d6 damage and must make a constitution check. Failure means the victim dies as a result of his experience.

ATOMIE

NO. ENCOUNTERED: 20-120
SIZE: S (1')
HD: 1(d4)
MOVE: 20'
AC: 16
ATTACKS: 2 (by weapon)
SPECIAL: Bonus to initiative, Poison
SAVES: P
INT: Very
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 2
XP: 20 + 1

Atomie are some of the smallest fey creatures known to exist. They can only be found in remote, secluded forest glens, far from the reach of men. Around elves, they are at best cautious. Around humans or dwarves, they can be down right hostile. Atomies believe in the motto "Attack first, ask questions later". Against known enemies (such as humanoids), the atomies have no qualms about ambushes. If other unknown entities approach their lair, they may be a bit less aggressive if they are accompanied by an elf or if they act in a respectful manner. Those brandishing weapons and traipsing through the forest in a boisterous manner can easily feel the effects of the atomie tribe.

Atomies appear as small humans. They have exaggerated, long fingers and walk on the balls of their feet. They have large, round eyes (always blue in color) and small, upturned mouths. They wear animals hides, normally small rodents, and carry large knives, which they wield two-handed. They are very quick for their size, and can move double their listed movement speed in bursts. When standing still, they usually will move in a rhythmic manner, almost appearing to be bouncing on the balls of their feet, ready to pounce.

COMBAT: Atomies always attack in great numbers, at least 20. Due to their quickness, atomies gain a +1 to all initiative rolls. Half of the tribe will fight with large knives, wielded with both hands, for 1d3 damage. The other half use missile fire, carrying small bows. The arrows, when successful, inflict 1d2 damage. All weapons carried by the atomie are coated with a contact poison. Anyone struck by a weapon wielded by the atomie must make a constitution check (CL 2), or take a -1 penalty to all attack rolls. This effect is cumulative.

Atomies have the following powers they may use once per day at will: *blink*, *entangle* and *speak with plants*. A group of 12 or more can cast *summon swarm*. If they attempt this, all must join hands and perform no other actions while summoning and while controlling the swarm. If a single atomie is slain, the rest of the group must pass a wisdom check (as a single unit) or lose control of the swarm. They must do this each time one of the group is slain. The CL will be the number that have been removed from the group.

Ideally, atomies make their homes underneath large mushrooms. More often than not, however, they will be found in hollowed out tree trunks. The atomie rarely collect treasure, for they rarely encounter creatures other than themselves. Any treasure found is normally hidden among their collective lair, possibly buried. Atomies despise snakes and will display any snakes they have killed as trophies about their homes.

AURUMVORAX

NO. ENCOUNTERED: 1
SIZE: M
HD: 12(d8)
MOVE: 30'
AC: 20
ATTACKS: 1 bite (2d4)
SPECIAL: Locked jaw
SAVES: P
INT: Animal
ALIGNMENT: Neutral (Evil)
TYPE: Magical Beast
TREASURE: 3
XP: 1275 + 12

The Aurumvorax is a mean-spirited, voracious eater with little shyness or reservation. Anyone unlucky enough to walk near the dens of these creatures will incur its deadly attack.

COMBAT: When it senses anyone outside its den, which is hidden underground and accessible only via a hole in the ground, the aurumvorax will spring from its home and attack. Anyone attempting to detect its surprise attack will do so with a -2 penalty of its wisdom check. At random, the creature will attempt to bite a victim. If successful, it will bite for 2d4 damage and will lock its jaw and cannot be moved. Each subsequent round, it will automatically do 8 points of damage. It will also bring 2 – 8 of its eight legs up for an attack on its victim. Each clawed leg will do 1d2 points of damage. The victims dexterity bonus should not be included in his armor class during this attack. Once its victim is dead, the aurumvorax will attempt to drag the corpse into its lair. Anyone following will be automatically attacked (no to hit needed) by the aurumvorax while trying to crawl inside the narrow opening. Once inside, the party may find trinkets from past victims, but the creature does not collect treasure per se.

RESISTANT TO WEAPONS: While only the size of a badger, the aurumvorax weighs up to five hundred pounds due to its dense flesh and thick hide. During combat, blunt weapons will do but half damage due to this characteristic.

The fur of the aurumvorax is a bright gold with orange highlights. If not for the savagery of the creature, it would be considered very beautiful. As such, its hide is highly desirable to tailors. Depending on the economy, a pristine hide will fetch up to 500 gold.

AVIA

NO. ENCOUNTERED: 1-10
SIZE: M
HD: 1(d10)
MOVE: 20' / 90'
AC: 13
ATTACKS: 2 claws (1d4)/ spear (in flight)
SPECIAL: Dive attack
SAVES: P
INT: Average
ALIGNMENT: Neutral Good
TYPE: Beast
TREASURE: 3
XP: 15 + 1

Living far from Men, the avia are a race of intelligent avian creatures that make their home far above, in the aerie peaks of mountains. A small tribe of avia will inhabit great swaths of land, sometimes groups as small as a dozen will call home to thousands of square miles. While not opposed to humans, their ignorance of human (and demi-human) society is many times an obstacle to the avia. They know nothing of animal domestication and have, at times, stolen livestock for food from farmers. As such, many rural folk living in the shadows of mountains look upon the avia with disdain. Some have even taken to attacking the unwary birdmen on sight.

Only the males will ever be encountered outside of the homes. The females and the young fashion the colorful banners they may carry while in battle. The colors of the tribe reflect the coloration of the species, with each tribe sporting slightly different coloration.

The avia are basically neutral creatures that keep to themselves. They avoid entering buildings and will never venture underground. They are easily swayed with baubles and gems, and never turn down food unless they feel extremely threatened. They will always choose to fight from the air, and rarely engage in melee combat. This is partly due to the fact that their bones are hollow and they are very susceptible to broken bones when struck with heavy weapons or if thrown to the ground.

COMBAT: They use a dive attack against opponents on the ground. Climbing to great heights, at least 200', they will plummet to earth, pulling out of the dive at the last minute, but not before using their speed to impale their sharp claws into their victims. When doing so, the avia will receive a +4 to attack and damage with each claw.

AZER

NO. ENCOUNTERED: 1 - 4
SIZE: S (4' - 5')
HD: 1 to 4(d8)
MOVE: 30'
AC: 18
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Low to Very
ALIGNMENT: Lawful Neutral
TYPE: Extraplanar
TREASURE: nil
XP: 20 + 1, 40 + 2, 70 + 3, 125 + 4

Native to the Elemental Plane of Fire, azer are never encountered on this plane unless summoned. Being that they cannot stand temperatures below 200 degrees F (93 C) for longer than two hours, it is the rare place that these creatures will be found.

There are four types of azer that may be encountered: the soldiers, the sergeants, the officers and the generals. Obviously, the soldiers are the most common while the generals are very rare indeed. The main differences in these ranks are HD (1 to 4, respectively) and strength . The strength of a soldier is 17, a sergeant 18, an officer 19 and a general set at 20. It is also assumed that each rank is subservient to the one above it. When found alone, there is a 14 in 20 chance the azer will be a soldier, 15 to 17 indicates a sergeant, 18 or 19 means an officer and on a roll of 20, a general is found. In groups, this same ratio exists for less than twelve azer, but more than twelve will always include a sergeant. More than twenty will always contain an officer and more than fifty will always contain a general.

COMBAT: In combat, azer attack in a coordinated formation, even in small numbers. They normally wield great two-handed hammers (count as a Heavy Flail 1d10 damage). They wear only kilts made of braided metals, but their skin is metallic, which imparts a high armor class. They will speak to one another during combat in their own tongue, barking orders or initiating attacks as they see fit.

Azer are greedy, taciturn and uncaring. They can be bribed or employed with gems or gold. Their appearance is much like dwarves, with flames for hair and black eyes with no pupil. Once they give their word, it is a bond they will never break.

B —

BABBLER

NO. ENCOUNTERED: 1-4
SIZE: M
HD: 5(d8)
MOVE: 40' (20')
AC: 14
ATTACKS: 2 claw (1d4), 1 bite (1d6)
SPECIAL: nil
SAVES: P
INT: Low (cunning)
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 2
XP: 75 + 5

Somewhere between animal and humanoid resides the babbler. Suspected to be mutated lizardfolk, the babbler resides in the same marshy swamp native to its distant cousin. Babblers are inherently wicked and cunning and desire the taste of human flesh above all else.

The babbler stands just under six feet and is normally covered in mud. Its tough, leathery skin is a mottled gray while its eyes are rimmed with wet, red rims that seem to cry blood. They look somewhat like lizardfolk, albeit with a much more feral, animal-like countenance.

Some of the more nefarious lizardfolk will accompany the babbler on hunting expeditions, especially if the victims are human. When in the presence of lizardfolk, the babbler will speak in its own language, a strange combination of warbles and shrieks. The lizardfolk can apparently understand this tongue, but no human has ever translated it.

COMBAT: In combat, the babbler will crawl on its stomach just underneath the water or muck of the swamp. If they surprise their victim, they attack as a 3rd level rogue, obtaining a +4 to attack and double damage on the first round. For this attack, the babbler will only use its bite attack. On subsequent rounds, the creature will bring both claws to bear in addition to its dreadful bite.

BADGER (RATEL)

NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d10)
MOVE: 40'
AC: 16
ATTACKS: 2 claw (1d3), 1 bite (1d4)
SPECIAL: nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 35 + 1

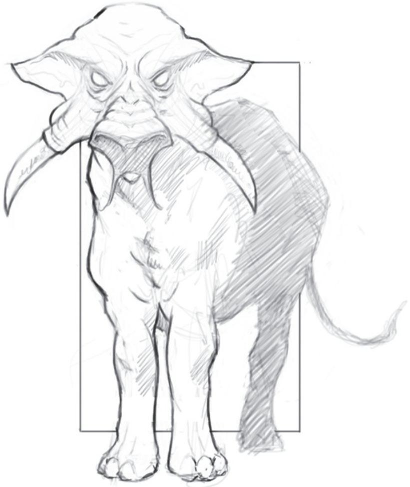
Badgers are ill-tempered, uncaring and savage vermin. They will attack numbers greater than them with no fear and with little reason. They are long, thick creatures, with short legs and a dense, loose coat of dark brown, with a light brown streak across the back and a white patch on the top of the head. They have beady eyes and a mouth full of sharp, brutal teeth.

Except during mating season (twice a year), badgers are solitary creatures.

Badgers are normally found in great open plains where they dig tunnels to a burrow below, where they live. During feeding time, which is anytime they are not sleeping, the badger will emerge from its burrow and search for food. Their diet consists of rats, snakes, small birds, reptiles, eggs, frogs, berries, roots, bulbs, other small rodents, carrion, larvae, insects and anything else it finds desirable.

COMBAT: The badger will attack with its bite (1d4) and two claws (1d3 each). When attacking, it does so as a 5HD creature due to its savagery and tenacity.

BAKU



NO. ENCOUNTERED: 2-5
SIZE: L
HD: 13(d10)
MOVE: 50'
AC: 22
ATTACKS: 3 (Gorge 3(d6), kick 2d6 x2)
SPECIAL: Trumpet
SAVES: P
INT: Superior
ALIGNMENT: Neutral Good
TYPE: Extraplanar
TREASURE: N/A
XP: 2750 + 13

The baku are a peaceful race of highly intelligent, philosophical creatures that live in the astral plane. No one knows the lifespan of the creatures, for they seem to be immortal. They are rarely seen by men, for it is a unique day that they appear on our plane.

Baku appear as large, four legged creatures with scaly, blue hides and a long, prehensile tail. The head of the creature is elephantine in nature, albeit with a shorter trunk. Like elephants, they have two large tusks that jut from their mouths. It is with these they attack. Despite their large size (almost nine feet at the shoulder) and considerable girth, baku are very fast and can reach speeds of 50'.

COMBAT: Ideally, the baku will attempt to ram opponents. To do this, they must charge from a distance of fifty feet. If successful, they do double damage (3d6 x2) and potentially knock their opponents prone. The victim must pass a dexterity check to maintain standing. Once in combat, they attack with their tusks, for 3d6 damage, and their two forelegs, for 2d6.

Baku hate all evil creatures and can immediately discern their presence via an inherent *detect evil* ability. This ability extends 100' in all directions. They will attack evil creature without provocation. They are generally peaceful creatures who long to engage in conversation with other beings. The baku speak telepathically, and can thus communicate with any creature of Low intelligence or above.

TRUMPET: Once per day, a baku can use its trunk to sound a trumpet call to all within 250'. Evil creatures hearing the trumpet must pass a wisdom check or be struck with fear, losing initiative on any subsequent attack and fight with a -1 to all rolls when battling the baku. Neutral and Good creatures are unaffected.

All baku are, in practice, great sages, for they have lived for centuries and have a vast amount of knowledge. For fairly mundane (common knowledge) questions, all baku can answer without fail. The more obscure the answer, the more difficult it is for them to know. It should be stated that if anyone can know the answer to an obscure question, it is a baku. Even the most difficult questions have a chance of being known by a group of baku. The CK must adjudicate these instances as he sees fit in his campaign. Suffice to say, baku are a font of information.

BANDERLOG

NO. ENCOUNTERED: 4-24
SIZE: S
HD: 4(d8)
MOVE: 30'
AC: 14
ATTACKS: 2 fists (1(d4)+1)
SPECIAL: N/A
SAVES: P
INT: Low to average
ALIGNMENT: Chaotic Neutral
TYPE: Beast
TREASURE: 2
XP: 35 + 4

The banderlog are a race of intelligent baboons that inhabit tropical jungles and dense forests. They are primitive and rarely fight with weapons. They are small, rarely growing more than five feet, but are savage and fearless, especially when guarding their lairs.

In appearance, they are almost indistinguishable from their less intelligent cousin, the baboon. If witnessed without their knowledge, one may deduce the banderlog is intelligent by its actions, for they use primitive tools and have a crude language beyond that of the yelps and grunts of their kin.

COMBAT: If given time, the banderlog will attempt to use some sort of primitive missile weapon, be it a rock or a coconut or any type of object they can hurl at their opponent. This attack will normally do 1d4 damage, but the exact damage is left up to the CK dependent upon the exact weapon used. Once engaged in a melee, the banderlog will attack with its fists, each doing 1d4+1 damage if successful. If the battle seems to be going against them, they will flee. Normally, this occurs when they have lost half of their numbers. If fighting in the lairs, however, they will fight to the last man. Male and female banderlog fight as equals.

The banderlog do not hoard treasure, but do enjoy shiny baubles and coins and may keep any they find. If any magic items are rolled when deciding treasure, the CK is urged to disallow and replace with gems equal to the value of the item.

BARBEGAZI

NO. ENCOUNTERED: 2-8
SIZE: S
HD: 2(d8)
MOVE: 20'
AC: 14
ATTACKS: 1 (by weapon)
SPECIAL: Immunity to Cold
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 3
XP: 50 + 2

The barbegazi are only found in the high, lofty peaks of mountains, and then only in the coldest climes. There has never been a sighting of one of these creatures when the temperature was above freezing. They look very much like gnomes, but their beards are frozen and are caked with ice, some even have icicles hanging from their beards. They have pale to light blue skin and very large feet. They dress in summer garb, mainly in white, short sleeve shirts and light blue trousers.

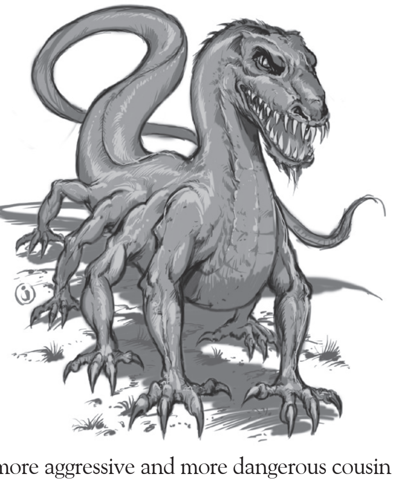
The barbegazi are misanthropic creatures with little need of those outside their own race. They mainly keep to themselves and rarely even trade with anyone around them. They are dour, taciturn little people with a personality as cold as their home. Being so in tuned with their surroundings, they are never surprised if encountered in their icy lairs. They will also know of any intruders into their area, possibly by smell, though sages are unsure of this.

While they have no love for humans or their ilk, they have no desire to see them die needlessly. If a barbegazi witnesses a human or demi-human in peril, they will assist if they can. This normally will take the form of rescuing them from avalanches or from exposure to the elements. They will feed and possibly give some thick animal hides to their guests before asking them to leave. If asked (and possibly compensated), they may even guide them back to a safe location. The barbegazi speak their own tongue, but many speak a smattering of dwarven and possibly a bit of the human tongue as well.

COMBAT: While loath to engage in combat, the barbegazi are no strangers to it. If pressed, they attack with short swords that appear to be made of ice. These swords do 1d6 on a successful hit. While they wear no armor, their skin is very tough and imparts an armor class of 14. They take no damage from cold-based attacks. Any magical cold damage actually heals them for a like amount. Fire based attacks impart not only a -5 to any applicable save, but double damage as well. If anyone attacks them with fire, all available barbegazi will attack this opponent at once.

A tribe of barbegazi can number up to fifty or so. The woman and children will almost never be encountered outside of their lair, which is normally inside a large cave or series of caves. While they will normally live in areas that never warm up above freezing, those that do will enter a deep sleep during any warm weather. They will never, however, live in any clime warmer than arctic.

BASILISK, GREATER



NO. ENCOUNTERED: 1
SIZE: L (10'-12')
HD: 9(d10)
MOVE: 20'
AC: 18
ATTACKS: 3 (2 claw - 1(d8), 1 bite - 1d6)
SPECIAL: Petrifying Gaze
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1250 + 9

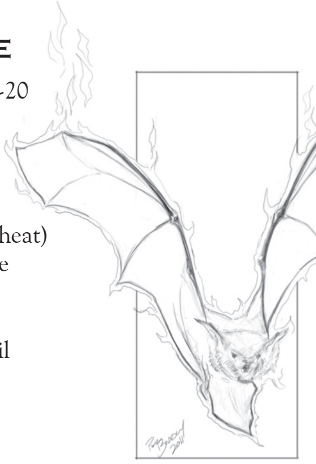
The greater basilisk is the larger, more aggressive and more dangerous cousin to the basilisk (see *Monsters & Treasure* tome page 12). Like its lesser cousin, it is slow and ponderous. It will only engage in melee attacks when not hunting for food. The greater basilisk is very territorial and aggressive, attacking without provocation or reason.

Unlike its cousin, the greater basilisk is less serpentine in appearance. It walks upon its eight legs in a more raised posture, as opposed to slithering upon the ground. Its scales are a bright gold, fading to dull brown underneath. Its tail is lively and thrashes about as if on its own accord. It has a large head, less reptilian and more canine in appearance, with great, jagged teeth and eyes that glow a dull red.

COMBAT: The greater basilisk attacks with its two front legs, for 1d4 damage and horrid bite, which inflicts 1d6 damage if successful. Those attacking from the rear incur a -1 to attack rolls due to the thrashing tail interfering with their attacks.

PETRIFYING GAZE: When not attempting to kill its prey for food, the preferred method of dispatching enemies is the fierce gaze of the basilisk. Anyone making eye contact with the creature must make a successful constitution save or be turned to stone. This gaze, like its cousin's, extends through the astral and ethereal planes, as well as any lighting conditions, including magical darkness. While its lesser kin is susceptible to its own gaze, the greater basilisk is not. Reflecting the gaze back upon the greater basilisk will present no harm to the creature.

BAT O' THE FLAME



NO. ENCOUNTERED: 5-20
SIZE: S
HD: 2(d8)
MOVE: 15' / 40' (flight)
AC: 12
ATTACKS: 1 (2d4 bite + heat)
SPECIAL: Immunity to Fire
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 2
XP: 15 + 2

The bat o' the flame is a native of the Elemental Plane of Fire. On their home plane, they are quite numerous. On our plane, they are rare indeed. When found here, they will invariably live in places of extreme heat, preferable with pools of lave nearby. It is no surprise that active volcanoes are their preferred abode. Their lairs will normally house up to two dozen, but rarely more. Bat o' the flames are keenly aware of their habitat and ensure they do not grow to large of a colony so not to jeopardize their feeding grounds. They prefer eating flesh, but can survive eating almost anything, including stone.

The creature looks like a large bat, albeit with great orange wings, up to four feet in wing span, a dark orange body and surrounded by wisps of flames. Like normal bats, they have two large front teeth. These teeth, however, are much larger than one would see in a regular bat. It is with these, as well as its constant heat, that the creature attacks.

COMBAT: The bat o' the flame will swoop in on its target, attempting to use its large teeth to bit any exposed skin. If a hit is successful, the bat has clamped itself to its victim and lodged its teeth deep in the skin. The initial attack will inflict 1d4 damage. All subsequent rounds, however, the victim will incur 1d8 damage automatically (no 'to hit' needed) from not only the bleeding, but the intense heat. Bat o' the flames attack in groups and will split their numbers equally among their victims. Once a bat o' the flame has fed for three rounds (not counting the initial attack), it will dislodge and attempt to flee.

Bat o' the flames are not native to our plane, and many a sage has postulated their presence here. Many assume they are inadvertently summoned when a creature from the Plane of Fire is summoned, notably an elemental. Others maintain they were sent here by deitific creatures as a form of punishment. Still others theorize the bat o' the flame is native, and are born of the arcane rituals needed for fire-based magic some wizards perform. The exact reason is, at this time, unknown.

Fire based spells have no effect on bat o' the flames. Magic fire, from a fireball spell for example, will actually completely heal the creatures. If doused with water, the bat o' the flame is entitled a constitution save (CL 3). Failure indicate the flames have been extinguished about the creature. It will not be able to fly, and will walk on its hind legs at only a movement rate of 15' and only do 1d4 damage. This phase will last on 1d3 rounds before the creature is again awash with fire.

BEHEMOTH

NO. ENCOUNTERED: 1-2
SIZE: L
HD: 10(d8)
MOVE: 40'
AC: 16
ATTACKS: 1 bite (3d8)
SPECIAL: N/A
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: N/A
XP: 750 + 10

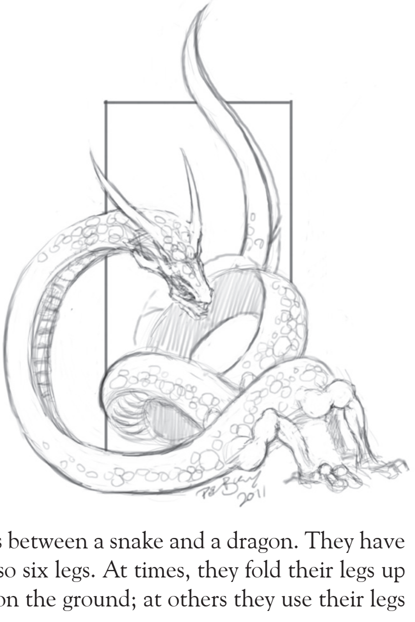
The behemoth is essentially a giant hippopotamus. They are found anywhere their lesser kin are found; namely, deep rivers in tropical climes. They are aggressive and territorial and will only be found singly or in mated pairs (possibly with young, which do not fight).

Behemoths will normally be found submerged, at least partially, in water. A swimmer, or a small boat, that passes with 10' of the behemoth will be attacked without warning. To the untrained eye, a submerged behemoth may look like a rock and thus will appear to present no harm. Those living among the creatures, however, are keenly aware of the gray lumps innocently lying in the water.

COMBAT: The behemoth will attempt to bite any creature close to eat. Its massive maw has but two teeth in the front, but the jaw is extremely strong and the bony ridge that makes up the mouth can clamp down for tremendous damage. A successful bite will inflict 3d4 damage.

The behemoth is in actuality an herbivore and will not eat any living creature it kills.

BEHIR



NO. ENCOUNTERED: 1-2
SIZE: L (40')
HD: 12(d8)
MOVE: 50'
AC: 16
ATTACKS: 3 (1 bite 2d10, 2 claw 2d4)
SPECIAL: N/A
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 12
XP: 1500 + 12

The behir appears to be a cross between a snake and a dragon. They have long, serpentine bodies, but also six legs. At times, they fold their legs up beside themselves and slither on the ground; at others they use their legs for movement. While slower when in snake form, they are much more stealthy. They are normally found is desolate, forgotten places. Their immense size makes it difficult for them to house in most places and they can usually be found in large, deep caves. They are carnivores and have no qualms about raiding the area they live in for food. To some, the behir can be mistaken for a dragon, and its tale may be told as such.

The creature is covered in deep purple scales that lighten as they reach the head. They have two great horns that lay back, being almost flush with their necks. They have long, flat heads that are more like an alligator than a dragon, but no less dangerous as they are filled with rows are sharp teeth. Their six legs end in sharp claws and their body is long and slender, ending in a thick, reptilian tale.

COMBAT: The behir will attack viciously and without fear. They will rise up and can use their two front legs, as well as their bite, to attack. Each clawed leg will inflict 2d4 damage while its bite will do 2d10. If a group is detected by the creature, it will drop into its snake-form and attempt to surprise the party.

Like dragons, behir hoard treasure (though not as prolifically as their larger, more intelligent kin). While they do not make beds of it and sleep upon it, they do enjoy piling it together and looking upon it. They are quite protective of their treasure and will stop in mid-attack if someone approaches it, turning their attack upon the thief.

BERBALANG

NO. ENCOUNTERED: 1
SIZE: M
HD: 2(d8)
MOVE: 40'
AC: 14
ATTACKS: 2 claws (1d4)
1 bite (1d6)
SPECIAL: See Below
SAVES: M
INT: Very
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 40 + 2

Living on the edges of civilization, the berbalang is a terrible creature to behold. Sitting dormant, as if in a trance, most of its life, the berbalang is still able to terrify and intimidate.

For most of the month, the berbalang will leave its physical body and roam the outer planes. While doing this, its physical body is very vulnerable. As such, the berbalang will go to great lengths to ensure its body is never discovered. In this, the creature is very cunning and quite clever.

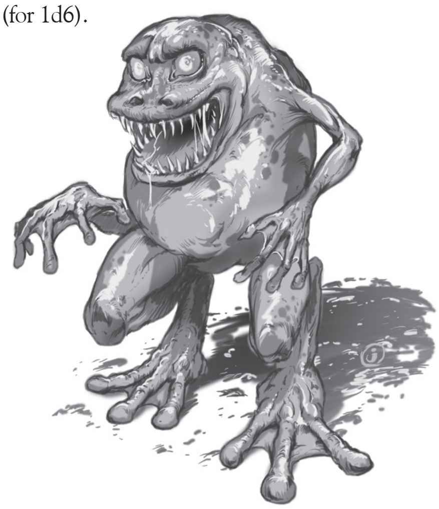
During this time, it will seek out victims on the astral and ethereal planes. When found, the berbalang will attempt to behead its victim and bring the severed head back to its native plane. The victim of this attack can be any creature, those native to the outer planes or travelers (which may include the party). Once the berbalang returns with its treasure, it performs a strange ritual that no human (or demi-human) has deciphered. Once complete, the berbalang again leaves its body and ventures back into the outer planes. It will continue to do this for up to three weeks, collecting the heads of its victims in its lair, near its body.

Once this ritual is complete, the berbalang will return to its lair, where it will rest for one day before sending its projection out again. This time, the projection will stay on its native plane and seek out a human corpse. More often than not, the projection will simply kill a human and bring it back. For all intents and purposes, the projection IS the berbalang. It can attack and be attacked. However, if the projection takes damage equal to the berbalang's current hit points, it will disappear and the berbalang must make a constitution save (at a -10) or die itself. If it does not die, it will track down the party responsible for killing its projection.

Anyone unlucky enough to discover a berbalang lair will find many severed heads, many devoid of blood and most very aged and rotted. If the physical body of the berbalang is bothered, the projection will return back as quickly as possible. This, however, can take from 3 – 60 turns depending on where the projection is. Once the projection enters the physical body, it will animate and attack viscously.

The berbalang is covered in thick, leathery hide of dark blue. A pair of bat-like wings extends from its back. Its mouth is filled with sharp, jagged teeth while its eyes are black and without pupils.

COMBAT: If fighting the actual berbalang or its projection, combat will be the same. The berbalang will focus its attack on one creature until it or its victim are slain. It will use its leather wings to gain a tactical advantage, usually above its opponent. It will attempt to rake with its two claws (for 1d4 damage) and use its vicious bite (for 1d6).



BLINDHEIM

NO. ENCOUNTERED: 1
SIZE: S (4')
HD: 4(d8)
MOVE: 20'
AC: 17
ATTACKS: 1 bite 1(d6)
SPECIAL: Blinding attack
SAVES: P
INT: Animal
ALIGNMENT: Neutral (Evil)
TYPE: Magical Beast
TREASURE: 2
XP: 75 + 4

Living out its days in the perpetual darkness of deep caverns, the blindheim is an odd creature with a very special attack. Normally, a thick hide covers the bulbous creature while it hunts by its keen sense of smell. But when threatened, or it senses multiple prey, the hide peels back from its eyes and a blinding beam of light flashes outwards. Anyone caught in this glare must make a constitution save or be blinded for 2d4 hours. Those not blinded make all attack rolls a -2 as they avoid the glare of the eyes. The creature will always focus its attacks on a blind victim, gaining a + 5 on all attack rolls. It will not stop attacking its victim until one or the other is dead. Once it kills, it will move to another blind victim.

The blindheim appears as a bipedal frog-like creature, standing erect at four feet. It can use its powerful legs to leap up to 20' in a single round. It attacks only with a bite attack, as it's hands are webbed and not clawed.

Once the creature is killed, its eyes can be pried from its head and sold to alchemists or wizards for use in potions and the like. Depending on the economy, up to 50 gold can be garnered for each eye.

COMBAT: A blindheim will focus its attack on a blinded victim if possible. It will attempt to bite with its jagged teeth, ripping flesh as it attacks. The bite will inflict 1d6 damage. Once bitten, the victim must make a constitution save or be infected with a disease. If so infected, the victim will become nauseous after 1d12 hours have passed. All beneficial rolls will be at a -2 penalty until

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the sickness has passed (3d4 days) or until a *Cure Disease* or *Heal* spell has been cast upon the victim.

BLOOD HAWK

NO. ENCOUNTERED: 2-8
SIZE: S
HD: 1(d10)
MOVE: 40'
AC: 13
ATTACKS: 3 (1 bite 1(d4), 2 claws 1d2)
SPECIAL: N/A
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Beast
TREASURE: N/A
XP: 20 + 1

The blood hawk is a cousin to the normal hawk. In appearance, they are almost identical, with the exception of a red tinge along the wing feathers of the blood hawk. They are found in the same clime as hawks, but rarely will they be found together, for the blood hawk is very territorial and will attack hawks if they feel they will vie for the same food source.

Blood hawks have developed a taste for flesh, especially human, and will fight to get it. They will attack humans and demi-humans on sight in an attempt to feed, though they may disregard half-orcs if they travel alone, for they are not fond of their flesh. For the same reason, they will not attack most humanoids, at least for feeding purposes.

COMBAT: Blood hawks attack from the air, biting with razor sharp beaks for 1d4 damage and clawing for 1d2 damage. They attack as a group and will choose victims at random. However, the creatures can smell blood and will cease attacks on unharmed opponents to move to one that has been bitten, or clawed, and is bleeding. This can be disastrous for the hapless victim as a flock descends upon them in mass. Once slain, the blood hawks will feed. If other creatures are around, they will rip pieces of flesh from the corpse and take flight rather than continuing to fight.

BLOODSUCKING WYRM

NO. ENCOUNTERED: 1
SIZE: L (20')
HD: 6(d8)
MOVE: 20'
AC: 16
ATTACKS: 1 bite (1d6), 1 drain blood (1d8)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 6
XP: 175 + 6

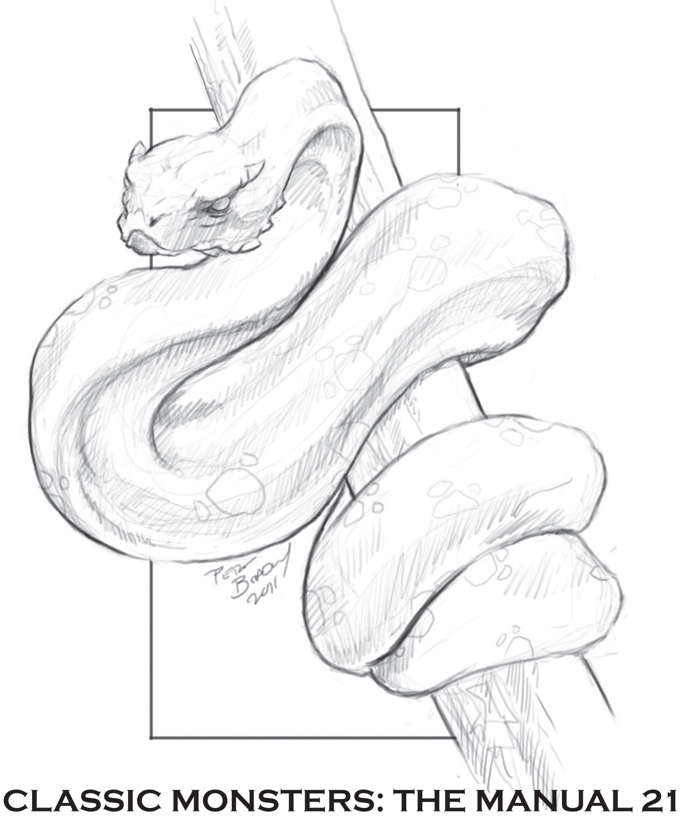
The bloodsucking wyrm is a large, long, thin worm that lives at the bottom of shallow pools or ponds. They dislike light and will normally be found in dank, dark places, such as the heart of a great forest or subterranean lairs. The creature is gray to black in color, with green markings along its back. Its underbelly is light green, fading to white. The head of the creature consists of a large single hollow and very flexible tongue that extends from the "mouth;" this tongue is used to attack and drain blood.The creature cannot swim, but crawls along the bottom of its lair when it needs to move. Normally, however, it is found floating in the water in a dormant state. When floating like this, it can easily appear to be a log or a row of boulders covered in algae.

The bloodsucking wyrm is a docile creature and will only attack if hungry or if attacked. Anyone stepping on the bloodsucking wyrm will also cause it to attack, for it senses it is in danger. The creature only eats every few days, as it has a slow metabolism and does not need to gorge itself. If left alone, many adventurers pass by the creature without ever having known it was there.

COMBAT: If threatened, or hungry, the creature will lash out with its head and attempt to bite its victim. If successful, they inflict 1d6 damage from the three barbed appendages that surround its mouth. Doing so also means the barbs have dug into the skin and have effectively locked onto the victim. Anyone so grabbed is allowed a strength check to break free. Doing so inflicts 1d4 damage, but will successfully break the creature's hold. Failure to break free means the creature will drain blood from its victim at an alarming rate. Each round, it will inflict 1d4 damage, no 'to hit' roll needed. It will continue to drain blood until it or its victim is dead or it has inflicted damage equal to its maximum hit points.

BOALISK

NO. ENCOUNTERED: 1-4
SIZE: L
HD: 5(d10)
MOVE: 40'
AC: 15
ATTACKS: 1 (bite 1d6)
SPECIAL: Constriction, Gaze Attack
SAVES: P
INT: Animal
ALIGNMENT: Animal
TYPE: Magical Beast
TREASURE: Nil
XP: 175 + 5



The boalisk appears as a great constrictor snake, growing up to 10' in length, though normally specimens of 7'-9' are found. Its normal coloration is a mottled brown with a random pattern of yellow splotches, though there is a high percentage of boalisk that are albino. They are found in tropical areas, mainly in dense jungle areas. The largest ones, especially the rare albinos, are sometimes treated as holy creatures by the local populations.

COMBAT: Boalisk are fairly docile creatures that desire to be left alone. If confronted, they can become hostile very quickly and attack without warning. They will strike quickly, hoping to bite their foes. If successful, the bite will inflict 1d6 damage. If hungry, or facing a single opponent, they will attempt to constrict their opponent, killing them slowly and eating the body at their leisure. Their most fearsome attack, however, is their gaze.

CONSTRICTION: At times, the boalisk will attack, hoping to constrict their opponent. To do so, the boalisk must make a successful attack against a base armor class of 12, modified by their victims dexterity bonus only. If successful, the victim is allowed a strength check. Success means they have successfully kept themselves from being constricted. Failure means the boalisk has wrapped itself around their victim. There is no damage during the fist round. The subsequent round, however, the boalisk will inflict 1d4 damage, no 'to hit' roll needed. Each round, the damage increases by +1 (i.e. the first round does no damage, the second does 1d8, the third does 1d8+1, the fourth 1d8+2, etc.) Each round, the victim is allowed a strength check to see if they can break free. The round after they have been constricted, the CL is 5. Each round, it goes up by one. (The progression in damage and CL difficulty scales by the same degree, in other words when the damage is 1d8+3, the CL is 5+3, or 8).

GAZE ATTACK: The most feared form of attack by the boalisk is its gaze attack. Anyone meeting the gaze of a boalisk must make a constitution save or have their strength , constitution or dexterity score drop by half, rounded up. The attribute should be chosen at random by the CK. A second failed save after meeting the gaze will affect another score. If all three have been reduced, the victim can no longer be affected by the boalisk's gaze. The drop in score will rise one point per hour until the maximum score is achieved.

BOGGART

NO. ENCOUNTERED: 2-5
SIZE: S (M)
HD: 5(d10)
MOVE: 40' (30')
AC: 26
ATTACKS: Shocktouch (2d6)
SPECIAL: Darkvision (30'), Immunity to magic, Invisibility
SAVES: P
INT: Very
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 4
XP: 350 + 5

Being the young of the will-o-wisp, the boggart can be found residing in the same haunts as its elders; precarious and dangerous places such as bogs and swamps. Unlike its parents, the hatred that resides in the boggarts is tempered with fear and trepidation. They rarely attack unless they are sure they can win.

When not in combat, a boggart can be found in three forms. The first, and most common, is its natural form. It can also appear as a small, man-like creature not unlike a child. The last form is that of a demi-human, normally a halfling. It can stay in these unnatural forms for only a short period, 10-20 turns, before it must revert to its normal form. It will appear in this disguise in an attempt to lure victims or to escape enemies. It can also become invisible at will, though only once per day.

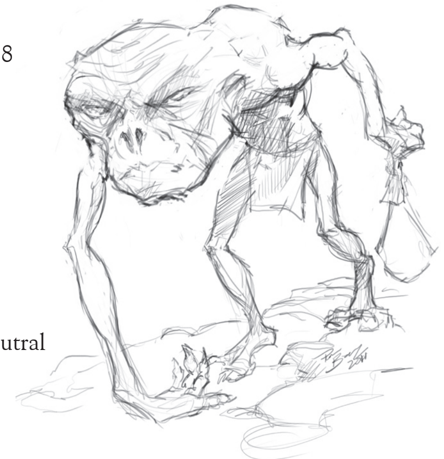
CONFUSION: When in human or demi-human form, and hidden from enemies, boggarts will sometimes begin whispering and jabbering in such a way as to sow discord and confusion among a group. When they attempt this, each person that can hear them within 30' must make a wisdom save or fall under the effects of this spell. For gaming purposes, this is the same effect as the wizard spell *confusion*. If only one boggart attempts, the CL is 5 (per the HD of the boggart). However, for every boggart over one, the CL goes up by one point (i.e. two boggarts will have a difficulty of 6). As the boggarts only attempt this while hidden, the party will never attack them (as they do not know of their presence) and will attack one another if an attack is rolled.

COMBAT: In combat, they use the same ability as the will-o-wisp use, namely a touch attack that shocks its victim, albeit for a slightly lesser amount than its parent. Also, while attacking, they will always revert to their natural form; a floating ball of light, that is brighter and smaller than the elder of their kind. Only *magic missile*, *protection from evil, protection from chaos* or *maze* will affect the creature.

Boggarts will never fight to the death. When it is obvious they will die, they will first attempt to turn invisible and flee. If this does not work, or if they used their allotted attempts, they will shift into another form in an attempt to sway the party. Lastly, they will offer treasure or services. At first sign of freedom, however, the boggart will renege on any deal and flee, possibly bringing back more of its kind or elders of its race.

BOGGLE

NO. ENCOUNTERED: 2-8
SIZE: S (3')
HD: 3(d10)
MOVE: 20'
AC: 15
ATTACKS: 2 claw (1d4), 1 bite (1d6)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 2
XP: 50 + 3



Boggles appear as small, oddly shaped humanoids with a head too large for its body. They have a thick, leather skin, dark gray in color. Most walk with an odd gait and swing their bulbous heads in a pendulum-like motion across their chests. Some boggles differ from their kin in some way that is unique to them. Some will have long, spindly arms that drag the ground. Other may have short, stumpy legs while some have odd color variations.

Boggles are, for the most part, solitary and docile creatures that make their homes in the twisting tunnels underground or in the sides of mountains. They stay far away from humans, as they fear them greatly. If pressed into combat, they attack with their two clawed hands and a bite, but normally they avoid any confrontation.

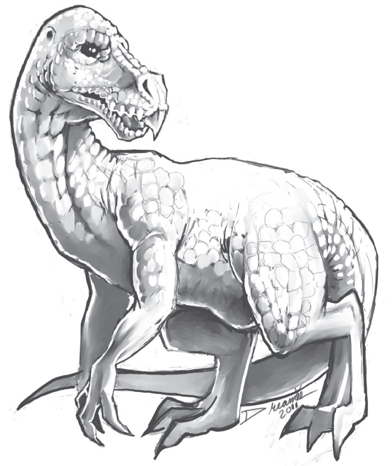
SECRETE OIL: All boggles are able to secrete a thick, viscous, black oily substance from their skin. They will often deposit this oil on the ground, making slippery pools as traps for the unwary. Boggles themselves are immune to this, and most types of viscous liquids that are used as traps. Their natural fear can be overcome by their greed, for all boggles are thieves. If they see an item they want (normally pretty, shiny things), they will attempt to trip a victim, steal the item, and flee. The victim, when stepping in the oily pool, must make a dexterity check or slip and fall. It will take the victim a full round to stand and free himself from the oily trap. While attempting to stand, the boggle will swoop in and attempt to snatch the item. To do so, it must make a successful 'to hit' roll. The armor class need to hit for this attack is 12, which is modified by the dexterity bonus, if any, of the victim.

TELEPORT: All boggles are able to use *dimension door* (as per the spell), although the range is but 200'. Boggles rarely venture further than this from their lair, so it is here they will teleport. To use their ability, a boggle must use a portal of some kind; a door, a window or even between the legs of an opponent. The lair of a boggle is riddled with such portals and they will use them extensively in combat in their lairs, disappearing and appearing at will to confuse and torment any invaders.

COMBAT: If forced to fight, or if their lair is invaded, boggles fight with their two clawed hands for 1d4 points of damage and nasty bite for 1(d6). Boggles will change opponents on a whim, attacking the creature they are fearful of the most, which can easily change during combat.

Boggles have a very keen sense of smell and can detect creatures from as far away as 100' by smell alone. As such, invisibility is all but negated by boggles. Some evil beings are known to trap and enslave boggles to act as guards for this very reason.

BONESNAPPER



NO. ENCOUNTERED: 1-3
SIZE: M (5')
HD: 4(d8)
MOVE: 25'
AC: 16
ATTACKS: 1 (2d6)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 35 + 4

The bonesnapper appears as a small dinosaur, rarely growing taller than five feet. They are gray to green in color and have large heads, small eyes and a large mouth, bereft of teeth. Instead, the creature has a hard ridge and extremely strong jaws. It is this peculiar anatomy that has given the creature its name.

Bonesnappers can be found in almost any clime, save the very cold. They enjoy sunning themselves during the day and thus are rarely encountered underground or in caves. A group of bonesnappers, known as a bask, usually number less than a dozen. Unless a bask is accidentally stumbled upon, it is normal to encounter but a few at any time, since bonesnappers rarely hunt in large packs.

Bonesnappers are almost mindless. They have little thought except to eat, sleep and mate. They have no fear nor show any love or attachment to their kin or home. In dire times, the creatures will become cannibalistic, feasting upon their own families if need be. Some sages insist that if the mothers did not routinely eat their young, the creatures would be much more of a menace to mankind.

COMBAT: When prey approaches, the bonesnappers will attack en masse. They have but one attack, but their bite can do considerable damage. Anyone successfully bitten by the creatures suffers 2d6 damage.

BOOBRIE

NO. ENCOUNTERED: 1-2
SIZE: L (12')
HD: 9(d8)
MOVE: 40'
AC: 15
ATTACKS: 1 (bite 1d10)
SPECIAL: Immunity to Poisons
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 450 + 9

On the surface, the boobrie appear relatively harmless, being giant, flightless birds, standing up to twelve feet tall. Their coloration is white to gray, sometimes with blue marks on the neck or head. They have long, craning necks and a sharp, curved beak. Their wings are small and very inefficient. They walk upon two relatively scrawny legs with tiny claws. Indeed, the legs and feet almost seem unable to support the great bird. Its appearance, however, is deceiving for the boobrie is a predator of man. When detecting humans, they use their wings and legs in unison to strike quickly and surprisingly.

Boobrie are found only in tropical climes near large bodies of water. When not feasting upon human flesh, the boobrie will eat almost any creature (for they are decidedly carnivorous). They enjoy snakes and reptiles and are immune to the poison many of these creatures use as defense.

COMBAT: When humans are detected, the boobrie will rush at top speed, using its tiny wings to give it just enough lift so that its legs are sufficient to propel the creature much faster than would be apparent. It will strike with its beak, which is lined with many small, sharp teeth. A successful bite inflicts 1d10 damage. Boobrie have a voracious appetite for human flesh and will stop at nothing to get it.

IMMUNITY TO POISON: The boobrie are immune to any and all poisons.

BENDITH Y MAMAU

NO. ENCOUNTERED: 1-4
SIZE: S
HD: 1(d6)
MOVE: 30' / 60'
AC: 13
ATTACKS: 1 by weapon (1d3)
SPECIAL: Invisibility
SAVES: P
INT: Very
ALIGNMENT: Chaotic Good
TYPE: Fey
TREASURE: 1
XP: 3 + 1

The Bendith y Mamau are small, peaceful creatures that reside in the homes of humans. They are very rare, and it is considered a blessing to have one take up residence in ones house. They never live in cold regions, preferring the warmth of the sun and the heat of summer. As a payment for lodging, the Bendith y Mamau will leave scattered copper, silver and sometimes gold pieces hidden in easily-found areas (such as the insides of shoes are the sugar bowl). If they are ever witnessed, they will smile, wave and become invisible.

COMBAT: The Bendith y Mamau rarely if ever engage in combat. If forced, they use a small knife they use for chores as a weapon, inflicting 1d3 damage. They can turn invisible at will, and will do this any time they feel they are in danger, however.

Bendith y Mamaus hate evil, malevolent creatures and will torment them if they can (though never engage in outright hostilities). Their form of torment usually takes the form of theft, causing mischievous or general chaos.

While generally peaceful, the full force of the Bendith y Mamau will be brought to fore if one of them is captured. The rest of the tribe will descend upon the offending party and set traps to torment and wreak havoc. These traps can even be fatal if a Bendith y Mamau is harmed or killed. Only by leaving an offering atop the roof of the Bendith y Mamau's home will they stop. The greater the offense, the greater the value of the offering must be. It is not unknown for an angry tribe to use a weak offering as a weapon, such as dropping a bag of gold on a sleeping victim.

All Bendith y Mamaus have unique names, but they will only reveal these names to their mate. If someone other than a mate learns the true name of a Bendith y Mamau, they can command the creature to work for them at no charge, effectively making them a slave. Other Bendith y Mamaus are powerless to help and will never intervene. As such, all Bendith y Mamaus use cute and colorful nicknames for one another. Some even go to great lengths to enforce their nicknames (often tattooing themselves with a nod to their new name). Some common names are 'Flower', 'Pumpkin', 'Goldie' and 'Mushroom'.

BOWLYA

NO. ENCOUNTERED: 2-12
SIZE: S-M
HD: 1(d8)
MOVE: 20' (See Below)
AC: 16
ATTACKS: 1 (crush See Below)
SPECIAL: nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: nil
XP: 5 + 1

Bowlya are distant relatives of Mimics (See Monsters & Treasure tome, page 59). The bowlya, however, can assume only a hard, amorphous blob greatly resembling a rock or boulder. They are found almost exclusively in caverns and caves, where their appearance blends in with their surroundings almost perfectly. It is impossible to detect them when in this setting.

Bowlya are very sensitive to movement in their lairs. When something of medium or larger size is detected, the bowlya(s) will begin moving in the direction of the intruder. They prefer to situate themselves at the end of long rooms or passages and build up momentum as they roll towards their target. If they have at least 20', they are capable of causing damage. Any closer, and they lack the needed force to inflict any harm.

COMBAT: the bowlya attempt to run into and knock down their prey. Each hit point a bowlya has translates to approximately twenty-five pounds (i.e. A bowlya with three hit points will weigh about seventy-five pounds). The amount of damage done by a bowlya directly translates to its weight. Essentially, a bowlya will do damage equal to its maximum hit points (the bowlya with three hit points, and weighing seventy-five pounds, will inflict three points of damage upon a successful hit). Bowlya attack in staggered patterns instead of all at once. This ensures that while one bowlya is moving away from the party in an attempt to make room for an attack, another bowlya will be attacking, thus stopping victims from focusing on one bowlya.

Once slain, the bowlya will roll on top of a defeated foe. A small slit will open and the creature will swallow the corpse whole. If a bowlya is slain and cut open, all possessions will be dissolved by a caustic internal fluid, save for those just ingested (items are dissolved and destroyed twelve hours after being eaten). There is a chance, equal to hit points x 10, of a gem being found inside a slain bowlya (a bowlya with three hit points has a 30% chance of housing such a gem). The gem is worth 5d20 gold pieces.

BUCKAWN

NO. ENCOUNTERED: 3 - 18
SIZE: S
HD: 1(d6)
MOVE: 30'
AC: 17
ATTACKS: 1 by weapon (1d4)
SPECIAL: Invisibility
SAVES: P
INT: Very
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 3
XP: 30 + 1

Buckawn are cousin to the brownie, but lack the decency and goodness of their cousins. Buckawn are generally greedy, rude and taciturn. They stay far way from human contact and actually avoid contact of any but their own people. Each group of buckawn, called a clan, consists of only about twenty buckawn males and an equal number of females and young. They make their homes deep in forests and are very territorial. Anyone stepping into an area claimed by the buckawn are subject to their attack, usually without warning.

COMBAT: In combat, buckawns will use small darts coated with poison. The darts themselves do only 1 point of damage, but the victim must make a constitution check (CL 4) or fall into a deep sleep. If, after the initial barrage of darts, any opponents are still standing, the buckawn will leap from their hiding spots among the trees and attack with small daggers, doing 1d4 damage. These daggers are also coated with the same poison. Once all victims are sleeping, the buckawn will drag them from their lands and deposit them a few miles away. They will normally pick the victim clean of all valuables, save armor and weapons they cannot use (unless the weapons are magical, which they will always keep). It is not unknown for the buckawn to place their victims in dangerous places, such as outside the cave of a bear, for they feel no compassion for interlopers.

Buckawn speak the language of brownies, and a smattering of other woodland creatures, but rarely will they engage in conversation with anyone. Like many fey creatures, buckawn can turn invisible at will. At least one clan member will have the abilities of a 3rd level druid. Buckawn have great senses of smell and hearing and are thus never surprised in a woodland setting.

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CADAVER CATERPILLAR

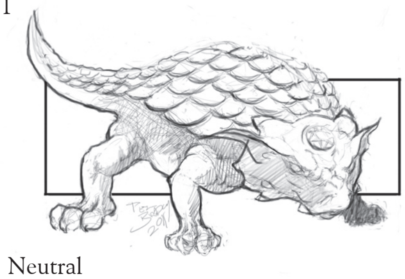
NO. ENCOUNTERED: 1-4
SIZE: L (9')
HD: 3(d10)
MOVE: 30'
AC: 3 (7)
ATTACKS: 8 (no damage)
SPECIAL: Paralysis
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 2 (in lair)
XP: 40 + 3

These creatures resemble giant, grotesque caterpillars with a mouth full of flailing tongues. Its coloration is a sickly purple, streaked with orange. It has at least two dozen legs, ending in scaled feet that it can use to climb walls and stick to ceilings. It is mainly a scavenger, feeding on the corpses of humans, demi-humans and humanoids (though curiously, it will never attack gnomes or desecrate their corpses). While it prefers already dead bodies, it will have no qualms about killing creatures if it becomes hungry or needs a place to lay its eggs.

COMBAT: Its preferred method of combat is to use it six antenna to attack. Each successful hit will impart 1d2 damage. Anyone successfully hit with one of these antenna must make a constitution save or become paralyzed for 2-8 turns. The creature can split its attacks on up to three victims if they are close together. It will use all six antenna when attacking.

Once the victim is successfully paralyzed, the cadaver caterpillar will do one of two things, depending upon its mood. If hungry, it will begin feeding on the helpless victim. While its mouth is to small to use as an attack, it will begin eating the flesh of the victim at a rate of 2 hp / round. Since the antenna are constantly touching the paralyzed victim during feeding, the victim will stay paralyzed for the duration, with no save possible. If the creature is set on laying its eggs, it will use its mouth to rip out a patch of flesh (doing 1d3 damage) in the first round, then deposit its eggs in the subsequent round. These eggs can easily be removed by a concerned party, but anyone handling them are subject to the natural toxin excreted by the creature.

CARBUNCLE



NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d8)
MOVE: 10'
AC: 18
ATTACKS: nil
SPECIAL: See Below
SAVES: M
INT: Low to average
ALIGNMENT: (Chaotic) Neutral
TYPE: Magical Beast
TREASURE: nil (See Below)
XP: 5 + 1

Resembling a small armadillo, the carbuncle seems, initially, as a very mundane creature. It eats small plants and bugs, walks slowly about its domain, and lives relatively peacefully with others. There are, however, a few oddities that make the creature unique.

First and foremost, all carbuncle have a gem set in their foreheads. For most, this is a ruby worth anywhere from 500gp to 5000gp. If the gem is forced from the creature's head, it will shatter and become worthless. Also, if the creature is killed, the gem will likewise shatter. Only by coercion, via a spell that communicates with animals, will the carbuncle release its treasure.

INCITE ANGER: The carbuncle has a limited form of telepathy and will use this to communicate with humans and demi-humans, which it finds fascinating. It will ask if it can accompany the party and observe them due to this fascination. It will never fight, as it has no combat capabilities. It does, however, have a fascination with death that cannot be explained. As such, it has no fear of death and can even will itself to die. It is this fascination with death that leads to its greatest and most feared ability. After spending a few hours with a party, the creature will use its telepathic powers to plant seeds of distrust among the party. When the carbuncle attempts this, its victim must make a wisdom save or become convinced someone in the party is evil, is insane or otherwise out to get them. The carbuncle will use this ability on multiple members, attempting to harbor fear and hatred among the group. After a day of this, those party members that failed their initial save will attack their 'enemy'. To the carbuncle, this will hopefully lead to further fighting, and hopefully a death, for it is fascinated to see someone die.

Once it gets its fill of death, the carbuncle will saunter away until another group of unsuspecting victims approaches it.

CARYATID COLUMNS

NO. ENCOUNTERED: 1 - 12
SIZE: M (5 ½ ')
HD: 4(d4)(22hp)
MOVE: 30'
AC: 14
ATTACKS: 1 by weapon (1d6)
SPECIAL: N/A
SAVES: P
INT: High
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil
XP: 125 + 4

Caryatid columns, not unlike stone golems, are created using a combination of tomes, spells and other magics. Also like stone golems, they will primarily be used as guardians or protectors of treasures, rooms or secrets.

Upon initial inspection, caryatid columns appear as tall, thin, human female statues, their hands at their sides and a blank expression on their faces. Oftentimes, they appear to be no more than decorative columns used as support for a ceiling or ledge. Upon closer examination, small, thin swords are held in their delicate hands. These swords seem to blend into the body of the statue and are all but invisible.

Caryatid columns are tasked upon creation with a single chore. They will stand by for years, even centuries, awaiting this event to happen. They can be tasked with guarding a treasure, a room or attacking anyone who does not use a proper phrase or word at a specified time. When said event occurs, they will lose their stone-like skin, becoming more flesh-like, shrink to five-and-a-half feet tall and their swords will become steel. They attack without words or sounds. Once the situation is back to normal, they will return to their stone form. It should be noted that Caryatid Columns will not pursue opponents if they flee, nor will they engage in combat if the exact specification are not met (i.e. if tasked with protecting a treasure chest, they will stay in stone form if anything else in the room is touched, looted or destroyed, yet spring to life if the chest itself is bothered).

COMBAT: Caryatid Columns fight with short scimitars (count as short swords). They are single minded in their attacks and will never surrender, lose morale or back down. They make no noise while attacking, save for the whisper of their swords cutting the air. When slain, they will crumble to the ground in a pile of rocks and dust.

CATERWAUL

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d10)
MOVE: 50'
AC: 17 (See Below)
ATTACKS: 2 claws (1d4), 1 bite (2d4)
SPECIAL: Howl
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 4
XP: 85 + 4

Strange, solitary creatures, the caterwaul is rarely found by humans. They dwell exclusively in places of death, normally cemeteries or tombs, but sometimes upon old battlefields or places where a massacre of epic proportions has occurred. The caterwaul loves feeding on not only the flesh of the living, but on their fear as well.

COMBAT: When combat is initiated, the caterwaul will issue a loud, keening screech that all within 500' can hear. Those hearing it must make a wisdom save or be stricken with fright. This fright can take many forms:

1-5:	Stand frightened, doing nothing.
6-10:	Drop all possessions and fall to the ground cowering.
11-15:	Drop all possessions and run screaming at top speed away.
16 -19:	Attack nearest creature (even allies) gaining a +2 to hit
20:	Die from terror.

Aside from death, which is permanent, these effects last 2d4 rounds.

After this, the caterwaul will move to attack anyone that has fallen to the ground (ideally), or standing and doing nothing (secondarily). These victims get a second wisdom save after the caterwaul's melee attack. Failure the second time means they will not fight back and the caterwaul will effectively maul them to death unless stopped by an outside source.

ELITES: A caterwaul's armor class is normally a 17 due to its quickness and agility, but some elite caterwauls have an even superior armor class. When the creature is encountered, roll a d20. One to fifteen indicates a normal caterwaul. If, however, a number higher than fifteen is rolled, an elite is encountered. For every point higher than fifteen, the armor class of the creature will raise one point. For example, if a 19 is rolled, the armor class will be four points higher, for an armor class of 21.

CATOBLEPAS

NO. ENCOUNTERED: 1
SIZE: L
HD: 6(d8)
MOVE: 10'
AC: 13
ATTACKS: 1 tail swipe (2d4)
SPECIAL: Stun, deathly gaze
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 500 + 6

The catoblepas is a creature with no redeeming qualities or abilities. It appears as a giant warthog with stubby legs, a great tail ending in a bundle of thick fur and a long, grotesque neck. Its fur is matted and patchy, a dull brown color punctuated by bits of bare, pink flesh. The smell of the creature is offensive to anyone near by. The head of the beast is actually too heavy for the creature to keep raised and as such it will almost always be underwater, in the fetid pools the creature calls home. It is for this that society should be eternally grateful, for if the head were lifted and seen by many, great havoc would ensue.

COMBAT: The creature attacks with it tail, hitting its victim with the hardened bit of hair at the end. This does not only 2d4 points of damage, but has the possibility of stunning an opponent. Those attacked in this way must make a constitution save or be stunned for 2d6 rounds, unable to attack.

GAZE ATTACK: It is the gaze of the beast that is most feared, and for good reason. Anyone so much as looking at the face of the beast must make a constitution save (CL 10). Failure means death. This horrifying ability persists through death. The eyes of the creature are sought after by wizards and alchemists and can be sold for up to 100gp each. Harvesting the eyes, to say the least, is very precarious.

CAVE FISHER

NO. ENCOUNTERED: 1
SIZE: L (10')
HD: 3(d8)
MOVE: 10'
AC: 17
ATTACKS: 2 claws (2d4)
SPECIAL: Trap line
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 2
XP: 50 + 3

The cave fisher is an insect-looking creature, growing up to nine feet in length. It has eight legs, but only two of which it attacks with. The other six are used to anchor the creature into a suitable spot, normally on a ledge or along a cavern wall, overlooking a walkway. It has two multi-faceted eyes and a long proboscis, with only a small mouth to speak of. Its body is a dull gray exoskeleton with ridges along its back.

As creatures walk below the cave fisher, it will silently yet very quickly descend a string of sticky fluid from its proboscis. A 'to hit' is needed against a random victim, with no dexterity bonus included for the armor class. Unwary travelers that are struck by this strand will be caught fast. Victims so caught may make a strength check to break free, albeit with a CL of 6. If the strand attaches itself to an item easily removed, such as a helm or shield, these items can of course be loosened and the victim will not be hauled upwards. Those unable to break free or rid themselves of the attached item will be hauled upwards toward the cave fisher. It will take one round before the victim arrives at the cave fisher. Once at the face of the creature, it will attack its suspended victim with its two claws. The victim will fight at a -2 to all attack rolls due to the precarious position they find themselves in. Once the victim is dead, the cave fisher will begin forcing the body whole into its mouth. The act of forcing the body into the relatively small mouth of the creature will cause bones to break and muscles to rip. Once inside, the corpse will begin dissolving immediately. If not rescued within ten minutes, there is no hope of resurrection, save a *wish*.

COMBAT: Once a victim is within its reach, the cave fisher will attack with its two free legs. Each ends in a huge claw that does 2d4 points of damage each. If the creature is killed, its back six legs will release their grasp, possibly causing the beast and its victim to fall to the floor below.

CENTIPEDE, GIANT

NO. ENCOUNTERED: 1-4
SIZE: M (5’)
HD: 3(d8)
MOVE: 60’
AC: 15
ATTACKS: 1 bite (1d4)
SPECIAL: Poison
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 75 + 3

The giant centipede is, as its name suggests, a massive version of the normal centipede. They can grow up to five feet and move at great speeds. They are brown to red in color, have dozens of legs, small heads and two long antennae. They are docile creatures, rarely attacking if not provoked. They can be found in any clime, save for the very cold, and in all environs. Those living deep underground will sometimes be devoid of coloration being pale white in color.

COMBAT: Any creature disrupting the homes of giant centipedes, or attacking them unprovoked, will incur the wrath of the creature. They move very quickly and attack with a small mouth on the underside of their head. While the bite itself does but 1d4 damage, the victim must make a constitution save or be paralyzed. After this, a second constitution save must be performed (regardless if the first is passed or not). Those failing the second check will take an additional 1d4 damage from the poison coursing through their bodies. This poison will last for four rounds after being injected and must be checked each round (only for the damage, however; those passing the paralysis save need not roll again).

CHAWL WITCH

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d8)
MOVE: 20’
AC: 18
ATTACKS: 2 claws (1d4), cudgel (1d8)
SPECIAL: Screech
SAVES: M
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 5
XP: 225 + 4

The chawl witch are strange creatures, witches of some goblin or orc extract. These foul smelling creatures, always female, or horrid to look upon with blotchy pale white, sometimes tan or even yellow skin. Their hair is long and stringy, unkempt and usually greasy and filled with grasses, twigs or whatever they laid in last. The chawl witch’s face sags, drooping from her skull as if it is not wholly attached. With sunken eyes, broad nose and dirt covered teeth the witch is unattractive in the extreme. Utterly unconcerned about their appearance they dress in rags and old clothes; they never bath and this combined with their dirty clothes gives them their marked and horrid smell.

They inhabit almost any clime and perpetually attempt to attach themselves to any group of humonoids, bandits, or even good aligned creatures; in short any creatures that will have them. They beg their way into groups by offering favors, magics, paltry or whatever they can barter for the comfort of numbers.

The chawl witch speaks many languages. It is a power of their species and those they do not speak they are able to comprehend by listening to it for only a few days. This includes magical tongues. For this reason alone they are very powerful creatures.

There are no males of the species. When the chawl witch goes into heat she breeds with any creature she can find. They lay an egg shortly thereafter and abandon it to the fates. The egg grows for several months until a new witch is born full grown. If the eggs are found they have some value to magi for the chawl witch’s natural ability at languages is a highly valued skill. They are generally kept as familiars or pets or on the other end of the spectrum as slaves in chains and cages. The egg goes for 2500gp on the open market. Once hatched they cannot be trained as they are too foul tempered.

COMBAT: The chawl witch attacks her victims by using her language skills to cast command and dissuade anyone from hurting her. If they attack she falls back emitting a terrifying screech; if this causes the confusion she desires she weighs into them with her cudgel. They follow that with a battery of spells if needed.

SCREECH: The chawl witch is able to emit a deafening screech and maintain the high pitched babble for some time. The screech confuses and disconcerts their foes. She does this by opening her wide mouth, stretching the drooping skin taught so that the mouth is the size of her whole face. From deep in her gut she screeches. In the first round that she screech's the witch can take no other action other than the screen. After that she continues to babble, shout and emit high pitched noises for the duration of the combat or until she flees or is slain. Anyone within hearing distance automatically suffers a minus to on all combat rolls and attribute checks. Anyone within 20 feet of the witch must make a successful strength check to overcome suffering the affects of a confusion spell (with the strength of a 4th level caster).

Spell-like Abilities: The chawl witch has the following spell like abilities: blindness (1/day), burning hands (3/day), command (3/day), curse (1/day), darkness (2/day), jump (1/day), gaseous form (on victim) (1/day).

CLUBNEK

NO. ENCOUNTERED: 1-4
SIZE: M (5')
HD: 2(d8)
MOVE: 40' (60' burst)
AC: 12
ATTACKS: 1 bite (1d6), 1 claw (1d4)
SPECIAL: nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 25 + 2

The clubnek is a large, ostrich-like bird that lives on the open, grassy plains that dominate the land. Normally docile and non-threatening, the creatures will attack if they feel threatened or approached in a hostile manner. Their flesh is considered quite tasty by natives that live near them and they are hunted by those that enjoy making them a meal. The creature's beak is somewhat different than other avians in the sense that it is bone white, very sharp and extremely hard.

COMBAT: The clubnek attacks with its bite for 1d6 damage and one claw attack for 1(d4). The creature can run at top speed of 60' in short bursts and may use this ability to assist others of its kind or to flee, or both.

If a village or tribe of natives are near, they will pay up to 10gp for a full-grown dead clubnek.

COFFER CORPSE

NO. ENCOUNTERED: 1
SIZE: M
HD: 2(d8)
MOVE: 10'
AC: 12
ATTACKS: Hand (1d6) or (by weapon type)
SPECIAL: Only hit by magical weapons
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 3
XP: 20 + 2

Appearing as a normal zombie, the coffer corpse is a horrifying creature that is more than it appears. Having the shambling gait, the rotted clothes and the putrid smell inherent to all zombies, anyone attacking it will think this is the case. The differences are few, but important.

COMBAT: The coffer corpse will attempt to grasp the throat of a victim as its first order of business. Once a successful hit is achieved, the undead's hand will lock onto the throat and will not release. Each round, the victim will take 1d6 damage from being choked, no attack roll needed. Spell casting is impossible during this attack. The creature can only be struck with magic weapons, but it appears that normal weapons will harm it. Once it has taken eight points of damage it will fall to the ground, seemingly slain. After two rounds, the creature will stand back up and continue its fight. All that witness this 'resurrection' must make a wisdom check or be struck with *Fear* as per the spell. Each round this happens, the party gains a cumulative +1 to all rolls. It will choose a new victim each time is stands.

Often times, the coffer corpse will carry a sword, but it will rarely use it in combat. If, however, the sword is magical, the coffer corpse will favor this over his choke attack.

If a coffer corpse is the target of a cleric turn undead ability, the cleric in question makes his wisdom roll at a -2.

COOSHEE

NO. ENCOUNTERED: 1 - 4
SIZE: M
HD: 3(d8)
MOVE: 40' (50' sprint)
AC: 15
ATTACKS: 1 bite (2d4)
SPECIAL: Overbear
SAVES: P
INT: Low
ALIGNMENT: Neutral (Good)
TYPE: Beast
TREASURE: Nil
XP: 50 + 3

The cooshee is a breed of dog found only in the confines of Elven society. Like their masters, the cooshee are patient, deliberate creatures with little worry. They will hunt prey for hours, even days at times, for they enjoy the hunt more than the meal. Seemingly having an almost cognizant understanding of the world around them, cooshee make excellent companions for the serene elves of the forest. Cooshee understand the elven tongue and will not hesitate to obey an order given them by their master.

Cooshee are tall, regal dogs with a rigid back, a furry tail and a thick neck. They look very much like an akita, except for the coloration. Cooshee are a dull green color, streaked with shades of brown. Using this natural camouflage, they are near undetectable in nature surroundings (*Hide* as a 5th level Rogue).

Cooshee rarely bark, but when they do, it is solely for warning of its master or family. The bark is unique to the cooshee and can be heard for a mile. When moving in a straight line, as in a chase, the cooshee can move 50'. They can maintain this speed for 5 turns.

COMBAT: When combat starts, they will first attempt to knock an opponent off its feet. The target of this attack must make a dexterity check or fall prone. Once prone, the cooshee will attack, gaining all benefits from a creature in this position. It will attack with its viscous bite, delivering 2d4 points of damage. It will fight to the death when protecting its master or its home.

CRAB, GIANT

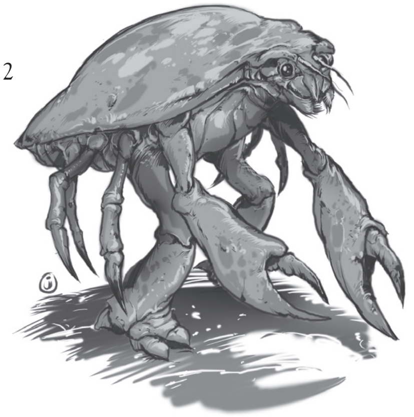
NO. ENCOUNTERED: 2-8
SIZE: L
HD: 3(d8)
MOVE: 30'
AC: 17
ATTACKS: 2 claws (2d6)
SPECIAL: Rip (See Below)
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 50 + 3

Giant crabs, like their smaller cousins, live in shallow waters near the coastline. They are known to bury themselves in sand or under rocks, with their eyestalks extending upwards, viewing the landscape and awaiting prey. Once they feel confident in attacking, they will reveal themselves and use their two huge claws to strike their victim.

COMBAT: Each claw strikes for 2d6 damage. If both claws are used against the same victim, and both successfully strike, the victim is caught in both claws. The monstrosity will attempt to use its considerable strength and vice-like grip to rip its victim apart. Any victim so held is allowed a strength check to attempt to break free. Failure means they are held tight. If this is the case, the victim will be ripped apart and killed immediately. Before any resurrection is possible, the two separated body parts must somehow be joined back together.

CRABMAN

NO. ENCOUNTERED: 2-12
SIZE: M
HD: 3(d8)
MOVE: 30'
AC: 16
ATTACKS: 2 claw (1d6)
SPECIAL: Nil
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 4
XP: 20 + 3



Crabmen, as their name would imply, are man-shaped crab creatures that live in and near saltwater bodies of water. Each creature is roughly six feet tall when fully grown. They are a mottled red to pink in color. Females are smaller than males and have a duller skin coloration. Tribes usually number around twenty to thirty, but only half that are fighting males. Females fight at half hit die and half damage as males. Young do not engage in hostilities.

Crabmen like to make their homes in caverns that lie in close proximity to oceans and seas. They enjoy spending time in water, swimming, hunting and relaxing, but must breathe air at least once an hour, for a few minutes, to survive. Some crabmen colonies have been found underwater, in tunnels or caverns with pockets of air.

COMBAT: The crabmen attack with their pincers, not unlike crabs do. Each snap of the pincer does 1d6 damage.

Crabmen are secretive creatures that try and stay hidden from others. They will only attack if their homes are intruded upon, and then quite viciously. Their exoskeleton is tough and hard to penetrate, thus the relatively high armor class. Many creatures, even some humans, find the soft flesh underneath the hard, chitinous shell, to be quite delicious.

CLARET WRAITH

NO. ENCOUNTERED: 1
SIZE: M
HD: 13(d8)
MOVE: 30' (20')
AC: 20 (16)
ATTACKS: 1
SPECIAL: 3 - 30
SAVES: M
INT: Genius
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 5
XP: 3500 + 13

Living near the desolate waterfronts that populate the far reaches of society, the claret wraith lays dormant, awaiting prey, for months at a time. When hungry, the creature appears only as a wispy fog, circling lazily about the water. It will attack without warning, quickly and savagely.

COMBAT: A harsh wind will cut through its intended victim, causing small, deep cuts on any exposed skin. A 'to hit' is needed, but all victims, heedless of armor, have a base armor class of 12 when so attacked. This value is raised if any magical armor, shields, rings or other clothing is worn by the victim. For instance, if a victim is wearing plate mail +2 and carries a shield +1, the effective AC would be 15 (12 +2 +1). The attack will not only slice the victim with multiple cuts, but will knock the victim to the ground violently. The sum total of both attacks delivers 3-30 points of damage. The claret wraith will quickly move over its prone victim and begin to absorb the blood as it starts flowing from the multitude of cuts. It will begin to take on a red hue, from where it gets its name. It will continue attacking a single victim, knocking them repeatedly to the ground and cutting them on any exposed flesh, for 2d4 rounds before it it satiated. If the victim dies before the creature has gotten its fill, it will move to another.

Once full, it will move slower (only 20'). Although it is slower than most of its victims after it has fed, it will fly away to its lair. The creature is very intelligent and will attempt to lose anyone following by deception and traps. Close to its lair, the claret wraith has many traps for the unwary follower, most of the deadly variety. If, however, it is successfully followed to its lair, the party will find many corpses and bones, for the Claret Wraith will always return to its dead victim and cleanup, so as not to alert unsuspecting passer-byes. If cornered in its lair, it will attack as stated above, but will move from victim to victim as it sees fit, as opposed to feeding over a single victim.

CRYPT THING

NO. ENCOUNTERED: 1
SIZE: M
HD: 6(d8)
MOVE: 30'
AC: 17
ATTACKS: 1 claw (1d10)
SPECIAL: See Below
SAVES: P
INT: Very
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 4
XP: 125 + 6

Crypt things are solitary, lonely creatures that never leave their lair. Normally found in desolate, forgotten places, the crypt thing wants nothing more than to be left alone. Legends abound that crypt things were once great sages, destined to live out eternity in a constant thirst for knowledge. Interruptions are the bane of their existence.

If anyone enters the lair of a crypt thing uninvited (and no one is ever invited), the crypt thing will use its uncanny ability to teleport the victim(s) a great distance away. Victims of the teleport are allowed a wisdom save, with a CL of 10. Those succeeding may speak with the crypt thing, attempt to fight it or simply leave. Those failing are teleported up to five miles from the creature's lair (the CK will have to make the decision based on numerous factor unique to his game). The crypt thing will know the exact location of every victim it has teleported, but will only reveal the location for some great piece of literature, esoteric grimoire or rare book. Oftentimes, the crypt thing will name the exact object he desires and will only bargain when it is given to him, possibly sending the party on a quest solely to locate this bargaining chip.

COMBAT: If forced into combat, the crypt thing will use its bony hand to claw its victim. The cold, jagged touch of the claw will inflict 1d10 points of damage. For their own reasons, they will only use one hand when attacking. Only magical weapons can harm a crypt thing.

CRYSMAL

NO. ENCOUNTERED: 1-4
SIZE: S (4')
HD: 6(d10)
MOVE: 15'
AC: 20
ATTACKS: 1 appendage (3d4)
SPECIAL: Missile fire
SAVES: P
INT: High
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 9 (Gems only)
XP: 425 + 6

Native to the Elemental Plane of Earth, crysmals will sometimes venture to our plane in search of 'delicacies'. When here, they are found far below ground, feeding upon the minerals inherent to this plane. Crysmals are ornery and unpleasant little creatures and will attack creatures that greatly outnumber them or are obviously superior to them. They appear to be a conglomeration of crystals and jagged rock, formed together as a living creature. They vaguely resemble spiders or scorpions.

COMBAT: In combat, the crysmal will extend one of its rocky appendages outward and strike. Due to the swiftness of the attack, and the jagged edges of the limb, the strike will impart 3d4 points of damage. The body of the crysmal is made entirely of stone, lending a high armor class of 20 to the creature. Furthermore, anyone attacking using slashing or piercing weapons strike at a -4 to hit, as some blows will simply glance off. Blunt weapons, however, hit as normal and do an additional 1d4 damage. If attacked from a distance, the crysmal is capable of flinging pieces of itself at targets up to 30' away with deadly accuracy. Each such missile does 1d4 points of damage. The crysmal will only attack with this missile fire for three rounds before closing to attack, as it is literally breaking itself apart when it attacks in this way.

When slain, the crysmal will shatter into hundreds of pieces. Amid the rubble, one can find a variety of gems the creature had feasted on prior to the battle.

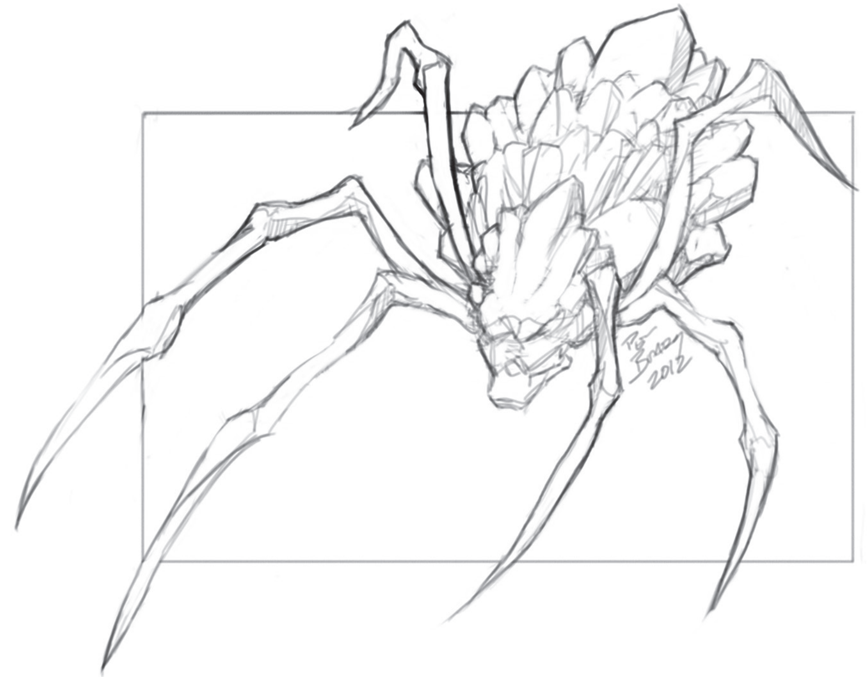
CYCLOPS, LESSER

NO. ENCOUNTERED: 1 - 4
SIZE: L (7 ½ ')
HD: 5(d10)
MOVE: 30'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: N/A
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 4
XP: 50 + 5

Lesser cyclops are a solitary race of creatures that live in caves or in the shadows of mountains. They rarely interact with other races except to enslave or kill them. When a lesser cyclops lair is discovered, there is a 50% chance that slaves will be found. They will always be a weaker race of creatures (i.e. goblins, kobolds, gnomes, humans). The lesser cyclops will work them until death, at which point they will eat them. Lesser cyclops will attack intruders without warning.

COMBAT: Lesser cyclops are handicapped with a -2 to hit due to poor depth perception. They do, however, make up for this with a +2 to any melee damage done. Lesser cyclops will normally carry great clubs that do 3d6 points of damage and spears they will fling if in ranged combat.

The lair of a lesser cyclops is filthy and foul. Once they feed upon dead slaves, they carelessly throw bones about, where they are left. Slaves in their society are tasked with cooking, entertainment and sport. Lesser cyclops will force creatures to kill one another as they watch. They find this highly amusing.



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DAKON

NO. ENCOUNTERED: 5-20
SIZE: M
HD: 2(d8)
MOVE: 30'
AC: 15
ATTACKS: 2 claws (1d10)
SPECIAL: Nil
SAVES: P
INT: Average
ALIGNMENT: Lawful Neutral
TYPE: Humanoid
TREASURE: 2
XP: 20 + 2

The dakon are a race of intelligent ape creatures that can be found exclusively in jungle terrain. They look very much like gorillas, but they are smaller, only growing to five feet tall. Their hands end in long, brutal-looking claws and are not the fingers common to apes. Their fur is lighter than gorillas, ranging from sandy to dark brown. They have green eyes that give a hint to their human intelligence . They speak their own language, but most dakon have a rudimentary understanding of common.

If approached with friendship, the dakon will respond in kind. They will allow those they deem friendly a place to rest and possibly food and water. The dakon are not foolish, however, and their new guests will be watched continuously while in their camp. They are herbivores and enjoy berries above all other foods.

The dakon society is decidedly matriarchal. The females of the tribe are the rulers, the men are the warriors. The eldest female in the tribe is the voice of the tribe and no one ever disagrees with her. She is normally wise and fair, traits her tribe hold dear. Anyone entering a dakon camp must meet with her, as she is the final arbitrator on all things. If she, and by extension the tribe, are treated with respect, they will offer one of their own to accompany the group if they so desire. Having a dakon guide in the thick, untamed wilds of the jungle is indeed quite an asset.

COMBAT: If pressed into combat, the dakon will attack with their claws only. Each successful swipe inflicts 1d10 damage. The females will never be involved in battle and will retreat to the relative safety of their homes. If females are ever attacked, all males gain +2 to all attack rolls as they become enraged.

The camp of the dakon will normally number about fifty. 40% will be males, 40% females and 20% young. Their homes are crude lean-tos normally, but the more intelligent will fashion crude huts. Dakon are monogamous and mate for life. If the eldest female is still married, her husband is regarded as the tribe 'War Lord', although the title is ceremonial at best, as the eldest of the tribe rarely do battle.

Dakon enjoy music and will press anyone in the party with a musical instrument to perform for them. Dakon cannot sing and will be entranced by a beautiful voice. Bards are held in high esteem by the dakon and if one happens to be in the party (and is not rude or mean to the tribe), they will gladly accompany him, and by extension the party, to battle if need be.

DARK CREEPER

NO. ENCOUNTERED: 1
SIZE: S (4')
HD: 1(d10)
MOVE: 30'
AC: 20 (See Below)
ATTACKS: 1 by weapon
SPECIAL: Darkness
SAVES: P
INT: Very
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 5
XP: 75 + 1

Dark creepers are small, solitary creatures that live in the perpetual darkness of the deep underground. While normally encountered alone, there are large, subterranean cities where clans of dark creepers live hidden deep in the tunnels beneath the earth. No one has ever deciphered their strange, whispery tongue. All dark creepers dress in layers of thick cloth that hide their skin and faces. Normally, only the eyes can be seen. If any light is brought into their domain, the dark creeper will use its *darkness* power to extinguish all forms of light. Torches, lanterns, and magical light (including magic swords) will flicker out and cannot be started again for 1d4 hours. During this time, even darkvison is obscured. For gaming purposes, this ability is as cast by a 6th level wizard.

While the group of interlopers are plunged into darkness, the dark creeper will begin its task of destroying all things that can be used for light sources. Flasks of oil will be spilled, lanterns will be smashed and torches will be destroyed. Any magic weapons that project light will be taken. Victims of this robbery are allowed to fight back, but assume anyone attacking in the magical darkness is essentially blind. The dark creeper, however, sees quite clearly and will use this to his advantage. Each dark creeper has the abilities of a 4th level rogue any time they are in complete darkness.

If stronger magics than the dark creeper's are employed, and light is regained, the creature will fight at a -4 on all attack rolls and has an effective armor class of 13. Dark creepers will commonly (75%) have a magic dagger or sword in their possession with which they fight. If they do not have a magic weapon, they carry a silver short sword.

COMBAT: If forced into melee combat, the creeper will use its sword (1d6) or dagger (1d4) to attack. The creeper will prefer to fight those opponents that can cast spells, for they fear them most.

While rolling for magic items, the ck should be aware of the dark creepers love of magic swords and daggers.

DARK STALKER

NO. ENCOUNTERED: 1
SIZE: M (6')
HD: 2(d10)
MOVE: 30'
AC: 21
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Superior
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 5
XP: 125 + 2

The mysterious rulers of the dark creepers, these creatures are so rarely seen that many consider them a legend. Looking nothing like their underlings, dark stalkers are tall, thin and regal. They are always seen wearing black, silk robes that cover the face and wield magic short swords at all times. Like the dark creepers they lord over, the dark stalkers have a hatred for light and will use one of the dark creepers to extinguish any they find.

Once a year, the dark stalkers will leave their underground lairs and venture topside. They are always alone when they do this and will only venture out at night. With a blink of an eye, they can instantly teleport to their deep lairs, and will do so if ever confronted. What they do exactly, no one is sure since they never talk about it and none have been interrogated due to the teleport ability that whisks them away if danger is afoot.

Like dark creepers, dark stalkers are able to cast an area in their homes into complete and utter darkness, where no light can survive. Assume this ability is cast as a 10th level wizard. When in this darkness, the dark stalker will leave any group, but not before whispering a liturgy amongst them. What the words mean, no one knows, nor does any know why the dark stalker performs such a ritual. The whispering seems to come from everywhere, so it is impossible for those creatures in the darkness to know where it comes from. As quick as silk, the dark stalker is gone.

COMBAT:If forced into combat, the dark stalker attacks with his magic short sword (1d6). His fighting prowess is based upon finesse and agility, as opposed to brute strength . Dark stalkers will always win any initiative when in its dark lair. If they feel threatened, they will use their teleport ability to escape. If fought in their home, where escape is impossible, they will fight to the death. If slain, they explode in a 6d6 fireball. Nothing will remain of the dark stalker after this explosion.

DEATH DOG

NO. ENCOUNTERED: 5-20
SIZE: M
HD: 2(d8)
MOVE: 35'
AC: 13
ATTACKS: 2 bite (1d10 each)
SPECIAL: Darkvision 60'
SAVES: P
INT: Animal
ALIGNMENT: Neutral (Evil)
TYPE: Beast
TREASURE: Nil
XP: 70 + 2

Death dogs are great, two headed hounds resembling a rottweiler in size and build. They roam in packs across open plains, searching for prey. They are omnivorous, but prefer freshly killed meat. They normally subsist on small vermin, but are not adverse in taking down larger prey.

COMBAT: Death dogs attack in packs and are rarely found alone. They will attempt to swarm a single opponent, or two if the pack is large, and continue their attacks until their prey has fallen. Due to their dual heads, it is difficult to attack with their claws. But they make up for this with two savage bites, each inflicting 1d10 damage on each successful hit.

TRIP: The death dog will initially attempt to trip their opponent. On a successful hit against a base armor class of 12 (modified by dexterity), their opponent has been knocked to the ground. They may attempt a dexterity check to avoid this. Anyone on the ground will attack last in each round they are prone and suffers a -1 to attack rolls.

DEATH KNIGHT

NO. ENCOUNTERED: 1
SIZE: M
HD: 9(d10)
MOVE: 30'
AC: 20
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P / M
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: 6
XP: 2000 + 3

All things malevolent and evil in this world come together in the heart of the death knight. Once loyal paladins, they were raised back into life by demonic forces to unleash mayhem on an unsuspecting world. Thankfully, very few of these creatures are known to exists. Some sages set the number at a dozen, but many whisper that number is much greater.

The death knight dresses in regal plate mail and wields a great two-handed sword. This sword is always magical, usually of the +2 variant. Rarely (10%), a death knight will be found with what is colloquially known as an “unholy avenger”, a two-handed sword that exactly replicates the paladin blade, holy avenger, albeit with evil substituting for good and vice versa.

Death Knights are sometimes (50%) accompanied by a nightmare steed (*Monsters & Treasure* tome, page 62). When so accompanied, the death knight will attack mounted if it presents a better tactical advantage. If he dismounts, the nightmare will fight at his side.

The death knight constantly generates *fear* (as per the spell) and *protection from good.* It has an innate ability to *detect magic*, *detect invisibility* and *detect good*. The death knight can, once per day, cast any of the *symbol* spells and *mass harm*. These are cast as a 10th level cleric. Good aligned clerics of 5th level or lower can be turned by the death knight. Death knights themselves are subject to a cleric's turn undead ability, albeit with a -3 penalty to all rolls.

COMBAT: By use of its innate ability *detect good*, a death knight will always attack an opponent of this alignment. If a paladin is present, this will be the death knight's prime target. If none are present, the death knight will attack any good aligned cleric. Whoever is attacked, the death knight will fight with a discipline known to very few. His strikes are calculated, his defenses keen. Due to its great strength , all damage is increased by +2. As it attacks, the death knight will whisper, in common, to its victim, goading them with foul deeds it has committed.

If slain in combat, the death knight dissolves into a wisp of oily gray smoke. All creatures within 10' of this cloud must make a constitution check or suffer 2d10 points of damage.

DEMILICH

NO. ENCOUNTERED: 1
SIZE: M
HD: 10(d8)
MOVE: 20'
AC: 20
ATTACKS: See Below
SPECIAL: See Below
SAVES: P, M
INT: Supra Genius
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 9
XP: 3750 + 10

Once a Lich (*Monsters & Treasure* tome, page 54) has outlived its physical form (which is many centuries), its spirit will release from its frail body and enter into the ethereal and astral planes. It will always and forever have a connection with the remains it has left behind and will guard them for eternity.

Anyone unlucky enough to find the final resting place of a lich will find only a small pile of dust, possibly a few bones and a broken skull. If anyone approaches within 20' of the skull, the dust will gather into a loose column and spin wildly about the old bones. If the dust takes damage equal to the demilich's hit points, it will crumble and fall to the ground, apparently slain. After two rounds, it will rise again, this time with a much more substantial form, looking eerily like a human. As before, this incarnation of the demilich will crumble and fall if it receives damage equal to the demilich's hit points.

After both of these forms have been dealt with, the lich that had previously inhabited these bones will return, residing in the skull left behind. If the skull is so much as touched, a low, mournful moan will issue from within it. All that hear must make an intelligence check or be instantly slain. If, after 1 turn, there are still living creatures in its domain, the demilich will issue a bolt of green light from the eyes of the skull, striking a single party member. The unfortunate victim will have its soul drained and imprisoned inside of the skull. This effect is absolute and without fail, as there is no save possible. The demilich will continue to drain souls until it can no longer house them. A demilich can house up to six souls in the skull. The CK should note how many souls, if any, are already imprisoned when the demilich is encountered. The demilich will always target good-aligned clerics above all others and will always target any good-aligned creatures over those with neutral or evil alignments.

The demilich, once it has used its dust forms, is vulnerable to actually being slain, as much as it can be. If the skull takes damage equal to the demilich's hit points, it will shatter, releasing all trapped souls. The demilich, having no corporeal body in which to live, will be forced out of the skull and into the outer planes where it will forever wander, never again entering its home realm. The skull has an armor class of 20 and a spell resistance of 10. During this combat phase, the demilich will drain souls as long as it can. Once it is full of souls, it will use the green light to inflict 2d6 damage instead of draining souls.

When the skull is destroyed and the demilich is banished, any souls inside will be set free. A soul will automatically be drawn to its original body first. If there are souls released that do not have a body to inhabit, they will seek any empty body in which to live. If there were souls trapped before the party enters, these souls will try to enter the empty bodies of the most recent victims of the demilich. When two souls try to inhabit the same body, each must make a wisdom check. The original owner of the body will receive a +3 to his roll. This could mean a victim of the demilich could find his body inhabited by another soul. A soul left without a body (or some suitable host) will slowly begin to fade away. A bodiless soul will essentially die after twelve hours.

COMBAT: The initial dust form, will attack by swirling about its intended victim, effectively touching them with its essence. This will cause 1d4 damage in the form of a bitter, cold wind. The second form the demilich takes will attack with its 'fists'. Each of these attacks, for it gets two during this form, impart 1d4 points of chill damage.

ENERGY DRAIN: Living creatures struck by either of the first two forms will lose one level.

DAMUELJACK

NO. ENCOUNTERED: 1-2
SIZE: L
HD: 6(d8)
MOVE: 10'
AC: 20
ATTACKS: 1 (pseudopod 1d6)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 10 + 6

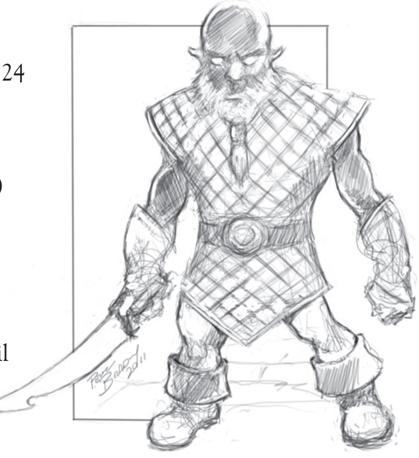
The damueljack is a creature found exclusively in caverns. They eat the rock that makes up caverns and will always be found in a tunnel of their own making. They are amorphous, but usually are shaped in a cylindrical form, almost snake-like. When at rest, they usually take the shape of a ball. Sometimes, they flatten themselves out so they can consume more rock. Regardless, their size is medium. They are gray in color and have a large opening at their "front" that they eat with. The damueljack can eat 10' a week. They are always solitary.

The creature cannot consume anything but stone, and will move to avoid metals or gems. The tunnels it makes are therefor random and meandering. They will also move around other non-stone items, including other creatures and plants. They seem to regard humans and demi-humans as nothing more than an obstacle they they move to avoid. The creature has an intense hatred for anything not itself and will attack without provocation.

COMBAT: If attacked, the damueljack will take one round to form into a tight ball. After this, it will extend a pseudopod and attack for 1d6 damage. If left alone, it will not pursue, but rather stay in its defensive ball for 1d4 hours before continuing its feeding.

The damueljack female will lay her eggs but once before dying. The eggs looks amazingly like normal rocks and are indistinguishable except by wizened miners, dwarves for instance (though not all dwarves; only those actively involved in mining at some point in their lives). Even then, most just consider the rock "odd" or "curious" due to its weight, texture and general appearance. Those that have a history in mining may attempt an Intelligence check (CL 8). If they succeed, they have heard of the dezelians and deduce this may be an egg. Miners, especially the commercial variety, will pay up to 500gp for a damueljack egg.

DERRO



NO. ENCOUNTERED: 2-24
SIZE: S (4')
HD: 3(d6)
MOVE: 30'
AC: By armor (normally 14)
ATTACKS: By weapon (normally shortsword 1d6)
SPECIAL: Deepvision
SAVES: P
INT: High to Genius
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 4
XP: 25 + 3

The derro are a race of creatures that, thankfully, live far from man, in the deep, dark subterranean realm known as the underworld. There, they consort with the dark elves (see *Monsters & Treasure* tome, page 33, "Elf, Drow") and other nefarious creatures that reside in the depths of the earth. Derro are short, reaching approximately four feet when fully grown. They have very pale skin with bluish hues and blond or white hair. Males grow elaborate mustaches that droop below their chins, while the females decorate their hair with precious gems. All derro have milky white, pupilless eyes. They wear dark clothing, eschewing metallic armor for leather and exotic weapons for simple short swords. All derro are quite stealthy.

As a race, derro are cruel, malevolent creatures with little regard for life. They keep other creatures, even the occasional drow, as slaves until such time that they become bored with them. When this occurs, they delight in torturing their slaves until they die. This torture is usually done very publicly and over the course of days. It is said that the derro do not sleep well at night without tortured screams lulling them to sleep. This torture can take many forms and nothing is taboo.

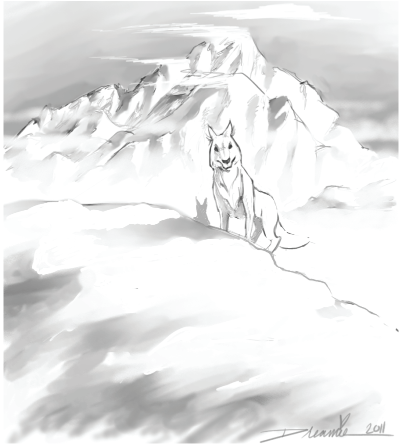
The derro spend almost all of their life in darkness. Light is an anathema to them and they avoid it at all costs. Anyone having a light source when in the presence of derro make themselves a target. Torchlight, light from a lantern or light from magical weapons merely annoys them, while sunlight or magical light makes them physically ill. Anyone subjected to this form of light will fight at -1 on all rolls, no ability check given. It is rare for a derro to ever experience natural sunlight. To them, a bright sunny day is akin to the Abyss.

Some clans have carved tunnels that lead to the surface. On moonless nights, they ascend these tunnels with the sole purpose of capturing human slaves. These tunnels are always rife with traps of the deadliest kind. If any derro are encountered on the surface, they will fight to the death. Those captured will attempt suicide if not released, rather than seeing the light of day.

COMBAT: Derro are stealthy and sneaky. They attack as 6th level Rogues in regards to back attacks, hide and move silently. Being cunning, derro focus on those they feel are the most dangerous. Normally, they will observe their enemies before attacking. They also enjoy separating groups and leading them to trapped areas, of which the derro have plenty. In a melee, they attack with short swords. All have high dexterity scores and always get a bonus to armor (which has been accounted for in the standard AC listed). If for any reason they lose this ability, their AC will drop by two points.

SOCIETY: Leadership is attained by the strongest and most ruthless. Power and strength are the only things respected by the derro. By human standards, the derro seem insane. If they feel slighted, even by their brethren, a derro will likely attack their foe in a murderous rage, not stopping when their victim has died, but continuing desecrating the corpse. Other derro that witness this see nothing out of the ordinary. Murder is not a crime in their society; it is a way to cull the weak.

Males and females are treated as equals and males do not hold the exclusive rights to murder and mayhem. A female is as likely to be their leader as a male. Torture is a way of life for the derro and many are put to the rack for various reasons. Those attempting to usurp any leadership position and failing are subjected to extreme torture at the hands of the would-be victims. Not only are the failed usurpers punished, but often times their families as well. Captured outsiders will be tortured individually, while the others of their group are forced to watch, sometimes forced to actively participate in the torture.



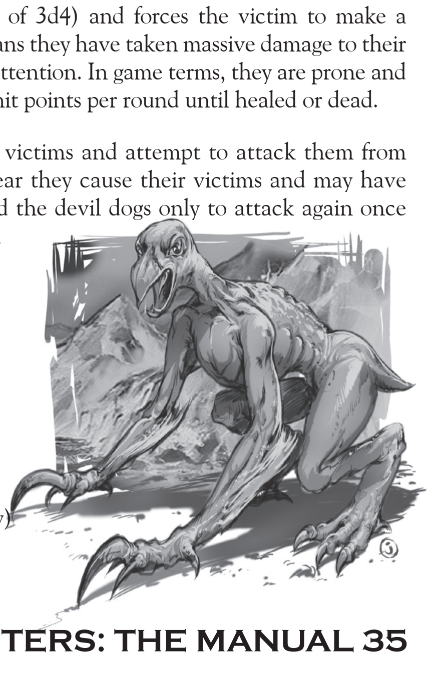
DEVIL DOG

NO. ENCOUNTERED: 4-16
SIZE: M
HD: 6(d8)
MOVE: 50'
AC: 14
ATTACKS: 1 Bite (2d4)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: Nil
XP: 175 + 6

Devil dogs are wolf-like creatures of human intelligence that are found exclusively in polar regions. They hunt in packs and will always attack humans and demi-humans, for sport as much as food. All are solid white in appearance and can only be seen at distances greater that 20' by passing a wisdom check (CL 4).

COMBAT: The devil dog will instinctively attack for the throat, knowing it can do the most damage there. Its bite will normally cause 2d4 damage, but if the needed 'to hit' roll is exceeded by four or more, the attack does an additional 1d4 (for a total of 3d4) and forces the victim to make a constitution check. Failure means they have taken massive damage to their throat and require immediate attention. In game terms, they are prone and cannot fight and will lose 1d4 hit points per round until healed or dead.

Devil dogs will pursue fleeing victims and attempt to attack them from behind. They delight in the fear they cause their victims and may have them believe they have eluded the devil dogs only to attack again once they have slowed their retreat.



DIRE CORBY

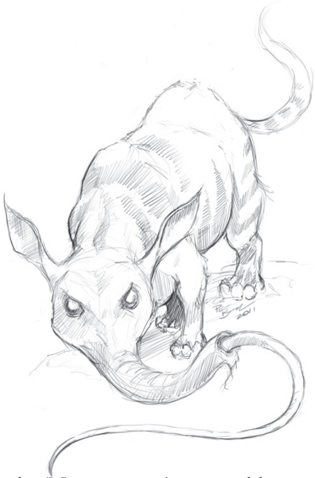
NO. ENCOUNTERED: 1-6
SIZE: L (8')
HD: 2(d8)
MOVE: 40'
AC: 18
ATTACKS: 2 claws (1d6) (also, bite for 1(d8), See below)
SPECIAL: N/A
SAVES: P

INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 3
XP: 15 + 2

Sages theorize that the race of creatures known as the dire corby were once bird men that flew above the earth and lived among the highest mountain peaks. For reasons unknown, they have lived for centuries now below the earth in the labyrinthine tunnels found there. This change of habitat has taken its toll of the dire corby. Their long, feather wings have all but disappeared, replaced with thick, scaly arms. While they still have a beak, their face has become more human like, especially in the eyes, that are now wide and unblinking. Dire corby still walk with an odd, halting gait not unlike birds, but can run very quickly if need be.

COMBAT: Dire corby fight with a savagery that is frightful to behold. If the creature is successful with both claw attacks (each doing 1d6) against a single enemy, it will draw the victim in and get an additional attack with its beak (doing 1d8). Dire corby will never lose morale or surrender. In combat, they will squawk and chirp in a loud, disconcerting voice. All enemies that can hear this must make an intelligence check or fight with a -2 penalty on all attack rolls.

DISENCHANTER



NO. ENCOUNTERED: 1
SIZE: M (4' at shoulder)
HD: 5(d8)
MOVE: 30'
AC: 15
ATTACKS: 1 (See Below), or kick (1d10)
SPECIAL: Drain magic
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 100 + 5

The disenchanter, sometimes called a 'Nessu magia', is an odd creature with a horrible ability for many adventurers. It looks like a small horse with thick, blue-gray fur. Its head ends not in a mouth, but a long proboscis like that of an aardvark. The disenchanter feeds on magic essence and can 'smell' it if it is within 100'. The creature has the ability to differentiate between the strength of various magic items, meaning it knows a Holy Avenger is more fulfilling than a sword +1. When faced with equal access, the disenchanter will attack the most powerful item. If, however, an adventurer carries a powerful magic item in its backpack but fights with a shield +1, the disenchanter will attempt to feed upon the shield, for it is easier to attack.

When faced with magic items in its vicinity, the creature will 'attack' with it long proboscis. If a successful attack is gained, the disenchanter has struck the item and will begin feeding. Magic items will lose all power when a number of rounds equal to its bonus has passed (i.e. a sword +2 will last two rounds). For items that do not have a bonus attached (i.e. a Helm of Brilliance), the CK should adjudicate the power of the item based on its XP value and / or monetary value as listed in the *Monster & Treasure* tome. No item will last longer than five rounds.

Once an item has been drained, it loses all magical properties, becoming a mundane item. The disenchanter will move to the next most desirable item it detects and begin feeding. Its hunger for magic essence is never satiated.

Items that are being fed upon by the disenchanter cannot be used in combat, as the strength of the disenchanter is very powerful. If any magic item touches the disenchanter anywhere on its body save it proboscis, it will not be subject to the disenchanting ability. When the disenchanter has lost three fourths of its hit points, it will cease feeding and flee.

COMBAT: Rarely will a disenchanter partake in combat while not feeding. If they do, they will attempt to kick with their hind legs, preferably while fleeing. Each attack does 1d10 damage.

DOOMBAT

NO. ENCOUNTERED: 1-8
SIZE: M
HD: 6(d8)
MOVE: 40'
AC: 16
ATTACKS: 1 bite (1d6), 1 tail swipe (1d4)
SPECIAL: Shriek
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 6
XP: 250 + 6

The doombat is a larger, more nefarious form of the ordinary bat. They are approximately six feet in length, with wingspans upwards of fifteen feet. They are aggressive and territorial. They make their lair, like many of their kind, in dark caves, but with easy access to the outside world. At night, they leave their lair and search for prey across the countryside. They can lift up to 200lbs in their claws and carry it back to their lair, though they rarely use this as a form of attack and will usually only pick up creatures once they are dead.

COMBAT: The creature will swoop in and bite with its fangs for 1d6 damage. It can also lash out with its whip-like tail for 1d4 damage. The armor class of the doombat is based largely on its maneuverability. Its normal armor class is 12 and this should be the target AC if its agility is somehow negated.

SHRIEK: The creature can let out its shriek at any time and multiple times a day. Anyone hearing this is shaken and disoriented, taking a -1 on all rolls. Also, no spell casting is permitted when the creature uses its shriek.

DRAGONFISH

NO. ENCOUNTERED: 1
SIZE: S
HD: 2(d8)
MOVE: 20'
AC: 16
ATTACKS: 1 Bite (1d4)
SPECIAL: Poison
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 30 + 2

Dragonfish are flat fish found in shallow lakes or slow-moving rivers. They are brownish-green in color, resembling the bed in which they lay. If actively searching for them, one is allowed a wisdom check to find them. If not searching for them (or at least searching the riverbed for something suspicious), they will not be seen. They are normally docile bottom feeders, but will attack if provoked. Each dragonfish has 4-8 spikes, approximately two inches long, protruding from its back. Anyone stepping on these spikes will have it break off in their foot and must pass a constitution check. Failure means they have succumbed to the toxin that resides there and will take 1d4 damage per round, until 2d6 rounds have passed or they have died. This toxin will also make the victim progressively very ill. Each round, they incur a -1 to all rolls.

COMBAT: The bite of the creature does not carry the toxin, but they have sharp teeth that inflict damage nonetheless. The creature will attack at random, doing 1d4 damage with its bite. It does not use its spikes as a weapon, but those not careful may step on them during the battle.

DRAGONNEL

NO. ENCOUNTERED: 1
SIZE: L (20'-25')
HD: 8(d10)
MOVE: 40' / 60' (flight)
AC: 17
ATTACKS: 1 bite (3d6), 2 claw (1d6)
SPECIAL: Nil
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 8
XP: 500 + 8

The dragonnel, at first glance, appears to be a small or young dragon. They have long, serpentine necks that end in a decidedly reptilian head. They have large, leathery wings and two great clawed feet. Like dragons, they have long tails and are covered in shiny, hardened scales. The dragonnel scales are rust to orange, fading to brown on its underside. They are savage fighters and delight in the killing of humans and demi-humans.

The dragonnel, however, is a rather stupid animal. They lack all of the cunning of dragons, can cast no spells nor have they any breath weapons. Dragons abhor dragonnels and will attack them on sight, regardless of alignment. To this end, dragonnels stay far from dragon haunts and avoid them at all costs.

COMBAT: The creature will initially attack from above, swooping in for an attack with its two clawed feet. As large as they are, they lack the coordination to pick up any object and carry it in the air. Each clawed attack does 1d6 damage. When on the ground, they attack with only their bite. The dragonnel has rows of sharp teeth, which results in a savage bite. If successful, the bite will inflict 3d6 damage.

Dragonnels are quite rare these days. They rarely mate and their animosity with dragons seems to have doomed them. Some evil-aligned creatures will raise them from birth and use them as mounts, but this is exceedingly rare. Anyone with a dragonnel companion will incur the wrath of dragons as well.

Dragonnel have their lairs hidden, normally in large caves but sometimes in old castles, especially those with large courtyards. They keep treasure, though not in the way of dragons. Mostly, their treasure is scattered about their lair in a haphazard fashion.

DRAUGR

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d10)
MOVE: 30'
AC: 18
ATTACKS: 1 (by weapon)
SPECIAL: Weapon Immunity
SAVES: P
INT: Very
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 3
XP: 225 + 4

The draugr is a type of undead, so malevolent in life that its evil ways still possess it in death. Resembling a zombie in appearance, the draugr is very intelligent, unlike the mindless, plodding zombie. Only humans can be reborn as draugr.

The undead can only walk the earth during the night, and must rest during the day. Only corpses that have been housed in tombs or crypts can be draugr, as the creature cannot dig itself out of a grave. During the day, it will be found "sleeping" in its original tomb. At night, it will rise and terrorize the very people it used to live among when it was living. All draugr have memories of their past, and will target those it hated in life. It will eventually attempt to murder them, but will engage in other deeds before this final act. These deeds can range from destroying crops to murdering the children of its victim. Once it has killed its initial victim, the creature will lay dormant for 2-4 months before again rising, this time with a new victim in mind.

If the draugr is disturbed during its sleep during the day, it will act as a normal zombie: slow and mindless. It is still a 4HD creature and will attack as one, and be turned as one. If "killed" in this form, it will rise again the following night if left in or near its crypt. If the creature is burned at this point, it will be forever dead and gone.

COMBAT: The draugr will arm itself with a weapon, normally a long sword, when it rises from its tomb. It will not speak when attacking, but will use its unholy strength to its full advantage. All damage is made with a +2 bonus; though this bonus is not applied to it 'to hit' roll. Like all undead, it is immune to mind controlling spells. It can, however, be turned by a cleric. If the creature is slain in its normal, night form, it will not rise and be forever dead.

The draugr will go to great lengths that no one witnesses it during its nightly escapades. If it is witnessed, it will attempt to kill the person seeing it. It does this so it cannot be identified, for it has a vague resemblance to its living self.

DRELB

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d10)
MOVE: 30'
AC: 18
ATTACKS: 1 slam (3d4)
SPECIAL: See Below
SAVES: P
INT: Very
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: Nil (see below)
XP: 425 + 5

The shape of a drelb is an insubstantial mass of floating mist, formed vaguely in the shape of a man. It will waver and sway in a menacing manner if approached. Many adventurers mistake the drelb for an undead and clerics may attempt to use their 'turn undead' ability. If they do, the drelb will focus all of its attack on the cleric, for they hate clerics above all else.

The drelb is native to the Negative Energy Plane and are rarely found on this plane. When they are, it will be in service to a powerful, evil entity, for only these people can summon the drelb. Their summoner will normally assign them to guard a room, door, treasure or something of the sort. A drelb can be forced to guard such an item for 1,001 days before being freed. Almost always, the drelb has something to lose if it fails in its duties and as such will never falter.

COMBAT: The drelb will sweep an opponent off its feet and slam them violently to the ground, inflicting 3d4 points of damage. An opponent is allowed a dexterity save if attacked. Those succeeding may stand and attack the same round. Those failing will spend the duration of the round standing up, though they may attack as normal the following round.

While a drelb will never have treasure of its own on this plane, it will normally be found guarding another's treasure. If this is the case, the treasure in question will never be below 20,000gp value (singly or a mass amount of magic items). The CK should use the charts listed in the *Monsters & Treasure* (or other appropriate tomes).

DUERGAR

NO. ENCOUNTERED: 2-8
SIZE: S (4')
HD: 1(d10)
MOVE: 20'
AC: 16 (or by armor worn)
ATTACKS: 1 (by weapon)
SPECIAL: Darkvision 120'
SAVES: P
INT: Average to Very
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 3
XP: 8 + 1

In the deep, dark, world far beneath the surface of the earth dwell the evil race known as the duergar. Duergar are cousins of the dwarf, but are as evil as they are good, as wild as they are organized, as diabolic as they are decent. In fact, many dwarfs deny the existence of the duergar, for they are ashamed of them. Needless to say, a deep hatred exists between the two races.

COMBAT: Duergar fight normally in banded mail and wield bearded axes (3d4 damage). Ideally, they engage their enemy in complete darkness, for this is where they feel at home. Duergar are known for their singing during combat; a loud, rough, jagged language, not unlike rocks scraping against one another. While it imparts no bonuses nor penalties, the sound of them singing is quite bothersome. Duergar will always attack dwarfs if they are present.

Duergar never venture above ground during the day, but raiding parties have been known to infiltrate during the night. While they will take what they find in the way of treasure, their main quest when they venture to the open world is to find slaves to work in the squalid pits below. Mainly, they will attack human settlements, but they will sometimes raid other demi-humans. But never dwarfs. Duergar never enslave dwarfs, and dwarfs would never be taken alive by one of these wretched creatures.

If more than a dozen duergar are encountered, there will be one with maximum hit points (10) who carries with him some kind of magic item, be it weapon, armor or trinket.

DUNE WRAITH

NO. ENCOUNTERED: 1
SIZE: M (6')
HD: 6(d8)
MOVE: 30'
AC: 17
ATTACKS: 2 fist (1d6)
SPECIAL: N/A
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 4
XP: 225 + 6

These human-like abominations are thought to be summoned by powerful, evil wizards for their own machinations. The means of the summoning are unknown to most people of the lands. It is a secret shared by only a few.

Found only in the hot, arid deserts, the dune wraith appears as a tall, gaunt, naked human female with pale white skin and long, blonde hair. They are relentless trackers and can track even a single man over long stretches of desert flawlessly. They are able to do this not only by a deep knowledge of this arid land, but by an ability shared by very few creatures. The Dune Wraith is able to 'pick up' vibrations left by travelers as they make their way across the desert. The huntress can feel where someone has been and can follow this feeling for miles. A huntress has a constant detect good (not unlike the paladin's detect evil) and will set his sights on someone such aligned, never ceasing in its relentless pursuit.

COMBAT: When finally finding its target, the dune wraith will initially attack with its bony fists, each doing 1d6 damage. Each successful strike has a chance to stun. The victim of such an attack must make a constitution save or fall to the ground stunned. It is at this moment when the real power of the huntress becomes evident. The huntress can summon the sand around her to encase and eventually suffocate her victim. For three rounds, she will mumble her evil incarnations, summoning the very sand itself to do her bidding. Any attacks on the huntress during this time will incur the wrath of her sand. Anyone attacking the huntress during this phase must pass a dexterity check or be knocked prone by the whirling sands. Those encased in the sand will be helpless to escape and will die in 1d4 + constitution bonus rounds once they are completely covered.

Once its victim is dead, the huntress will disengage from combat and attempt to walk away. If, however, she is pursued, it has no qualms about attacking and possibly killing again. As before, it will ideally attack a good-aligned creature.

DUSTDIGGER

NO. ENCOUNTERED: 1-4
SIZE: L
HD: 4(d8)
MOVE: nil
AC: 16 / 12
ATTACKS: 1 bite (1d8)
SPECIAL: Envelope
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 100 + 4

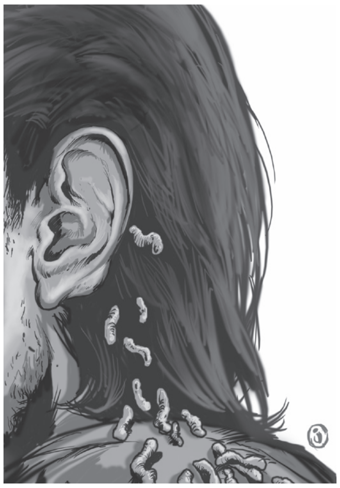
Dustdiggers appear as large starfish with five arms. They measure approximately six feet across, with a large mouth in the center. The mouth is lined with long teeth that act independently from one another. The creature itself is a dull brown, its skin being tough and leathery. On the underside, directly under the mouth, is a loose patch of skin. The creature can inflate this pouch to hold creatures man-sized or smaller.

The creature will normally bury itself in loose sand or lightly packed dirt, covering itself with a layer of sand. It will inflate its pouch and lie in wait for prey. When some walks on top of it, it will open its mouth, creating something akin to a sinkhole. The teeth will try to draw the creature into the maw below. Once inside, the creature will begin to smother. When dead, the dustdigger will stay in place for up to a week, digesting its victim.

COMBAT: When someone walks over a dustdigger, they are allowed a dexterity check (CL 6). Failure means they have fallen into the creatures trap. They will take 1d4 damage per round until the victim has been totally enveloped into the dustdigger. The time it takes to consume a creature is equal to its height. A creature of five feet will be consumed in five rounds, taking 1d4 damage per round, no 'to hit' roll needed. At this point, the creatures armor class is 12. Those being consumed may attack, but at a -3 penalty and all damage is divided by half. Once its victim is inside its pouch, it will flip its arms over its mouth. The underside of the arms are much tougher than the topside and its armor class is 16 on this side. Those inside are allowed a constitution check. Failure means they have taken 1d6 damage from suffocation. They are allowed a constitution save every round until they are the dustdigger has died.

E –

EAR SEEKER



NO. ENCOUNTERED: 20-120
SIZE: S (3" - 6")
HD: 1(d2)
MOVE: Nil
AC: 10
ATTACKS: 0
SPECIAL: See Below
SAVES: P
INT: Non
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 1 + 1

These small, seemingly innocuous creatures are far from what they appear to be. Looking like thin, green maggots, ear seekers can be found in any damp, warm climate. They can oftentimes be found in fresh corpses, old rotting wood or refuse pits in warm climates. They are, for the most part, content to live in such an area. But they prefer the flesh of the living.

If anyone disturbs an area populated by ear seekers, these parasites will attempt to crawl into the ear canal of their victims. They attack in swarms, so it is difficult to rid oneself of all of them before a lucky few make it to their destination. As a rule, the hapless victim is allowed a dexterity save when attacked, with a CL of 5. Those failing will be successfully attacked by the creatures and will suffer the consequences of such an attack automatically. Those succeeding have successfully thwarted an attack, but are subject to another the next round as the creatures reassemble and attack again. These creatures can easily be killed with fire at the rate of 10-60 per round if attacked. If fire is not used, and more traditional methods are (i.e. stomping them to death under a boot), 5-30 can be killed in a single round. A victim that is attacked may either attempt to dislodge the creatures from his body or attack those on the floor or around him, not both.

Those unlucky victims that were successfully attacked by the ear seekers will have the creatures burrow into their ears. As they burrow through the eardrum, the victim will take 1d3 points of damage, experience excruciating pain and become deaf in that ear. After this, the creature will deposit its eggs in 2d4 hours. Before the eggs are laid, the creatures can be killed via a *heal*, a *remove curse*, *remove disease*, a *limited wish* or a *wish* spell. Once the eggs hatch, the young will begin burrowing deeper for nourishment. To kill the young, only a *Heal* or *Wish* will suffice. If no cure is performed with twenty-four hours of the larvae hatching, they will burrow into the brain, killing their host. Once dead, the creatures will leave, normally via the ear canal, but sometimes through the nose or even burrowing through the eyes. A victim can be resurrected only after the creatures have left the body.

EBLIS

NO. ENCOUNTERED: 4-16
SIZE: M
HD: 4(d8)
MOVE: 35'
AC: 17
ATTACKS: 1 Beak (1d6)
SPECIAL: See Below
SAVES: P
INT: Average to Superior
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 5
XP: 100 + 4 (150 +4 for Elder)

The eblis, or storkmen, are a solitary race of creatures that live in desolate swamps or bleak marshes. They look like tall, graceful storks with human eyes and intelligence . The creatures live in colonies of no more than a dozen. These reatures mate for life and will only have one child. If multiple eggs are laid, the father will destroy all but one. If a tribe grows too large, the oldest of the young will be forced out, along with a female of his choosing, to start a new tribe at least one hundred miles away. The males have plumage of bright reds and orange, especially about the head and neck. The females are rather drab in coloration. Like storks, they have long, sinewy necks and sharp beaks.

COMBAT: Eblis attack with their beaks, which inflict 1d6 damage if successful. Being relatively intelligent, the creatures are not adverse to ambushes or other tactical maneuvers if it suits them. Being that they spend a lot of time in and near water, eblis take one less damage per dice rolled on any fire-based attacks.

The elder male and female of the colony are able to cast some minor spells. The number of spell levels will be equal to five, meaning they can have five 1st level, 3 1st level and a 2nd level, etc. The spells should be those that are able to be cast by the creature. Those with a verbal component since they have a rudimentary language that will suffice for the verbal portion.

SOCIETY: The eblis are a proud race that voluntarily left the reaches of man ages ago. They have since fostered an intense hatred for humans, though they rarely see them anymore. They will attack humans without provocation or warning. Males are considered the dominant gender and females are subservient to them. In turn, the males are very protective of their mates and will die to protect them. The elder male is considered the leader of the colony without question. He will always have maximum hit points and will be able to cast spells. The tribe will give their life to protect him.

Eblis are omnivorous, normally eating fish and plants that grow in abundance about their lair. They will eat flesh if presented to them, especially that of humans which they relish. The creatures have small wings that are more for balance than anything, for they are flightless.

ELEMENTALS

LESSER ELEMENTALS

Beyond the Maelstrom and the Multiverse there lies the Firmament, or the Elemental Planes. These planes exist separate from one another, whole and apart, even from the Void. Collectively these planes are called the Elemental Planes and are named thus: Planes of Fire, Earth, Air and Water, and the energy planes of Abnegation (Negative energy), Apodiction (Positive energy) and Achromatic (Neutral energy).

Creatures native to the four main elementals planes have been detailed in other tomes, but the multitude of small planes, the para-elemental and the quasi-elemental, have not as yet been broached. Here, we will discuss each of the planes briefly and detail the foremost creatures native to these planes.

As their more common cousins, the Fire, Earth, Air and Water Elementals, these elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. All elementals are magical creatures and can only be hit by magical weapons. As with all elementals of power, this immunity to magic grows with the elemental. For hit dice of **1-6: +1; 7-15: +2; 16-23: +3; 24 and greater: +4.**

These coalescences of planes give us twelve previously undocumented planes, as follows: Where the planes of Fire and Earth meld is found the plane of *Magma*. Earth and Water yield *Mud*. Water and Air form *Ice* and Air and Fire beget *Smoke*. Where Fire and Abnegation meet, one will find the plane of *Ash*, Earth and Abnegation form *Dust*, Water and Abnegation form

Salt and Air with Abnegation form *Vacuum*. Fire with positive energy of the Apodiction form *Radiance*, Earth with Apodiction form *Mineral*, Water with Apodiction form *Steam* while Air with Apodiction form *Lightning*.

The creatures native to these planes are known as para-elementals and quasi-elementals, but are collectively known by the name "Lesser Elementals".

LESSER ELEMENTAL - ASH

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

Where the Plane of Fire begins to meld with the negative plane of Abnegation, one will find the Quasi-Elemental Plane of Ash. The air, what little there is, is dense and thick with burning embers and floating ash. Visibility is near zero, as the smoke and debris fill the air. There is little solid ground, for the vast majority of the plane is open, yet choked with detritus.

The Elementals that call this arid land home are tainted with the negative energy, as are all elementals that live in planes bordered by that horrible plane. Appearing like a large mound of animated ash, they delight in smothering the life out of any creature save others of their kind. Rarely found anywhere in the Multiverse than their home plane, a few sage-wizards have summoned these horrors to our plane to serve as guards.

COMBAT: The ash elemental strike with one thick, ashy appendage that forms indiscriminately from its mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by smoldering embers or ash, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - DUST

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

Where the negative plane of Abnegation begins to creep into the Plane of Earth, one will find the Plane of Dust. A vast barren world of dust and debris swirling about. Very much like a sandstorm in a great desert. Breathing is difficult due to the air being thick with dust, and walking upon the shifting sands is dangerous, as the ground has a habit of dropping away to nothingness with no warning. Like many of the outer planes, the plane of dust is not to be tread by those unprepared.

The elementals that call this plane home are somewhat like the earth elementals they share a common bind with. Tall, great, strong creatures made of the very earth that is so common to us. These creatures are constantly shifting and twisting, their bodies changing shapes dozens of times a minute. They have no set form; a man-shaped creature one minute, a mound of dust the next, a towering column next. The closeness of the negative plane of abnegation has given them a cruel streak that permeates their every action. Killing, torturing and maiming delight these horrors and they will go to great lengths to see these foul deeds completed.

COMBAT: The dust elemental will strike out with an appendage and swing it down upon any creature it is in a melee with. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by sand or dust, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - ICE

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

The Para-elemental plane of Ice, where the Planes of Air and Water merge, is, as its name would suggest, a cold, desolate place where strong, billowy winds sweep endlessly across frozen fields of ice. Very few creatures call this place home, for few things can grow here for sustenance. If well equipped, travel here is not as hazardous as other planes, for breathable air is plentiful and the surface of the ice, while slick, is sturdy enough to walk upon. The traveler would be forewarned to bring not only layers of clothing, for temperatures hover around 0 degrees F (-18 C), but a supply of rations.

The ice elementals that populate this realm are tall, man-shaped living forms of ice. They are rather slow and plodding, but make up for this with durability and strength . In a land where temperatures never get above freezing, ice creatures are practically like stone.

COMBAT: The ice elemental will clasp its two hands into a club-like appendage and swing down upon any creature it is in melee with. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

It should be noted that ice elementals take double damage from fire-based attacks, and any fire-based attack that hits for more than half of their hit points will bring about a constitution check. Failure means the ice elemental has cracked and has started melting, and obviously instant death.

MASTERY: When on its own plane, or surrounded by ice or snow, the creature gains a +1 on all attack rolls.

CHILL TOUCH: The chill touch of a ice elemental itself does damage. Each slam attack is accompanied by a constitution save. Those failing take an additional 1d4 damage from the frigid touch of the creature.

LESSER ELEMENTAL - LIGHTNING

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Good
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

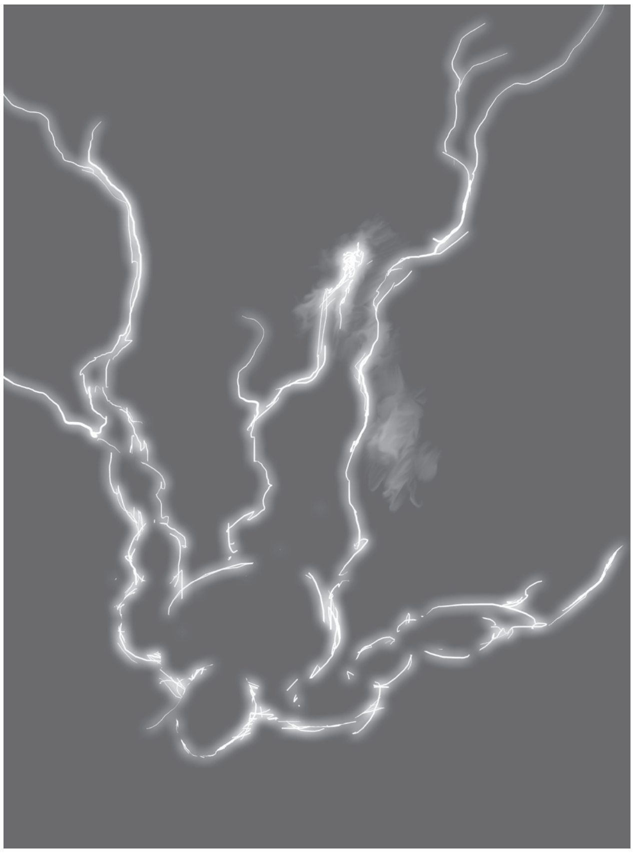
Quite possibly the least hospitable of the Apodiction bordered planes, the Quasi-elemental plane of Lightning is where the Plane of Air is inundated by powerful, positive energy, forming a plane that is almost pure energy, taking the form of lightning. Great storms rumble about the place, with bolts of lightning striking out at random. Those able to fly and that have safely ventured into this plane risk being electrocuted at any time. The air is crisp and pleasant, the temperature just a bit chilly and a view that is amazing. If not for the great bolts of lightning, this plane would be wonderful.

The lightning elementals are quick and fleeting. They dislike lengthy conversation and will flee as if attacked at random times, leaving their guest perplexed and amused. Lightning elementals think of their bolts of power as a form of play, as they will "shock" one another in a vast game of tag. Those unlucky visitors that join these games, usually without knowing they have joined, will quickly find they do not enjoy the brisk shock they receive when they are tagged "it". These creatures are intelligent enough to know when they are playing (and do no damage) and when they are attacking (and can do considerable damage).

COMBAT: The lightning elemental strike with a bolt of lightning, shooting out of its formless mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by lightning, (they love thunderstorms), the creature gains a +1 on all attack rolls.



LESSER ELEMENTAL - MAGMA

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

The Elemental Plane of Magma is a land of roiling mountains of molten rock and pools of fiery lava. It is, to say the least, inhospitable. From its Earth parent, the plane lacks the openness one may find elsewhere, for the land is dense with mountains, dotted with labyrinthine mazes meandering amongst the stone and earth. Huge, powerful volcanoes rise and fall over centuries and at any time, dozens will be found spewing foul smelling lava and gases. It is rare, however, to witness this for almost all creatures unlucky enough to roam this landscape do so from deep within the bowels of the super-heated mountains.

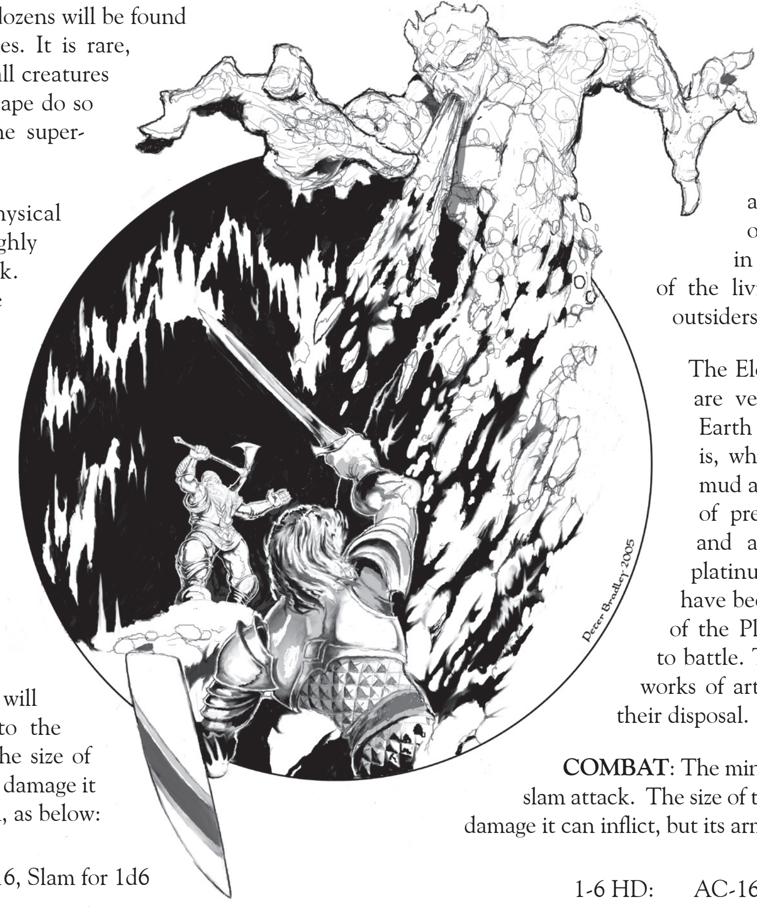
The magma elementals are physical manifestations of the land: tall, roughly man-shaped pillars of molten rock. They glow with a bright orange and radiate heat like that of a fire elemental, though not as intense. On their planes, they are lonesome creatures, moving about the landscape searching, for what, very few know. Some say a few renegade magma elementals find themselves on our plane in the same fruitless search. Aggressive and angry, magma elementals attack without need or warning.

COMBAT: The magma elemental will grab opponents and throw them to the ground in a massive slam attack. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by lava or magma, the creature gains a +1 on all attack rolls.

BURN: The touch of a magma elemental itself does damage. Each slam attack is accompanied by a constitution save. Those failing take an additional 1d4 damage from the burning touch of the creature.



LESSER ELEMENTAL - MINERAL

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Good
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

When the Plane of Earth touches the positive Apodiction plane, the earth yields up its precious resources for a plane all of their own. Very much like the dense plane of earth, one will find great works of art, made with crystals, gems and precious metals. Most of the plane is difficult to traverse outside of the tunnels that work their way through the mountains that make up the place. These tunnels can sometimes be as small as a needle, but some grow to such a size as to make one feel they are outside, an almost infinite opening in the plane. The absolute beauty of the living rock is mesmerizing to most outsiders, especially Dwarves.

The Elementals that call this place home are very much like their brethren, the Earth Elementals. The main difference is, where earth elementals contain dirt, mud and stone, these creatures are made of precious gems, of sparkling crystals and are veined with gold, silver and platinum. Gentle giants, these creatures have been infused with the positive energy of the Plane of Apodiction, and are loath to battle. Their days are spent creating great works of art, using the wealth of materials at their disposal.

COMBAT: The mineral elemental strike with a massive slam attack. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or precious stone and metals, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - MUD

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75’ (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60’), Regeneration, Suffocation
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

The Elemental Plane of Mud, sometimes referred to by sages as Ooze, is a land of dirty, thick water, broken up with spots of thick, sticky mud. Great swaths of watery dirt create small pockets of air within the silt that some creatures can live upon, if only for a few hours. The complete lack of anything even remotely redeeming gives this plane an empty, lonely, desolate place where one might condemn a madman.

The elementals that call this realm home are crude forms, sometimes vaguely man-shaped, that drift along the water, constantly dripping pieces of itself off, only to join with other globules of sticky mud as they move about. These elementals find strength with others of their own kind and will rarely be found alone. While the dominant creatures of this realm, they are not alone. Odd, rare creatures, some fish-like in appearance, dot the land. The mud elementals care little for anything else living here and will enslave or destroy any living creature they find that is not like itself.

COMBAT: The mud elemental will grab its opponent, lifting them in the air before slamming them to the ground. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by mud, the creature gains a +1 on all attack rolls.

SUFFOCATION: When the elemental scores a hit that is five higher than needed, the victim must make a constitution save or begin suffocating from the mud that has been forced into its mouth and nose. If no other action is taken, the mud can be harmlessly removed in one round. If the mud cannot be removed, due to paralysis for example, the victim will take 1d4 damage per round until the mud is removed or they succumb to the suffocation and die.

LESSER ELEMENTAL - RADIANCE

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75’ (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60’), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Good
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

Where the Plane of Fire merges with the positive energy of the Plane of Apodiction, they form the Plane of Radiance. All is bright and shiny here, a place of infinite sunshine and warm breezes. All creatures not native to this place must shield their eyes at all times or be blinded by the intense light. Creatures taking refuge in this plane have been known to heal much quicker than they would have on other planes, and diseases rarely survive the healing properties of this place. Travel is difficult, for there is a dearth of solid land. The heat has been lessened as one moves from the Plane of Fire, but it can still be quite warm near the border.

The elementals that live here are bright forms of light that pulse with energy. In their natural form, they look like great balls of light, some of great size. If they so desire, the touch of one of the benevolent giants can heal for an amount equal to the damage they can deal.

COMBAT: The radiance elemental will strike out with a bolt of energy that can damage or heal as they see fit. The size of the creature determines not only the damage, or healing, it can inflict, but its armor class as well, as below:

1-6 HD:	AC-16, Slam for 1d6
7-15 HD:	AC-18, Slam for 1d10
16+ HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by radiance, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - SALT

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

Where the beautiful (if deadly!) Elemental Plane of Water is breeched by the negative energy of the Plane of Abnegation, there is formed the Plane of Salt. The water has been almost entirely removed, leaving a thick, slurry of muck and mineral. Pockets of dirty air come and go in this realm, leaving stranded travelers suddenly bereft of air and choking on the sludge that surrounds them. The closer one gets to the Abnegation plane, the more the water disappears until only sharp, thin spires of pure salt rise at jagged angles, assailing anyone that gets too close.

The elementals that reside here resemble the jagged spires in which they live. The Salt Elementals are cruel, evil things with destruction being foremost in their mind. They battle constantly with one another, leaving shards of their brethren on the battlefield and the landscape in ruin. Woe be to anyone entering these great wars unprepared, for the elementals delight in killing anything they think could be an enemy.

COMBAT: The salt elemental with strike out with a jagged spike, hopefully piercing deep in the flesh of their enemies. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6HD:	AC-16, Stab for 1d6
7-15HD:	AC-18, Stab for 1d10
16+HD:	AC-23, Stab for 2d8

MASTERY: When on its own plane, or surrounded by salt, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - SMOKE

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

Smoke Elementals hail from the Para-elemental Plane of Smoke, where Air and Fire mesh. One unlucky enough to find themselves their will not only be assailed by the intense heat, but the blustery winds that come in waves. The air is thick with smoke and haze, but this is not necessarily a bad thing, for there is nothing to see but miles and miles of desolate landscape.

The elementals native to this plane only move a few feet on the cracked earth, lazily moving about in the haze. When pressed, they can fly very quickly, but this is rare. They appear as thick, black smoke, like that which arises from an ill fire. They smell of sulfur and other acrid minerals and are as aggressive as they are foul. On their plane, they are in a constant battle with others of their type, vying for control of their vast, empty plane.

COMBAT: The smoke elemental will swoop in on opponents and lift them up, slamming them to the ground. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6HD:	AC-16, Slam for 1d6
7-15HD:	AC-18, Slam for 1d10
16+HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by smoke, the creature gains a +1 on all attack rolls.

LESSER ELEMENTAL - STEAM

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Good
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

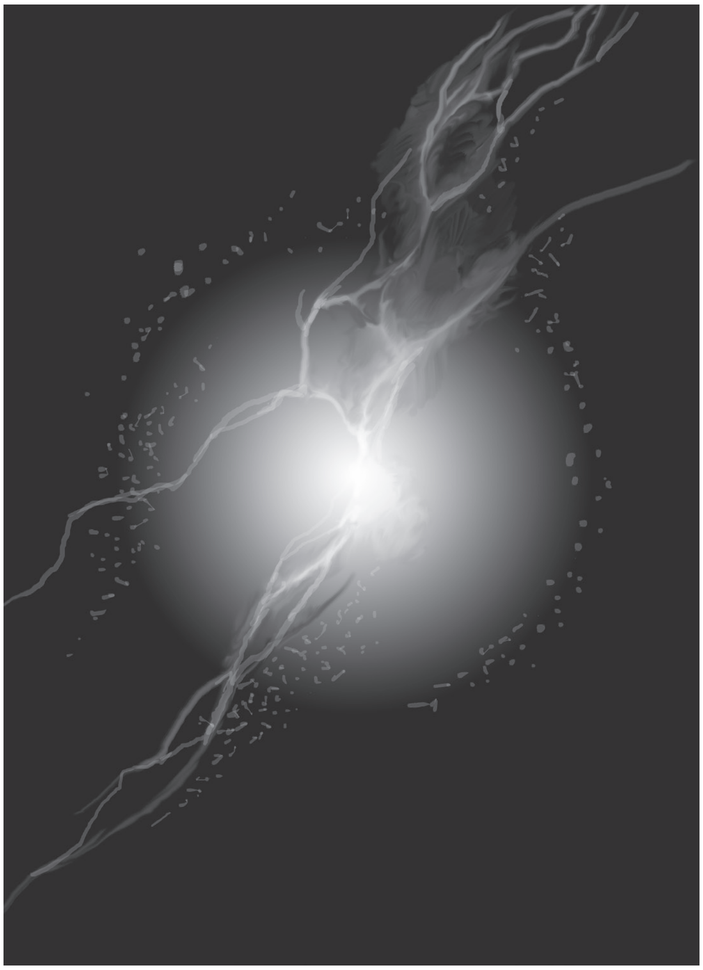
The Quasi-elemental Plane of Steam is formed when the Plane of Water merges with the Plane of Apodiction. A warm, humid plane, with little dry land, those able to fly will find no shortage of places to explore. The steam that dominates this plane, while not hot, is warm and uncomfortable. Little of the place is clear and visibility is near zero at most times. At some points, the steam is almost dense enough to walk on, and many non-native residents take advantage of this. It is precarious at best, however, for the steam can roil and change at a moments notice, plunging the unlucky traveler into the vastness of the open plane.

The steam elementals that live here are solitary, morose creatures. They delight in greeting new travelers for the world is plain and ordinary in their eyes. They will happily carry visitors in the massive grasp, showing them the small beauties they have found in this world.

COMBAT: The steam elemental strike with one thick appendage that forms indiscriminately from its mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6HD:	AC-16, Slam for 1d6
7-15HD:	AC-18, Slam for 1d10
16+HD:	AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by steam, the creature gains a +1 on all attack rolls.



LESSER ELEMENTAL - VACUUM

NO. ENCOUNTERED: 1
SIZE: See Below
HD: See Below (d8)
MOVE: 75' (Fly)
AC: See Below
ATTACKS: Slam (See Below)
SPECIAL: Mastery,
Darkvision (60'), Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Elemental
TREASURE: 1 / 6 / 8
XP: 2HD: 15 + 2 / 8HD: 750 + 8 / 16HD: 3500 + 16

One of the more hospitable planes of the Firmament is the Elemental Plane of Air. If one can fly, the plane is beautiful at times. And while there are windstorms and some creatures of dubious distinction, as a whole, the plane is not very deadly. But once this plane comes in contact with the vast negative energy of the Plane of Abnegation, a horrible transformation takes place: the Quasi-elemental plane of Vacuum, colloquially known as the Plane of Nothingness. Devoid of life, of air, of hope, the plane stretches infinitely and not one inch is hospitable to any life. Save one.

The Vacuum Elementals are, quite possibly, the rarest of all creatures. In theory, they cannot exist for existing and being nothing simultaneously is an anathema to normal thought. But somehow, in this dead void, they do exist. The closeness of the negative energy of the Plane of Abnegation has given these rare creatures hatred of any life. Thankfully, these foul creatures cannot exist outside of their own plane, and will very, very rarely be encountered.

COMBAT: The vacuum elemental will enrapture their opponent, causing a loss of air, temperature and life. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6HD:	AC-16, Suffocation for 1d6
7-15HD:	AC-18, Suffocation for 1d10
16+HD:	AC-23, Suffocation for 2d8

If creatures find themselves able to survive the plane of vacuum itself, by magical or other means, the elemental will still do damage to them via its power to absorb all things about them, overcoming any magic protection as long as they encapsulate their victims.

MASTERY: When on its own plane the creature gains a +1 on all attack rolls.

LORDS OF EVIL ELEMENTS

On the four main elemental planes, Fire, Water, Air and Earth, live four princes, honored as deities by many of the denizens there. Indeed, the elementals that live on these planes worship these lords as gods. Some have even extended their reach onto our plane, gathering a small, but determined, group of worshipers. The lords hate one another, but rarely fight amongst themselves, leaving their skirmishes to their respective flocks. All are inherently evil, horrible creatures that lord over their planes with cruel edicts and violent acts. It should be noted that some major powers can be found on the elemental planes, and these creatures hold these lords with disdain. True gods that live there rarely interact with the lords unless their power is directly challenged. This is rare, for the lords are cowardly when faced with superior strength .

All of the lords have the abilities of a 17th level cleric. All gain a +2 to all rolls when on their home planes. Each has clairvoyant powers on their planes and can communicate with any creature, regardless of language. When visiting other planes, this form of telepathic communications persists, though their bonus to rolls and clairvoyance disappears. Nor can they be killed when on other planes. If reduced to 0 hit points when not on their home plane, they instantly are teleported back, weakened but still alive.

When encountered on their home planes, they are surrounded by 1d4 elementals of the highest HD (16). These elementals will protect their respective lord to the death. Each lives in an elaborate lair of their own making, unique to their plane. These lairs are always protected, not only with guards but also with deadly traps, both magical and physical.

GROUZAL (PRINCE OF EVIL EARTH CREATURES)

NO. ENCOUNTERED: 1
SIZE: L (12')
HD: 20(d4) (110 hp)
MOVE: 30'
AC: 27
ATTACKS: 2 Bash (5d10 each)
SPECIAL: See Below
SAVES: P, M
INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 17,500 + 20 (25,000 on home plane)

Grouzal is a large, vaguely man-shaped mass of earth, mud, rock and dirt. Its crude face can show emotion, but is normally stern and eerie in appearance.

Two large "arms" dangle from its side, thick and deadly. Its body is constantly shifting, sometimes stone-like, sometimes more mud-like. Pieces of raw earth and mud drip from its body, only to crawl back and reattach itself, seemingly of their own accord.

COMBAT: Grouzal will use its huge arms to batter his opponents, each doing 5d10 damage. He can only be hit with weapons of +2 or better. Air-based attacks do +1 damage per dice and will blow small pieces of Grouzal apart. (Some of these bits will reattach themselves, but the damage will still remain).

Grouzal makes his home in deep, dark caverns that snake about his plane. In a large, open cavern, grouzal holds court. It is here that he forces his enemies to fight to the death as his low, rumbling voice echoes throughout. If encountered here, grouzal will teleport in 1d4 earth elementals (75%) or 3d4 xorn (25%).

Grouzal is a cruel, malevolent being. He is not adverse to deception, lies or revenge. He enjoys torturing the loved ones of his enemies, where they can witness but are unable to act.

JUMKIN (PRINCE OF EVIL AIR CREATURES)

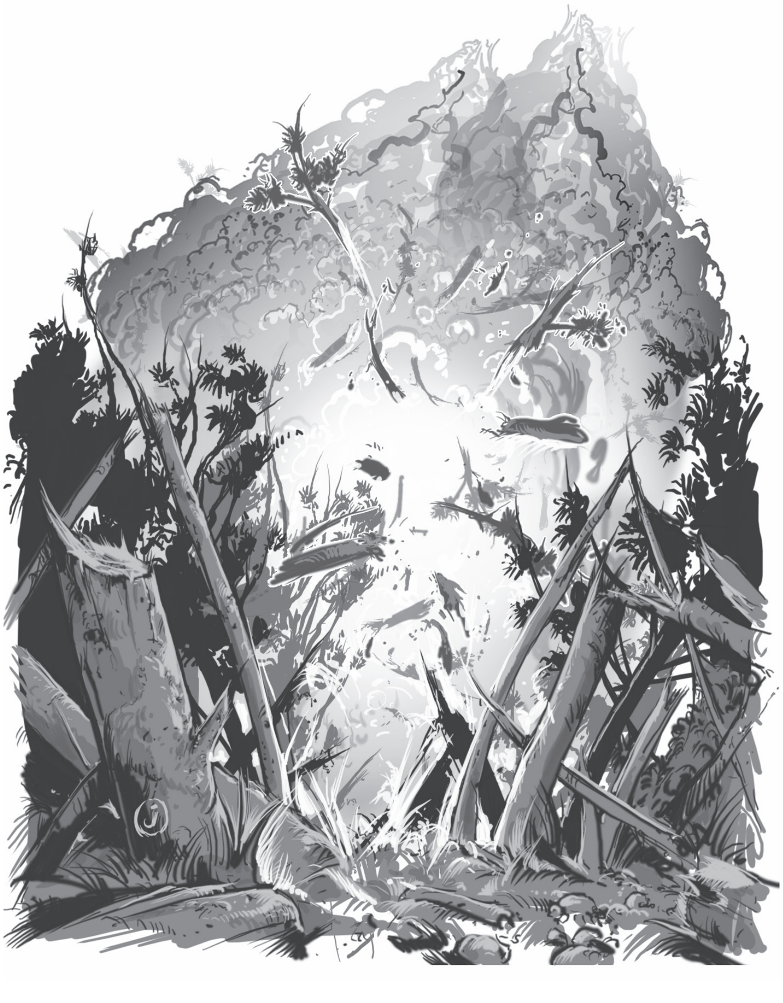
NO. ENCOUNTERED: 1
SIZE: L (18')
HD: 20(d4)(100 hp)
MOVE: 30'
AC: 25
ATTACKS: 1 Bash (4d10 each)
SPECIAL: See Below
SAVES: P, M
INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 17,500 +20 (25,000 on home plane)

Jumkin is perhaps the most nefarious of the lords, for he is as elusive as he is evil. He has no definite shape or appearance, though he has about the same mass as an elephant. Jumkin is inherently invisible, normally "seen" by the debris it kicks up when approaching. It can move almost completely silently (as a 20th level rogue), or can make a horrible noise as he rushes in.

COMBAT: Jumkin attacks by sweeping his victims off their feet and slamming them to the ground. No 'to hit' roll is needed to do this, but the victim is allowed a dexterity check for half damage. Jumkin can fly and will at times attack from the air or temporarily retreat there to regroup or cause confusion. Only weapons of +2 or better can strike Jumkin.

Jumkin makes his home atop a great, aerie peak on his home plane. Reaching his mountain top home is very difficult, if not impossible, for those lacking the ability to fly or teleport. To make it harder, jumkin has populated the trek with a variety of beasts, trained to attack anyone. When encountered in his lair, he can summon 1d4 16hd air elementals (75%) or 2d4 invisible stalkers (25%).

Jumkin is almost playful in his vileness. He enjoys picking up helpless victims and slamming them repeatedly into the ground until their corpse is barely even noticeable. In combat, he will sometimes retreat in battle, having his foes believing he may be killed, only to swoop in and attack again once their defenses have dropped. If given enough room, Jumkin will carry victims to great heights and drop them and fly down next to them as they fall to their deaths.



PALHYD (PRINCE OF EVIL WATER CREATURES)

NO. ENCOUNTERED: 1
SIZE: L (18')
HD: 20(d4) (100 hp)
MOVE: 30'
AC: 25
ATTACKS: 1 Bash (3d10), Envelope
SPECIAL: See Below
SAVES: P, M
INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 17,500 + 20 (25,000 on home plane)

Palhyd appears as a huge wall of water, obtaining a height of 18' if needed. He can manipulate himself to other forms as well, and will sometimes appear as a tall, man-shaped form. In all forms, Palhyd will have two, small, black spots that act as eyes.

COMBAT: Palhyd will normally attack by using its massive bulk to knock his opponents prone. The attack itself does 3d10 damage. Victims are allowed a dexterity save, and will fall prone if failed. Palhyd can, if he desires, move atop a prone foe and attempt to drown them. Each round, the victim is allowed a constitution save (CL 20). After five failures, they will die by drowning. If the victim attempts to flee Palhyd, they are granted a dexterity check, but automatically fail their constitution check. Success means they have escaped, but are still prone. Only weapons of +2 or better can harm Palhyd.

Palhyd makes his home in the vast, open waters native to his home plane. Hidden somewhere in the untold depths is a huge, dark patch of water that encompasses a large air bubble. Palhyd lives in the blackened water, but will hold court in the air bubble. If encountered here, he will summon 1d4 16hd water elementals (75%) or 20-50 (1d4+1) sahaugin.

Palhyd is normally fairly reserved in his edicts, though they are always in his best interest. If angered, however, his wrath knows no bounds and he will strike with furious anger. Those that enter his realm without his permission are subjected to this wrath.

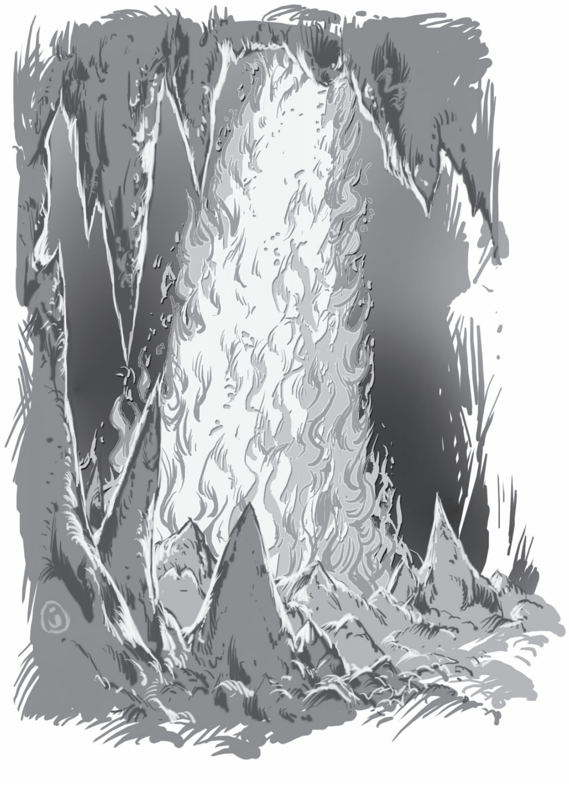
ROOG-AR (PRINCE OF EVIL FIRE CREATURES)

NO. ENCOUNTERED: 1
SIZE: L (18')
HD: 20(d4) (90 hp)
MOVE: 60'
AC: 24
ATTACKS: 1 Engulf (6d6)
SPECIAL: See below
SAVES: P, M
INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 17,500 + 20 (25,000 on home plane)

Roog-Ar appears as a great pillar of flame, reaching 18' tall. It can change its shape at will, sometimes appearing man-shaped, sometimes as a great ball of fire. Regardless of his shape, anyone within 10' of Roog-Ar will take 2d4 damage from the heat (Constitution save for half).

COMBAT: Roog-Ar has but one form of physical attack, to engulf his enemies inside his fiery body. If a successful 'to hit' is rolled, Roog-Ar has moved atop his victim and will burn them for 6d6 damage, no save given (magical resistances that normally incur a +2 against fire will still protect gear and will reduce all damage by ¼). Roog-Ar can only be struck with +2 or better weapons. Water-based attacks do +1 per dice damage. Cold / ice based attacks will do half or no damage, as the intense heat of Roog-Ar will melt all but the most powerful magicked ice.

Roog-ar makes his home in the depths of a great volcano on his home plane. Those trying to enter his home uninvited will be met with a variety of obstacles. If they make it to roog-ar's chamber, the prince has the power to teleport in 1d4 16hd fire elementals (75%) or 1d2 efreeti (25%).

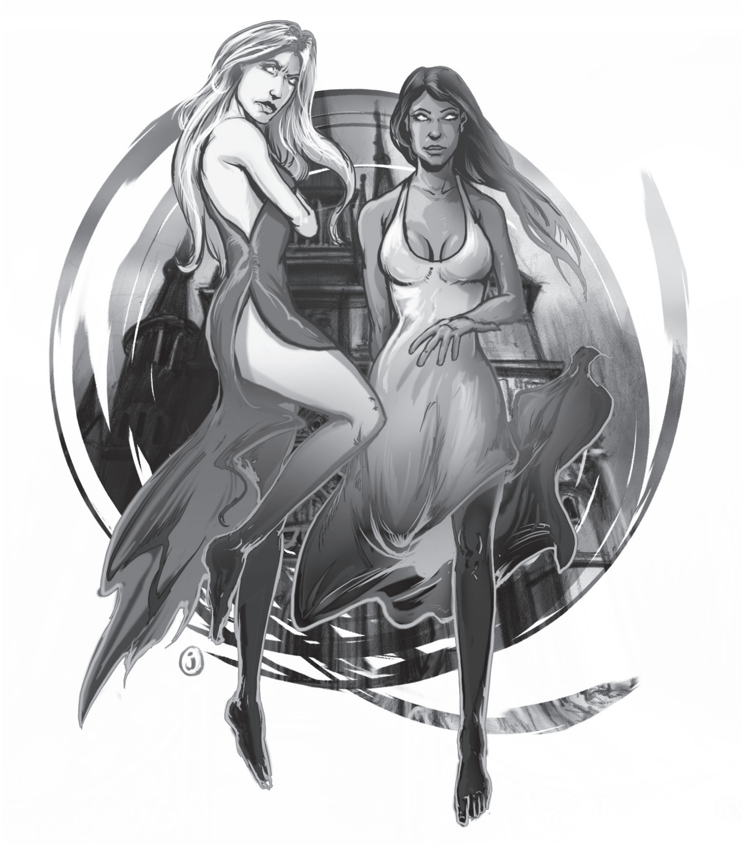


Roog-Ar can telepathically speak any language, but speaks only the language native to his plane and to other fire elementals. His voice is grating and deep, full of crackles and pops, not unlike a huge bonfire. When speaking telepathically, recipients can feel a great heat inside their skulls. While this does no damage, it is enough to pain and disorient his enemies.

ENVELOPING DEATH

NO. ENCOUNTERED: 1
SIZE: M
HD: 6(d8)
MOVE: 30'
AC: 16
ATTACKS: 2 Fists (1d8)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 300 +6

The enveloping death is very strange, very rare and very evil. They can be found anywhere, save heavily trafficked roads and abodes of man. They have no shape, there form, roughly humanoid seems stretched and blurs at the edges. They shift and change with the wind. Their face, or that which is referred to as its face, has two deep pockets where eyes should be, and an orifice set in the center than acts as a nose and a slit below the nose that forms the mouth. None of these actually do the job of their respective organs (i.e. the "eyes" do not actually see, nor does the "mouth" feed or speak), and it is unknown why the creature emulates man.



COMBAT: The enveloping death will focus its attack on a single creature and not leave until its victim has been killed. It will attack with its massive, flailing arms, each doing 1d6 damage. If slain, the enveloping death will fall upon the corpse and begin the consume it. The time it takes to consume its victim is equal to its level in rounds (it will take 5 rounds to consume a 5th level character). It cannot attack while consuming, but does gain1d8 hit points per round. Once the alloted time has passed, the enveloping death will arise and attack again. However, this time it will have some of the abilities it last victim had. All bonuses to hit, to damage and bonus rolls that were inherent to the victim are now possessed by the enveloping death, as are all class and racial abilities. It will also gain any spells its victim still had memorized when it was killed. Although the creature has a low intelligence, it can effectively cast any spell.

Once a victim has been consumed, they are gone forever. When the enveloping death stands after consumption, all that is left are the victims belongings. If the enveloping death is killed, its body will dissolve into a formless mass that will turn to liquid and evaporate over the course of a week. Outside of a wish spell, the victim is no more.

ETHOS MUSE

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d8)
MOVE: 50' (flight)
AC: 17
ATTACKS: 1 Lightning Bolt (5d6)
SPECIAL: See Below
SAVES: P, M
INT: Genius
ALIGNMENT: Neutral (Good, Evil)
TYPE: Extraplanar
TREASURE: Nil
XP: 300 + 5

The ethos muses are extraplanar creatures sent to our plane by divine guidance to assist with those fighting good or evil, for there are two types. The differences will be discussed below, but the similarities are as follows: each is always female, can become ethereal at will, cannot touch the ground and thus will always be seen flying and can impart a bonus to those of like alignment.

The Laurpoli: This creature, the muse for all that is good and righteous in the world, is exquisitely beautiful. She has tanned skin and long, dark hair. She wears a gown of white silk and flies over the head of her allies. Her voice is beautiful and can be used to boost her friends in their battle against evil. Anyone that can see and hear the laurpoli, and is of a good alignment, gains a +4 on all rolls. They also regenerate three hit points per round. Lastly, the laurpoli can *resurrect* one person on the battlefield as a 15th level cleric. If she is forced to resurrect anyone, she will dissolve from view, for the energy needed to do this weakens her to the point that she can longer maintain her presence on our plane.

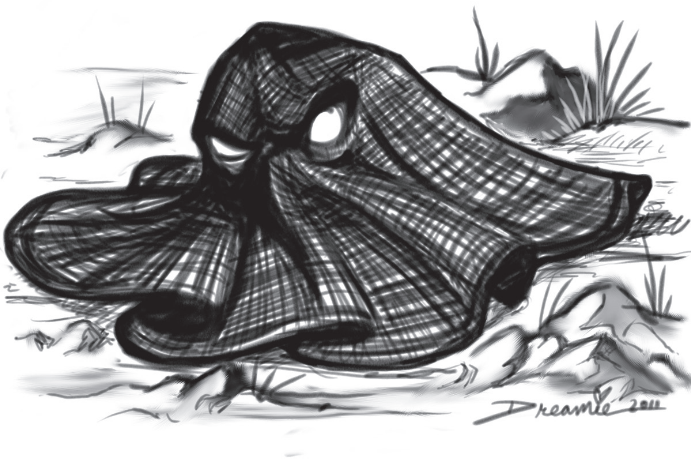
The Marbrau: This is the muse for all that is evil and wicked. She too appears as a beautiful woman, with pale, almost alabaster skin, and thick, wild, white hair. She wears a long robe of deep red. She spews vile taunts and curses from her black lips, rallying those evil creatures fighting under her. As her counterpart, she imparts a +4 bonus to all that can see and hear her, and are of an evil alignment. Any creatures of good alignment witnessing her must make a wisdom check or fight with a -2 penalty to all attack and damage rolls. Lastly, if one of her allies kills someone in battle, the marbrau can raise them as a ghoul to fight for her. Like her counterpart, this weakens the Marbrau, forcing her to leave battle.

COMBAT: The ethos muses can both attack with a 5d6 *Lightning Bolt* three times per day. If they are being attacked, they will become ethereal. Only those weapons or creatures that can reach into the Ethereal Plane can strike her at this point. Her bonus of +4 will be reduced to +2 during this time. After two rounds, she will return to this plane and again impart her typical +4 bonus, and become vulnerable to attacks. When she is reduced to less that ten hit points, she will return to her plane.

There are very few ethos muses in the multiverse, and being chosen by one is quite rare and extraordinary. The muses can travel the multiverse at will and will often choose creatures on planes opposed to their alignment, such as good aligned creatures fighting on hades or evil creatures on celestia. Where exactly the muses call home is unknown, for they keep their homes secret. They do this due to the fact that if they are killed on their home plane, they cannot be brought back and are gone forever. If killed on any other plane, their spirit will return home where they must stay for a year before leaving again.

EXECUTIONER'S HOOD

NO. ENCOUNTERED: 1
SIZE: S
HD: 3(d10)
MOVE: Nil
AC: 14
ATTACKS: 1 suffocate (1d6)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: Nil (see below)
XP: 150 + 3



The executioner's hood is quite an odd creature. Its main method of attack is to lay in wait, preferably in a treasure trove of some other creature. On first glance, the hood will appear to be a black, silk bag.

COMBAT: If someone disturbs the creature, it will quickly attempt to leap onto the head of its victim. The creature needs a successful 'to hit' roll. The armor class of the victim is always 13 with dexterity bonus added. If the attack is unsuccessful, the hood will fall to the ground. The next round it will attempt to attack someone else. As the hood can only 'jump' approximately five feet at any time, an attack from the ground will either be against a demi-human of less than five feet (preferably) or onto the chest of someone taller. When on the chest, the hood must make a second successful attack to place itself on the head. Any damage taken by the hood will be shared by its victim, with the hood taking 75% and the victim the other 25% (i.e. if the hood is struck for twelve points of damage, it will take nine points of damage, its victim will take three points).

SUFFOCATION: Once the hood has placed itself on the head of a victim, it will begin to suffocate them at the rate of 1d6 points of damage per round. No further attack rolls are needed once the hood has placed itself over someone's head.

It is not unknown for the hood to find a spot that someone may stick their head into, such as a hole in a roof or in the side of a wall. If this is the case, and an unsuspecting victim unknowingly places his head inside the hood, no attack roll is needed and it will begin suffocating automatically.

EYE KILLER

NO. ENCOUNTERED: 1(d4)
SIZE: S
HD: 4(d8)
MOVE: 20'
AC: 15
ATTACKS: 1 Bite (1d4)
SPECIAL: Death Stare
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 4
XP: 100 + 4

The eye killer is a frightening creature to behold, though not necessarily at first glance. Its lower half appears as a snake, while its upper half has the body, head and wings of a bat. The wings are not strong enough to lift the creature, but they do lift the upper body when need be. Other times, it crawls upon its belly like a serpent. It has the fanged mouth of a bat, and two large, lidless eyes of milky white. Its body is a mottled green, fading to yellow near its tail.

The creature can only be found in the darkest of caves, for it abhors light. When approached by creatures not using light, such as those with darkvision, it attacks with its bite only. But to those carrying a light source, its real power will manifest.

COMBAT: The creature can rise up to three feet off the ground using its wings. It will bite for 1d4 damage. The creature is only of animal intelligence and will not use tactics and may jump from one opponent to another if it feels threatened. It will always attempt to attack those creatures that have fallen under its Death Stare ability if able.

DEATH STARE: Any creature using light will incur the wrath of the eye killer. Once the light reaches the creature, it will gather the light in its lidless eyes and reflect it back in the form of a narrow beam. The victim of this attack is allowed a dexterity check (CL 5). Failure means the beam has struck them in the eyes and they will be rendered held, as the spell *Hold Person*, for 2d4 rounds. Even those passing the check will be dazed from the intense light and incur a penalty of -2 to all rolls for 2d4 rounds. The creature can only use this ability once per day.

The eye killer will feast upon the bodies of its victim over the course of a few days. Since it rarely leaves its lair, there may be many bodies in various stages of decomposition scattered about. Aside from the smell, searchers may possibly find treasure among these victims.

MONSTERS F

EVIL OCULUS OF ICE AND FIRE

NO. ENCOUNTERED: 1
SIZE: M
HD: 12(d8)
MOVE: 30'
AC: 18
ATTACKS: See Below
SPECIAL: See Below
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: Nil
XP: 1750 + 12

This horrid creatures stalks the desolate and empty halls of long forgotten castles, keeps, dungeons and abandoned cities. Their only purpose in life is to torment the good, decent, lawful folk that walk the earth. The creature has a permanent detect good and a detect lawful and can discern such aligned creatures in one round. Once a creature of good alignment is found, or lawful if no good is present, the creature will appear in front of its victim. It is always dressed in ragged, dark clothing, including a hooded cloak, the hood always up and covering its face. It will speak telepathically to its victim (preferring clerics, then fighters, then wizards, then rogues) and command they perform some evil and / or chaotic act. It is left to the CK, but this demand should be greatly against the victims pathos. It will then fade into the ethereal plane. This, however, will take two rounds. If the party attacks, the creature cannot fight back as it has no melee abilities.

After this initial contact, the creature will stalk its victim via the ethereal plane. If its demand is not met in twenty-four hours, it will again shift into this plane and confront its victim a second time. It will first chastise the victim for not performing its demands. As before, this will be done telepathically where only its victim can hear. Once it is done talking, it will pull back its hood, revealing a skeletal head with two gems set for eyes. The right gem is a diamond worth from 500gp to 5000gp. The left eye is an ruby, worth from 100gp to 1000gp.

COMBAT: It will first 'attack' with its left eye. The diamond acts as the spell ice storm, striking someone in the group, but never its victim. The next round, the creature will then use the power of its right eye, a 10d6 fireball. The creature is immune to the effects of this fireball. It will then alternate between the two eyes.

If the battle goes against the creature, it will shift into the ethereal plane. This will take two rounds and the creature is vulnerable to attacks during this time. Being an undead, it can be turned. If it is successfully turned, it will flee to the ethereal plane as well.

F –

FIRBOLG

NO. ENCOUNTERED: 1-2 (Lairs: 10-40)
SIZE: L (10')
HD: 12(d10)
MOVE: 50'
AC: 18
ATTACKS: 1 By weapon (1d10 + 5)
SPECIAL: Nil
SAVES: P
INT: Average
ALIGNMENT: Chaotic (Good 25%, Neutral 50%, Evil 25%)
TYPE: Giant
TREASURE: 10
XP: 2500 +12

Firbolg are tall creatures that resemble men. The males never shave or cut their hair, so the mature creatures will always have long, thick beards and hair that reaches well past their shoulders. Females take great pride in their hair, often spending hours braiding it, sometimes in elaborate fashion. While not true giants, the firbolg (also known as Fir Bolg amongst themselves) are very tall and very strong. All firbolgs are chaotic, with most taking a decidedly neutral bent. There are, however, good aligned and evil aligned firbolgs as well. While rare to find the two opposed philosophies living together, it is not unheard of for good and evil firbolgs to join forces against a common foe. And many times, this common foe is man.

All firbolgs inherently distrust humans. The reasoning for this has been lost to antiquity, but suffice to say many firbolgs will attack humans on sight and not worry about the consequences. Some of the more decent of the creatures, namely the good aligned, may attempt to intimidate and coerce humans into leaving them as opposed to an attack. It is rare for firbolgs to willingly work with humans. Ironically, firbolgs enjoy the company of gnomes and having a gnome in a group could go a long way in soothing hostilities. They are fairly neutral toward the other demi-human races.

Due to their dislike for humans, firbolg are always found in remote, desolate or forgotten areas. They dislike living underground and will almost never be found there. Ideally, they find long-abandoned keeps or castles and inhabit them.

COMBAT: The firbolgs attack with great weapons, normally pole-arms. All successful attacks are made with a +5 to all damage due to the strength of the creatures. All firbolgs, even the evil ones, are proud warriors and rarely stage ambushes or fight dirty. They are intelligent enough to recognize more dangerous threats and will focus attacks on them as they see fit.

SOCIETY: Firbolgs, when not threatened, are very charisma tic, warm creatures (to each other). They enjoy song and ale greatly and will welcome non-human bards into their homes freely. There is no marriage in their society, and rarely will a single male and female join together for longer than a week. Children born are said to have a single mother but many fathers (and many aunts). Women are considered equals to males in many things, though not battle.

While intelligent creatures, the males see intellectual pursuits effeminate and beneath them. It is rare to find a male firbolg that can read or write. Females, however, are rather learned and are recognized as the sages of the community. Indeed, the eldest female is referred to as "Teacher" in their tongue. Magic is unknown to the firbolg and they hold those that use it with equal parts fear and disdain.

Firbolg speak their own tongue, but many have a passing understanding of common.

FIREDRAKE

NO. ENCOUNTERED: 1-2
SIZE: S
HD: 3(d8)
MOVE: 20'
AC: 15
ATTACKS: 1 Bite (1d8)
SPECIAL: Breath Weapon
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 75 +3

The firedrake is a small, reptilian creature that resembles the red dragon. It has deep, red skin, though not scales, that fade to pink underneath. It has two short, relatively skinny front arms and small, leathery wings. The creature is relatively docile and will rarely attack humans unless threatened. It is carnivorous, but its diet consists of small vermin and reptiles, though it has been known to attack larger creatures if very hungry or threatened.

The firedrake normally makes its home in mountainous regions, though it can be found in vast wastelands or desolate deserts as well. If possible, the creature will make his home in a volcano. It enjoys tropical heat and will never be found in cold regions. They can sometimes be found swimming in natural hot springs.

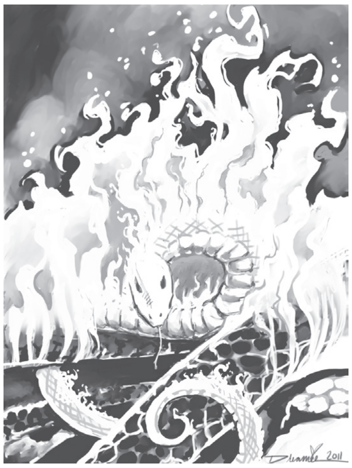
COMBAT: The creature will use only its bite as a weapon, as its legs are too feeble to attack with. The large maw will inflict 1d4 damage. The creature is of animal intelligence and will act accordingly.

BREATH WEAPON: Thrice per day, the creature can emit a jet of fire. This breath weapon is narrow and can only strike one person. The breath weapon does 4d4 damage, dexterity save for half.

The creature's blood is volatile if exposed to air, bursting into flames when it leaves the body (it is actually a jet of blood the creature shoots at opponents). If anyone tries to gather some of this blood, they must make a dexterity check. Failure indicates that they have successfully gathered up to one waterskin, but will take 2d4 damage from mishandling the blood and suffering a variety of burns during the gathering.

A skin of drakes blood is enough to coat six weapons (or one weapon up to six times). When coated, the weapons will flame for 2d4 rounds and will inflict an additional 1d4 damage while doing so.

FIRESNAKE



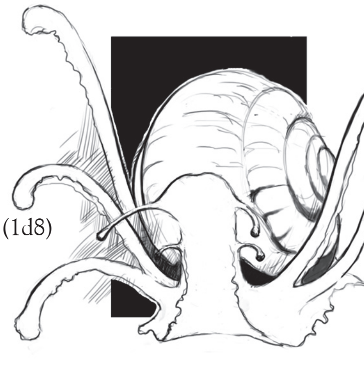
NO. ENCOUNTERED: 1(d6)
SIZE: S
HD: 2(d8)
MOVE: 20'
AC: 14
ATTACKS: 1 Bite (1d4)
SPECIAL: Paralyzing Bite
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 3
XP: 50 + 2

Firesnakes are creatures native to the Elemental Plane of Fire that have inexplicably made their home on our plane. They are 2' – 3' long snakes, always of red to orange to yellow in coloration, normally a bit of each. They can only be found in permanent or semi-permanent fires, such as lava pits in volcanoes or the like. Their colorations makes it difficult to see them unless one is looking (Wisdom to check to notice, CL 3). They never leave their fires, but will attack if approached, for they are extremely aggressive and territorial.

COMBAT: The firesnake attacks with its bite, doing 1d4 damage. If firesnakes are forcibly removed form their fire during combat, such as being dragged out, they will forgo an attack to crawl back.

PARALYZING BITE: Those bitten by the firesnake must pass a constitution check or become paralyzed by the toxin for 2d4 rounds. A firesnake will focus attacks on paralyzed victims.

FLAIL SNAIL



NO. ENCOUNTERED: 1
SIZE: S to L
HD: 3(d4) to 8(d8)
MOVE: 10'
AC: 16 (28)
ATTACKS: 1 to 7 tentacles (1d8)
SPECIAL: Reflects Magic
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 3(d8): 150+3 / 4(d8): 200+4 / 5(d8): 250+5 / 6(d8): 300+6 / 7(d8): 350+7/ 8(d8): 400+8

The flail snail is a very odd creature, found in mainly underground areas, but can be found around damp, marshy places as well. Referred to as "Rainbow

Mollusk" by many learned sages for its bright coloration, most people that are aware of its existence simply refer to it in is more colloquial moniker.

The creature can range from 3' to its top height to 8'. Its height, in feet, also corresponds to its HD, so a 4' tall creature is a 4HD creature, and vice versa. The creature has a number of tentacles that snake out of its shell. This number is equal to its HD minus one. A 7HD creature will have six such tentacles. The shell is colored in a rainbow of beautiful colors that seem to sparkle in light. The tentacles, by contrast, are a dull gray in color. Otherwise, the creature resembles a normal snail.

The shell of the creature is extremely hard and is extremely resistanct to magic. Any spell aimed at the creature must pass a constitution check with a +X bonus, with X=HD. If this check passes, the creature is unaffected, regardless of the spell. Even if this check fails, the creature is allowed any normal save the spell allows. (For instance, a 6HD flail snail is the target of a *Lightning Bolt*. The creature first makes a constitution check with a +6 bonus. Since the creature's primes are Physical, the Challenge Base is a 12. The caster, in this example, is an 8th level wizard. Therefore, the Challenge Level is 20. The creature (the CK) rolls a 10 on a d20. He adds his HD (6) and his bonus (6) resulting in a total of 22 (10 + 6 + 6), meaning he has taken no damage from the spell. If the creature had rolled a 3, giving him a total of 15, he would fail, but still be able to make a dexterity save for half damage, per the spell description).

The creature's tentacles are each, for all practical purposes, a 1HD creature. The body, beneath the shell, is also a 1HD creature. Once total hit points are determined, divide them among the tentacles and the body, with the body getting any remaining points. (A 6HD creature, with 31 hit points, will have five tentacles, each with 5 hit points and a body with 6 hit points). Once the creature has suffered a number of hit points to 'kill' a tentacle, it will fall limply to the ground. If the creature suffers a great deal of damage in a single round, it could lose multiple tentacles at once. When all tentacles are 'killed' in this way, the snail will withdraw them all into its shell and will not move. Unbeknown to the party, the creature must make a constitution save (CL 3) or die. If it survives, it will regenerate one tentacle per week until its maximum is once again achieved. If the body reaches 0 hit points, the creature is slain. However, the body (the shell) has an armor class of 28, while the tentacles have an armor class of 16. The body, under the tough shell, is extremely tough to damage.

COMBAT: The creature will bring all tentacles to bear on a single enemy and swing them not unlike a massive barrage of flails. Each successful strike deals 1d4 damage. A creature has a number of tentacles, and thus a number of attacks, equal to its HD -1.

The shell of a flail snail is extremely valuable to some alchemists, wizards and the rare armorer. A large, relatively pristine shell can fetch up to 10,000gp to the right buyer.

FLIND

NO. ENCOUNTERED: 2d12
SIZE: M (6')
HD: 2(d10)
MOVE: 40'
AC: 15
ATTACKS: By weapon (or 1d6 bite)
SPECIAL: Darkvision 60'
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 3
XP: 50 + 2

Flind are the more intelligent, wiser and more charisma tic cousins of gnolls. Like gnolls, they have a distinctive feral look, albeit not as severe as gnolls. Indeed, flind have an almost human-like appearance, especially in the eyes. While decidedly evil, flind are known for their diplomatic stance on many issues. These diplomatic agreements, however, always favor the flind and have definite loopholes that allow the Lawfully aligned flind to take advantage of the terms while staying within their strict intent.

COMBAT: Flind attack with a large, two-handed club-like weapon, colloquially known as a 'flind bar'. Flind are extremely adapt at using this weapon and take no penalties when wielding it. Others doing so incur a -1 to all attack rolls until they become proficient in its use, normally by using it for one full level. The weapon does 2d4 damage upon a successful hit.

Flind are always found in the presence of gnolls. For every flind present, there will be 1d4 gnolls present, acting as pseudo-bodyguards. The savage nature of gnolls is somewhat negated by the flind as they will rein in their more savage brethren. If angered, however, the flind not only release the savagery of the gnolls, but a fierceness that resides in themselves as well.

Flind society is based on a patriarchal hierarchy. The oldest male is named "The Father" and rules the tribe with an iron fist. Females are considered property and have no say in day-to-day activities. Each flind is beholden to his father and must obey his every command. It is not unknown, however, for male flind to assassinate their fathers to cast off the yoke of his oppression.

Flind like to house themselves in old ruins or underground, abandoned tunnels. A tribe will normally only number a few dozen, with the requisite number of gnolls used as fodder and guards. They enjoy laying elaborate traps, especially those that incur a long, painful death. The screams of those caught will bring many flind to witness the victims death, some wagering on the exact time of his demise.

FLUMPH

NO. ENCOUNTERED: 2-12
SIZE: M
HD: 2(d8)
MOVE: 30'
AC: 18
ATTACKS: 1 (spikes 1d8)
SPECIAL: Flying
SAVES: P
INT: Average
ALIGNMENT: Lawful Good
TYPE: Extraplanar
TREASURE: 4
XP: 20 + 2

From somewhere on a plane far removed from ours lives the peaceful flumph. It appears as a floating bladder of air, with two long eyestalks atop it, and ten to twelve quills extending from below. It is white to pink in color and makes a quiet, warbling sound as it hovers. Why they appear on our plane is unknown, for no one has ever conversed with the creature. It is known that it has never initiated combat and has removed itself from most confrontations. When encountered, the flumph will normally hover in the air, observing people, with no signs of emotion. If approached threateningly, it will stand its ground, but will attempt to flee if attacked.

COMBAT: In combat, it will float above its victim, then drop quickly. The multiple quills on its underside will impale its victim, doing 1d8 points of damage. It will also release poison into the wounds, delivering another 1d4 points of damage (Constitution save for half). If flipped over, the quills will shoot its acid out towards its attacker, doing 1d4 points of damage (Constitution save for half) to multiple targets, up to six. It will use its eyestalks to force itself back over. This, however, will take two rounds to complete.

If offered a sign of friendship (i.e. treasure, coins, food or even a smile), the flumph will approach and land at the feet of its new friend. After two rounds, it will hover upwards, leaving a small, pink blob on the ground. If eaten, the jelly will heal 1d10 points of damage.

FOMORIANS

NO. ENCOUNTERED: 1(d4)
SIZE: L (12')
HD: 13(d10)
MOVE: 50'
AC: 17
ATTACKS: 1 Slam (4d6)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Giant
TREASURE: 13
XP: 2000 + 13

Fomorians are a race of giant-sized creatures that live far from the reaches of man. Normally found in large caverns or deep jungles, the creatures are evil, brutish beings of low intelligence and even lower standards of living. They appear as ugly, hulking humans that drape themselves in uncured hides, if they wear anything at all. They have thick, wet lips, deep set eyes and large foreheads. Their skin is pink to olive, mocked with sores and boils. They make a low, wheezing sound when they walk and speak in loud, thunderous bursts. While all fomorians are ugly, about a third are born with bizarre birth defects that only add to their gruesome appearance. Some are born with only one eye, some with no eyes and some with a third eye. There are fomorians with only one arm, some with a third, smaller arm growing from their chest. There are a few with only one leg, growing straight down from the trunk of their body, as opposed to being on the left or right. These creatures jump wherever they go, but have learned to live with this defect quite well and can still move and attack as normal fomorians. Other fomorians rarely pay heed to those with the defects, thinking them not so different. Those born with no eyes are left to fend for themselves, and because of this are quite rare.

COMBAT: Fomorians normally eschew weapons in favor of brute strength . Their preferred method of attack is to grab and opponent and slam him violently to the ground. Any opponent targeted by a fomorian is granted a dexterity check to see if they can free themselves from the creature's grasp, after the fomorian has succeeded in his attack roll. Success means they have escaped, failure means they have been hauled into the air and slammed to the ground for 4d6 damage.

SOCIETY: Fomorians hate all things, even other fomorians at times. It is not uncommon for fights to break out among themselves over food or treasure. If presented with a common enemy, however, petty squabbles are forgotten for the time being. Males and females are treated as equals, since females are just as strong and intelligent (intelligence being a relative term here) as males. Children born are given the barest of treatment, and then only from the mother. Fomorians seemingly have no talents outside of eating, killing and sleeping. All are filthy, rude and boorish.

Fomorians are omnivorous, eating anything they can. They enjoy freshly killed meat and eat it raw, bones and all on smaller creatures.

FORLARREN

NO. ENCOUNTERED: 1
SIZE: 1
HD: 3(d8)
MOVE: 30'
AC: 18
ATTACKS: 2 fists (1d6)
SPECIAL: Heat Metal
SAVES: P
INT: Low to Average
ALIGNMENT: Neutral Evil
TYPE: Fey
TREASURE: 3
XP: 55 + 3

Knowing a nymph's propensity to human males (*Monsters & Treasure*, pg 63), the devils of the outer planes are known to appear to them in the form of one of the extremely handsome variety. Once the nymph has taken the bait, the devil will reveal itself and enslave the helpless nymph. The devils revel in this deception and find it highly entertaining. So enslaved, the devil will abuse the poor nymph. From this unholy union will be born the forlarren.

Abandoned by its parents, the forlarren is destined to walk the earth, alone and unwanted. This will breed hatred and foster an evil that consumes the creature. When it witnesses another creature, it will attack without warning, wanting only to inflict pain on others.

COMBAT: It will use its fists, with a strength borne of its father, to pummel its victim for 1d6 points of damage each. Once the battle begins, the forlarren will seek out an opponent wearing plate mail (ideally) or some other metal armor. Once it does, it will attempt to attack by simply laying its hands upon the victim (a 'to hit' roll against an armor class of 12 is all that is needed). After a full round has passed, the victim falls under the debilitating effects of a *Heat Metal* spell. Once cast, the forlarren will move to a new victim, attempting to cast the same spell on another metal wearing opponent. When no one is left wearing metal armor, the creature will revert back to its melee attacks.

All combat will cease, however, if a victim falls slain at the hands of the forlarren. The decency of its mother still haunts the creature, and it will fall to its knees, begging forgiveness for the death it has caused. If the party continues to attack, the forlarren will attempt to flee, but will no longer attack. This peace, however, is short lived for the creature is always half devil. The period of peace and goodness will last 2d4 hours. Once passed, the forlarren will attack a party member with no warning, chastising them for ever believing him and belittling them for their kindness. If the forlarren kills again, its insanity will again take over and he will fall to his knees. It should be noted that the forlarren is truly sorry and wants forgiveness for its deed. It is not a ruse. But it is quickly forgotten.

FROST MEN

NO. ENCOUNTERED: 1-4
SIZE: M
HD: 4(d10)
MOVE: 30'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: Frost Ray
SAVES: P
INT: Average to High
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 4
XP: 70 + 4

Found only in the inhospitable climes of the frigid icelands, the Frost Men are a degenerate, evil race of creatures. They appear, in most respects, like humans. They all have long, shaggy hair and facial hair of some type, though not as elaborate or plentiful as dwarves. They wear only skins and flat, long shoes to help them walk upon the snow. All frost men wear an eye patch over their right eye. All carry with them a leather sack, normally tucked into their belts or slung over their shoulders.

They care little for anyone save their own kind and will act hostile to intruders. When one such intruder is sighted, the frost men will show themselves, raise their weapons and scream in a threatening manner. They will also yell insults and warnings in their language, but it is not a language generally understood by those outside their realm.

COMBAT: When combat ensues, the frost man will engage with their weapon, normally a great club (treat as heavy flail, 1d10 damage). While not practiced warriors, what they lack in discipline they make up for in brute strength . They will never flee. When in combat alone, frost men will issue a low, loud moaning sound. This is a call for help to any other of his kind within hearing. If any other frost men are within range (500'), they will rush to help.

FROST RAY: Once a day, a frost man can lift the patch from his eye, revealing a jagged, blue-rimmed hole in its face. From this hole will rush forth a cone of absolute cold per the spell *cone of cold*. For this effect, assume a caster of 10th level.

Once dead, the frost man will turn to a icy form and shatter. Its leather sack will stay intact, however, and all its possessions can be found therein.

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GRAVELOR

NO. ENCOUNTERED: 1-4
SIZE: L (8'-12')
HD: 9(d8)
MOVE: 10'
AC: 22
ATTACKS: 2 fists (3d6)
SPECIAL: Animate Rock
SAVES: P
INT: Very
ALIGNMENT: Neutral Good
TYPE: Aberration
TREASURE: 6
XP: 1250 + 9

The gravelor is a strange creature, essentially a living boulder. They speak in a low, slow voice in a language native only to them. One quarter of all gravelor can speak Common and will converse with creatures that show them respect. They live mostly in hill or mountainous regions where large boulders are commonplace. Gravelor are never aggressive, harmful or hostile, but will attack if provoked.

Gravelor are herbivores and love the taste of fruits, especially berries. They normally will eat the moss that grows on rocks, as they find this quite tasty. Anyone offering them fresh fruit will have a decided advantage in any negotiations.

Gravelor find humans fascinating and will ask questions endlessly about human society and culture. They find elves kindred spirits in a way, as they both age so slowly and are extremely patient and contemplative. They distrust dwarves and ignore halflings. They have a pity for most evil humanoids, but not a hatred.

COMBAT: If pressed, a gravelor will attack with one of its stone 'limbs'. Each attack imparts 3d6 damage upon its victim. Slashing and piercing weapons do but half damage, but blunt weapons do an additional 1d4.

ANIMATE ROCK: During combat, or possibly to avoid combat, gravelor can animate 1d12 nearby rocks. Each rock will possess an armor class of 17, have 2d8 hit points and can inflict 1d6 damage by crushing opponents. These victims are allowed a dexterity save for half damage.

GIB

NO. ENCOUNTERED: 3-18
SIZE: S (4'-5')
HD: 1(d10)
MOVE: 30'
AC: 10
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 1
XP: 10 + 1

Gibs appear as squat, short humans with wild eyes and long, matted hair. They are naked, but very hairy and never wear any type of armor. Their skin ranges from a dark gray to black, with gray or blue hair. Males wear their hair long and free, while females braid their hair. Males and females fight equally.

Gib are a race of chaotic, territorial, barbaric creatures that live in caves and caverns. They have no real language, but have a rudimentary form of communication they use among themselves. They never voluntarily speak or even interact with any other race. While not evil, they care little for life outside of their own.

COMBAT: When their home is invaded, Gibs will attack without warning. They all wield shortswords and are very proficient with this weapon. When using their own weapon, Gibs receive a +1 to all combat rolls, including damage. If one of their numbers are slain, all living members of the tribe will begin making a loud, whooping sound and focus all attacks on the person who killed their fellow tribe mate. They will continue assaulting them until they are dead, then randomly move to another.

GIG

NO. ENCOUNTERED: 10 - 60
SIZE: S to M
HD: 1(d8)
MOVE: 20' / 60'
AC: 14 (or by armor)
ATTACKS: 1 (by weapon)
SPECIAL: Leap attack
SAVES: P
INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 3
XP: 7 + 1

Gigs are a race of evil, frogmen creatures that reside in dark, dank places such as swamps or bogs. If a source of water is nearby, gigs can be found in deep caverns, as they like to live isolated and enjoy the dankness of fetid pools of water and use these pools for their eggs.

COMBAT: Gigs always attack in great numbers, effectively swarming their victims. If a group of gigs do not outnumber their opponents by at least two-to-one, they will not attack. Gigs normally wear little armor and attack with crude clubs (1d4 damage) or swords stolen from fallen victims (1d6 damage). However, some of the more intelligent of the species will arm themselves with better weapons, wear armor and even carry shields. While gigs are relatively slow on land, they can leap up to 30' and attack in the same round. Also, when in water or the muck of a swamp, their movement increases to 60'. This underwater movement is halved if the gig is armed with a shield or wearing heavy armor.

Gigs are known for the viciousness in combat. They will repeatedly stab or beat even dead opponents to ensure of their demise. They also feel that, if you eat a part of your enemy, you gain its strength. To this end, gigs will sometimes stop to feast upon the dead during combat. They are especially fond of the eyes.

While there is no hostility between gigs and lizardfolk, the two will rarely join forces.

GORBEL

NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d4) (see below)
MOVE: 20'
AC: 17 (see below)
ATTACKS: 2 claw (1d2), 1 bite (1d4)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 17 + 1

The gorbel appears as a red, leathery ball, approximately two feet across, with six eyestalks, two clawed feet and a mouth. Atop each eyestalk is an unblinking, red-tinted eye. With these, the gorbel can see in all directions around it and is never surprised. They wander about their domain, normally subterranean dwellings, searching for prey.

The gorbel, when originally encountered, will stand looking at the group, not moving. Its six eyes will all turn towards them and contemplate their prey. Invariably, the gorbel will approach a spell caster, in a non-threatening way, then suddenly leap to attack. It is unknown how the gorbel deduces spell casters from a group, or even why they decide to attack them.

COMBAT: Unless the party specifically states they are suspicious of the gorbel and are poised to attack, its unassuming manner may surprise the party. Regardless, its initial attack will be to leap upon its prey, normally a spell caster (as stated above). If this attack is successful, it has landed on the upper chest or shoulders of its victim and embedded its claws into their skin, inflicting 1d2 (x2) damage. Hereafter, the gorbel will attack automatically with its bite, no 'to hit' roll needed, for 1d4 damage. Anyone attempting to dislodge the gorbel from its victim is allowed a strength check (CL 3). If successful, they have ripped the creature from its prey, but doing so will inflict 2d4 damage, as the claws are slightly barbed and will cause serious damage when ripped away.

When killed, all of the eyes of the gorbel will close. From each closed eye, a thick, greenish fluid will eke out. No use has ever been found for this ichor, but some sages postulate it may be key in the creature's ability to discern spell casters from a group. Some alchemist or research mages may pass a decent price for this liquid.

GORGIMERA

NO. ENCOUNTERED: 1
SIZE: L
HD: 10(d8)
MOVE: 30' / 40'
AC: 15
ATTACKS: 2 claws (1d4), 3 bites (1(d6), 1(d8), 2d4)
SPECIAL: Breath Weapon, Petrifaction
SAVES: P
INT: Animal
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 5
XP: 1750 + 10

Like its cousin the chimera (*Monsters & Treasure*, pg 16), the gorgimera is a combination of three terrifying beasts. The dominant, middle head is that of a red dragon. While not as intelligent as its namesake, the dragon is very cunning. The right head is that of a gorgon, while the left is the head of a lion. The creature has the fore body of a lion, while its hindquarters are that of a dragon, including wings. If in flight, the creature has a speed slightly better than its ground speed. If possible, it will always attack from the air.

The gorgimera can be found in almost any clime, save the very coldest. It values its privacy, but needs to feed its voracious appetite. Therefore, it is often found in deep forests, far from man but with an ample supply of varmints to feed on. It can, however, be found almost anywhere.

COMBAT: When attacked in melee range, the gorgimera will use its two fore claws, as well as the bite from each head. This attack can be split between two opponents in the same round. The claws attack for 1d4 each. The gorgon head bites for 1d6, the dragon head for 1d4 and the lion head for 2d4.

BREATH WEAPON: Both the dragon head and the gorgon head have breath weapons. The dragon can breath a plume of fire 30' and can encompass up to three creatures if they are within 10' of one another. The breath of fire inflicts 5d6 worth of fire damage (dexterity save for half). The gorgon head emits a noxious gas that will paralyze anyone caught inside of it. The gas will dissipate the same round it is loosed, but anyone standing in its range (10') will be subject to its effect. Victims are allowed a constitution save to resist it paralyzing effects. The gorgimera will only use one breath weapon per round, and can use each a total of three times per day.

MONSTERS G

GORILLA BEAR

NO. ENCOUNTERED: 2(d4)
SIZE: L (9')
HD: 4(d8)
MOVE: 30'
AC: 16
ATTACKS: 2 claws (1d6 each)
SPECIAL: Duskvision 30'
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 3
XP: 50 + 4

The gorilla bear, as the name suggests, is a combination of the two creatures. How this was originally conceived is unknown, but sages theorize it was a wizard's experiment gone wrong (or, possibly, just as intended). The creature is tall, around nine feet, with the head of a gorilla. It walks erect most of the time, but has the body of a bear, albeit with a vaguely ape-like chest. Its hair is deep brown to black.

COMBAT: Gorilla bears are very territorial and will attack without warning those beings that tread upon their land. They attack using their clawed paws, inflicting 1d6 with each when successful. They show no fear and attack creatures at random, as they lack the intelligence for coordinated attacks.

The creatures are normally found in forests or jungles, but rarely near human settlements. They are omnivorous and will eat berries and leaves just as quickly as flesh. There appears to be no difference in males and females (aside from the obvious) and the creatures seem reserved and docile if they are unaware they are being seen.

GOODALL

NO. ENCOUNTERED: 1
SIZE: S / M
HD: 5(d8)
MOVE: 30'
AC: 20
ATTACKS: See Below
SPECIAL: See Below
SAVES: P
INT: Very
ALIGNMENT: Neutral Good
TYPE: Magical Beast
TREASURE: 3
XP: 175 + 5

The goodall are a breed of good-aligned creatures tasked with rooting out and and fighting evil. They will normally live just on the edges of civilization, protecting the unknowing citizens from all walks of evil that roam their world. The goodall can take the form of a horse, a bull or a great crow. Each night, at nightfall, the goodall will choose one of these three shapes depending on the circumstances. The horse is very fast and can move at a speed of 50'. The crow can fly, albeit at a pedestrian 30' and the bull is stronger (see below). They must stay in their form until day break, at which time they become ethereal mists, unable to do anything but watch and wait.

All goodall have an inherent detect evil sense, much like that of a paladin. This ability is constant, however, and the goodall does not have to concentrate for it to work. As such, they can never be surprised by evil aligned creatures.

COMBAT: When faced with any evil creature, the goodall will initiate combat. The horse form will always win initiative and thus strike first, with two hooves and a bite, each for 1d3 damage. The crow will likewise attack with its two clawed feet and beak for a like amount of damage. The bull has but two attacks, but they are more powerful. Its first attack will be to knock an opponent to the ground. The victim is allowed a dexterity save. Failure means he has fallen prone. When this occurs, the mastiff will attack with a vicious gorging for 2d4 points of damage and gain all the benefits of attacking a prone target. All forms benefit from a constant protection from evil spell at all times, per the spell.

All goodall have a very limited form of telepathy with other good aligned creatures. They cannot speak, but can issue warnings or alarms. Those creatures so aligned will "feel" a sense of apprehension when the goodall communicate in this way. Creatures warned cannot be surprised by evil creatures. Characters will not know how they know this. Paladins and goodall have an easier time communicating. Paladins will actually receive brief messages (i.e. "Beware the captain of the guard, for he is not what he appears to be!"). Paladins cannot use this form of communication to talk to the goodall. Indeed, most Paladins know little about these creatures and will think the warning is a message from their god. And who is to say they are wrong?

GROMM

NO. ENCOUNTERED: 1
SIZE: L
HD: 5(d8)
MOVE: 30'
AC: 16
ATTACKS: 10 tentacles (1d4), 1 bite (1d6)
SPECIAL: Paralyzation
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: Nil
XP: 475 + 5

The gromm is a horrifying creature to behold and worse to encounter. A large, floating skull, approximately 5' across, with many sharp, pointed teeth and eight long, pink tentacles dangling below it makes for a fearsome creature indeed.

It can be found floating (via an inherit form of levitation) in the forgotten halls and tunnels below the earth. When the gromm detects life, it will attack without fear, picking a victim at random to feed on.

COMBAT: When the gromm sets it sights on a victim, it will not waiver in its desire to kill and eat it. Once engaged, a gromm will never leave its intended target. Its initial attack will be to bring all ten tentacles to bear on a single opponent. Each inflicts 1d4 damage (and should be rolled separately for attacks). If at least one tentacle scores a hit, a toxin will be secreted into the wounds, paralyzing the victim rigid for 2d6 rounds. A constitution save is allowed, but the CL is dependent on how many tentacles successfully hit. If only one hit, the CL is 5. For every tentacle beyond the first, the CL raises by one. If all ten were successful, for example, the CL would be 14. Once paralyzed, the gromm will use six tentacles to hold the victim, and the other four will be used to lash and constrict the victim, each doing an automatic, no hit roll needed, 1d4 damage each. Also, the gromm will use its bite attack on a paralyzed victim for an additional 1d6 damage, again with no hit roll needed.

While the gromm kills only for feeding, and not treasure, an otherwise abandoned complex would be littered with the half-eaten, decomposing bodies of its victims. These hapless victims may themselves have treasure.

GRUE

NO. ENCOUNTERED: 1
SIZE: M (6')
HD: 4(d8)
MOVE: 40'
AC: 20
ATTACKS: 1 Bite (1d6)
SPECIAL: Surprise, Darkvision 60', Magical Darkness
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 4
XP: 125 + 4

The grue is a solitary, despicable creature that lives only in the deepest, darkest caverns known to exist. Due to the magical darkness that constantly surrounds it, there is no definite description of the creature. Those few that have encountered it and lived describe a huge mouth biting them, the sound of feet shuffling, the smell of wild animals (like that of a bear or wild dog) and the definite feel of malevolence surrounding them. It is certain that all grue can see perfectly well in even magic darkness, and that they hate all light.

COMBAT: The grue will attack by surprise, gaining a free attack before initiative is rolled. No ability check is given due to the grue's natural ability to perform perfectly well in darkness and its ability to stay silent until its attack. Its vicious bite inflicts 1d6 damage when successful. Due to its ability to use the darkness to its full advantage, the grue has a constant armor class of 20.

MAGICAL DARKNESS: surrounding the grue with a radius of 50' is a constant *darkness* spell, cast if by an 8th level wizard. A *daylight* spell, or a *dispel magic*, cast by a wizard of 8th level or higher, will neutralize the darkness for 1d4 rounds.

If anyone dispels the darkness, the grue will flee from the temporary light into the darkness still on the edges. It will attempt to stay here until the magical darkness returns. During this time, the grue is helpless; the only action it is able to take is fleeing. It will continue to flee the light for as long as its darkness is gone. Those seeing the grue will only see a fleeting form, something bipedal, cloaked in black hair.

When a grue is slain, its body implodes violently, drawing everything within 10' of it inwards. Those failing a dexterity check will be thrown forward into the vacuum caused when the grue died. The body is forever lost. Those falling into the void, albeit briefly, take 1d4 damage from falling and being slammed into the ground. While the darkness it caused goes away, all light is sucked into the void, extinguishing all light for a few seconds. Torches and lanterns will have to be relit.

Grue are carnivores and delight in feeding on humans. When they feed, they normally consume a body over many days, as they have an extremely slow metabolism and eat quite sparsely. Scattered about the grue's lair, one will find signs of past victims, but never a trace of a body. It is theorized that the grue eats a corpse, bones and all.

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H –

HANGMAN'S TREE

NO. ENCOUNTERED: 1
SIZE: L (20'-30')
HD: 6(d10)
MOVE: Nil (See Below)
AC: 17 / 15
ATTACKS: See Below
SPECIAL: Nil
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: Nil
XP: 900 + 6

Looking like an old oak, the Hangman's Tree is a deadly, intelligent form of plant life that kills indiscriminately. A ranger may, on a wisdom check with a CL of 10, detect the tree for what it is, or with a paladin's *detect evil*. If not detected, the tree will seem like a nice shelter for its weary victims.

While the tree can move, its rate of travel is measured in feet per day. Still, anyone witnessing the tree over the course of weeks will be able to see a definite movement and will be aware it is not what it appears to be.

COMBAT: The preferred method of combat is to lure victims underneath its massive bough. Once victims are beneath it, it will slowly lower its six appendages in an attempt to capture the opponent about the neck. The tree is intelligent enough to wait until many party members are sleeping. If the tree detects the party may leave before it has a chance to attack, it will hurry and show its hand to the group. Once an attack is imminent, the appendages will descend and twirl about the neck of its victim. A 'to hit' roll is needed, but the armor class for all victims is assumed to be a 12. Once a victim is entwined, the tree will begin choking them as well as lifting them above the ground. Each round, the strangulation inflicts 1d6 damage, with no to hit roll needed. In three rounds, the tree will deposit it victims in its trunk. The trunk is full of a green acid, much like the digestive juices found in many creatures' stomachs. In this acid, the victim will take 2d6 points of damage per round until dead (constitution save for half damage). It is in this way the tree gains nourishment. Anything in the acid will eventually be disintegrated, never to be seen again. A human body will be so absorbed in 2d12 hours. Metal objects will be destroyed in 4d6 hours, while magic items will be destroyed in 1d4 days. The tree can control three appendages per round, and thus have three victims. However, it can only deposit one victim per round it its trunk.

HAUNT

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d8)
MOVE: 30'
AC: 20
ATTACKS: 1 (no damage)
SPECIAL: dexterity Drain, Immunity to Normal Weapons
SAVES: M
INT: Very to High
ALIGNMENT: Any
TYPE: Undead
TREASURE: Nil
XP: 175 + 5

The haunt is an undead tied to the spot of its death. It appears as a ghostly image, a floating, incorporeal form that vaguely resembles its form before death, be it man, dwarf, gnome or some other humanoid. In its living form, the haunt had some mission or task that needed to be completed. So great was the compulsion to finish this deed that, even in death, the creature seeks to fulfill its final task. To this end, the haunt will attempt to take over a corporeal body, caring not for the original inhabitant. The single-minded focus on this task has driven the creature insane. So great is this compulsion that it cannot be turned as normal undead.

A haunt can be of any alignment and its task can be anything from the mundane (replace the stone in the wall thus covering the secret hiding place) to the extraordinary (travel to a distant land and deliver a message of peace, then return); from the safe (to see my son that was born after I died) to the dangerous (revenge my family by killing the ancient red dragon that murdered them all).

COMBAT: Once the haunt finds a suitable victim (it will choose someone that seems to be able to complete its task, so its choice will vary and is dependent upon the CK to properly choose a victim), it will attack with its incorporeal fists. These attacks do no damage, but will drain 1d3 points of dexterity per successful strike. When a creature has been reduced to 0 dexterity , the haunt will be able to enter the helpless body. Once it does, it will begin its journey. The haunt can only be hit with magical weapons.

Once the haunt has possessed a body, it will immediately set upon the task at hand. If the creature spoke common during its life, it can converse with someone of a like understanding (this is true, of course, for any language). While it will not stop to talk, it will inform the party of its mission. If they choose to assist it, or choose to let it go alone, is of no consequence to the haunt. If, however, they want to see their possessed friend again, they have no choice but to accompany the haunt, for it will not relinquish its host until the task is complete.

Alignment means little to the haunt at the beginning of its journey. After its final task is complete, however, the haunt will take this into consideration.

If the haunt and its victim are of opposite alignment along the good / evil dichotomy, the haunt will attempt to kill its victim. It will accomplish this in any way possible, even performing an act that an outsider would see as suicide. It may jump from a lofty peak, force a sword through its chest or ingest a known poison. If nothing else, it will choke itself (no hit roll needed, 1d4 points of damage per round). Once the haunt has chosen this action, it is very difficult to stop.

HIPPOCAMPUS

NO. ENCOUNTERED: 2-8
SIZE: L
HD: 4(d8)
MOVE: 50'
AC: 15
ATTACKS: 1 (1d4)
SPECIAL: 1(d4)
SAVES: P
INT: Low to Average
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: Nil
XP: 40 + 24

The hippocampus is a good aligned creature that lives solely underwater. The hindquarters of the animal are that of a fish, while the front, including the head, is that of a horse. The front legs, however, end in webbing and not hooves. The mane normally found atop a horse is replaced with a great dorsal fin. Most hippocampi are white in color, with their fin and hindquarters taking on a decidedly blue hue. Some, however, are chestnut, piebald, palomino and the rare black.

The hippocampi are used as steeds among some good aligned underwater creatures, such as some mermen. They have an intense hatred for sharks and especially for sahaugin, which they will attack on sight. Sahaugin are known to capture hippocampi and ride them for sport, much to the chagrin of the poor beast.

COMBAT: The hippocampus are not bred for combat nor do they desire to engage in such activities. They have but one form of attack, a relatively weak bite. Their preferred way to handle combat is to use their great speed and simply flee. The only exception is when they encounter sahaugin.

HOAR FOX

NO. ENCOUNTERED: 1(d6)
SIZE: S
HD: 2(d8)
MOVE: 50'
AC: 14
ATTACKS: 1 Bite (1d6)
SPECIAL: Breath Weapon
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil (See Below)
XP: 15 + 2

The hoar fox is found only in cold, arctic areas. They are the same size as their southern kin, but have a thick, luxurious fur of silver-blue. They usually hunt in packs, but rarely attack humans unless threatened.

COMBAT: The creature's attack with a pack mentality, focusing attacks on one or two victims at a time. Its bite does 1d6 damage, but its more feared attack is its breath weapon.

BREATH WEAPON: Once per day, all hoar foxes are able to release a *Cone of Cold*, as cast by a 5th level wizard (5d6 damage), although the creature's distance is only 20', not 50' as per the spell description.

Those living in the icelands of the north prize the thick pelts of the hoar fox and will pay up to 50gp for a full-grown hoar fox. For this reason, they are hunted by the humans that live in these desolate areas.

HOOK FIENDS

NO. ENCOUNTERED: 2-8
SIZE: L (9')
HD: 5(d10)
MOVE: 30'
AC: 15
ATTACKS: 2 claws (1d8)
SPECIAL: Nil
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 3
XP: 55 + 5

The hook fiend is a tall, bipedal creature that is found almost exclusively underground. They have heads like that of a mastiff and a thick skin covering their torso. Their arms and legs are covered in a thick, leathery skin a coal black in color. While their legs end in canine-like feet, their arms end in long, savage hooks that give the creature its name. The inside edges are serrated and fiendish. Hook fiends are malevolent creatures that delight in the savage killings of others.

COMBAT: In combat, hook fiends will attack with both hooked arms. These natural weapons are long, jagged and extremely sharp. The unlucky victim will take 2d4 damage from each. If both attacks are successful against a single target, the victim must make a CON save or take an additional 1d6 damage as the creature uses its leverage to tear hunks of flesh from its opponent as it pulls its hook free.

Hook fiends are tribal creatures and hunt as a group. Rarely will a single creature be found alone. They have no formal form of communication, but will beat their carapace with their hooks in a rhythmic manner to convey certain emotions.

HOUND OF ILL OMEN

NO. ENCOUNTERED: 1
SIZE: L
HD: N/A
MOVE: N/A
AC: N/A
ATTACKS: N/A
SPECIAL: N/A
SAVES: N/A
INT: Deific
ALIGNMENT: Any
TYPE: Extraplanar
TREASURE: Nil
XP: N/A

The hound of ill omen is a creature sent by the gods to those followers that have strayed from their appointed path. The hound appears only to one person, and only for a brief moment in time. It cannot be attacked in any way, nor will it attack. It will issue a deep, mournful howl that only its victim can hear. The victim must make a wisdom save (CL of 6) or be subject to the full force of the curse.

Those unfortunate victims of the curse will take no damage in the presence of the hound. Indeed, it may be days after the hound has left that the curse will come into play. For the next ten times the victim is damaged, the damage will be quadrupled. Also, healing will only restore one-fourth of what it normally would. For instance, a victim of the curse is struck in combat for three points of damage. Due to the curse, this damage will now be twelve. If they are healed later in the fight for eight points of damage, only two will be restored. For those that initially saved against the howl of the hound, the penalty is double damage and half healing.

A victim will only be sought out if they have performed some deed so foul (or so benevolent in the case of evil creatures) that a deity was offended. The hound is neutral and cares not about alignment and can thus be used by any deity, regardless of ethos. When a victim is taking damage via the curse, the memory of this transgression should flash in his memory, leaving no doubt as to why they were punished.

HUECUVA

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d8)
MOVE: 30'
AC: 17
ATTACKS: 1 slam (1d6)
SPECIAL: See Below
SAVES: P
INT: Very
ALIGNMENT: Lawful Evil
TYPE: Undead
TREASURE: 5
XP: 75 + 4

The huecuva is an undead creature, forced to roam the desolate places where the dead lay. Mainly found in crypts and cemeteries, the creature can be found anywhere death is prevalent. It feeds on the fear of humans and demi-humans and revels in their misery.

Looking like a robed skeleton, the huecuva is much more intelligent than their mindless brethren. While skeletons will attack haphazardly and without thought, a huecuva will stalk its prey, listening and waiting. The creature is able to polymorph thrice daily and will use these forms to feed. Its initial form will be that of some innocuous creature. The huecuva cannot speak, so it will normally appear as a creature that has no speech capabilities, such as a dog or a bird. The creature is always solid black in color. The huecuva will attempt to accompany a group, seemingly a pleasant companion. It has a limited form of telepathy and will use this to probe the minds of its companions. Its goal is to find that which frightens its prey above all else. It will normally focus on one creature, with humans taking precedent over all other races. Once it has garnered its information, it will slink away from the group, usually under cover of night. It will need to be within 20' of its intended victim for 4d6 hours before it has gained sufficient knowledge of its fears.

COMBAT: Once it has left, it will use its polymorph ability to appear to its victim. Although the polymorph is real, and not an illusion, much like that of a doppelganger (*Monsters & Treasure*, page 19), the effects are identical to a *phantasmal killer* spell, except that it can be seen by anyone and can be attacked and killed. Against its victim, the huecuva will either kill or do 4d6 damage per round (per the spell). Against all others, it will attack with a slam attack, doing 1d6 damage. Once its victim is slain, and the huecuva's hunger satiated, it will use its polymorph ability to transform into a suitable creature and flee. This final form is normally that of a cat or bird of some kind. If the creature is perused and forced into combat, it will revert to its normal form and attack using its slam ability.

The creature can be turned at any time, but it should be noted that rarely does it appear as an undead.

HUMAN GIANT

NO. ENCOUNTERED: 1
SIZE: L (9' - 10')
HD: 5(d10)
MOVE: 50'
AC: 16
ATTACKS: 2 Fist (2d4)
or by weapon (+4)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low to Average
ALIGNMENT: Any Evil
TYPE: Giant
TREASURE: 6
XP: 175 + 5

Human giants, sometimes called behemoths, are a race of creatures not quite giants, but no longer human. They can sometimes be found with ogres, whom they bully, or hill giants. Being more intelligent than either of these creatures, human giants can sometimes be found in leadership roles. A human giant will typically fashion armor from hides and furs, as well as various pieces of regular armor they can find a use for. They are cunning and will use any advantage to win, including lying in wait and ambush. It is not uncommon for the creatures to feign surrender, then turn back upon its opponents at the most inopportune time.

COMBAT: The behemoths are savage warriors, relying in intimidation and brute strength . They are cowards, however, and will focus attacks on those they feel certain they can beat. If the battle goes against them, they will flee (if able) or surrender.

SOCIETY: Behemoths live in an oppressive, male-dominated, brutal society. Females are treated like property, somewhere between a favorite sword and a favored drinking stein. If the female population is too high, female children may be forced from the clan or slain at birth. Disputes are settled by shows of strength .

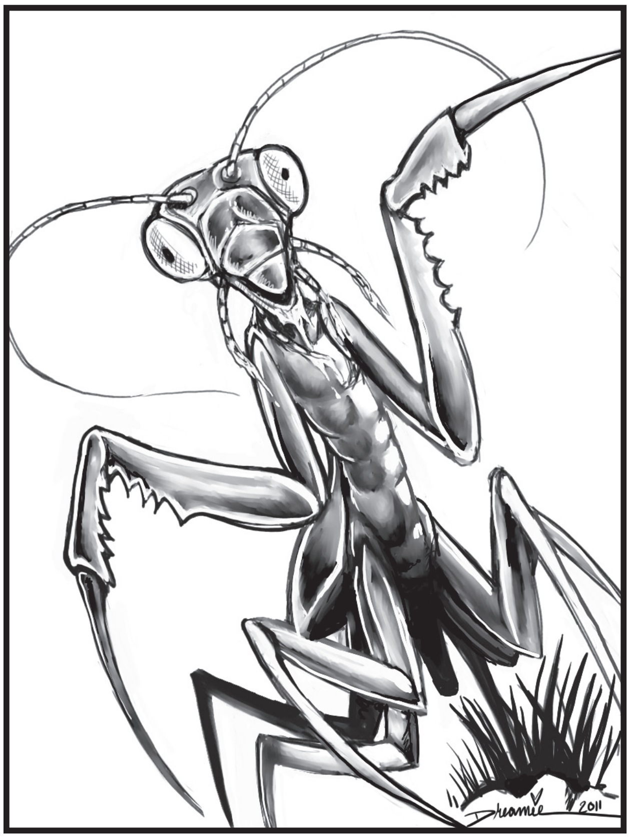
I —

ITISREVID

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d4) (See below)
MOVE: 30'
AC: 15 (See below)
ATTACKS: 2 Tentacles (1d4 each)
SPECIAL: Polymorph
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 75 + 5

The natural appearance of the itisrevid is an amorphous blob of flesh-like material, normally standing in a cylindrical column roughly five feet tall. Its coloration is pink to light brown, with all shades in between being found in a single creature. Two tentacles, approximately two feet long, extend from its sides. The creature is normally docile and non-confrontational, but will attack if threatened.

COMBAT: It will initially attack by using its two tentacles, each striking for 1d4 damage. Starting on the first round of combat, the itisrevid will begin changing its hit dice and armor class toward the opponent it is fighting. Also during this time, its amorphous form will begin to become more definite, as it changes into a copy of its opponent. It will take the itisrevid a minimum of four rounds to complete its change, possibly longer if the hit dice and / or armor class is vastly different than its on. Each round, it will still attack with its tentacles, always doing 1d4 each. Even if the creature changes its form into that of a warrior wielding a long sword and shield, the damage remains constant.



POLYMORPH: As stated above, the itisrevid will polymorph into the shape of its current opponent. Each round, it gains a new hit die (and thus 1d8 hit points) and its armor class will change to fit that of its victim. The change will only be complete once both of these variables are identical to its opponent. This is an inherent ability of the itisrevid and cannot be dispelled.

Three rounds after the creature has completed the change, all of the allies of its victims must make a Wisdom check when attacking the itisrevid (CL 5). Failure means they have confused the combatants in the chaos of battle and have inadvertently attacked their ally, and not the itisrevid.

Once slain, the itisrevid will instantly revert to its original form and collapse to the ground. While the mass is basically uniform throughout, if cut open, a small, fist-sized organ can be obtained. The ichor contained in this organ acts as a polymorph self potion. A single organ can be used to harvest three such potions. The imbiber must make a constitution check (CL 2) or become ill for 4d4 turns, being nauseated and incurring a -1 on all rolls. Thep ability, however, will still perform as normal.

INSECTUS

NO. ENCOUNTERED: 2-12
SIZE: M
HD: 6(d10)
MOVE: 40'
AC: 15
ATTACKS: 2 claws (1d3),
1 bite (1d4) or by weapon
SPECIAL: See Below
SAVES: P
INT: High
ALIGNMENT: Chaotic Neutral
TYPE: Aberration
TREASURE: 5
XP: 500 +6

The insectus are tall (6'), insect creatures, looking like giant mantises. They have a thick exoskeleton, great multi-faceted eyes, six arms and two long antennae growing from atop their heads. Their exoskeleton is a deep green in color, with brown spots along the back. They speak their own language, but cannot speak Common, although some can understand it. Most insecti understand the Halfling tongue as well.

The mantis warrior, as it is sometimes called, live in the grassy plains that dot the landscape. They intentionally live as far from human settlements as possible, for they dislike and distrust humans. The insecti will sometimes mount hunting parties that travel into nearby forests in search of halflings, for they think of halfling flesh as a delicacy. When going on these hunting expeditions, they arm themselves with polearms as well as small bows (due to their multiple arms)

COMBAT: In melee, their polearm does 2d4 (treat as a ransuer). If forced to attack unarmed, they will use their two foreclaws, for 1d3 damage each, and their bite, for 1d4. Anyone bitten by an insecti must make a constitution check or be poisoned. This poison will make its victim groggy, imparting a -1 penalty on all subsequent rolls. This lasts for 2d4 rounds (the effects are not cumulative).

IRON COBRA

NO. ENCOUNTERED: 1
SIZE: L (8' - 9')
HD: 3(d8)
MOVE: 40'
AC: 20
ATTACKS: 1 bite (1d6)
SPECIAL: Poison Bite
SAVES: P
INT: Non
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil
XP: 125 + 3

An iron cobra is a metallic construct formed in the shape of a serpent. The exact procedure to make these creatures is shrouded in mystery and as such, only a few are said to exist. Those that do will be found in forlorn locations, the abodes of powerful wizards. A set of keywords are needed to activate and deactivate the creature. Anyone obtaining these words can have dominion over the beast. They are, of course, a closely guarded secret. Finding an abandoned creature, and somehow obtaining its keywords, can be a very lucrative endeavor. High level magic users will pay up to 5000gp for a working serpent.

The creature is normally tasked with one of three things; guarding and area or item, protecting its master as a bodyguard or tracking and killing an enemy. It is equally likely to encounter the creature in any of the three.

The iron cobra is perfectly silent as it lies in wait. When moving, it makes a soft, scraping sound, as it metal body rubs along the floor. When silence is needed, the creature can move at half speed, but has the *Move Silent* ability of a 6th level rogue. If set to track, it has the tracking abilities of a 6th level ranger.

COMBAT: The serpent will attack with its bite, inflicting 1d6 points of damage from the metallic fangs. There is a small reservoir of poison situated behind the fangs that will be injected into the wound anytime a successful bite is done. There is only enough poison for three attacks. The exact type of poison is left up to the creator of the creature, but normally will inflict an additional 1d10 damage, constitution save for half. When killed, the creature will fall into pieces, unable to be assembled again. If the creature had any poison left, it will leak onto the floor and will carry its toxic powers to anyone foolish enough to ingest it.

The creature is immune to all mind controlling spells. Electrical based spells do either half damage or no damage at all. Cold based spells do not damage, but will freeze the creature for one round, causing it to stand motionless and not attack.

J —

JACULI

NO. ENCOUNTERED: 11-30 (1d20 + 10)
SIZE: S
HD: 1(d8)
MOVE: 20'
AC: 14
ATTACKS: 1 Leap (1d6)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 7 + 1

Jaculi are small (one foot long) serpentine creatures. They have a natural camouflage ability, but their normal coloration is brown. Along the sides of the flat, wide heads are a row of sharp bone-like protrusions. They are normally found in forests or swamps. They can become perfectly still and, using their inherent camouflage, become almost invisible.

COMBAT: If someone enters the jaculi lair, the creatures will jump from their tree trunks and attempt to strike their victims, not unlike a javelin. The first attack will always be by surprise. Those struck by the jaculi will take 1d6 points of damage. Once they have jumped, a jaculi is powerless to attack (they have small mouths with which to feed, but this bite does no damage). Once on the ground, the creature will attempt to climb its tree and attack again. This action will take three rounds, whereby they will attack again. The creature is accustomed to this type of attack. About a third of the swarm will attack each round, while the other two-thirds will be moving back into attack position.

Jaculi have been found in castles, normally in throne rooms or rooms with multiple columns. The jaculi will treat these columns as they would trees, climbing them and lying in wait to attack. Their camouflage ability will be just as effective in this setting.

JARIM

NO. ENCOUNTERED: 12-48
SIZE: S (1 ½')
HD: 1(d4)
MOVE: 40'
AC: 13
ATTACKS: 1 (by weapon)
SPECIAL: N/A
SAVES: P
INT: Average (cunning)
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 2
XP: 5 + 1

The jarims are a race of diminutive creatures that live in the small, numerous tunnels connecting caverns in mountainsides and hills. They can also be found in labyrinthine underground tunnels that are dotted across the world. The evil little creatures love the taste of human and demi-human flesh, especially dwarves (though they dislike elves). Knowing they offer little resistance to their larger foes, these creatures have become very clever and cunning in the quest to enjoy the taste of flesh.

The most common way they claim victory over their foes is to hover around stronger creatures in hopes of claiming a small bit of treasure. Better yet, have a group of humans and their allies fight a powerful creature and barely survive. As they stand or lie about licking their collective wounds, the jarim will jump from their hidden tunnels and attack a weakened party.

COMBAT: Jarims never attack without superior numbers. From a distance, they will throw small spears. These spears do but 1d2 damage, but against victims that are fighting for their lives, any damage is sufficient damage. Once they have loosed their ranged attacks, they will move in for melee. About a third of the Jarims carry large nets, made from twigs, fur and hair from victims. The jarims spends months crafting these nets. They are quite strong and sturdy. Each net can entrap one man-sized creature. To capture a victim, a 'to hit' roll is needed against an armor class of 12. This armor class is further bolstered by an dexterity bonus the victim may have. A successful hit means the target is caught fast under the net. They are allowed a strength check to break free, with a CL of 5. Breaking free is considered an action that takes an entire round. Once a target is trapped, the Jarim will descend upon the hapless victim with small dagger coated with a weak neuro-toxin the Jarims fashion themselves. Each hit does only 1d3 damage, but the victim must make a constitution check (CL 3). Each successful hit raises the CL by 1 as more and more of the poison begins coursing through the victims blood. Once they fail, they will become unconscious.

Jarims stand roughly a foot-and-a-half tall. They wear uncured animal hides, oftentimes those of large rats. Their thick, leathery skin ranges from a sickly pink to a dark red. Jarims can often be found in the company of goblins.

K –

KAMADAN

NO. ENCOUNTERED: 1
SIZE: L
HD: 4(d8)
MOVE: 40’
AC: 16
ATTACKS: 1 bite (1d6),
(1(d4)+3) snake bite (1d3)
SPECIAL: Poison, Roar
SAVES: P
INT: Animal
ALIGNMENT: Neutral (Evil)
TYPE: Magical Beast
TREASURE: 5
XP: 175 + 4

The kamadan appears as a jaguar of large size. Around the main head of the cat are (1d4 +3) snake heads, approximately two feet in length, that slither and sway in a manner all their own. These snakes have the same coloration of the kamadan, normally dark orange with black markings. The kamadan is temperamental and ill tempered and will attack without provocation.

The kamadan is found in wooded or jungled areas, normally near bodies of water. The creature will stalk these watering holes for prey, knowing that many creatures will visit over the course of a day. The kamadan is carnivorous and will only eat freshly killed prey. They are solitary and will never share prey with other creatures.

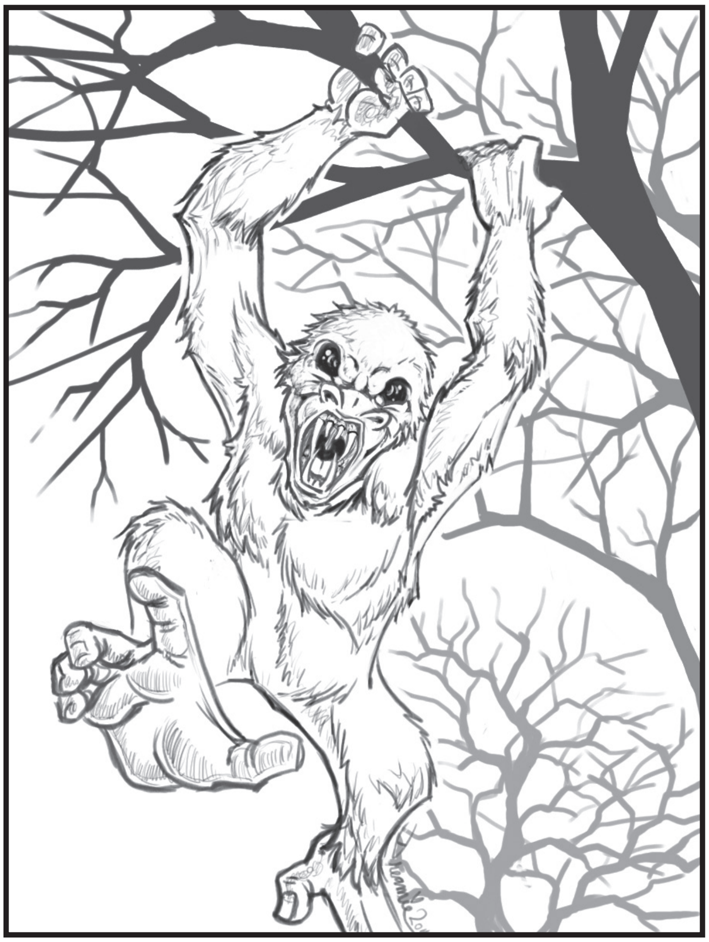
COMBAT: The multiple snake heads prevent the kamadan from attacking with its foreclaws as other great cats might. It will, therefore, attack with its feral bite (1d6) as well as its snake heads (1d3 each). Anyone successfully bitten by a snake must make a constitution save or suffer an additional 1d2 damage from the poison.

ROAR: Once per day, the kamadan can let loose an angry roar, heard by all within 100’. Those hearing this roar must make a charisma check or be affected as per the spell *Power Word Stun*. (It should be noted that the spell does not allow a save, but the kamadan’s roar does).

The lair of the kamadan is normally within a mile of its hunting grounds. It prefers a covered shelter, such as a cave, but will house itself under dense foliage if need be. The kamadan will drag its prey back to its lair for feeding, and many remains from various creatures can be found there.

KECH

NO. ENCOUNTERED: 2-8
SIZE: M
HD: 5(d8)
MOVE: 40’
AC: 16
ATTACKS: 2 claw (1d4+1), 1 bite (1d6)
SPECIAL: Camouflage
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 2
XP: 125 + 5



The kech appear as tailless monkeys with greenish-brown fur. They have large fangs that fold up inside their mouth when it is closed. When hidden in the treetops they call home, they have the ability to hide as a 5th level rogue. These creatures will lie in wait until prey is under them, then they leap to attack. All surprise rolls are made with a -2 penalty by groups the kech is attacking. Likewise, it is very difficult to surprise a kech in a forest setting.

The kech live in loose tribes of about a dozen, in deep forests. They have an intense love for the flesh of elves and will attack them on sight. Kech have an odd, keening noise they make when threatened. This noise will bring all kech that can hear it to the aid of the lone kech. The sound can be heard up to 500’ away. Any non-kech within 20’ of the screeching creature must make a constitution save or be deafened for 1d4 rounds.

COMBAT: The kech will attempt to drop from the tree tops and land on their opponent. If successful (a normal to hit is required), they will attack with both claws as well as their cruel bite. The saliva of the kech acts as a mild nerve toxin. Anyone bitten by a kech must make a constitution check or have all attacks rolls penalized at a -2 due to the loss of muscle control. This effect lasts only 1d4 rounds, but begins again with each successful bite. Kechs will attack elves before any other creatures. A kech will attempt to stay on the back of its prey, biting and clawing about the face and neck. This makes fighting one very difficult and as such all attack rolls will be at a -2 when attacking. Instead of attacking, a victim may try and dislodge the kech. Doing so incurs a dexterity check. Success means the creature has been successfully knocked off. Failure means there can be no further actions this round.

If the battle turns against them, the kech will issue their loud, keening noise in an effort to attract allies. From 1-6 kech will respond in 5-20 rounds.

KORRED

NO. ENCOUNTERED: 1-4
SIZE: S (3')
HD: 5(d10)
MOVE: 30'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: Great strength
SAVES: P
INT: Very
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 4
XP: 550 + 5

The korred are a race of wild, unpredictable fey that live in the great pastures that dominate the landscape. By day, the korred will sleep in the tall grass that surrounds them, but at night, they become active. The korred care little for the civilized way many races act, for they are chaotic, rowdy and border on barbaric. They have a great love of food and drink but a passion for music and dance.

Each korred stands approximately three feet in height. From the waist up, they resemble dwarfs, albeit with wild, unkempt hair and beards. The females are beardless, but have longer hair. From the waist down, the korred are bestial, having the legs of a goat. The hair of a korred is beyond wild; it seems to have a will of its own. It is always moving and twisting about, as if caught in a brisk wind. This apparently does not effect the korred, for they are seldom seem brushing the hair in place or even seem bothered by it. Each carries a thick cudgel in their hands and wears rustic clothing.

The males of the species speak in a very low, deep voice while the females speak in a high timbre. When they sing, which is very common, the joining of voices is quite good and very unique to the korred. All of their race can sing quite well and their bestial legs are very adept at dancing. During these festivities, it is rare to find a korred without a mug of ale.

At least once a month, the korred will have a huge, day long festival. Different fey creatures from miles around will be invited, but few actually attend, for the korred are demanding hosts. Twice a year, the festival will last days and once a year, the korred will have an enormous festival that can last weeks. Even on normal nights, the korred can be found singing, dancing and drinking to some degree.

If they so desire, a korred can use its singing to effectively charm an opponent. The charm will take the form of dancing, for the unfortunate victim will care for little else. If someone is the target of the korred's charm, they are allowed a wisdom save. Failure indicates the target will drop any constrictive gear, drop weapons and begin dancing about. The creature will be so charmed for as long as the korred sings, which can lasts many turns (3d6). Success does not necessarily indicate hostilities, for many creatures are not aware they were the target of a spell. It should be noted that a korred can sing and choose not to charm. This is the norm.

COMBAT: If pressed into fighting, the korred will initially use their singing ability to charm an opponent. Those still hostile will be attacked with the cudgel they carry. Korred are unnaturally strong for their size. The cudgel itself does 1d6 damage, but a damage modifier of +4 is added for each successful attack. This strength also grants them +4 to any strength check they make.

While it may be a misstatement to label korred as peaceful, it is true that they are not a war-like race. They would rather partake in revelry with an enemy than fight. To this end, if anyone approaches them with food, drink or, better yet, a musical instrument, the korred can be welcoming, hospitable hosts. It should be noted that trying to get a korred to work, especially during the day when they sleep, could be met with a swat from their cudgel.

L –

LAMIA QUEEN

NO. ENCOUNTERED: 1
SIZE: L
HD: 11(d10)
MOVE: 50'
AC: 19
ATTACKS: 1 by weapon
SPECIAL: Spell Use, Wisdom Drain, Darkvision 60', Polymorph
SAVES: P, M
INT: Superior
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 10
XP: 1750 + 11

The lamia queen is rare indeed, being found in one in every one-hundred groups of lamias (see Monsters & Treasure tome, page 53). Like their lesser kin, they have the upper body of a beautiful female. Their hair is always jet black and wave, their skin pale and flawless. They have dark eyes and deep red lips. This beauty is belied by their lower half. While normal lamias have the bodies of great cats, the queen variety have that of a serpent. The scales of the serpentine body are violent, darkening to black on the underside. The end of the tail is equipped with a small, but sharp, stinger.

SPELL USE: The lamia queen has all spells of a 9th level cleric (assume an 18 wisdom score). They do not, however, have the ability to turn undead.

COMBAT: The queen will use her clerical spells against her foes. If pressed into melee combat, they will strike with their poisoned stinger. It will inflict but 1d4 damage, but the victim must make a constitution check. Failure means the poison does a further 1d8 damage. A constitution check must be made every round thereafter until one is passed, when the poison has run its course. Every failed save will result in 1d8 damage.

WISDOM DRAIN: The touch of a lamia queen will drain 1d2 wisdom points from their victim unless they pass a wisdom check. If the victim has its Wisdom score brought to three or below, they will fall into a catatonic state and will follow the orders of the lamia without question.

POLYMORPH: The lamia queen can assume the form of a human female at will. Anyone above 7th level is allowed a wisdom check to see if they penetrate the disguise. Lamia queens in human form will infiltrate human settlements, normally smaller in population, and wreak chaos and sew her evil. She enjoys killing humans at night in violent ways, leaving their desecrated bodies for the townsfolk to find in the morning. The queen "feeds" off the fear she has created.

Lamia queens are evil, vile creatures that delight in horrifying humans and demi-humans alike. When in her normal form, it is not unheard of for the queen to attack her lesser kin for the smallest of reasons, for she is prone to violent outbursts. While all lamia respect the queens, they also fear and loathe them.

LAND LAMPREY

NO. ENCOUNTERED: 2(d6)
SIZE: S
HD: 1(d8)
MOVE: 20'
AC: 13
ATTACKS: 1 bite (1d3)

SPECIAL: Blood Drain
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 15 + 1

Like its sea-going cousins, the lamprey appears as a thick, short snake devoid of a lower jaw. It lacks fangs, but has a row of small, sharp teeth. Their thick skin is deep green to black. The land lamprey rarely grows longer than two feet. They can be found in most climes, save deserts and arctic regions. They are normally found in areas with trees (forests, jungles, swamps, etc), for the creature will normally attack by falling onto its victim.

COMBAT: The creature will attempt to fall on victims walking below it. Their initial attack is made as a 4HD creature. If successful, the bite will inflict 1d3 damage, but will also attach itself to its victim. Each round, it will inflict 1d3 damage by draining blood. It will continue to damage its opponent until it has drained enough blood to equal twice its hit points (i.e. a lamprey with 5 hit points will do 10 points of damage before it disengages).

LAVA CHILDREN

NO. ENCOUNTERED: 3-18
SIZE: M (5 ½')
HD: 4(d8)
MOVE: 30'
AC: 16
ATTACKS: 1 (by weapon)
SPECIAL: Immunity to Metal
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 4
XP: 250 + 4

Somewhere between horror and joy live the lava children. Born of the union between an earth spirit and a fire spirit, the creatures are rare to say the least. Standing just over five feet and wearing no armor to speak of, the lava children could seem innocuous at first glance. However, their bright pink skin, extremely broad shoulders and permanent smile on a child-like face make them very strange to behold. They wear cloth swaths that wrap about the waist and over one shoulder. They wear no shoes and carry only a long, thin slab of rock as a weapon, not unlike a stone club.

Lava children can only be found in or around volcanoes. They are immune to its heat and labor inside, constructing great works of art carved from the rock that surrounds them. It has never been noted what the creatures eat, or if they even eat at all, possibly gaining sustenance from the heat that surrounds them or the stone they tread upon. They speak their own language, but many speak common as well. Their voice has an odd, grating, whispery sound, which is simultaneously soothing and disconcerting. If strangers enter their lair, they will approach and speak to the intruders before initiating combat. If met with hostility, they have no qualms in fighting.

COMBAT: The lava children will attack with their stone clubs, inflicting 1d6 points of damage. They are relentless warriors, never backing down or surrendering. At all times, even when dying or shouting obscenities at their enemy, the smile on their child-like faces will never waiver. Being part earth spirit imparts them with a decent armor class even when wearing no armor. The strangest, and possibly most deadly ability, is a complete immunity to all metal of any kind. The lava child can make a fist attack (for 1d4 damage) and discount all metal armor when doing so (they prefer using the clubs however). If attacked with a metal sword, the blade will pass harmlessly through them, like the wind through the trees. They wear no metal, be it armor or buckles and can lift nothing made of the material. Leather armor and wooden shields are normally affected by the creatures. The creatures, aside being immune to metal, are likewise immune to any fire-based or earth-based spell. Air or water based spell, however, do double damage to the creatures.

When slain, the corpse of the creatures will begin to smolder, doing so for 2d4 rounds, before flickering out, leaving but a charred piece of rock.

LIZARD LORD

NO. ENCOUNTERED: 1
SIZE: L (8')
HD: 8(d8)
MOVE: 30'
AC: 17
ATTACKS: 1 (by weapon, see below)
SPECIAL: Hold Breath, Amphibious, Trident Mastery
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 6
XP: 325 + 8

When a group of lizardfolk gather in groups larger that 100, there is almost always a leader among them known to humans as a lizard lord. These fearsome creatures are taller, more intelligent and are decidedly human looking. Indeed, lizard lords can pass for humans 75% of the time. All lizard lords are male. They are also tinged with a taste for humans and a streak of pure malevolence. While lizardfolk are, for the most part, fairly neutral when judged along the good vs. Evil dichotomy, the lizard lord is pure evil.

Lizard lords wear some sort of armor as their human skin offers little protection, unlike their subjects. Each lizard lord wields a cruel ranseur in battle. They use this weapon two handed and have mastered it to the extent that it is much more formidable in their hands than anyone else's.

COMBAT: When combat ensues, a lizard lord will first bring his entire clan to bear. Lizardfolk will fight to the death in the presence of this leader. When melee commences, the lizard lord will attack with his ranseur. On a successful hit, the weapons does an amazing 3d6 points of damage per successful attack. If a 18-20 is rolled during the 'to hit' phase of combat, the ranseur actually impales its victim. The next round, no 'to hit' roll is needed, as the lizard kind forcefully dislodges his ranseur from his opponent. Pulling these barbed forks through an unfortunate victim does an immediate 2d6 damage and forces the victim to make a constitution save. Failure indicates the victim is stunned and will fall to the ground, prone, for 1d3 rounds. The lizard lord will continue attacking a prone opponent. If slain and the ranseur claimed, it will impart no special bonuses, for it is a normal, non-magical, ranseur.

HOLD BREATH: Like lizardfolk, whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizard lords are allowed a physical save. If the save is successful, he does not suffer any of the effects. If the save is unsuccessful, the lizard lord is still entitled to make any other saves allowed to avoid or minimize the effects.

The lizard lord speaks the language of lizardfolk as well as common. While being a ruthless, evil creature, the lizard lord is first and foremost a leader of his people. As such, he is not above negotiations that benefit his tribe. It should be noted that, being chaotic, the lizard lord is not above lies and deception, especially against humans and their ilk. Most lizard lords are hairless, but some grow long beards (with no mustache). They never show the effects of aging and always appear to be in their mid-thirties.

The lizard lord speaks the language of lizardfolk as well as common. While being a ruthless, evil creature, the lizard lord is first and foremost a leader of his people. As such, he is not above negotiations that benefit his tribe. It should be noted that, being chaotic, the lizard lord is not above lies and deception, especially against humans and their ilk.

LUCK DEVOUERER

NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d4)
MOVE: 40’
AC: 12
ATTACKS: Nil
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 5 + 1

The luck devourer, for all intents and purposes, appears as a normal small-breed domesticated pet . They can be found in almost any clime and region. Once “discovered”, the luck devourer will probably be adopted by passing groups. Like a normal pet, the luck devourer is docile, quiet and lackadaisical. When content, it will sleep in it’s chosen “owners” lap as it will oftentimes attach itself to one person in particular.

Anyone within 30’ of the luck devourer has all rolls, even damage, reduced by 2. The CK should make these adjustments without the knowledge of the players. The luck devourer will literally feed on this energy and become quite happy when the group finds itself in combat.

If six hours have passed without the party engaging in combat, the luck devourer will make a soft series of noises specific to its breed or species. All within 30’ must make a wisdom check. Failure means the victim(s) become irritated and will attack the next creature it comes in contact with.(within reason). If another six hours passes again with no combat, the luck devourer will again alter its noises. Again, a wisdom check is initiated to all within 30’. Those failing this check will begin to argue amongst themselves, ending in combat in 1d3 rounds. Once internal combat has been initiated in the party by the luck devourer, it will view the altercations, awaiting for someone to fall in combat. Once a victim falls, the luck devourer will change it’s shape to that of an ethereal flying creature and swoop up the corpse, flying at top speed (30’) from the party. This quick change and egress will shake the party from it’s reverie and they can act normally. If the luck devourer escapes with the body, it will feed on its flesh before leaving it to decompose.

LURKER

NO. ENCOUNTERED: 1
SIZE: L
HD: 10(d8)
MOVE: 20’
AC: 14
ATTACKS: Constriction (1d6)
SPECIAL: Flight, Camouflage
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 3
XP: 150 + 10

A lurker is a large, up to 20’ square, creature that resembles a manta ray. They have an innate ability to blend in with their surroundings and can lay perfectly still if need be. Their natural coloration is a dull gray. They are shaped roughly in the form of a square, however they can flatten and stretch themselves to fit many dimensions. A full grown lurker is 20’ x 20’, but can flatten itself to 25’ x 25’. It can also shorten one side of this to 15’ while keeping a surface area of approximately 625 square feet.

The lurker is only found in underground caverns. It is predatory and must eat regularly. Owing to this fact, there are oftentimes bones laying about its lair, if indeed the creature is found in its lair. If prey becomes sparse, the creature will crawl about, scouting new places to hunt. It is not finicky in its diet and will eat almost any living creature. It does not actively seek treasure, but treasure may be found if its lair is searched, upon the dead bodies of its victims. If found outside of its lair, it will have none.

The preferred method of attack is to lie in wait either on a floor or ceiling. When waiting on a ceiling, the lurker uses its innate ability of flight to press itself against the ceiling. Maintaining this position exerts no effort on the part of the lurker. When a victim, or victims, has made it to an advantageous spot, preferably near the center of the lurker, it will attack.

COMBAT: If on the floor, the lurker will fold up, capturing its victims in its fold. Targets are allowed a dexterity save to escape. Those unfortunate enough to be trapped inside will take 1d6 points of damage each, no ‘to hit roll’ needed, from constriction. They are allowed an attack the first round, as they have not been fully trapped, but no attack is possible thereafter. Outside of this constriction, the creature has no attacks. If the creature attacks from above, it will likewise attempt to capture its prey. However, targets are allowed a +2 in their dexterity save and can attack for two rounds after the initial attack, for it is much more difficult for the lurker to fully engulf its victims from above.

Elves, due to their keen eyesight, and dwarves, due to their intimate knowledge of all things stone, are allowed a wisdom check to see if they possibly detect the lurker. The CL for this for both races is 8. For parties actively searching for something amiss, the CK may lower this CL to meet his specific requirements.

LYCANTHROPE

Lycanthropy is a supernatural disease that afflicts only humankind. It is the cause and creator of were–beasts, transforming its unwilling victims between human and animal forms. There are many classifications of lycanthropes, but the most commonly encountered are werebears, wereboars, wererats, and werewolves. Though these creatures can be of any alignment while in human form, they are very aggressive in animal form, assuming a different consciousness of sorts. It is not unusual for a lycanthrope to be unable to distinguish between friend and enemy when in animal form.

Lycanthropes are very susceptible to silver weapons, taking double damage whenever they are hit by any weapon made of silver. Weapons that are specially coated with a layer of silver affect lycanthropes as well – this vulnerability is not to solid silver alone. Lycanthropes take damage from normal weapons but they are able to regenerate this damage (see entries).

CURSE OF LYCANTHROPY: The wounds inflicted by a lycanthrope are infected with a magical pathogen that will eventually cause the victim to be transformed into a lycanthrope. The form assumed will be the same as the lycanthrope that inflicted the wound. At the end of any combat encounter with a lycanthrope, human combatants that were damaged by the beast must make constitution saves at a penalty equal to ½ the amount of damage that the beast inflicted. This penalty is assigned on an individual basis – a character that suffers more damage from a lycanthrope has a larger penalty. If this save is failed, the victim will become a lycanthrope in 28 days. Over that period, the victim will notice changes in mentality, strange traces of fur in his bedroll, an appetite for raw meat, or other symptoms. If a *cure disease* spell is applied before the 28th day, the lycanthropy is prevented. After the 28th day, nothing can reverse the disease short of a *wish.* Only humans can be affected by the disease.

HUMAN FORM: A lycanthrope in its human form should be created as an NPC. They are able to be any class, level or alignment. Each classification of lycanthrope retains individual powers in human form, as listed below.

HYBRID FORM: The lycanthrope can assume a hybrid form that is a mix of its humanoid and animal forms. Hybrids have hands and can use weapons, but can also attack with its teeth and claws. Lycanthropes in hybrid form retain their human intelligence and can use all the abilities the human form and animal form possess. Lycanthropes in hybrid form can spread the disease with their bite.

WEREFOX (FOXWOMAN)

NO. ENCOUNTERED: 1
SIZE: M
HD: 8(d8)
MOVE: 60' / 45' / 30'
AC: 18 / 16 / 14
ATTACKS: 2 claws (1d6), 1 bite (1d4) / 1 (by weapon), 1 bite (1d4) / 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Very
ALIGNMENT: Chaotic Evil
TYPE: Shapechanger
TREASURE: 8
XP: 1250 + 8

The werefox, or Foxwoman as it is more commonly called, breaks some of the rules for lycanthropes. First off, only females can become foxwomen, it is fatal to males and they will die within 1 week (1d6 days) if infected. Secondly, while most lycanthropes are human, all foxwomen are elves. Small differences, but differences that should be noted.

Foxwomen are almost always found in secluded, forest glens. They are rarely encountered by humans, for they avoid them at all costs. Foxwomen can sometimes be found living close to elves, however, for they must find young female elves to pass along their horrible heritage.

ANIMAL FORM: In her animal form (listed first in the statistics above), the foxwoman appears as a great silver fox. In this form, she has tremendous speed and may attack with her two claws and sadistic bite. When in her natural terrain, she may *Pass Without Trace* as an 8th level druid.

HYBRID FORM: When in this form (the second set of figures), the foxwoman appears as an elf female, albeit with silver fur and the regal head of a fox. This is the least common of her forms, but one she will assume when the need arises. She can bite or attack with a weapon in this form. If bitten, she may pass along her disease.

ELVEN FORM: When in this, her most common form, the foxwoman appears as a stunningly beautiful elf female with long, silver hair and violet eyes. She never wears armor, but will be draped in gossamer gowns that only serve to enhance her beauty and seductive manner. Any human, elf or half-elf male, with an wisdom below 14, must make a wisdom check or be enthralled by this alluring elf maiden. Those enthralled will not attack her and will actively stop others from doing so. While not as the spell of the same name, the charm is strong enough to sow discord among her enemies. If someone so enthralled spends 2d4 days with her, they must pass a second wisdom save, this time at a -3, or be permanently charmed as the *Charm Person* spell as cast by an 8th level wizard.

When encountered in her home, the foxwoman will have 2d4 "bodyguards" that are actually charmed males. These can be human, elf or half-elf. Most will be essentially "0 level", but she may have leveled classes tending to her as well. Fighters are the most common, with clerics being quite rare. The CK is encouraged to detail NPCs for the foxwoman's retinue if he intends for the party to encounter her in her lair.

COMBAT: Regardless of her form, the foxwoman will attack females almost exclusively if they are present. She will also attack dwarves, halflings, gnomes and half-orcs, as she cannot dominate these creatures. If the battle seems to be going against her, she will change into her animal form and flee from battle. Ideally, she will encounter enemies in her elven form and use her charmed bodyguards in the fight.

Knowing that her unique condition can only be passed to other female elves, the foxwoman will, at some point in her life (maybe multiple times), travel to a small elven community to kidnap young elven girls. If the village is small enough, she will use charmed retinue to lay siege to the village, slaughtering all the elves save a lone young female.

It should be noted that the foxwoman has no affinity with other foxes. She feels superior to the vermin and they universally despise those of her ilk.

WEREHOUND

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d6)
MOVE: 40' / 30'
AC: 16
ATTACKS: 1 bite (1d4) / 1 (by weapon)
SPECIAL: Curse of Lycanthropy,
Twilight Vision, Alternate Form,
Regenerate 2, Hound Empathy
SAVES: P
INT: Very
ALIGNMENT: Neutral Evil
TYPE: Shapechanger
TREASURE: Nil
XP: 120 + 4

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The werehound is odd in the world of lycanthropes as it walks among humans in its animal form and changes to its human form to sow its evil. Appearing as a large dog (i.e. mastiffs, doberman pinschers, bloodhounds, etc) when in its animal form, they can easily live among humans, and even be pets, and never suspected of any of the nefarious deeds they do when the sun goes down.

In human form, werehounds are small, thin humans with beady eyes, long hair and beards (if male). They are natural thieves and have all abilities as a 4th level rogue. Werehounds delight in killing humans and will do so with regularity. Its preferred method of murder is to attack a lone human from the shadows with a dagger or shortsword, killing them quickly, then fleeing, leaving the corpse for someone to find. They will take nothing from their victims save one small memento. When they have returned home, they will return to their animal form and bury the item somewhere on their property. It should be noted that "their property" will more than likely be the property of their "owner" if they are a pet.

Werehounds are found almost exclusively in cities and towns. They prefer larger towns where their late-night crimes will not be as conspicuous. They delight in living in houses with humans, acting like a normal, family dog, for this is great cover for them. Despite their thoroughly evil ways, the werehound will not attack its 'family', although it will desert them and even frame one of them for its crimes.

COMBAT: In human form, the werehound will attack as a rogue; from the shadows with attempts to back stab. They normally wear leather armor and use daggers. Being intelligent, they will attack that which they deem the most threatening. If the battle goes poorly, they will flee, turning into their animal form when they feel they have eluded their pursuers.

ALTERNATE FORM: The werehound can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to polymorph spells, unless they choose to be transformed.

HOUND EMPATHY: Hounds of all sizes are drawn to a werehound. When they so desire, they may telepathically summon 2d6 dogs to assist them in any battle. The animals will appear in 1d3 rounds.

WERESHARK

NO. ENCOUNTERED: 1
SIZE: L
HD: 10(d8)
MOVE: 60' / 30'
AC: 20
ATTACKS: 1 bite (2d6) / 1 (by weapon)
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Shark Empathy
SAVES: P
INT: Average
ALIGNMENT:
TYPE: Shapechanger
TREASURE: 9
XP: 800 + 10

Found only in tropical climes and large bodies of freshwater, the wereshark is a cruel creature that attacks sailors, fisherman and other non-human creatures that live in their domain. The human form of a wereshark is a muscular human, normally bald (if male) or with short hair (if female) with a bad temper and a malicious streak. They spend the majority of their life in shark form, however, for they hate leaving the water. They assume human form for various reasons; trade, gather information, or alcohol, to name a few.

COMBAT: The wereshark is much larger than a normal shark and will bite for a massive 2d6 damage. They enjoy striking without warning and causing fear among their prey. When underwater, anyone attempting to detect a surprise attack by the wereshark suffers a -3 to his wisdom check.

ALTERNATE FORM: The wereshark can assume the form of a human once per day. They maintain the abilities Twilight Vision and Alternate Form. Lycanthropes are immune to polymorph unless they choose to be transformed.

EMPATHY: Regular sharks will aid the wereshark if he desires it. He will telepathically communicate his need for assistance, which will be answered in 1d4 rounds by 2d4 sharks.

If the lair of a wereshark is found, it will contain much treasure from his victims over the years, for they are voracious killers. The lair is normally an underwater cave, at least fifty-feet below the surface and guarded by at least two regular sharks.

WERESNAKE

NO. ENCOUNTERED: 2-8
SIZE: M
HD: 3(d8)
MOVE: 30'
AC: 15 / 12
ATTACKS: 1 constrict (2d6) / 1 (by weapon)
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Snake Empathy, Constriction
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Shapechanger
TREASURE: 3
XP: 175 + 3

The weresnake, found mainly in jungles or swamps, is a horrid creature that has been worshiped by some barbaric cultures throughout time. They are evil and diabolical, reveling in the torture and death of humans. It is not unknown for small bands of savage humans to live near weresnakes for protection. The humans will placate the weresnake with gifts of livestock or even human sacrifices.

The human form of the weresnake is that of a tall, very thin human. They are devoid of all hair, save that which tops their head. They rarely wear armor, and will normally be found wearing only a simple loincloth. They tend toward dark skin and dark hair. They speak slowly and deliberately, rarely engaging in idle conversation.

COMBAT: Weresnakes, when in human form, attack with weapons, normally spears or longswords. They despise good-aligned clerics and paladins and will focus their attacks on these opponents, if present. When in snake form, they will attempt to constrict their opponents. A successful hit means they have wrapped themselves about their opponent. The victim is allowed a strength check. Failure means they have are being held fast by the weresnake. They are allowed a strength check every round, but the tightening of the weresnake makes it more difficult. Each round, they incur a cumulative -2 to all subsequent checks. Each round, they will suffer 2d6 damage.

ALTERNATE FORM: The weresnake can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to polymorph spells, unless they choose to be transformed.

EMPATHY: Regular snakes will aid the weresnake if he desires it. He will telepathically communicate his need for assistance, which will be answered in 1d4 rounds by 2d4 venomous snakes or 1d3 constrictors.

WERESPIDER

NO. ENCOUNTERED: 2-8
SIZE: M
HD: 3(d8)
MOVE: 30'
AC: 15 / 12
ATTACKS: 1 bite (1d6) / 1 (by weapon)
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Spider Empathy
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Shapechanger
TREASURE: 3
XP: 120 + 3

The werespider can be found in any clime, but prefer dark places such as deserted buildings and caves. They are wicked, vile creatures that feed on humans and their ilk. All werespiders are of the hunting variety of spider, appearing as large wolf spiders.

The human form of a werespider is a squat, plump, hairy human with large eyes and thin lips. Werespiders will enter their human form in an attempt to draw victims into their lair, normally by offering a reward for "clearing out" and old, abandoned house or cave, which is in reality their lair.

The lair of a werespider is littered with the bones of their past victims. It is a dark, eerie place draped with webs and skeletons. It is here that the treasure for the creature can be found. Normally, this treasure is kept in chests hidden from view. These chests will always be locked and always be trapped with the same poison inherent to the werespider.

COMBAT: In human form, werespiders attack with longswords and wear leather armor. They enjoy taunting their opponent with foul curses and vile remarks. They prefer, however, to attack in spider form. In this form, they lower themselves down on their silken thread and attack from above, attempting to surprise when they do so. The werespider is able to inject its poison and infect victims with its disease in a single bite.

ALTERNATE FORM: The werespider can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to polymorph spells, unless they choose to be transformed.

EMPATHY: The werespider can summon spiders to fight for him at will. He will summon them telepathically. After two rounds have passed, an opponent chosen at random will be the victim of a Summon Swarm (Spiders) as cast by a 6th level druid. The werespider does not have to concentrate for this ability to be maintained.

POISON: Anyone bitten by a werespider must make a constitution check. Success means they have withstood the effects of the poison, failure means the poison has affected them and they will suffer its effects. The first round, they take an additional 1d4 damage. The subsequent round, they take again 1d4 damage and lose 1d2 points of constitution . There are no further effects after the second round. Lost constitution points return at the rate of 1 per hour.

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MAGMAFOLK

NO. ENCOUNTERED: 4(d4)
SIZE: S
HD: 2(d8)
MOVE: 30'
AC: 14
ATTACKS: 1 touch (2d6)
SPECIAL: +1 or better weapon to hit
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: Nil
XP: 75 + 2

Native to the para-elemental plane of magma, magmafolk will rarely find themselves on our plane. It is unknown exactly how they arrive, but they are most often found in volcanoes when here. Magmafolk stand approximately three feet tall. They are thick of body, looking like reddish-brown rock. Their heads are adorned large with small, almost undetectable ears and a rough mouth. Small whiffs of smoke constantly leak from their body and oftentimes, small bursts of flames can be seen. They are not evil, but extremely mischievous, but this mischievous streak is tempered by a unbridled curiosity.

COMBAT: Magmafolk strike with their hands. When striking on opponent, they create a small ball of fire in the open palm, bringing it down with the full force of the rocky arms. The force of the blow, combined with the fire, do 2d4 damage if successful. On a roll of 19-20, the victim must make a dexterity save (CL 5) or have some part of its wardrobe or possessions catch fire. This should be adjudicated by the CK, but normally a backpack, belt, pouch, scabbard, cloak or possibly even leather armor could ignite. If so, the victim must spend 5 rounds, minus their dexterity bonus, dousing the flames.

A +1 or better weapon is needed to harm the magmafolk. Any non-magical weapon used against the creature will warp from the heat on an unmodified roll of 10 or less, effectively ruining the weapon. Even magical weapons are not immune to melting. An unmodified roll of 3 or less by a magical weapon indicates it has been ruined by the magmafolk's heat.

Magmafolk are not violent, but enjoy setting things on fire. They are able to create the fire ball in their hand and touch with it, not attack, to ignite items or people. Doing so will invariably cause the victim to attack, which in turn will anger the magmafolk.

When killed, the magmafolk's body will melt into a pool of molten rock. The CK should roll a d20 when this happens. A roll of 15 or above indicates 1d4 gems, worth 10-100gp, can be found once the magma has solidified.

MAGNESIUM SPIRIT

NO. ENCOUNTERED: 1
SIZE: M
HD: 6(d10)
MOVE: 40'
AC: 20
ATTACKS: 1 Engulf (3d4)
SPECIAL: Energy Drain, strength Drain, Immunity to Normal Weapons
SAVES: P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 1000 + 6

The magnesium spirit (called that due to its appearance, but sometimes colloquially known as 'dark visitor') is a strange, terrifying creature from one of the outer planes. It appears as a cylindrical column of bright, white flames. It moves quickly and without sound. It can be found in any clime and any domain, but old, abandoned castles, keeps and subterranean lairs are the most common.

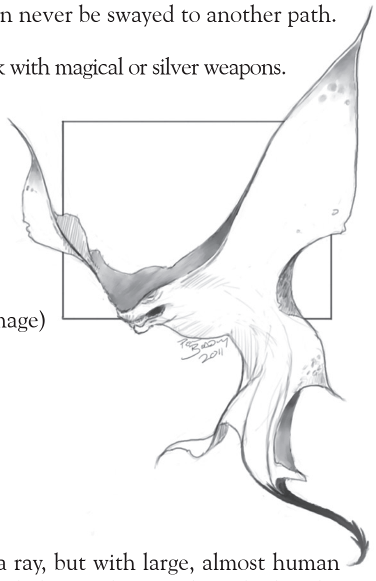
Magnesium spirits are, in reality, a race of beings native to a plane far from ours. They were summoned here, not unlike elementals or minor demons, by high level wizards and clerics. Unlike these creatures, the magnesium spirits were immune to being dominated and would quickly attack and usually kill their summoner in a rage. Doing so, they were trapped here. Only a few, less than one-hundred it is said, were summoned before the practice was stopped. The ones still trapped have found that, by using a human conduit, they can return home. This ritual is quick and always successful, but deadly to the host.

COMBAT: If a human is sighted by the spirit, it will rush to attack (in reality, perform its ritual). When it gets within ten feet, it will flash a bright, blinding light from its body. All that witness must make a constitution check or be blinded (per the spell, the reverse of "*remove blindness*"). This blindness will last 4d6 rounds. Once this is done, the creature will attempt to merge with a human (and only humans). Its initial attack will do 3d4 damage, drain one level and one point of strength . The next two rounds, it will again inflict the same damages, but no 'to hit' roll is needed as the spirit has started merging with its host. After three rounds, it will use the host to perform its ritual. This will take three rounds. During this time, the spirit cannot be harmed unless the host is likewise attacked. Any damage done to the host will be split between it and the spirit. The host is now powerless to do anything. If, after three rounds, the spirit and host are still alive, there will again be a bright flash of light (no saving throw needed). When the flash is gone, so will be the host and the spirit. The spirit will have returned home with its host. There, the host will be discarded and killed. In other words, outside of a *Wish*, there is no hope to retrieve a victim.

During the ritual, if holy water is thrown at the victim, it will do 1d4 damage to the spirit *only*, the host taking no damage (unless the CK has already determined the character is Evil enough to suffer its ill effects at some other time). Also, at anytime if the spell *Holy Word* is used, the spirit will be banished to its home (which is what it wanted all along). If a cleric uses the spell *Repulsion*, he cannot be targeted by the spirit and if it is cast during the merging, the spirit will be forced to start again with a new victim.

The spirit speaks its own language and does not comprehend any human or demi-human tongue. It will in no way communicate with any creature. Its purpose is single-minded and it can never be swayed to another path.

The magnesium spirit can only be struck with magical or silver weapons.



MANTARI

NO. ENCOUNTERED: 1
SIZE: M
HD: 1(d8)
MOVE: 40'
AC: 11
ATTACKS: 1 tail (see below for damage)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: Nil
XP: 30 + 1

The mantari looks like a small manta ray, but with large, almost human eyes on the bottom. It has a long tail that ends in a sharp barb. The creature itself has a wingspan of approximately seven feet and uses a limited form of levitation to fly above its enemies. It is pale white in color, shading to blue at the edges.

The mantari will normally be found in swamps or marshes, but can be found in damp, subterranean dwellings. They are carnivorous and will normally be found eating smaller animals, but will not hesitate to attack larger creatures as well. Mantaris enjoy flying in heavy rains and can be found hunting extensively during these weather conditions.

COMBAT: The mantari attacks by using its long tail to strike at creatures below it. The tail is three feet in length in an adult mantari, thus the creature will normally hover about three feet above its prey. The toxin in the barb affects the nervous system of its victim and can affect different people in different ways. Those opponents that are healthy and robust seem to be able to withstand the attacks better than those of ill-health. The damage done by the creature is as follows: (20-Constitution score). In other words, a victim of the sting with a 15 constitution will take 5 points of damage (20-15), where as a person with an 8 constitution will take 12 damage (20-8). There is no save against this attack.

The mantari has no real lair, as they are fairly nomadic and continuously search for food. As such, the creature will leave its victims, what is left of them after feeding, scattered about its domain. It is rare to find a mantari around any significant treasure because of this. However, the curious way in which it flies has led some sages to desire the body of this creature for further research. Luckily, the toxin injected by the creature becomes inert after its death, so there is little need for safety. There is also no chance an assassin can harvest the toxin for his own nefarious needs. If an intact body of a mantari is sold to a sage, one can expect upwards of 100gp, sometimes as much as 250gp.

MARGOYLE

NO. ENCOUNTERED: 1-6
SIZE: M
HD: 6(d8)
MOVE: 20'
AC: 18
ATTACKS: 2 claws (1d6), 1 bite (2d4), 1 gore (1d4)
SPECIAL: Immunity to Normal Weapons
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Monstrous Humanoid
TREASURE: 5
XP: 175 + 6

Like their cousins the gargoyles (*Monsters & Treasure*, pg 36), the margoyles are sentient stone formations of extreme malevolence and hatred for humans and demi-humans. While gargoyles do not hide their presence, margoyles will camouflage themselves among natural rock formations to appear as if they belong. Margoyles will frequently contort themselves in unusual positions to appear part of a wall or ceiling in a cavern. Their ability to blend in has been perfected so well that only those actively searching for something out of the ordinary will have a chance of seeing them, and that is a wisdom check with a CL of 10. Unless they are seen, margoyles will always surprise their opponents.

COMBAT: Margoyles will leap from their hiding places en masse and attack an unsuspecting group. Each margoyle gets three attacks; two clawed swipes for 1d6 damage each and a nasty bite for 2d4 damage. If both claws attacks are successful against a single opponent, the margoyle can employ the sharp, stone spikes that rise from its head to gore an opponent for an additional 1d4 damage, no 'to hit' roll needed. This is in

addition to its bite. The margoyle can only be hit with magical weapons, and even then they are difficult to damage. Their stone skin gives them an outstanding armor class, but anyone striking with slashing or piercing weapons will only do half damage as their natural skin will turn away these weapons. Blunt weapons do normal damage. If struck with a non-magical weapon and the attacker rolls a 1–5 on his attack, the weapon will break against the stone body of a margoyle.

Margoyles know enough to clean up the remains of victims and as such, their lair will not be littered with the bones of their meals. The margoyles will dispose of most items (armor, weapons, clothing), but will keep shiny objects, or things they think are pretty. The CK should be aware of this when rolling for treasure.

MUSHER

NO. ENCOUNTERED: 2-8
SIZE: L (8'-10')
HD: 8(d8)
MOVE: 40'
AC: 13
ATTACKS: 1 bite (1d4)
SPECIAL: Poison (see below)
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 250 +8

The musher is a peaceful, non-aggressive creature that live in schools in shallow waters. They resemble small carp, not unlike goldfish. They are bright orange and have dorsal fins that run along the length of their long bodies. These fins fade from bright orange near the body to black at the tips. Mushers are not territorial and will rarely attack anyone swimming among them. They gain nourishment by feeding on small fish and insects.

The flesh of the musher is delicious and they are considered a delicacy by those that live near the ocean. Fishermen will boat out near the coral reefs and use harpoons to stab the fish, impaling them and hauling them aboard. Once aboard, they are left untouched for 12-24 hours, for their skin (or, the oil they secrete) is deadly to most living things. Anyone touching, or being touched by, the musher must make a constitution save or fall into a deep coma for 2d20 hours. Every hour after twelve hours, they take 1d4 hit points. If they are reduced to zero hit points while comatose, they never wake up.

COMBAT: If the musher are ever attacked, they will respond with their bite. They have no teeth, but employ a bony ridge that makes up their mouth, causing 1d4 damage. Anyone attacking a musher must make a dexterity check. Those failing have, in some way, touched the musher, be this via a missed melee attack, a musher brushing against them or just pure bad luck. Anyone making contact with a musher must make a constitution check or suffer the effects of their skin, as explained above. Of course, if there is no conceivable way someone can make contact with their bare flesh, this will not come into play (i.e. gauntlets, gloves, etc). Needless to say, anyone attacking a musher with fists attacks are putting themselves in dire peril.

An assassin, or anyone trained in the use of poisons, may try to secrete the toxin from a dead musher for up to 12 hours. After this, the poison may still present, but has lost most of its potency and cannot be used. If anyone attempts this, they must wear gloves or will be forced to make the appropriate constitution check. If successful, one can procure 1d4 applications of the poison for their personal use.

MENNOTAL

NO. ENCOUNTERED: 2-20
SIZE: M (5')
HD: 4(d6)
MOVE: 30'
AC: 12
ATTACKS: 2 claws (1d3) or by weapon
SPECIAL: rogue abilities
SAVES: P
INT: Low to Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 4
XP: 35 + 4

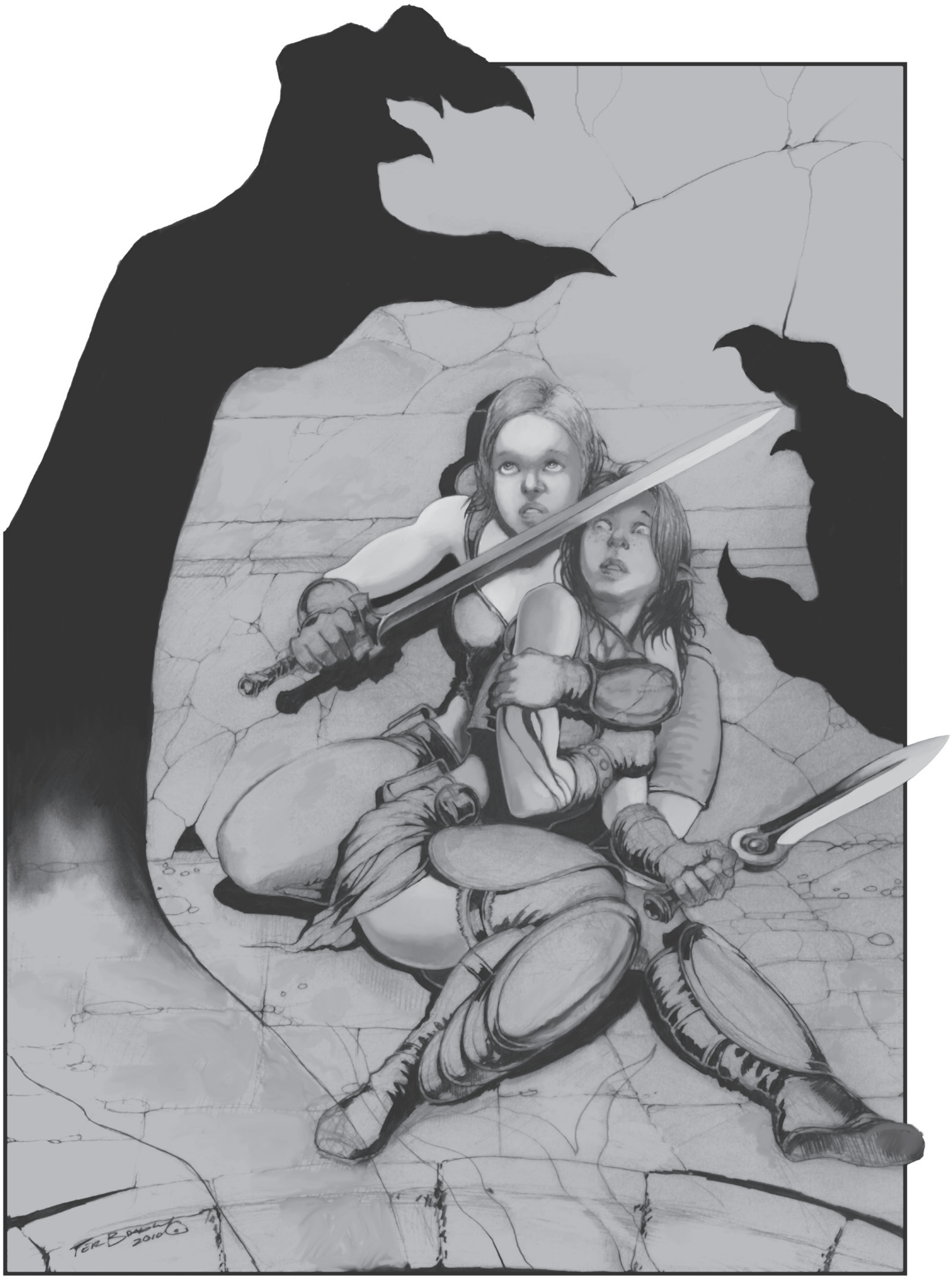
Mennotal are mean, nasty creatures that live on the fringes of civilization, normally taking refuge in caves and caverns, though they will live just about anywhere, especially places they do not have to construct themselves. Mennotal have been found living in old, abandoned buildings and burned-out husks. Mennotal never associate with any other creatures, for even among other humanoids, they are considered vile and unredeemable. Mennotal attack on sight, disregarding any tactical advantage they may gain by waiting and attacking against greater numbers even if it means they could easily lose the battle. It is most likely that this insane mode of attacking has kept the numbers down in population for the mennotal, something for which society should be eternally grateful.

Mennotal are approximately five feet tall, but normally walk in a crouched manner. Their skin is pearl white, but with open sores and patches of raw, exposed skin scattered about their bodies. Especially large sores weep a thick, yellow substance that, although not dangerous to humans, gives off a sickening smell. They have heads to large for their bodies with small eyes, large mouths and pointed ears. Most Mennotal are hairless, but a few have thick, coarse hair growing wildly from the disfigured heads.

As a society, Mennotal are very close. While telepathy is not inherent to the race, they do have an unnatural way of communications when in a group, knowing without using words, where to run, whom to attack and what actions would best suit them.

COMBAT: Mennotal wear little in the form of armor, eschewing any metallic covering, but sometimes donning leather armor if they can find it. Most use their natural hide and high dexterity to avoid taking damage. All Mennotal carry some sort of weapon, normally short swords, but any weapon they are capable of wielding. If given the opportunity, they will surprise attack from the shadows. Mennotal never surrender or lose morale and will fight savagely until they are slain.

After a successful battle, Mennotal will drag the bodies of their victims back to their lair, leaving their own dead littering battlefield. Once safely in their homes, Mennotal will eat the corpses of their enemies. The lair of the mennotal are, of course, littered with bones and discarded accouterments. The mennotal have little use for coins or treasure, and these can be found scattered about their lair. They will, however, sometimes secret away especially valuable gems, for they enjoy the sparkles.



MONSTERS M

MEPHITS

Mephits are vile little creatures from the elemental plane that have chosen to serve the dark and evil powers that reside in the Outer Planes. All are small, rarely standing over two feet. They have two arms and two legs, as well as a set of leathery, bat-like wings. They appear emaciated and walk with an odd gait. They have long noses, bulbous eyes and a mouth full of sharp teeth and foul words.

Mephits are crass and vulgar in spirit, language and appearance. They delight in using foul language, telling vile stories and relishing in the pain of others. They will often tease victims for hours, causing just enough damage to frighten them, but not enough to kill. They do not understand the concept of family, especially children, but will use this knowledge in their evil ways.

All mephits enjoy wearing the clothing of their victims. Due to their small size, this looks both humorous and vile simultaneously. If their victim had a quirk or unique characteristic, they will emulate this while wearing their clothing, much to the delight of other mephits.

Many are sent here on missions from their dark lords, but the mephits are mischievous and rarely reliable. They will sometimes find our plane fun and hesitate to leave, much to the chagrin of both their masters and those of us living here. They can be found in any clime, save those that they could not survive within (i.e. lava mephits in bitter cold weather).

MEPHIT, FIRE

NO. ENCOUNTERED: 1-3
SIZE: S
HD: 2(d10)
MOVE: 30’
AC: 14
ATTACKS: 2 claws (1d3)
SPECIAL:
Elemental Attack (See Below)
SAVES: P
INT: Average
ALIGNMENT: any Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 75 + 2

Fire mephits appear draped in orange and red flames. Heat radiates off of them (but will do no damage). They enjoy setting things on fire, especially things they perceive as important or unique. Like all mephits, they are crass and vile.

COMBAT: The fire mephit will fly in and attempt to rake with both claws for 1d3 damage. They have no real rhyme or reason to their attacks, seemingly attacking those that seem the most injured, annoyed or frustrated.

ELEMENTAL ATTACK: The fire mephit can thrice per day shoot a bolt of flame from its body. Those targeted must make a dexterity check (CL 3). Failure means they have been hit with the full force, doing 1d10 damage. A successful check indicates half damage. The mephit delights in shooting this flame from the most inappropriate orifice it can imagine.

MEPHIT, MAGMA

NO. ENCOUNTERED: 1-3
SIZE: S
HD: 2(d12)
MOVE: 25’
AC: 14
ATTACKS: 2 claws (1d3)
SPECIAL:
Elemental Attack (See Below)
SAVES: P
INT: Average
ALIGNMENT: any Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 75 + 2

Magma mephits are a bit slower than their cousins, although have more hit points on average. While other mephits speak in a high-pitched squeal, the magma mephit has an almost normal sounding voice, though it is grating in both timbre and content. They rarely fly, but will do so if need be. They continual drip magma from their bodies and are draped in the thick, molten rock.

COMBAT: They will initially attack with their claws for 1d3 damage. Once they take half their hit points in damage, they will take flight and attempt to use their elemental ability.

ELEMENTAL ATTACK: Three times per day, the magma mephit can drop a globule of magma on a victim from above. No to hit roll is needed, but the victim is granted a Dexterity check. Success means they have dodged the magma and are unharmed. Failure means the magma has struck them, doing an initial 1d4 damage. If the victim performs no actions other than trying to remove the magma, they will take no further damage, but cannot act in any other way fro one round. If they continue to fight or take any other action (including lying unconscious), they will take an additional 1d4 damage for the next four rounds.

MEPHIT, AIR

NO. ENCOUNTERED: 1-3
SIZE: S
HD: 2(d8)
MOVE: 35’
AC: 15
ATTACKS: 2 claws (1d3)
SPECIAL: Elemental Attack (See Below)
SAVES: P
INT: Average
ALIGNMENT: any Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 75 + 2

The air mephit smells of sulfur and burnt wood. They are quick and agile, but somewhat weaker than their cousins. They are enveloped in a grayish, billowy smoke at all times. When they speak, wisps of smoke flow from their mouths. Their skin coloration is black with some streaks of gray and red.

COMBAT: The air mephits will use their natural agility to fly about and attempt to rake opponents with their claws, doing 1d3 damage each. They seem to focus on wizards if possible, for they appear to hate them more than most other humans.

ELEMENTAL ATTACK: Three times per day, the air mephit can let forth a ball of concentrated air that strikes unerringly (no ability check given). This ball of air explodes on contact, doing 1d6 damage and blinding the victim for 1d2 rounds. During this time, they are at -4 to hit and an armor class penalty of -4 as well.

MEPHIT, STEAM

NO. ENCOUNTERED: 1-3
SIZE: S
HD: 2(d10)
MOVE: 30'
AC: 14
ATTACKS: 2 claws (1d3)
SPECIAL: Elemental Attack (See Below)
SAVES: P
INT: Average
ALIGNMENT: any Evil
TYPE: Extraplanar
TREASURE: nil
XP: 75 + 2

The steam mephit, somewhat like the smoke mephit, is draped in a billowy fog. Fetid, hot water drips from it at all times. They, more than their cousins, appreciate stealth and subterfuge. Their voice, while high-pitched and squeaky, has a warbling aspect to it, like someone talking underwater.

COMBAT: The steam mephit will normally initiate attacks with its elemental ability first, normally from a hidden position. Once this is done, it will fly in to attack with its claws, doing 1d3 damage each. If the battle goes against them, they will retreat to a place where they cannot be struck with melee weapons, normally along the ceiling, and use their remaining elemental attack(s).

ELEMENTAL ATTACK: Three times per day, the steam mephit can shoot a jet of superheated water at an opponent. No to hit roll is needed, but the victim is allowed a dexterity check for half damage. The jet of water does 1d4 damage.

MERROW

NO. ENCOUNTERED: 2-12
SIZE: L (8')
HD: 4(d8)
MOVE: 30'
AC: 15
ATTACKS: Slam (1d10)
or by weapon (+4 damage)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 3
XP: 50 + 4

Merrow are basically Ogres (*Monsters & Treasure*, page 63) that have adapted to underwater life. Like their land-borne cousins, merrow are cruel, sadistic and evil. They gather in groups smaller than ogres, usually no greater than twelve, and associate with no other creatures. Indeed, they vie for control with sahaugin in many places and will fight with them on sight.

Merrow are normally a deep blue to green color. They are hairless, but have a dorsal fin that runs from their head, down their back, ending in a small tail. The fin is of the color of the merrow at its base, but lightens as it grows outward, becoming white at its tip. Merrow have evolved to have a tougher skin than ogres, and will never wear armor of any type. Most only wear a loose loincloth if anything at all. Their feet are webbed, as are their hands. Merrow speak the language common to ogres, and very rarely one can be found that knows a smattering of common. Ogres and merrow, while aware of each other's existence, rarely combine forces and in fact see each other as rivals and not allies.

COMBAT: Merrow will usually attack with spears or polearms. They are especially partial to the ranseur, when they can obtain one. Merrow are only 30% likely to carry a ranseur, 60% likely to carry a spear and will be unarmed 10% of the time. Unarmed, they do 1d10 damage as they clasp their fists together and swing for massive damage. When attacking with their preferred piercing weapons, they gain a +4 for any damage to their great strength .

The lairs of the merrow are found only in deep water, greater than 20'. Treasure is kept in locked, metal chests they have stolen, sometimes buried under the sand and muck at the bottom of the ocean. Merrow can be out of water for only 2-4 hours without returning. After this, they lose 1d4 hit points a round until they suffocate.

MIHSTU

NO. ENCOUNTERED: 1
SIZE: M
HD: 8(d10)
MOVE: 50'
AC: 22
ATTACKS: 4 tentacles (1d6)
SPECIAL: Envelope
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 9
XP: 1250 + 8

Mihstu are originally from the Elemental Plane of Air. There, they are nuisances at best, immaterial at worst. Sages believe it is this feeling of being ostracized that has made them leave their home and come to our plane, where they are horrible creatures to be feared. Mihstu delight in harming and killing humans and demi-humans, but will always leave one victim alive. They appear as balls of fog with four tentacles whipping about their side. Two points of light float within the fog, ostensibly believed to be the creature's eyes. They are rarely found anywhere but desolate, dark places.

COMBAT: The mihstu will attack a single creature with its four tentacles, each doing 1d6 if successful. They will methodically move from one victim to the next, killing as they go. If reduced to less than ten hit points, they will use their superior speed and flee.

ENVELOPMENT: Once per day, the creature can envelop another creature totally. Those inside take 1d3 points of constitution loss per round. A successful constitution check negates any loss of constitution. If reduced to zero, they will be slain. Lost constitution points return at the rate of 1d3 per day. In best case scenarios (for the mihstu), they will kill all creatures but one, then drain the constitution of the sole survivor until he is almost dead, then flee. The surviving victim will be too weak to help any unconscious or injured allies and will be forced to watch them bleed to death or suffer from lingering battle wounds until they die (i.e. drop from 0 hp to -10).

Mihstu are solitary creatures that will attack any living creature that enters their lair. They never ally themselves with anyone or anything. If slain, they return to their lives on their home plane.

MONSTERS M

MONGRELMEN

NO. ENCOUNTERED: 3-18
SIZE: M (5' - 7')
HD: 3(d10)
MOVE: 20' - 40'
AC: 15
ATTACKS: See Below
SPECIAL: None
SAVES: P
INT: Low to Average
ALIGNMENT: Neutral
(50% Good, 50% Evil)
TYPE: Aberration / Humanoid
TREASURE: 4
XP: 25 + 3

Away from civilized society lives a race of creatures known colloquially as 'mongrelmen'. After years of interbreeding among the plethora of creatures that dominate uncivilized society, the mongrelmen have formed their own society, far away from judgmental folk. A mongrelman can have features and body parts from many creatures, including, but not limited to, goblins, orcs, humans, ogres, gnolls, dwarves, hobgoblins, bugbears, elves, gnomes and various fey creatures. They never approach civilization for trading or alliance purposes, willing to die alone than present themselves to others for fear of ridicule.

About half of all mongrelmen are peaceful, decent creatures with no desire to cause harm, they just wish to be left alone. When outsiders intrude into their homes, these mongrelmen are likely to hide and wait until they pass. If forced into combat, they will defend their home and their young, but would rather just not be seen.

The other half have become bitter against the outside world and wish to inflict pain upon them as they feel they have been subjected to pain all of their lives. These creatures live alone and isolated like their benign brethren, but will take arms against any they deem unworthy, which is everyone. Woe be to the innocent traveler that happens upon a group of malevolent mongrelmen.

COMBAT: Regardless of ethos, all mongrelmen will conduct combat in much of the same way. Depending on their parentage, mongrelmen may attack with natural weapons, such as claws and bite, while others arm themselves with sword, mace or hammer. As a rule, those attacking with natural weapons attack thrice for 1d4 for each fist / claw and 1d3 for their bite, while those armed will do weapon damage. Mongrelmen are rarely able to procure weapons of fine quality and as such attack with inferior weapons, never magic or silvered. They also will rarely if ever wear armor, though some have fashioned crude shields. Due to the great discrepancies found among the species, it is up to the CK to adjudicate his battle as it pertains to his game.

Mongrelmen are hoarders and their lairs are always filled with bric-a-brac of little or no value. However, every once in a great while, mongrelmen luck upon magical or unique items. Sadly, many of these will be buried in the piles of junk they have accumulated, for mongrelmen have little knowledge of these items.

MUCKDWELLER

NO. ENCOUNTERED: 5-20
SIZE: S
HD: 1((d6)
MOVE: 20'
AC: 14
ATTACKS: 1 Bite (1d3)
SPECIAL: Blinding Spray
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 5 + 1

Muckdwellers are small, reptilian creatures that live in the swamps, fens and marshes that pepper the known world. They rarely reach a height of one foot tall, but are mean and savage. They walk on their hind legs erect, somewhat like a miniature dinosaur, as opposed to crawling like many reptiles do. They have small arms, webbed feet and a long, thick tail. When angered, a dorsal fin raises along the creature's upper back. The coloration is brown to red with albinism being not uncommon, possibly one in every fifty.

COMBAT: The muckdweller attacks in a group, swarming their victim en masse. Each will attempt to bite its victim for 1d3 damage. They are relentless and fearless.

BLINDING SPRAY: The muckdweller can shoot a jet of murky water from its eyes at a distance of ten feet. During combat, they will periodically use this in an attempt to blind their victim. Each muckdweller can do this but once an hour. Those targeted must make a dexterity check or be blinded for 1d2 rounds. Blinded individuals take a -3 to attack and a penalty of -3 to armor class.

The muckdweller is omnivorous, but prefers freshly killed flesh. They are voracious eaters and can ruin an ecosystem relatively quickly, sometimes in less than a year. Thankfully, most predators (alligators, large snakes, man) find the creature quite tasty and will attack and eat them without question.

MUDMAN

NO. ENCOUNTERED: 1-8
SIZE: M
HD: 2(d8)
MOVE: 10'
AC: 10
ATTACKS: 2 fists (1d8)
SPECIAL: Suffocation
SAVES: P
INT: Non
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 15 + 2

In a world where magic is a part of life, the law of unintended consequences can be deadly. The mudman is a prime example of this idiom.

Anywhere that magical waters are left to flow unchecked, over decades, the dweomer that persists in these waters will, over time, begin to pass along its magicks to things not otherwise enchanted. This can apply to magical fountains or items, as well as waters that flow about enchanted structures. Regardless of how the waters receive their dweomer, the end result is a pool of enchanted mud, wherein dwells the mudman. These creatures are, essentially, mindless and will lash out at their victims out of confusion and instincts as opposed to malevolence or greed. Anyone entering the pool, or making themselves obvious within 10' of said pool, will be the subject of the mudman attack.

COMBAT: When the mudman senses living creatures near it, it will rise from its pool of muck. They will form themselves into roughly man-shapes, having two great arms and a head, but their 'legs' will always be part of the mud, for they cannot leave the pool where they were born. Mudmen take one round to form and will then lash out with two muddy fists, each doing 1d4 damage. On a successful attack, the victim will be splattered with mud. Each round, more and more of the dweomered mud will collect on their victims. Each round, victims must make a constitution check. The CL is equal to the number of rounds they have been in combat with the mudmen. When failed, the victim has been covered in mud about the face and will begin suffocating. If they halt all other activities and begin removing the mud so they can again breath, they will not take suffocation damage. This will allow the mudman to continue attacks unhindered and as such, they receive a +3 to all attack rolls against an opponent removing the mud from their person.

When a mudman is slain, it will dissolve into its pool, seemingly dead. However, they can never actually be killed as long as the dweomer is present in the mud. To this end, all slain mudmen will again rise, at full health, in 4-16 days after they fall in battle.

While mudmen have no need for treasure, if their pit is searched — and this could take some time — the bodies of past victims may be found and these corpses may include treasures of some type.

MUSHROOMIES

NO. ENCOUNTERED: 2-12
SIZE: M / L
HD: 6(d4) to 8(d8)
MOVE: 20'
AC: 12
ATTACKS: 2 fists (1d6)
SPECIAL: Spores
SAVES: P
INT: Average to Very
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 50 + 6 to 150 + 8

Mushroomies, as the name would imply, are man-like creatures that appear as living mushrooms. They are perambulate as they have two legs and move about freely. They have a strong, thick fibrous core that makes them much more durable than their earth-bound, unintelligent plant form cousins. They are, for the most part, peaceful, solitary creatures that have little contact with the outside world. They are entirely self-sufficient and do not trade with any other races.

Mushroomies are found where normal mushrooms are found: in deep, dark, damp places. They spend most of their days in a trance-like state, for mushroomies do not sleep. When they enter this trance, they do so as a group. Each family of mushroomies are normally about a dozen strong. There are no genders among the Mushroomiess, for they reproduce asexually, but there are young. Each family includes about a quarter of their number as small, young mushroomies, unable to work or fight. For game purposes, they are 1HD creatures with no combat capabilities. When mushroomies reach maturity, they are considered 6HD creatures. They are, at this stage, approximately six feet tall. Mushroomies never stop growing. As such, elder Mushroomies reach upwards of nine feet and are 8HD creatures. These elders are rare and only one will be found in any family.

Mushroomies spend their days working (when not in a trance). They gain nourishment from eating mineral rich soil, something that is normally in short supply in the caves they call home. To this end, mushroomies will venture out, always at night, and gather soil from the surrounding countryside. They have been known to travel great distance, but never so far away that they cannot return to their lairs by day break. The young and the elders do not work and will always be found in their lair.

COMBAT: In combat, mushroomiess will attack with their fists, each inflicting 1d6 damage. They will resort to this violence only after they have expended their main line of defense. Every mushroomie of maturity can emit spores into the air that effect their enemies in different ways. (They also use these spores for personal reasons as well). Mushroomies will only release one type of spore at a time, for if two types are joined in the air, they lose their potency and are rendered inert. While mushroomies do not speak, they do have a very limited form of telepathy they use to communicate with one another outside of their trance and will coordinate what type of spore they will use. They will emit spores as they see fit, depending on the circumstances. Each cloud of spores fills a space of 30' about the Mushroomiess. These different spores are:

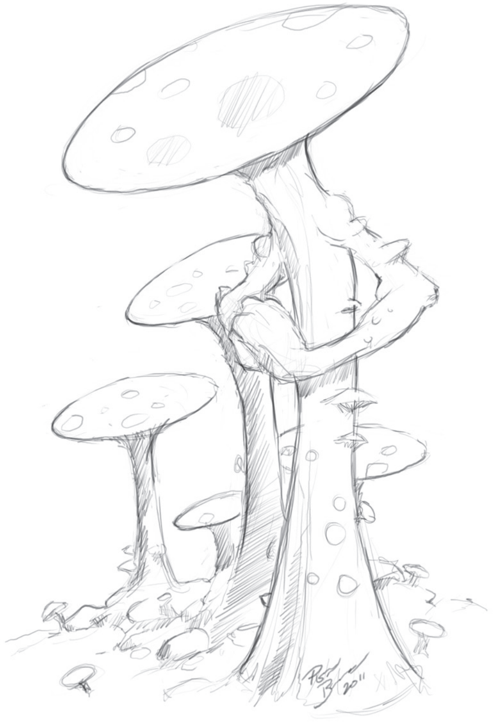
Pacifism: All charters in range must make a constitution save or enter a state of pure pacifism. They will not, under any circumstances, attack anything. They will drop their weapons and sit upon the ground.

Hallucinogenic: All characters in range must make a constitution save or enter a trance-like state. For all intents and purposes, characters act as if they are under the spell Hypnotic Pattern.

Fear: All characters in range must make a constitution save or fall into a state of utter terror, as per the Fear spell.

The Mushroomies are also able to release spores for reproduction and for their own people to enter their trance. These will never be used among outsiders. Those under the effect of the spores will remain so until the air is cleared. If all mushroomies are slain, the air will clear in one round. If the mushroomies themselves change the type of spores during combat, anyone within range will snap out of their present state and be allowed a new save.

Mushroomies enter their trance to enjoy things most humans take for granted. While in this state, they experience entertainment, happiness, intimacy, love, etc. It is a necessity that they enter this state at least four times a week, ideally every day. If they do not, they begin taking a -1 penalty to all rolls. The exception to this rule is the elder. This creature will not enter any trances but will remain vigilant as the sole protector of his family.



N —

NECROPHIDIUS

NO. ENCOUNTERED: 1
SIZE: L (8')
HD: 3(d8)
MOVE: 30'
AC: 18
ATTACKS: 1 bite (1d6)
SPECIAL: Hypnotism
SAVES: P
INT: Nil
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil (See below)
XP: 75 + 3

The deadly necrophidius appears as the skeleton of a huge snake, but with the skull of a humanoid instead of a serpent. The skull has long, sharp fangs and the hollow eye sockets seem to sparkle and shine with a red light. The creature is always silent and will surprise (with no roll given) 50% of the time. The other 50% of the time, the creature has the normal chance to surprise. It is eerily silent and will never make any noise, even when attacking.

The necrophidius is never encountered as a random monster and will only be found guarding a treasure (or a passageway). It will lay silent, never moving, until someone enters its protected area. Anyone speaking a predetermined password will not be attacked. Those that do not, however, will be the subject of the necrophidius's wrath.

It will rise from its crouched position and begin wavering rhythmically, its eyes taking on a dull, red hue that begins to brighten as the creature "dances". Anyone witnessing this is subject to the horrifying dance that can hypnotize its victim.

COMBAT: Prior to anyone acting, the necrophidius will attempt to engage in its dance. If it has surprised the party, the dance will initiate with no objection. If the creature does not surprise, initiative will take place normally, but the creature will begin its dance as soon as it is able to. Anyone witnessing must make a wisdom check or be hypnotized, unable to act. Those such hypnotized will stay so for as long as the creature dances, which is essentially until it is slain. The necrophidius can dance and attack simultaneously, and will focus its attack first on creatures not hypnotized. After these have been dispatched, the creature will attack those under his hypnotic control. These victims will offer no resistance and will slain by the necrophidius without a fight.

While the necrophidius keeps no treasure of its own, it is oftentimes found protecting others valuables.

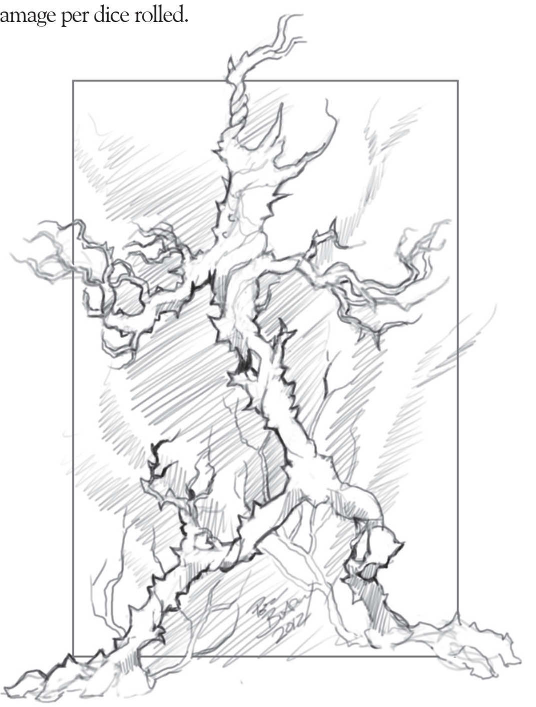
NEEDLER

NO. ENCOUNTERED: 1(d6)
SIZE: M
HD: 3(d10)
MOVE: 20'
AC: 14
ATTACKS: 1 Needle Barrage (1d6 x 1d4)
SPECIAL: Nil
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 5
XP: 50 + 3

The needler is somewhat akin to a golem, in the sense that it is an animated creature made from non-living materials. Unlike golems, they are created in nature and not from the hand of man. They are also intelligent and self sentient, though 'intelligent' is a misnomer as they are not very smart. They are made up of sticks and twigs that gather together in a man-sized creature. It is with these small twigs that they get their name, for they attack by issuing forth these twigs in quick, rapid succession. The race is secretive, reclusive and greatly territorial. They will attack without warning those creatures they find in their homeland. They are found exclusively in woodland settings and never venture out of their forest. They are careless, savage creatures that never trade, communicate or interact with other species, except to kill them.

COMBAT: The needler will shoot from 1d6 twigs at an opponent. Each one that successfully hits does 1d4 damage. Due to their proficiency with this attack, they get a +3 to their 'to hit' rolls. (Roll each needle separately). Since the creature is basically created from these sticks, they will never exhaust their supply.

Spells that control the mind are useless on needler. Spells that control plant forms, however, are very proficient against these creatures. The saving throw given to the needler is made at a -5 penalty. Fire based spells do an additional point of damage per dice rolled.



NEFARIAN

NO. ENCOUNTERED: 2-8
SIZE: S (3')
HD: 3(d10)
MOVE: 20'
AC: 13
ATTACKS: 2 claws (1d4)
SPECIAL: Darkvision 120'
SAVES: P
INT: Very
ALIGNMENT: Lawful Evil
TYPE: Aberration
TREASURE: Nil
XP: 150 + 3

Nefarians are horrid little creatures that are, thankfully, quite rare. To behold a nefarian is to look into the face of terror. They stand just over three feet tall but walk with a slumped gait that makes them appear shorter.

Their body is covered with thick, leathery skin the color of maggots. Their legs end in long, bent claws while their arms end in two bony protrusions. The head of a nefarian is the worst feature, however. Seemingly to large for its body, it is bright, almost metallic, silver, in sharp contrast to its thick, leathery body. Instead of a mouth, the lower part of the face is made up of two long pincers that constantly move, dripping a black, viscous substance. Cut into the face, radiating upwards from the pincers, are deep grooves. Set in the center of the face are two large eyes, devoid of pupils but constantly moving in their sockets, as if scanning the world about them. Between the eyes and the pincers are two jagged cuts, indicating some sort of nose. Anyone of 4HD or lower seeing a nefarian for the first time must make an wisdom check or be effected as per a fear spell for 1d4 rounds.

The entrance to a nefarian lair is carefully hidden and rarely found. They are found in the sides of hills and mountains, making their own small, dark caves. Those few that do will sense a deep malevolence from the entrance, for nefarian are inherently evil. Anyone using or casting a detect evil will feel an overwhelming sense of foreboding, some even say they have been rocked backward from the force of the malevolence. Entering into the lair of a Nefarian is a task not to be taken lightly.

COMBAT: When confronted, the nefarian attack savagely with their two claws, each doing 1d4 damage. All nefarian in combat will focus on one or possibly two victims and will attack until they are slain. The pincers about the mouth are fragile and are never used in combat. Nefarian attack as 6HD creatures. Anyone slain by the Nefarian are immediately carried back to their lairs if they are slain elsewhere.

Those finding the lair of the nefarian will find it sparse and devoid of any debris. Nefarian do not sleep, but stand in a state of suspended animation for 8-12 hours a day, unless intruders are detected in their lair. Those coming down the shafts are easily heard by the nefarian and as such they will never be surprised. Many believe the nefarian carry away the remains, including possessions, of their victims, but this is not the case.

Once a corpse is successfully brought back to their lair, the nefarian will begin coating the body in the viscous fluid that drips from their pincers. To coat a body thoroughly takes 6-12 hours. Once such covered, the liquid will harden to a consistency of a spiders web. Over the course of a week, the entire monstrosity will shrink in size, being constricted by the web-like substance that covers the body. After a week, the webbing will begin to break apart and a new, fully grown, living Nefarian will emerge. It is unknown how this process takes place, but is obviously the only way the creature can reproduce. Short of a wish, no magic will ever bring a nefarian back to its original form.

NEREID

NO. ENCOUNTERED: 1
SIZE: M (5')
HD: 4(d8)
MOVE: 30' (60')
AC: 10
ATTACKS: 2 fists (1d3)
SPECIAL: Control Water,
Hypnotism
SAVES: M
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: 3
XP: 125 + 4

Nereid are creatures native to the Elemental Plane of Water, but have chosen to live among mortal men for their own devices. There are only fifty nereid that can inhabit this plane at any given time, but they are much more plentiful on their home plane. Their natural form is that of a female-shaped pattern of water, though they are rarely seen in this form. When alone, they move lazily about in their watery homes, be it a river, lake, sea or ocean. Nereids tend to live close to civilization, however, for they love interacting with humans, especially males. When in the presence of such creatures, nereids take on the appearance of beautiful human females. While they have no malevolent intent, nereids are chaotic and rarely care for the circumstances they put their victims in.

When nereids sight a human male, they will rise from the watery homes and approach their target. They will never stray more than 10' from the shore, and will return to the water as soon as they can, often having their target playfully chasing them. Nereids will choose one creature that fits their profile and focus solely on them.

COMBAT: Nereids rarely engage in combat. If forced, they use their fists for 1d3 each. They will, however, use their innate abilities to disrupt, confuse and generally create chaos for their own selfish ways. Once a nereid has chosen a target, they will attempt to charm them (per the spell *charm person*). For gaming purposes, assume the caster to be of 8th level. If the victim fails a charisma check, they will be totally enthralled by the nereid. As the spell describes, a person will not perform an act voluntarily that will kill him, but the nereid can easily convince their victim that following them underwater will in no way be harmful, for they will be protected. As such, luring their victims to an underwater death does not break the spell nor even give them a second charisma check. Once a creature is so charmed, the nereid will coerce them to follow her underwater. If the victim is stopped by his allies, he will fly into a rage and try to break free. strength checks should be initiated if this occurs. Nereids are not above having allies of their own, sometimes forming symbiotic relationships with less-than-savory humanoids or bandits. If a victim is successfully lured into the water, he will begin drowning after one round. Nereids do not want their victims to die, as they are fascinated by them. They do not, however, understand the concept of drowning and will be confused when this happens. If allies again intercede to save their friend, the nereid will not stop them and may even break her spell, allowing her victim to go free.

Nereids desire a relationship with human males, but rarely does this desire come to fruition. If a chosen victim has the ability to breath underwater, the nereid will never relinquish her hold and will have her victim stay with her forever.

NILBOG

NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d6)
MOVE: 20'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Aberration Humanoid
TREASURE: 1
XP: 25 + 1

The Nilbog is, in almost all respects, like a common goblin. Their height, weight, size, hit dice, attacks, alignment, et al are identical to its more mundane cousin. Indeed, a nilbog is likely to be found with a group of goblins and will be almost impossible to distinguish from the rest. The difference will become painfully obvious, however, if combat is initiated.

Nilbogs are the (un)fortunate victims of a strange affliction that has only ever been seen in goblins. They are strength ened by pain and damage, harmed by decency and healing. All goblins are horrid, rude little creatures, but nilbogs take this to another level. They attack unquestionably and without warning. They insult and demean, hurt and humiliate without care. They will do anything possible to have others attack them, for in this, they gain strength . In much the same way, they also feed on others negativity and will do much to incur others wrath. Normally, this nastiness coupled with unparalleled bravery would automatically raise the worth of any goblin and have others in his band revere him as a king. But the nilbog's need for hostility and despair will cause him to shun such a position and he will actively fight to avoid it. To this end, most goblins leave him to his own devices.

COMBAT: A nilbog will behave exactly like his cousins in battle: attacking with a weapon, normally one they can easily handle, such as a short sword. Unlike the others, he will attack singly with no fear. He will never flee from battle. Anytime a nilbog takes damage, he will be strength ened. For every ten points of damage he takes, a nilbog will gain a +1 on all attack rolls as well as armor class. For instance, a nilbog that has taken 34 points of damage will attack with a +3 to hit, a +3 to damage and an armor class of 18. However, his starting hit points will never change due to damage. If a nilbog takes massive damage in one round (five times his hit points or greater), he will gain an extra attack that round in addition to all other benefits. The only thing that will harm a nilbog is healing. A *Heal* spell will slay them instantly. All *Cure* spells harm him for a like amount of damage. A healing potion of any type forced down his throat is poison to him. Even those treating him nice will drive him away, for decency and goodness are abhorrent to a nilbog. Luckily, this disorder has never been seen in any other creature. How and why have yet to be determined, mainly due to the fact that encountering a nilbog is extremely rare and many sages deny they even exists. More than a few adventurers would argue that point.

NAFUEL

NO. ENCOUNTERED: 1
SIZE: L
HD: 9(d8)
MOVE: 40'
AC: 15
ATTACKS: 1 Tail (2d6)
SPECIAL: Create clones
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberrant
TREASURE: 6
XP: 750 + 9

The nafuel is a strange, solitary creature never encountered in groups. They can be found in any clime, save the most extreme. They are nomadic and rarely stay in any one area very long, for they love to hunt and kill.

The nafuel looks much akin to a saber tooth tiger, with huge fangs that extend well past the jaw-line. These are its only teeth, for the jaw is no more than jagged bone, made more as the creature grows older. The creature is tan with white spotted fur. Its mane however, short and shaggy is jet black and extends in a ridge of hair down its spine to its nub of a tail. The tail itself is hairless and resembled a bony aperture more than an actual tail.

Nafuel enjoy grinding their prey, preferably as it still lives. Their feet are clawed, but not to the extent of their more banal brethren. They are fast afoot, reaching speeds of 60' in a sprint and if in a straight line. This speed can be maintained for 6 rounds before it must be dropped for a like number of rounds. During this recovery, its top speed will be 30'.

COMBAT: The main weapon the nafuel will use is its tail. When desired the nafuel can extend the tail up to 6 feet from its body and use it as a cudgel, striking any victim within its range, whether they are in front of the creature or behind it.

Its greatest weapon, however, is its ability to generate replicas of itself. Upon taking 1/9th of its hit points in damage, the spilt blood forms into a smaller version of the creature. This can happen nine times. This replica is a 1HD creature, though it attacks as a 9HD creature. Each attacks separately and a part from one another. The lives, up to nine, fight as a pack, with one mind.

If given time the nafuel devours its clones, wolfing them down in great bites, gaining back those hit points that remain to the clone. It can then split again if needed. To devour one of its clones requires 2 full melee rounds. The creature can devour a clone while fighting with its tail.

Example of combat: The nafuel has its hit points rolled by the CK and is determined to have 45 hit points. After taking 8 points of damage the nafuel's split blood forms into a smaller nafuel, with 5 hit points. This creature attacks immediately. If the parent creature takes another 5 in damage, a second clone is formed and so on down the line. Only nine clones can be created during a single day.

NOMORE

NO. ENCOUNTERED: 3-30
SIZE: S (4')
HD: 1(d10)
MOVE: 25'
AC: 17
ATTACKS: 1 bite (1d3), 1 (by weapon)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 2
XP: 15 +1

The nomore' is a short, squat creature with a large head, rough, brown skin and a hunched-over gait. They have two long tusks, approximately three inches on adults, protruding from their lower jaw. They rarely wear armor nor footwear of any kind. They normally arm themselves with crude weapons, favoring clubs.

Nomore' can be found in any clime, save the most arctic. They usually house themselves underground or in caves, rarely making their own shelter. There are up to fifty nomore's in a tribe, but rarely more. The tribe is ruled by the strongest male, however there are fights daily among the tribe to determine exactly whom that is. Females and young are rarely given any voice and are considered inferior to the males.

COMBAT: Nomore' are ruthless fighters and enjoy savagery of combat. They will attack with their weapon, normally a club for 1d6 damage, but will also bite, using their tusks to inflict even more damage (1d3). nomore's enjoy the taste of blood and will sometimes pause during battle to drink of their fallen enemies.

A nomore' lair is a filthy place. Nomore's will eat almost anything and the remains of their prey will be littered about their home. Nomore's take great pains to hide anything they think is valuable, so the treasure of a nomore' may be difficult to find.

Nomore's are disliked among most humanoids, especially gnolls. They will never allow themselves to be treated like slaves by larger races and will kill on sight any goblins, kobold, xvarts and hobgoblins they may encounter. Nomore's take great pride in killing larger humanoids, such as ogres or gnolls, and will adorn the entrance to their lair with the severed head of any they have killed.

O –

OSMOSIOUS

NO. ENCOUNTERED: 1
SIZE: L
HD: 7(d8)
MOVE: Nil
AC: 15
ATTACKS: 2 pseudopod (1d6), See Below
SPECIAL: Steal Memories
SAVES: P, M
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 750 + 7

The osmosious is a form of intelligent plant life found only in humid, tropical regions. It appears to be a large patch of ivy, sometimes growing unchecked on fallen trees or large rocks. In its dormant state, it is harmless and can be bypassed without a second glance, for it appears very normal.

A patch of osmosious can sometimes cover an area 20' square. When anyone comes within 10' of a patch of osmosious, it will leave its dormant state (which it stays in most of its life) and attempt to feed on any intelligent being with its range of detection. The size of the osmosious is only important when determining just how big of an area is hazardous. It has no bearing on HD, damage, etc.

An osmosious can steal memories from creatures of at least "Inferior" intelligence. When these memories are stolen, they become a boon for the osmosious, a bane for its victim. On normal (0 level) creatures, the loss of memories is a personal disappointment, but not much more. While the osmosious will indeed gain nourishment from these memories, it will gain no benefits. For creatures that have appreciable experience in a "Class", the osmosious will gain some benefit from these memories.

Any creature capable of spellcasting, and has at least one spell memorized, can have that spell stolen. For wizards, illusionists, clerics and druids, when the osmosious targets them, a spell at random will be stolen. This spell is wiped from the memory of the caster and is gained by the osmosious. The osmosious can cast this spell on its turn if it feels this is the best course of action. The osmosious can continually steal memories and this does not count against its number of attacks per round, although it can steal only one memory per round. For each other class, it will gain another ability, dependent upon the class, as follows:

Fighter: +1 to all 'to hit' rolls

Ranger: + 1 to all damage rolls

Rogue: +1 to armor class

Assassin: immune to poisons used against it

Barbarian: +1d4 hit points

Monk: extra attack the round the memory is stolen

Knight: +1 to all 'to hit' and +1 to all damage the round the memory is stolen

Paladin: Will heal itself for 1d6 hit points of damage the round the memory is stolen

Bard: Will gain a boon at random from the above list the round the memory is stolen

All effects are cumulative except for the ones noted with "...the round the memory is stolen." For instance, if a memory is stolen from a fighter on round one, all to hit rolls from then on will be made at a +1. If a second memory is stolen from a fighter, all to hit rolls will be at a +2. If the third round has the osmosious steal a memory from a knight, it will receive a +3 to hit and a +1 to damage for that round, before reverting back to a +2 to hit the next round. A Bard's legend lore ability allows the osmosious to gain some fleeting skill from the bard. This will take the form of a random ability from the classes listed before it. Any creature that has a memory stolen take a -1 penalty on all rolls for that round.

COMBAT: An osmosious will initially attempt to steal a memory from a random party member. This will, more than likely, occur previous to any combat and may in fact initiate combat. The chosen party member must make an intelligence check. If the check succeeds, the osmosious failed to gain any memories. If the check fails, the creature will steal a memory and gain the benefit noted above. If the victim fails his intelligence check by five or more points, he has had part of his collective memory stolen and will lose a level of experience, identical that the undead ability energy drain. The only way to regain this level is to eat part of the osmosious after it has been slain.

After an encounter with an osmosious, characters will have small but permanent memory loss of some mundane aspect. While they should be able to recoup all important memories by eating of the slain creature, they may, for example, have no recollection of that night in Lagerburg when the party stole horses and rode all night to Balifield to rescue the mayor's daughter.

OGRILLON

NO. ENCOUNTERED: 1-4
SIZE: M (6')
HD: 2(d10)
MOVE: 30'
AC: 14
ATTACKS: 2 Fists (1d6)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 3
XP: 20 + 2

The ogrillon is a cross-breed of an ogre and an orc. Needless to say, they are vile, ruthless, savage, and thoroughly evil. They have long, stringy black hair that they never cut. Some older ogrillon have this thick mass of hair tied in a long braid that hangs down their backs. Like their orc parent, their visage can range from beady eyed and upturned nose to bulbous eyed with large flat noses, or any other of a myriad of combinations. Regardless of appearance, they are ugly and loathsome creatures. They invariably have broken, yellowed teeth, squat bodies and muscled arms and legs. Ogrillon eschew weapons and choose to fight with only their fists.

Ogrillon normally wear uncured animal hides (if cold) or nothing at all. They have thick, leathery skin that varies from light green to dark red. The skin is also dotted with sores and pustules that ooze a foul-smelling ichor. They all reek of filth and will eat almost anything.

COMBAT: The ogrillon use their fists to pummel their opponents. Each fist does 1d6 damage. Ogrillon are brave, possibly foolhardy, warriors and will happily attack well-armored and well-armed opponents with no fear.

Ogrillon are normally found alone, away from both races of their parentage. If they do mix, they will be found with orcs, for they despise ogres. A typical ogrillon lair houses up to thirty of the creatures. Females fight along side males, while the young are left to fend for themselves. The creatures find lairs in forgotten or abandoned places, living on the fringes of society. They hate humans and dwarves, and will choose them above all others if they are present in combat.

OPHIDIAN

NO. ENCOUNTERED: 2-12
SIZE: M (5'-6')
HD: 4(d8)
MOVE: 30'
AC: 15
ATTACKS: 1 (by weapon), 1 bite (1d3)
SPECIAL: Poison
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 5
XP: 75 + 4

The ophidian is a serpent creature with the hands of a human and heart of a demon. They grow up to 6' in length, but most are shorter, rarely growing past 5'. They range in color from deep orange to yellow, with other color variations present in rare creatures. Rarely, an albino ophidian can be found, of great length, with deep red eyes and a higher than normal intelligence . If found, the other ophidians treat these anomalies with much respect and fear, for their legends speak of a great, white serpent that will bring about the salvation or destruction of their race. These albino ophidians are the same as the others of their kind in regards to HD and armor class.

Sometimes found in the hire of other evil creatures, the ophidians will sometimes gather in small groups of their own, normally deep in jungles, where they practice their strange religion. All ophidians worship a dark serpent lord whose name is never spoken. They revere other living creatures and feel strength can be gained from sacrificing them to their dark god. After sacrificing these unfortunate victims, the ophidians will pass the carcass around to the assembled congregation to feast upon. Legend has it that the ophidians were given arms to better worship their lord, for they will raise their arms high in the air and whisper his dark message during the height of their evil ceremonies.

While the ophidians are careful to conceal their ceremonies from outsiders, they become entranced during the height of their revelry and will not notice if they are being watched during this phase of the ritual. Anyone observing the ophidians during their ceremony must make a wisdom save or act as if under the spell *hypnotism*. Those so enraptured will be subconsciously given the command to join the ceremony. After two rounds of watching, they will walk into the midst of the dark festival and act as one of the ophidians. The true ophidians will detect this intruder immediately and set upon ritually murdering their new found victim, sacrificing them to their dark deity. As soon as damage is taken, the victim(s) will snap out of the spell and can react normally.

COMBAT: In combat, ophidians will attack with weapons, normally a long sword or, preferably, a scimitar. Ophidians particularly despise, and fear, wizards and other spellcasters and will focus on them above all others. When in their own lairs, especially during religious ceremonies, ophidians will never flee from battle. When found as lackeys for others, they have normal chances to flee combat. The ophidians also have a bite attack that, if successful, will poison their victim.

POISON: The ophidian poison is a debilitating one. It will manifest itself over the course of hours, even days. 2-12 hours after being poisoned, the unfortunate victim will lose one point of constitution . Every 1-4 hours after, they will lose another point of constitution . This will continue until death when the constitution equals zero, or a *Neutralize Poison* or *Cure Disease* is cast upon the recipient of the poison. Once cured, constitution points will return at the rate of one per hour.

OGRERAT

NO. ENCOUNTERED: 2-12
SIZE: S (3')
HD: 3(d8)
MOVE: 50'
AC: 13
ATTACKS: 1 bite (2d6)
SPECIAL: N/A
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil (6 See Below)
XP: 100 + 3

The ogrerat is a small, hairless creature that resembles a small dog. It has six legs, each ending in a set of dirty claws, a sickly gray skin and a mouth full of large, beaver-like teeth sticking out at odd angles, seemingly too many to fit in it's mouth. The teeth are constantly growing, requiring the beast to chew all the time to wear them down. The creature has a long tail the rides off the spine, keeping the creature rigid while moving. Though of animal intelligence, the ogrerat is a hateful, cunning beast that has no qualms in attacking even the most equipped creature, or the most helpless.

The teeth of the ogrerat are as hard as steel and the creature can burrow through stone like many rodents can burrow through the earth. The creature will use its teeth to chip away at stone, at the rate of three feet and hour. Only rubble will be left in its wake, and after time, this rubble is pushed way, creating dozens of small, twisting tunnels that criss-cross throughout an ogrerat lair. These tunnels are to small for even any demi-humans to successful travel. The ogrerat will use these tunnels to their advantage if their lair is ever invaded.

Ogrerats will constantly click their teeth when at rest. It is unknown If this is some kind of call, an alert for others of their kind or simply a nervous habit all ogrerats have in common. Regardless, it has the dual ability to unnerve and alert potential invaders. Because of this, the ogrerat can never surprise opponents.

Owing the the relatively small size of the creature, and its somewhat ludicrous appearance, many an adventurer have taken the ogrerat lightly at first meeting. It is only when the foul, little creatures begins it attacks that its true terror come to fore.

COMBAT: When anyone enters the lair of the ogrerat, they will first be greeted by the incessant chattering of teeth reverberating throughout the caverns they call home. The ogrerat will be lying in wait in the multitude of tunnels they have carved out. At once, they will pour out to attack. The six legs of the creature allow them to gain ground quickly, and they will always gain initiative in the first round. The standard attack of an ogrerat is to use its legs and leap onto a victim, then attack with their horrid bite. This bite, if successful, does 3d4 damage. The ogrerat will quickly leap off its victim, turn and attack again. While their hide only imparts an armor class of 10, it is their quickness and speed that raises it to its standard 14. If the ogrerat's speed is somehow negated, their armor class will drop as well.

While the ogrerat care not for treasure, they do secret away shiny objects or trinkets that catch their eye. They will carry these objects into their tunnels and leave them their. If a party can somehow search these tunnels, or negate the stone that surrounds them, a possible fortune could be found for ogrerat repopulate quickly and rarely leave their lairs.

MONSTERS P

P —

PECH

NO. ENCOUNTERED: 4-24
SIZE: S (4')
HD: 3(d10)
MOVE: 20'
AC: 17
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Average
ALIGNMENT: Neutral Good
TYPE: Extraplanar
TREASURE: 3
XP: 150 + 3

Pech are small, quiet creatures that live deep in the bowels of caverns and caves. They are originally from the Elemental Plane of Earth, but found our plane much more to their liking. They live in relative obscurity, which they enjoy and relish. However, they are interested in other races and rarely miss an opportunity to observe them when given the chance.

Pech are small, spindly creatures with skin as tough as stone. They have large heads, normally with long, coarse hair, and short, thick beards. They have large eyes devoid of pupils and a small slit for a mouth. Their skin is gray in color, their hair normally black and their eyes are pale white. They normally wear only a loin cloth and are nude from the waist up. They have large feet and hands and carry mining implements that double as weapons. Pech speak many languages among their tribe (common, elf, dwarf, halfling, goblin, orc, etc.) and can almost always communicate with other races. Not all members of a pech tribe speak all languages, but it is a safe bet that someone in the tribe will speak a language acceptable to any group. Their speech is halting and slow, but soft and soothing.

A pech will approach any outside creatures without fear or trepidation if one enters their lair. They will fight if pressed, but prefer not to. They will begin asking questions at random, trying different languages until they get an answer. Their questions will range from the mundane ("What is your name?") to the strange ("Would it hurt your kind if you ate rock?") Pech will gather around strangers, standing very closely and staring at them. They seem to enjoy the company of dwarves, but do not seem comfortable around halflings. If a tribe of pech have encountered races that have initiated combat unprovoked (i.e. goblins, orcs), they will not approach but will stand their ground. It should be noted that, if pech have encountered humans (or dwarves, or elves, et al) in the past that have attacked them, they may see others of this kind as a threat. They will not, however, initiate combat, no matter what has happened in the past.

Pech spend their days chipping away at stone, testing all different minerals they may find in an odd assortment of experiments. At least two pech in any tribe do nothing but test rock samples by various experiments that include weighing them, subjecting them to fire, submerging them in various liquids, tasting them, smelling them, etc. They keep detailed journals on their findings, scribed into stone slabs they keep for this alone. Why, exactly, they do this for years at a time is unknown.

Each pech is able to cast *magic stone* and *stone tell* thrice per day. Once per day, all pech can cast *shape stone*. Once per week, each can cast *meld into stone*. A group of five or more pech can gather together to cast *passwall* and *wall of stone* once per week. All of these are cast as a 12th level caster.

COMBAT: If pressed into attack, pech will use their mining implements, normally pick axes (1d4 damage) or small hammers (1d3 damage). Pech are much stronger than they appear, living a life of mining as they have, and receive a + 2 to all damage rolls. Even though they are bare-chested and wear no armor, their skin is hard as stone and confers an armor class of 17. If the opportunity presents itself, pech will use their inherit spell like abilities to their advantage in combat.

PENANGGALAN

NO. ENCOUNTERED: 1
SIZE: M
HD: 4(d8)
MOVE: 40'
AC: 16 (variable in human form)
ATTACKS: 1 bite (1d6)
SPECIAL: Blood Drain, Fly, Darkvision (60'), Dominate
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 5
XP: 175 + 4

The penanggalan is a horrid form of undead that is, thankfully, quite rare. They exist in two forms; the one they had in life that they use during the day — and their undead form, which they enter into at night. By day, the penanggalan will seem normal and without suspicion. They are, in almost all respects, what they appear to be. Normally, a docile widow or, frequently, a midwife. They are always female, but can appear of any age. Their alignment appears to be fairly mundane, almost never evil, even if seen through potent magics. A *gem of seeing* is said to be the only foolproof way of detecting a penanggalan during the day.

At night, when the town is sleeping, the penanggalan will enter into its horrid, second form. Anyone witnessing this transformation must make a charisma save or go insane as per the spell *feeblemind*. This is rare, however, for the Penanggalan is very secretive about her true form and will never willingly reveal it to anyone. When alone and ready to feed, the penanggalan will detach its head from its body, pulling its spine and various entrails out with the head. The torso will stand erect, not moving, until the head returns and reattaches itself. The head must "rest" in a body during the day, for exposure to air will eventually cause the various organs to rot and burst, killing the penanggalan. It can survive outside of its body for only 24 hours before this occurs. To guard against this, the penanggalan is very clever in hiding its empty torso as she flies about in the night.

Penanggalan seek pregnant women, women, children and infants (in that order) to feed upon. During the day, they seek likely victims, often plying their trade as a midwife in what amounts to a hunting expedition. Once prey is found, they will return at night to hopefully find their victims sleeping. A penanggalan will either feed, leaving its victim alive while slowly infecting them (non-pregnant women only) or drink their blood until the victim has died, leaving a near bloodless corpse in her wake. When a penanggalan decides to infect someone and turn them into another of her kind, she will drink only enough blood to cause the victim pain, normally only feeding for 2-3 minutes. When the victim starts waking, the undead will fly away, leaving behind a confused victim. Over the course of successive feedings, the victim will become weaker and weaker, losing a point of strength and constitution each morning. A victim, if fed upon for a full week, will become a penanggalan on the next night. On this night, the original penanggalan will visit her, telling her what has been done and advising her on how to act and precautions to take. The "child" penanggalan is under the command of the "parent" penanggalan for one full year. After this, she is free to do as she pleases. However, rarely will two penanggalan live in the same town, unless it is rather sizable. If infection and creation are not her aim, she will feed until the victim has died. Once the victim awakens, she will use her ability to *dominate* to keep the victim from fighting her.

Penanggalan, after a night of feeding, must soak their intestines in vinegar to allow them to return to their normal size. Having been gorged with blood, and exposed to the air, they will become distended and thus they will not fit back into the torso left behind. Penanggalan are very aware that this tell-tale sign of a strong smell of vinegar could help to unmask them and will go to great lengths to alleviate it. As such, penanggalan during the day will almost always wear thick, cloying perfumes. While this may seem odd, rarely does one associate too much perfume with the undead.

COMBAT: If pressed into combat, the Penanggalan will fly about, moving in for a quick bite, before taking flight again. Each successful bite inflicts 1d6 points of damage and the victim must make a constitution check. Failure means they have been infected with a wasting disease. (Victims that the penanggalan feed upon are not subject to this disease, for the penanggalan will lick the wound clean, removing her toxic spittle.) Those infected with the disease will lose 1d4 hit points every morning when they awake for a week. These hit points cannot be healed and effectively lower the "maximum hit points" of the character. If still alive after a week, the loss of hit points increase to 2d4 the next week, 3d4 the next, ad infinitum. Only a *cure disease*, *heal* or *wish* will remove the disease. Lost hit points return at the same rate they were lost.

DOMINATE: The intense gaze of a penanggalan is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into the eyes of a Penanggalan must make a charisma check at a -2 penalty. Failure results in the victim suffering the effects of a permanent *charm person* spell. However, a person charmed in this manner will defend the penanggalan at all costs, even against former allies.

A penanggalan will often times spread rumors of a vampire in the town if she feels the townfolk are becoming suspicious. She knows this will alleviate some of the suspicion from her as vampires are normally male and cannot be exposed to sunlight. As the penanggalan is female and can walk freely about during the day, her ruse is very often successful. However, if her undead form is subjected to sunlight, she suffers the same debilitating effects as a vampire.

The undead form of the penanggalan will have a wild, almost insane look about her. Oftentimes, this appearance is so different than her calm, day time appearance, that most people who witness the undead Penanggalan will have trouble identifying her in her "human" form. Anyone seeing both forms of the penanggalan, and are actively trying to deduce the suspicious activity that invariably surrounds the penanggalan, are allowed an intelligence check, with a -5 penalty, to correctly deduce the two creatures are the same.

PERRUN

NO. ENCOUNTERED: 4-40
SIZE: S (2')
HD: 1(d4)
MOVE: 30'
AC: 17
ATTACKS: 1 pincer (1d3)
SPECIAL: Drain constitution
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 5 + 1

The perrun appear are giant winged insects, reaching approximately 2' in length, beak beneath their hindquarters. They live exclusively in the arid, desert wastes, far from most civilizations. Here, the nomads of the desert prize their flesh as a delicacy; but more than that the beasts port great sacks of water in their abdomen. The perrun keep water in these sacks at all times, usually supplying enough to drink for a single man for 1-2 days. Normally rather docile, the perrun will attack without warning if they feel threatened. Perrun are usually found in groups of less than fifty, but every six months or so, hundreds will gather and fly across the desert in search of food. They are aggressive during this phase and will attack anything in sight. To be descended upon by a swarm of these creatures is certain death.

COMBAT: When attacking, the perrun will first attempt to grasp their victim with their claws. Success means they have inflicted 1d3 damage and have grasped their opponent, and will do 1d3 damage per round with no 'to hit' roll needed. They will also attempt to drain water and other vital fluids from the victim via a small, delicate tube that runs through the beak which is injected into the wound. Anyone so attacked by a perrun must make a constitution save or lose 1 point of constitution per round. Once their constitution reaches 3, they will faint. If it reaches 0, they will die. This ability will stop if the perrun disengages or is killed. However, the pincer will hold fast even in death and removing a dead perrun will inflict an additional 1d3 damage. Lost constitution points will return at the rate of 1 per hour, twice this rate if a steady diet of water is ingested.

PERYTON

NO. ENCOUNTERED: 1-6
SIZE: M (5')
HD: 4(d10)
MOVE: 50' (fly), 30' (land)
AC: 13
ATTACKS: 1 antlers (3-12)
SPECIAL: Immunity to Normal Weapons
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 6
XP: 225 + 4

The peryton is a strange looking creature. Its lower body of that of a great eagle, with bright blue plumage and talons of deep yellow. Its upper body is that of a beautiful stag, with great antlers adorning its head. A pair of eagle's wings complete the look of this majestic, if thoroughly evil, creature.

Perytons live exclusively in the aerie peaks of mountains. While they are omnivorous creatures, a peryton must feast on flesh, preferably of the human variant, at least once a week. To this end, they are known to

undertake massive hunting expeditions to the lowlands to find victims, sometimes absconding with multiple victims and keeping them prisoner until the need for flesh arises again.

In an odd set of circumstances that remain unsolved, the peryton casts a shadow of a man rather than its true form. They also smell of men, and not wild animals as one would guess. They speak their own language, but can inherently understand the common tongue of man. Lastly, though they cannot speak common, they can let forth a screech that sounds uncannily like a human in pain or fear. It is with these tricks that many a peryton has lured its victim.

Once they are done feasting, a peryton will use its sharp antlers to tear a hole in the chest of their victim. Once done, they will stick their muzzle in the hole and rip out the heart. Once this is completed, the peryton will fly away, the blood still dripping from its snout, the heart clasped in its teeth. They will return to their mate, who will eat the heart (only males are encountered outside of their lair). The female needs the heart to reproduce. In rare cases, perytons will rip the heart from their victims while they still live and not eat of their flesh. The loss of such a vital organ obviously means death to the victim.

COMBAT: The antlers of a peryton are much sharper than those of an average deer. The peryton will take flight, turn in mid air, and slam its antlers into its victim. A successful hit inflicts 3-12 damage. The peryton attacks as a 6HD creature.

IMMUNE TO NORMAL WEAPONS: Magical weapons of at least +1 are needed to attack this magical beast. Lesser weapons will simply glance off the skin of the beast.

PHANTOM STALKER

NO. ENCOUNTERED: 1
SIZE: L
HD: 6(d8)
MOVE: 30'
AC: 17
ATTACKS: 2 claws (1d6)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: Nil
XP: 225 + 6

The phantom stalker is a creature born to the Elemental Plane of Fire and summoned to our plane by a high level wizard. The exact procedure to summon these creatures is closely guarded and cannot be ascertained without diligence, coin or both, in large quantities.

The creature has a limited form of polymorph, but will normally be seen as a large, humanoid shaped creature with bright, red skin, a large head and great, white, pupil-less eyes. Its hands end in wicked, curved claws. It is naked, but appears genderless. Other forms are usually used for travel, such as a winged creature for flight, a multi-legged creature for speed or a fish-like creature for underwater.

The creature will diligently perform its duty to its summoner, be it guardian of treasure or protector to its master. The summoner has to be careful in its wording, for the phantom stalker will always interpret its orders is the easiest way possible, even perverting the meaning for its own ends. Once its task has been given, nothing or no one will stop it in its assignment.

If the summoner of the creature is killed, the stalker will have but one single mission: to kill the murderer of its master. If its master is slain, the stalker will instantly disappear, teleporting itself to its own plane. There, it can watch the killer and stalk him, waiting on a opportune time to strike. Once this presents itself, it will appear in front of the killer and exact his revenge. Once done, the stalker is free to teleport home, never again to worry about this task again. A stalker can observe its prey for only 24 hours before it must strike. It should be noted that, if the killer is weakened and aloneat the time of the murder, the stalker may consider this his best option and not disappear but exact his revenge then and there.

COMBAT: The creature attacks with its two sharp claws, each successful strike dealing 1d6 damage. It has a +5 bonus to any save versus fire. Magical fire (i.e. *fireball*) actually heals it for the amount it would normally deal damage. Cold based spells do double damage. Anyone standing close to the creature will feel it radiate heat, but not to the extent that it will do damage.

If the creature realizes death is imminent, it can kill itself in a 6HD *fireball*. All within the area of effect are targeted.

PHOENIX

NO. ENCOUNTERED: 1
SIZE: M
HD: 6(d8)
MOVE: 50'
AC: 19
ATTACKS: 1 Bite (1d6), 2 Claws (1d8)
SPECIAL: Immunity to Fire, Spell Like Abilities
SAVES: P
INT: Genius
ALIGNMENT: Neutral Good
TYPE: Magical Beast
TREASURE: 7
XP: 1750 + 6

The phoenix is a large, beautiful bird that is quite rare on our plane. A native to the Elemental Plane of Fire, the phoenix comes to our plane to assist other good aligned creatures in the constant struggle against evil. (It should be noted that the phoenix travels to multiple planes, not just ours, to fight this fight). It appears as a large eagle, with brightly colored plumage. Its head is bright yellow, fading to orange down the neck to the body. Its wings are bright red, as are its legs. When the wings are spread, one can see a myriad of colors throughout, looking almost like flames. The beak and talons are ivory white and extremely sharp.

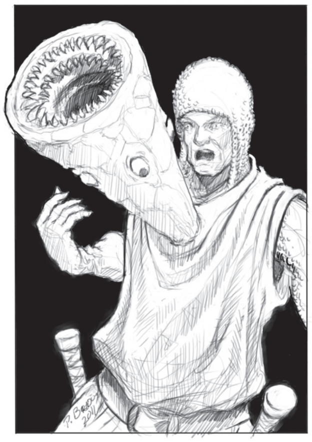
COMBAT: The creature will prefer to attack with its claws, swooping in and inflicting 1d4 with each. If forced in a small area where it cannot fly, it will snap with its beak for 1d6. It does not attack with all three in the same round.

IMMUNITY TO FIRE: The phoenix, being a fire-spirit, is immune to both normal and magical fire.

The phoenix can *detect evil* as a paladin. It can also cast the following once per day: *dismissal*, *dispel evil* and *flame strike* as a 9th level cleric. It will use these abilities to slay and dismiss evil entities, and will rarely if ever attack good-aligned creatures, even if attacked first.

If a phoenix is ever slain, it erupts in a 12HD gireball. Twelve hours after its death, a new, fully grown phoenix will be born of the ashes. The mystical bird has a life span of ninety-nine years. At the end of its natural life, it will retreat to a high mountain and self-immolate itself, secure in the knowledge that a new phoenix will arise to take its place.

PIERCER



NO. ENCOUNTERED: 1-4
SIZE: S to M (2' to 5')
HD: 3(d8)
MOVE: 2'
AC: 17
ATTACKS: 1 (see below)
SPECIAL: Nil
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 125 + 3

The piercer can almost only be found in caverns or natural caves, for its appearance would seem out of place if seen anywhere else. The piercer appears, in all respects, like a stalactite, hanging from the ceiling of a cave. The mouth of the creature holds it fast to the stone ceiling, letting go when prey is underneath. The creature has small, beady eyes that constantly scan the surface for food. When seen, the piercer will let go its hold on the ceiling and fall unerringly on its target. If successful, the creature will twist its body until its mouth can begin eating the hapless victim it has killed.

COMBAT: The piercer attacks by dropping on its victim from above. The creature, having fed in this way all of its life, is deadly in its attack and rarely misses. To hit a victim, no 'to hit' roll is needed. The intended victim must make a dexterity save, with a -3 penalty, or be impaled. Success means the piercer has fallen harmlessly to the ground. It can begin slowly crawling back to its lofty perch, but will undoubtedly be killed if it attempted to attack someone with arms to kill it, for it cannot attack when in such a position. If the victim fails its dexterity save, however, it must make a constitution save. Success means the victim has lost half of its hit points. Failure means death.

The piercer will attack any living creature, from vermin to giants. As such, its lair will sometimes be littered with bones, for a piercer is not tidy. This could be a clue that something is amiss. Also, these bodies may have treasure, for a piercer has no need for baubles and trinkets and will only eat flesh.

POLTERGEIST

NO. ENCOUNTERED: 1
SIZE: M
HD: 1(d4)
MOVE: 30'
AC: 15
ATTACKS: Nil
SPECIAL: Telekinesis, Immunity to Normal Weapons
SAVES: M
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 50 + 1

The poltergeist is an invisible undead spirit that haunts a specific area. Sometimes this area is one that it was close to in life, but more often than not, the area is the place the poltergeist was killed. The creature itself is invisible and incorporeal, and cannot itself attack, nor can it be struck with normal weapons. Poltergeist are twisted, angry creatures that only want to inflict pain and suffering on the living.

COMBAT: The poltergeist will use small objects (less than ten pounds) to pummel intruders (dishes, rocks, books, etc). If successful, the object will do 1d2 damage (more or less depending on situational modifiers left up to the CK). Anyone struck with an object must make a charisma check or become horrified, as if under a *fear* spell cast by a 4th level wizard.

As the poltergeist is invisible, it is difficult to attack. If its location is somehow determined, it can be attacked, albeit with a -4 on all attack rolls against it. Normal weapons cannot harm it, but magicked weapons will. Silver weapons impart double their normal damage. If a Cleric attempts to turn the undead, he will gain an automatic +5 to his roll. All magic will work as intended against the creature, and holy water will do 2d4 points of damage per splash.

PYROLISK

NO. ENCOUNTERED: 1
SIZE: S
HD: 5(d10)
MOVE: 30'
AC: 15
ATTACKS: Bite (1d3)
SPECIAL: Immolation
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 6
XP: 175 + 5

The Pyrolisk is almost identical to the cockatrice (see *Monsters & Treasure* tome, page 17). It is a foul, ill-tempered looking bird with a reptilian neck and tail and patches of mottled red skin showing where its oily feathers have fallen off. The difference is a single bright red feather at the end of its tail. It has small wings, but rarely flies but can move twice its movement speed for one round by jumping and using the wings to buffer its movement.

COMBAT: It will attempt to bite its opponents with its small, wicked beak. If successful, it will impart 1d3 damage.

IMMOLATION: Anyone caught in the gaze of the Pyrolisk will burst into flames. The initial damage is 2d4, with no save given, and no to-hit roll needed. Each round thereafter, the victim will take 2d4 additional damage if they do anything but try and douse the flames. If they turn their full attention to the flames, and attempt to put them out, they will take 1d4 damage the following round and the flames will extinguish the next round, allowing them to attack (or do anything they wish) again.

Q —

QUAL-MAN

NO. ENCOUNTERED: 2-24
SIZE: L (7')
HD: 1(d10)
MOVE: 30'
AC: 14
ATTACKS: 2 fists (1d4 each) or 1 (by weapon)
SPECIAL: Immunity to Poison
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 2
XP: 15 + 1

Qual-man appear as tall, hairy, barbaric humanoids. They are aggressive, territorial and savage. The qual-man stands nearly seven feet tall, with thick brown hair growing on their heads, backs, chests, arms and legs. They have slopping foreheads, hunched backs and deep feral eyes. The creature is fearsome indeed. Anyone entering their lairs will be attacked viciously and without warning. While not evil, the creatures act not unlike a bear if their homes are intruded upon.

Found in any clime, but only in remote, barbaric places, the qual-man is rarely seen by civilized men. They have a crude understanding of the common tongue, but normally speak only their own language. They can grasp simple concepts, but eschew advanced schemes in tactics in favor of brute strength. They fear any sort of magic greatly and must make a charisma save in the face of any caster or run fleeing for 3 rounds. If, however, they are faced with magic while inside of their homes, they will not flee, but instead attack the casters savagely.

For reasons known only to the qual-man, they have an intense hatred for elves. They will sometimes allow themselves to be slaves of the Drow to further their desire to slay the surface elves on sight. If an elf is in a group they attack, and the qual-man will focus the majority of their attacks on any elf in the party.

In a group of 12 or more, there will be one qual-man that has maximum hit points and is armed. Most of these creatures attack with their fists, but the lucky ones will use weapons of their victims or crudely fashioned weapons of their own make.

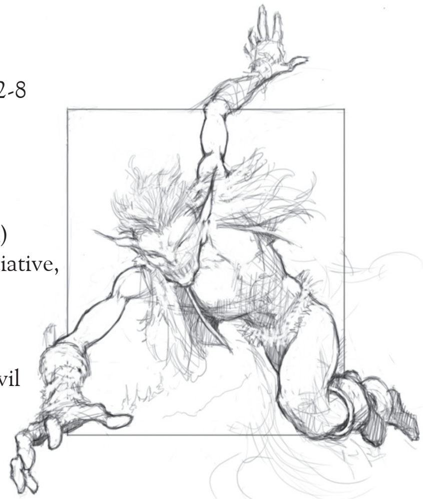
COMBAT: The qual-man will never be confused with soldiers that rely on finesse, stealth or tactical advantage. They are brutes that overwhelm any opponents with fists or weapons. They never accept or ask for surrender. Each fist does 1d4 damage, while any weapon used will gain a +1 to all to hit rolls.

When a qual-man is brought to 0 hit points, it does not fall. Rather, it enters into a frenzy where all attacks are made with a +3 to all rolls. When brought to -6 or below, they will fall dead.

The blood of a qual-man is used by some alchemist for their mysterious potions. A full vial of the creatures black blood will fetch up to 25gp to the right buyer.

QUICKLING

NO. ENCOUNTERED: 2-8
SIZE: S
HD: 1(d12)
MOVE: 100'
AC: 23
ATTACKS: 2 (by weapon)
SPECIAL: Automatic Initiative, Double Attacks
SAVES: P
INT: Superior
ALIGNMENT: Neutral Evil
TYPE: Fey
TREASURE: 4
XP: 100 + 1



Quicklings are a race of fey creatures that legend says have dabbled in dark, malevolent arts better left alone. The exposure has turned them dark, evil and malicious. The magic that now flows through them has given them extremely fast speed, sometimes even too fast to see clearly. A quickling, traveling at top speed, is but a blur to most eyes. As such, they have a tremendously high armor class and are deadly in combat. They normally travel in small bands and can be found in any climate, save the coldest arctic areas. As there has been little contact with these fey, their intent is only speculated.

Not much is known about the quickling. It is theorized that, due to such an accelerated metabolism, their life span is relatively short, which is correct. Most quickling mature at age three and die around age ten. Quicklings speak the fey language common to sprites, grigs, et al as well as elven and a smattering of common. However, it is almost impossible for most creatures to understand them as they speak in such an accelerated and high pitched voice.

COMBAT: In combat quicklings great speed grants them a +5 to their initiative roll. They have two attacks per round. They always attack with their daggers, for anything else is either too large or not conducive to their tremendous agility. If successful, they do 1d4 damage per hit.

SPELL LIKE ABILITIES: *Darkness, Faerie Fire, Ventriloquism*. These abilities are usable once per day, at 5th level ability.

R –

RETRIEVER

NO. ENCOUNTERED: 1
SIZE: L
HD: 10(d8)
MOVE: 45'
AC: 22
ATTACKS: 4 claws (3d6)
SPECIAL: See Below
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 3000 + 10

These horrors are sent from powerful creatures that reside in the Evil Outer Planes (i.e. Gehenna, Hades, The Nine Hells, etc.) to this plane for some nefarious reason. Be it punishment for a follower that has fallen from grace or revenge on a vain enemy, the mission is the same: death.

The retriever resembles a giant spider, standing almost nine feet tall at its highest point. They are covered in coarse, black hair except for their legs, which are hairless. Their back four legs are used for movement only. The speed of the creatures belies its enormous girth, for it can run faster than most humanoids. It is quite nimble as well, if it has room to maneuver. Its front four legs are always raised and never touch the ground. Each ends in a massive blade-like appendage, not unlike a scimitar or talwar. The creature has a huge, gaping mouth that constantly drips a black ooze with large pincers on either side. It has six eyes, two large multi-faceted eyes for vision and four smaller eyes above the larger one. These small eyes can each shoot forth a beam of magic. They are as follows:

> *Flame*: The first eyes shoots a jet of flame. Anyone hit by the flame takes damage equal to the current hit points of the creature (dexterity save for half damage). Anything flammable on the victim has a chance to ignite, and possibly be ruined.
>
> *Ice*: The second eye shoots a beam of ice. Anyone struck takes damage equal to the creature's current hit points (dexterity save for half)damage. Anyone failing the save will also attack last in each subsequent round until the ice has melted somewhat (1d4 rounds).
>
> *Polymorph*: Anyone struck by this ray must make a constitution save or be polymorphed into a small spider. The victim retains all of his faculties, but cannot attack nor do anything useful. This effect lasts 2d4 rounds.
>
> *Petrifaction*: Anyone struck by this ray must make a constitution save or be transmuted into stone, not unlike the basilisk's gaze attack. Until reversed, this effect is permanent.

Each gaze attack must recharge for six rounds before being used again, and can only be used thrice per day.

Merely being in the presence of a retriever is a horrifying experience. Creatures below 5th level (or 5HD) will flee as if they were a victim of the spell *Fear*. Creatures of 6th level (6HD) to 9th level (9HD) are allowed a charisma save. Failure means they to are consumed with *Fear*. Those of 10th level (10HD) or higher are immune to this effect.

COMBAT: The retriever prefers to attack at night and outdoors, for here it can use its maneuverability to its advantage. It will initially use one of its gaze attacks (*Flame* or *Ice*) from a distance, possibly two, before changing to melee. In melee, it can bring all four claw attacks to bear on a single victim, or can split between two victims if they are in front of the creature. Each successful attack inflicts 3d6 damage. If the creature discerns that one member of the group is quite the adversary, it will use any remaining gaze attacks (*Polymorph* or *Petrifaction*) on this person. The creature cannot use both claw attacks and gaze attacks in the same round.

It is not uncommon for the denizens of the evil outer planes (demons and devils mainly) to employ the retriever as a steed when on their home plane, though this is rarely seen elsewhere.

REVENANT

NO. ENCOUNTERED: 1
SIZE: M
HD: 8(d8)
MOVE: 30'
AC: 10
ATTACKS: 1 hand (2d8)
SPECIAL: See Below
SAVES: P
INT: Very to High
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: Nil
XP: 1200 + 8

Any humans (and only humans) that have died an extremely ghastly death can arise as a revenant to exact revenge on its killer. The revenant, in life, must have had a minimum of 15 constituion, intelligence and wisdom to become a revenant. Even at that, the chances are very slim.

A revenant knows nothing but revenge and will stop at nothing to track down and kill its murderer. It retains some small bit of knowledge it had when alive, but has forsaken all but those that are crucial to him. Regardless of their alignment when living, the revenant is always true neutral. Regardless of mission, job or destiny when alive, the revenant is now only driven by revenge.

The revenant appears like a zombie, but with much more fluid motion, intelligence and determination. They are not mindless and can actually speak and reason with others that share a common language, for they remember their native tongue even in death. Their speech is always a coarse whisper. The creature may approach any creature near its place of death and ask about its killer. Those that treat it with respect will be left unharmed as the revenant moves on, absorbed by its mission. If it is attacked, it will fight until it is free to again go about its business.

No normal, silver or magical weapon will have any effect on the revenant as far as damage. Body parts hit, even the head, have a 5% chance per to hit rolled to be chopped off (i.e. A 13 is rolled on a d20 for hit purposes. While it will not inflict damage, there is a 65% (13 * 5%) chance that a body part will be chopped off). The CK should use the following chart to see what body part is lost:

1-2:	Right leg	7-8:	Left arm
3-4:	Left leg	9:	Severed at the waist
5-6:	Right arm	10:	Head

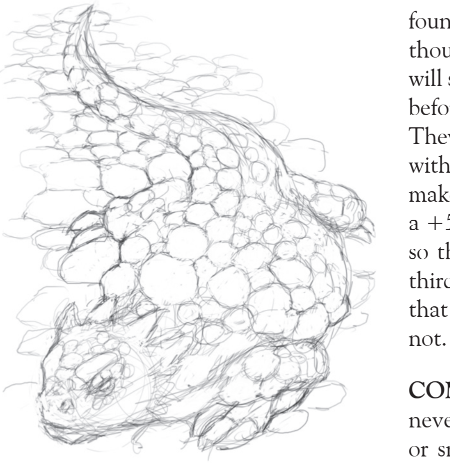
If an attacker announces he is attacking a certain area (a 'called shot'), forgo the chart and allow the named body part to be lost instead.

Regardless of any body part being lost, the hand that has grasped the victim's neck will not release. Each severed limb can move of its own accord and will constantly attempt to rejoin. The revenant will rejoin in four rounds if left undisturbed. Even while taking blows and losing body parts, previously lost appendages will continue to rejoin.

The creature is immune to all spells (save the ones listed below). It is immune to a cleric's turning ability and is unaffected by (un)holy water or (un)holy symbols. The only thing that can kill the creature is fire. And only by reducing it to ashes can it truly be destroyed. Fire based spells do double damage. Regular fire (torch size) does 1d6 damage. When the creature has taken 50% of its hit points in damage, it is assumed to be on fire itself and will, at that point, take 1d4 points of damage from the fire, even if no one is attacking it. The revenant will regenerate 3 hit points per round, starting the round after he has first taken damage.

COMBAT: When the revenant finds that which it seeks, it will lock its skeletal hand about its victim's neck (a 'to hit' of 12 or better is needed). Once successfully grasped, it will inflict 2d4 damage per round (no further to hit roll needed) until its victim is dead. Once dead, it will disintegrate and its soul will finally find peace.

ROCK REPTILE



NO. ENCOUNTERED: 1-4
SIZE: S
HD: 3(d8)
MOVE: 30'
AC: 17
ATTACKS: 1 Bite (1d4)
SPECIAL: Surprise
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 100 + 3

As the name would suggest, the rock reptile is a reptilian creature with a hard exterior, resembling stone. They walk upon four clawed legs and have a tail that stretches half their body length behind them. From snout to tail, they rarely grow longer than three feet. Their body is a lumpy gray, looking decidedly like a collection of small stones. Their eyes are orange, but are small and beady. They can detect someone in their lair by small tremors in the rock floor and rarely open their eyes until they pounce for an attack. They are almost always found in caves and underground tunnels and blend in so well as to be almost impossible to see.

COMBAT: Rock reptiles attack without fear and attempt to bite opponents. Their mouth is lined with jagged teeth, the consistency of rock. A successful hit imparts 1d4 damage.

SURPRISE: As they camouflage so well with their surroundings, rock reptiles get a free attack at the beginning of combat. A wisdom check can be attempted to detect the creatures, but the CL is 10 (Dwarves receive a +1 to this roll).

RUEL

NO. ENCOUNTERED: 1-6
SIZE: M (6')
HD: 2(d10)
MOVE: 30'
AC: 10
ATTACKS: 1 (by weapon)
SPECIAL: Blade Mastery, Confusion
SAVES: P
INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 3
XP: 25 + 2

The ruel are a race of creatures, not unlike man in most appearances. They average approximately six feet tall, with some shorter and some taller. Their most peculiar attribute is their hair which they grow very long, cake in thick gels in order to shape it, bound, knotted, hanging loose or whatever each individual desires. The more pronounced the top hair the greater the creature's status. Most have very dark hair and piercing dark eyes. They have never been seen wearing any armor save hides and animal skins and are almost always barefoot. No females of the species have ever been seen, but considering their extreme resemblance to man, it is theorized there must be a female of the species for reproduction. The oddity of this race, appearance-wise, is that every ruel ever seen has had his entire skin riddled with body markings. There is barely an inch of flesh that is not decorated with swirling patterns of bright colors, including the face.

The ruel are exclusively found in tropical climes. Normally, they will be found in jungles, but can be found in open plains or swamp areas as well, though none have ever been seen in hills or mountainous areas. The ruel will set up traps about their homes and will stay hidden as long as possible before pouncing on any creatures that enter their homeland uninvited. They are cruel warriors, attacking the helpless first. The ruel always fight with a sword of their own making. These swords are notched and cut to make very jagged edges. A strike with these swords in combat will confer a +5 to attack and damage. However, the swords break and notch easily, so that the bonus will fall to +4 in the second round, then +3 in the third, etc. After five rounds, the swords will act as normal swords. Note that these bonuses will decrease whether there is a successful 'to hit' or not.

COMBAT: The ruel attack quickly and quietly. During combat, they never talk nor make any sounds. Ruels will always attack the less armored or smaller of a group, normally wizards and their ilk. They mastery at

blades will inflict horrible damage in the first few rounds of combat and their helpless spell casters will take the brunt of this onslaught.

CONFUSION: The odd mixture of colors and symbols that cover the ruel's body manifest in constant confusion for their enemies. Anyone looking at a ruel must make a charisma check or be affected as per the spell awe spell, suffering nausea and loss of attribute points.

Even though the ruel are evil as well as chaotic, it is the chaos that flows through them that defines them more than the evil. ruel are wild, unpredictable creatures. They will never surrender, but have been known to run from battle, even when winning. Ruel have been known to stand and stare at others for minutes at a time, seemingly ignoring all attempts at communications, only to attack quickly and with no provocation. If a ruel is ever the target of any spell that affects their mind (i.e. charm person, command, etc), they always get a save (even if the spell says otherwise). Failure will always mean death, as they will never submit to anyone or lose control of their facilities.

RUSSET MOLD

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d8)
MOVE: Nil
AC: Nil
ATTACKS: cold damage (1d4)
SPECIAL: See Below
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 250 + 5

The russet mold is a creature of animal intelligence found almost exclusively in temperate, subterranean areas. It gains sustenance from absorbing the heat of living creatures around it. It can become dormant for years, not growing, but will reanimate if any warm blooded creature comes within twenty feet of it. The first round a creature is within the twenty foot radius, the russet mold will come to life. On round two, every creature will take 1d4 points of cold damage (the CK should tell the party they feel a frigid, cold air about them). For every four hit points taken by creatures, the russet mold gains a single hit point. Thus, if five hit points are lost in a round by multiple creatures, the russet mold would gain a hit point. If ten points were lost in a single round, the creature would gain two hit points. These hit points can regenerate lost hit points, as well as add them to the total hit points of the creature (i.e. if a russet mold has 25 hit points at the start of the encounter, it can raise it maximum hit points to 30, or 35 or 100, etc…).

Weapons do not damage the russet mold. Sources of heat actually make it grow larger. A russet mold will gain 1d4 hit points if "burned" by a torch and gain hit points if any fire-based spell is used against it (i.e. a 6 dice fireball would HEAL 6d6 points of damage). The only way to permanently kill the mold is by cold-based spells. Any spell using ice / snow / cold will inflict double damage to the russet mold.

It should be noted that characters can stay within the twenty foot danger area and do normal, even difficult, tasks with little ill effects, aside from the damage of course. In other words, characters can search for traps, draw a sword, cast a spell, quaff a potion, et al. The cold is not severe enough to cause characters to become immobile.

COMBAT: The russet mold does not engage in combat per se, but will damage those in its range. It will not (cannot) pursue its prey, as it is a stationary creature. All creatures within 20' of the mold will take 1d4 damage per round.

S –

SANDLING

NO. ENCOUNTERED: 1
SIZE: L
HD: 4(d8)
MOVE: 50'
AC: 17
ATTACKS: 1 Slam (2d8)
SPECIAL: Insubstantial
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: Nil
XP: 55 + 4

The sandling is a living mass of swirling sand, presumed to be a visitor from the Elemental Plane of Earth. They live on our plane in deserts and long deserted human settlements. They are territorial, without fear and will attack any creature they are not familiar with.

COMBAT: The sandling will attack by slamming its bulk into an opponent. The force plus the thousands of small abrasions, combine to do a substantial 2d4 damage. Victims must make a dexterity check to remain standing. Failure means they have been knocked prone by the blow.

INSUBSTANTIAL: The sandling is difficult to hit with standard weapons. Slashing and piercing weapons do only half damage, while blunt weapons will do full.

Any attack that uses wind or air will dissipate the creature for 1d4 rounds and inflict 2d10 damage. Any large amount of liquid thrown on the creature will slow it for 1d4 rounds, causing it to attack last in each round and doing only 1d4 damage.

SANDMAN

NO. ENCOUNTERED: 1-6
SIZE: M
HD: 4(d8)
MOVE: 30'
AC: 17
ATTACKS: Nil
SPECIAL: Sleep
SAVES: P
INT: Average
ALIGNMENT: Neutral (Evil)
TYPE: Extraplanar
TREASURE: 3
XP: 125 + 4

As it's name implies, the sandman is a bipedal man-shaped creature made entirely of sand. It is assumed the creature is not of this world, possibly from one of the para or quasi elemental planes. Being a visitor to this plane, they can be found in any clime.

The sandmen have no actual attack but are formidable foes nonetheless. They can release small bits of themselves to float about the head of their enemies. Those surrounded as such by the mist of sand must make a constitution check or fall under the effects of a Sleep spell (one which can effect any level and is not bound to those 5HD or lower). This sleep will last 5d6 turns. If someone actively tries to awaken a sleeping victim, they will come out of their slumber in 1d4 rounds. Victims must make a constitution check every round the sand swirls about their head. No holding of breath or closing of the eyes, nor any actions, will save them from making saving throws. If, however, they flee from the sandmen, they will not pursue and the sand will dissipate once they are thirty feet away. If the sandmen are successful in placing all of their foes under their magical sleep, they will remove them from their lair and leave them. Sandmen are mainly neutral, but some possess a malevolent streak. This can manifest itself when their victims are sleeping, as they may steal items or place their victims far apart from one another.

COMBAT: The sandmen will not attack, as stated above. They will only use their sleep ability to disable their enemies and remove them from their lairs. However, these creatures are highly resistant to damage. Only spells that affect an area can affect them (i.e. *fireball*). Spells that target a single entity are useless (i.e.*lightning bolt*). Spells that do effect them do so only at half damage (if save failed) or no damage (if save was successful). All weapons do only half damage to them, as they can easily avoid any blow by subtlety shifting their bodies. This ability is inherent to the sandmen.

It is not unknown for powerful masters to imprison sandmen and use their sleep ability to their advantage.

SCARECROW

NO. ENCOUNTERED: 1-4
SIZE: M
HD: 5(d8)
MOVE: 20'
AC: 14
ATTACKS: 2 fists (1d6)
SPECIAL: constitution Damage
SAVES: P
INT: Non
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: Nil
XP: 80 + 5

These vile creatures are the animated forms of the more mundane entity of the same name. An evil cleric, using a variety of spells and a series of instructions, may create these beasts for his own machinations. Normally found out of doors, they can be found in any clime and anywhere.

The scarecrow looks almost exactly like those constructs farmers make and place in fields to frighten away animals. Any material can be used, from cloth to wood, from rotten vegetables to old flour sacks. Its innards can be straw, but can also be sand, rocks or dirt. As such, the creature has no set weaknesses.

The touch of a scarecrow is debilitating to its victim. Those so touched lose one point of constitution each time the icy hand of the creature strikes them. Aside from suffering the obvious effects of constitution loss, the victim will die if their constitution reaches 0. Once slain, these points lost will return at a rate of one per hour until the constitution is back to normal.

COMBAT: Despite its wobbly, unsteady appearance, the scarecrow is an adequate adversary. The creature will strike with an unexpected strength , doing 1d6 damage with each of its fists. It will also, as stated above, drain constitution from its opponent.

SCREAMING DEVILKIN

NO. ENCOUNTERED: 1
SIZE: S
HD: 3(d8)
MOVE: 30'
AC: 18
ATTACKS: 1 tail (1d6)
SPECIAL: Scream
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 2
XP: 50 + 3

The screaming devilkin is, as its name would imply, a visitor to our world from the outer planes where demons and devils dwell. While the real reason it is sent is unknown, many theorize it is to strike fear into the normal populace and spread its evil to as many as it can.

The creature is extremely aggressive and will attack with no provocation. They are vile little creatures, rarely growing past two feet. They have dark red, leathery skin, small horns atop its head, two large bat-like wings and a long tail ending in a wicked barb. It also sports two tiny arms that seem inconsequential.

The scream of the devilkin is a horror to behold. It begins as a low moan, but quickly reaches it apex. Once it does, its loud, pandemonious din wreaks havoc to all within 100'. Communication is non-existent, even if screaming. Spell casters are unable to cast any spell with a verbal component. A constitution check must be made each round by all within range. Failure means they take 1 point of damage from the sound and incur a -1 on all rolls.

COMBAT: The devilkin will attempt to swoop in from above and strike with its barbed tail. If successful, the victim will take 1d6 damage. The relatively high armor class is achieved primarily via the creature's ability to dodge and avoid being hit rather than a thick hide. If this ability is negated, the creature's armor will suffer as well.

SELKIE

NO. ENCOUNTERED: 4-24 (1)
SIZE: M
HD: 3(d10)
MOVE: 90' / 30'
AC: 15
ATTACKS: 1 bite (1d6) or by weapon
SPECIAL: Breath underwater
SAVES: P
INT: Average to High
ALIGNMENT: Neutral Good
TYPE: Magical Beast
TREASURE: 4
XP: 50 + 3

The selkie are a race of intelligent seal-like creatures that live in salt water, normally near human civilizations. When in their normal form, they are almost indistinguishable from normal seals, save their hands. While seals have flippers, selkies have hands that resemble humans, albeit webbed. Selkies are intelligent and will use their surroundings to their advantage and will hide from obviously superior creatures or numbers. They are, however, very fascinated by humans and this curiosity will sometimes override their inherent self-preservation instincts.

A few times a month, more or less depending on the size of their tribe, one selkie will polymorph into a human form and enter a human settlement for trade. This ability to transform into a human is available to all selkies, and they will sometimes go in pairs as humans if they need to carry a lot of goods. They rarely go with more than two, however. In human form, selkies are lithe, graceful, attractive humans. They will seem naïve and childlike and take great interest in otherwise mundane activities. It should be noted that the selkies will send their most experienced member in hopes that they will not be so naïve. Sometimes, this does not work as well as they hope. Selkies love human food, especially wine.

A selkie can maintain its human form for twenty-four hours before changing back. If they are still on land when this occurs, they will begin to suffocate, taking 1d3 damage per round. If a selkie feels they will not make it home in time, they will divulge their hidden identity and plead that they are returned to the sea. Other than this, selkies will never reveal their true self.

In their natural habitat, selkies belong to a tribe of about fifty. There are definite gender roles in selkie society. The males will hunt and gather food, defend the lair and interact with humans. The females will raise the young, prepare the food and maintain the lair. Female selkies are held in high esteem by the males and they will never treat the females with hostility or scorn. Males will always allow females to eat first and will often bring their mates trinkets from the many expeditions they take. The eldest male in the tribe is the ruler, and all selkies will acquiesce to his word. He will have the following spells to use once per day: *cure serious wounds, bless, suggestion* and *command plants*.

COMBAT: In human form, the selkie can move 30', as humans. They will normally fight with longswords and wear little or no armor. They attack as 3rd level fighters. In their normal form, selkies attack with their powerful bite, inflicting 1d6 damage. They can move very quickly in water and will use this maneuverability to their advantage, as well as using the familiar terrain. The selkie are very aggressive and determined fighters if they feel their home is threatened.

SHADE

NO. ENCOUNTERED: 1
SIZE: M
HD: 5(d8)
MOVE: 30'
AC: 15
ATTACKS: 1 (By weapon)
SPECIAL: See Below
SAVES: P
INT: Very to Superior
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: Nil (5 in lair)
XP: 350 + 5

A shade is a human or demi-human that has traded its mortal existence on our plane for immortality on the Shadow Realm. The process, while keeping their minds intact, have left them bitter, angry and quite evil. They reside on the Shadow Realm but will return to their home plane for various reasons (i.e. forced servitude, protection of treasure, visiting their homeland or malevolent reasons known only to them).

Shades still walk the path they did in life as far as class goes. The CK is suggested to create an NPC as normal, rolling for abilities and assigning spells, etc. as they normally would. These abilities will change depending upon where the shade is encountered.

Light Conditions	Ability Scores	Spell Resistance	Hit Points	Armor Class
Bright	50%	0	66%	-3
Average	75%	0	75%	-1
Twilight	100%	10	100%	0
Shadowy	125%	13	125%	+1
Night	150%	15	150%	+3
Complete Darkness	200%	20	200%	+5

The highest an ability score can achieve is 30. For example, if the strength for a shade was rolled as an 18, it would be a 9 (50%) in bright light, a 14 in Average light (75% of 18 = 13.5 rounded up to 14), an 18 in twilight, a 23 in shadows (125% of 18 = 22.5), a 27 at night and a 30 in complete darkness (the score would be a 36 in darkness, but 30 is the maximum). The same would go for hit points. At shadowy light or darker, the shade receives a Spell Resistance score. Also, armor class is modified as above, worse in bright light (12), best in complete darkness (20). For clarification, bright light is bright sunshine or magical light, average is normal daylight, twilight is sunset / sunrise, shadowy is darkness illuminated by candles, lanterns or some other synthetic light, night is a normal night sky above ground and complete darkness is underground or unnatural, magical darkness.

A shade will almost never be found in lighting conditions brighter than average. They hate the light and will stay away from it at all costs. Shades are almost impossible to discern in light darker than twilight and can surprise easily (anyone attempting to detect them does so at a -5 penalty).

If found here for their own purposes, shades are known to stalk parties in shadows, waiting for them to become weakened or stop to rest. They delight in striking from the shadows and have an intense hatred for all things good and decent. They will choose their victim based upon things they have witnessed when following. Good aligned clerics and paladins are always at the top of their list.

COMBAT: The shade will react in combat much as it did in life. All classes can become shades, except for paladins, druids and monks. Shade clerics are obviously evil and will worship a like aligned deity, regardless of whom they worshipped in life.

SHADOW MASTIFF

NO. ENCOUNTERED: 2-8
SIZE: M
HD: 4(d4) (See Below)
MOVE: 50'
AC: 13 / 15 / 17
ATTACKS: 1 Bite (2d4)
SPECIAL: Partial Invisibility, Affinity for Shadows, Darkvision 120'
SAVES: P
INT: Animal
ALIGNMENT: Neutral (Evil)
TYPE: Magical Beast
TREASURE: Nil
XP: 100 + 4

The exact origins of the shadow mastiff are unclear, but it is a safe bet to deduce foul magic was involved. These creatures are rare, but normally found as servants or guards for wizards of ill repute. They appear as large, muscular dogs draped in shadow. Their eyes glow a pale orange, but the rest of the appearance is shadowy and elusive. They attack in packs and are vicious predators.

In bright, clear daylight, the shadow mastiff has a 13 armor class and -1HP per HD. In dim light, such as dusk or torchlight, it has a 15 armor class and normal hit point. In darkness, it has an armor class of 17 and +1hp per HD. Obviously, the creature prefers darkness and will never voluntarily be found in sunlight.

COMBAT: Shadow mastiffs attack as a pack and will focus on one opponent. They use their ferocious bite, inflicting 2d4 damage. Once a victim is killed, they move to another. They are not intelligent enough to discern threats and will attack at random. If their master is present, they will follow his biddings and attack whomever he demands.

How the creatures are created (or summoned) is yet a mystery. They are devoutly loyal to their masters and will never turn against them. If mind altering spells are attempted against them that would force them to attack their master, they receive a +8 to all rolls. If they fail, they will instead attack one of their own in a sort of planned suicidal attack.

SHEEN

NO. ENCOUNTERED: 2-6
SIZE: M
HD: 1(d10)
MOVE: 30'
AC: 15
ATTACKS: 1 Bolt (1d8)
SPECIAL: Electrical Discharge
SAVES: P
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: 2
XP: 50 + 1

The sheen is a strange creature, obviously from a plane other than ours. Sages theorize it may be one of the energy planes: abnegation (negative energy) or apodiction (positive energy). Regardless, the sheen is a strange sight to behold. They are amorphous without shape or form, consisting of little more than an undulating sheet-ilke form of energy. Their edges glow a blinding white, and small arcs of electricity fall from their form, charging the air around them. Their face a gaping maw with floating orbs of light moving about it.

The sheen can be found in any clime and any region. They avoid water, but are not afraid of it, nor does it damage them. They seem to enjoy shocking creatures and mundane objects, possibly to see what effect it has on these items. They are not evil creatures, but show little regard for life, privacy or social norms. No one has ever distinguished if the creature has different genders, what the creature eats or how long they live.

COMBAT: The creature will attack with a bolt of electrical energy, doing 1d8 damage. They have a range of twenty feet with this attack. Anyone striking a sheen in melee, with a metal weapon or with bare flesh, will take 1d4 damage.

If slain, the sheen will explode in a ball of electricity, doing 1d4 damage to all within five feet. Its body will be consumed by this explosion.

SHELT LU

NO. ENCOUNTERED: 1
SIZE: M
HD: 3(d8)
MOVE: 30'
AC: 17
ATTACKS: 1 Bite (1d4)
SPECIAL: Envelope,
Energy Drain, Darkvision 60'
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 3
XP: 75 + 3

The shelt lu is a peculiar type of undead that is only found in cavernous, underground tunnels. It is thought to be an undead version of a lurker, but this is debatable since the shelt lu is noticeable smaller, approximately six feet tall and three feet across. Regardless of its origins, it a horror to witness, and worse to encounter.

The shelt lu appears as a large piece of white fabric, not unlike a sheet. The upper portion of the creatures has two dark oval spots that seem to be eyes, with a mouth near the center. It moves by a form of limited flight, which gives the illusion of hovering or floating. The creature will attack humans above all others and will actively avoid attacking elves (some say this is due to elves having no soul).

COMBAT: The creature will initially try to envelope its prey. To do so, it must successfully hit an armor class of twelve, modified by the victims dexterity bonus. If this is done, the creature will bite for 1d4 points each round, needing no to hit roll. Also, the creature so enveloped must pass a constitution check each round he is enveloped or be drained of one level.

Anyone enveloped in a shelt lu will take 25% of all damage done to the creature if it is attacked by outside forces. The trapped victim can take no actions except to try and free himself. To do so, a strength check (CL 5) must be passed.

If a cleric successfully turns a shelt lu while it has a person enveloped, the victim must make a charisma save or be stunned for 1d4 turns.

ENERGY DRAIN: Those enveloped by the shelt lu will lose one level if they fail the constitution check. Those drained of all levels will be slain.

For every level drained by a shelt lu, there is a 1% chance that the victim will change alignment to neutral evil. (Those killed and resurrected have this number doubled). This roll should be made secretly by the CK and the results kept hidden from the group. If a roll shows a change in alignment has occurred, the CK should divulge this information to the player in secret. If the CK believes the player cannot (or will not) play the character's new alignment as it should be played, the CK should take control of the character himself (though it is best to have the player continue if at all possible). To change the alignment back, an atonement spell must be cast by a cleric of 10th level or higher.

SHELKEROW

NO. ENCOUNTERED: 1
SIZE: L
HD: 10(d8)
MOVE: 50'
AC: 19
ATTACKS: 1 slam (2d10)
SPECIAL: Energy Drain, Detect Good, Immunity to Normal Weapons
SAVES: P
INT: Very
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 1500 + 10

The shelkerow is a being native to the Abnegation (or Negative Energy) Plane. It is normally summoned here as an assassin, but can be used as a guard or protector. Summoning this creature requires human sacrifices, the summoner's blood and a tome of unknown origins. Needless to say, the tome is extremely hard to find, the ceremony fraught with malevolence.

The creature appears as a great column of black smoke, reaching up to twenty feet. It can move and sway of its own free will and gather into any form it desires, although always appearing as black smoke. In its natural form as a column of smoke, it can strike like a serpent or fly through the air like a great, black arrow.

The creature has an inherent ability to d*etect good*, not unlike a paladin's ability to *detect evil*. It must focus for one round before the determination is complete. Once done, the creature will attack any good aligned creature first. It will avoid anyone, however, that wears openly on its body any holy symbol aligned with a deity of good. The creature has two forms of attack, one it uses for feeding, the other for defense. Each are quite deadly.

COMBAT: Once a likely victim is found (be it a target of assassination or a random good aligned creature), the creature will strike quickly like a serpent. It will always win initiative during the first round. (This ability is negated if someone attacks it during the round it is *detecting good*). It will grab its victim in its smoky tendril and slam them violently to the ground, causing 2d10 damage. Once so grabbed, the creature will continue slamming them for damage until they are dead, no 'to hit roll' needed after the initial attack. The victim, however, may make a strength check to break from this hold. When they are held, they cannot attack. Its second form of attack, which it will use if very hungry, if very weakened, or on the last victim if all other have died, is its *energy drain*. It will attempt to encapsulate its victim in its smoky mass. The victim is allowed a dexterity save to avoid this. Failure means the victim is surrounded by the black smoke and is lifted off the ground, approximately three feet. At this point, escape is impossible. The creature will begin draining life, one level per round, until the victim is dead. Each level drained will heal the creature for 1d4 points of damage. The victim trapped inside can still attack with melee weapons, albeit at a -3 to all attack rolls, but cannot casts spells. Once dead, the shelkerow will drop the empty husk of its victim and move to the next.

If attacked with holy water, it will inflict 3d4 damage upon the creature and cause it to move away for one round. Any spell used to force a creature to its home plane (*dismissal*, *dispel evil*, *banishment*) will automatically succeed, no touch attack needed, nor any save given. *Holy word* will instantly kill the creature. *Bless* and *prayer* do double their normal powers against a shelkerow. However, the creature cannot be turned as by a cleric, for it is not undead in any way.

The creature can only be hit with magicked weapons.

SKELETAL WARRIOR

NO. ENCOUNTERED: 1
SIZE: M
HD: 10(d10)
MOVE: 30'
AC: 18
ATTACKS: 1 by weapon
SPECIAL: See Below
SAVES: P
INT: Superior
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: 6
XP: 1750 + 10

The skeletal warrior is an undead, created by high level, evil clerics as protection and guards. All were powerful fighters in life, some being enemies of the cleric that created them. Their life essence still exists and if they were ever to claim it, they will die and their spirit will pass into the afterlife, tormented no more. Skeletal warriors will always try and regain this life essence whenever they have the opportunity. Whoever controls the essence will have dominance over the skeletal warrior and they will never attack whomever holds it. If they should die, however, the skeletal warrior will stop at nothing to regain it. If the controller dies and the gem is taken by someone other than the skeletal warrior, it will attack them without mercy. If the new owner understands the power of the gem, and commands the creature, the skeletal warrior must make a charisma save (CL new owners level). If they fail, the new owner now has dominance over the skeletal warrior and will never attack them. If the charisma check succeeds, the new owner can never control the undead and it will attack them as stated before.

The essence is usually kept in a gem of some worth, usually in excess of 10,000gp. This gem may be set in a crown, circlet, necklace or various other types of jewelry, or can be loose. The controller of the skeletal warrior will almost always wear the jewelry prominently. The skeletal warrior is bound to any commands they may give and will fulfill them as best he can.

As an undead, the skeletal warrior is immune to any mind controlling spells. He is also immune to almost all other spells, for skeletal warriors possess a Spell Resistance of 15. If a cleric attempts to turn a skeletal warrior, they incur a penalty of -7 if the controller is within 100' of the creature.

Any creature with less than 4HD (or 4 levels) must make a charisma save or be effected as the spell *fear*. All other creatures must likewise make a charisma save, but gain a bonus of their level minus four (i.e. 8th level creatures gain a +4 to their save).

COMBAT: As skeletal warriors are quite uninterested in wizards due to their natural spell resistance, they will focus their attacks on the biggest, strongest fighter in the group. They will normally wield magical, two-handed swords. They always wear the finest armor, normally adorned with decorations and medals of some type. Their finery is belied by the fact that it is normally old and threadbare, as the skeletal warrior is normally decades, if not centuries, old.

SKULK

NO. ENCOUNTERED: 4-16
SIZE: M
HD: 2(d8)
MOVE: 30'
AC: 13
ATTACKS: 1 (by weapon)
SPECIAL: Camouflage
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 3
XP: 50 + 2

The skulk (used as both the singular and plural for the race) are a race of creatures that appear almost identical to humans. Some say they once were humans, but sages say this is unlikely. Regardless, they stand about six feet tall, have shaved heads, dark eyes and are heinous beings. Skulk live on the edges of human society, feeding off the weak and those unfortunate enough to be alone, for skulk are inherently cowardly and rarely attack groups.

Skulk have perfected standing perfectly still and blending into their surroundings. As such, they are rarely seen and will strike from the shadows at every opportunity. Skulk love attacking families, especially as they lay down to sleep for the night. Invariably, their first victims will be the children, for they are easy to kill and often their deaths cause the parents to become wracked with sadness, which in turn makes them easier prey as well. While skulk are rarely captured alive, those that are will be subjected to horrible fates at the hands of their enemies.

Skulk can *hide* and *move silent* as a 10th level rogue. They also *back* *attack* as a 10th level rogue, doing quadruple damage if successful in their attack. When a skulk intends to surprise his quarry, his opponent incurs a -7 on his wisdom check to detect the skulk. Skulk prefer to attack individual targets as opposed to groups and will use their devious minds to separate groups if at all possible. If this is not possible, they will stalk a group until they bed down for the night and attempt to kill them when they are sleeping.

COMBAT: Skulk will hide in shadows until they feel they have the upper hand. They will then attempt to surprise from the shadows, gaining a back attack and inflicting as much damage as possible in the first round of combat. Skulk will focus attacks on weaker party members, normally those unarmored or injured. They use shortswords as their main weapon, and the rare skulk will wield magic daggers as well as shortswords. If they lose half their numbers, skulk will flee from battle.

The lair of a skulk is usually an abandoned house on the outskirts of town, deserted ruins or even a series of caves. It is here they keep their treasures and house their young. If encountered here, skulk adults will use their camouflage ability, leaving their children vulnerable as bait.

SONS OF RHEALTH

NO. ENCOUNTERED: 1-4
SIZE: M
HD: 4(d8)
MOVE: 20'
AC: 10
ATTACKS: By Weapon (1d8)
SPECIAL: Darkvision 60', Disease, Fear
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 150 + 4

The sons of rhealth were created ages ago, by worshipers of the foul Lord of the Undead. They are, thankfully, few in number and are rarely encountered. They appear as zombies or skeletons, equipped with long swords, slowly plodding towards their victims. Woe be to those that assume this encounter will be as one with the lowly undead, however, for the Sons are quite formidable.

Each Son has a mass of fat, green worms crawling about their fetid bodies. They smell of death and decay, enough to make anyone retch (though this imparts no actual game mechanic). Aside from their stench, they are also enveloped by a zone of fear, reaching ten feet from the creature. Anyone in this zone is effected as if under a *Fear* spell.

COMBAT: The creature will attack with its long sword, doing 1d4 damage per successful hit. It will also 'attack' with one of the putrid worms that live within it. Once per round, one of the worms will leap or fall onto the son's opponent. The victim is allowed a dexterity check to avoid this. Success means the worm has fallen to the ground, while failure means the worm has landed on the victim. It will do this every round, meaning a victim may have multiple worms on it at any given time.

Those victims that have had a worm land on them may cease any other action to remove the worm from their body. If they do, they will automatically be successful. Starting with round two, the creature will begin to crawl towards the head. It will arrive in 1d3 rounds. Once there, it will begin boring into the ears, or crawling through the nose if the ear is covered. When this occurs, the victim may make a dexterity check (CL 3) to dislodge the worm. Failure means it has successfully entered the head of its victim. Once there, it will burst, scattering a foul, green ichor that will leak from the ear (or nose). The victim must make a constitution check (CL 5) or be stricken with a wasting disease. This disease will manifest in 2d12 hours. At first, the victim will be nauseated and will vomit and not be able to eat. After another 1d6 hours, he will begin to lose 1d4 hit points per round, growing weaker and weaker (-x on all dice rolls, with x = number of hours infected). Once dead, the creature will rise as a Son of Rhealth in one day. Only a *Cure Disease* spell will negate this horrific disease.

SPRIGGAN

NO. ENCOUNTERED: 3-12
SIZE: S (L)
HD: 4d6/ 8(d10)
MOVE: 20' (40')
AC: 17 (15)
ATTACKS: 1 (by weapon)
SPECIAL: rogue Skills, Giant Growth
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Humanoid
TREASURE: 4
XP: 700 + 4 (+8)

Spriggan are to gnomes as the drow are to elves. They are malevolent, cruel little creatures that resemble gnomes, yet lack the twinkle of personality the gnomes possess, replaced by grim iniquity. Spriggan live in abandoned homes of gnomes, when they can find them, or in dank caves when they cannot. It is not unknown for spriggans to attack small clans of gnomes unprovoked, then settle in the homes of the dead.

All spriggan have the abilities of 8th level rogues. They will always use these abilities to their advantage, even stalking groups until they feel comfortable attacking. All spriggan are able to cast the following spells once per day: *Daze, Head Fog, Blur* and *Mirror Image*. Also, spriggan can transform into giant forms of themselves. This transformation takes but a single round. When so transformed, the spriggan is ten feet tall, but looks identical to its smaller size. While in this giant form, they cannot use rogue abilities nor cast any spells. They do, however, gain all the benefits that come with being ten feet tall and evil. Statistics in parenthesis above are those that pertain to the spriggan in giant form. Spriggans can only stay in this form for twenty-four hours before they have to revert to their normal size. They must stay in their normal form for twenty four hours before they can again transform.

When preparing for an encounter with spriggans, the CK should roll hit points for all of the creatures for both forms. If a spriggan, in normal size, transforms into its giant size, they gain new hit points. The CK should subtract from the giant size hit point an amount equal to damage the spriggan suffered in normal size. For instance, a spriggan has two sets of hit points rolled, 4d6 (let us say 14 hp) and 8d10 (we'll assume 44). If this spriggan in normal size suffers 12 points of damage, and is thus at 2 hp, then transforms into its giant size, he will have 32 (44-12).

COMBAT: When found in a group of four or more, at least one spriggan will be in giant form. This spriggan will attempt to gain the attention of the party while his fellows will hide in shadows and wait until a battle ensues. Once it does, they will leap from the shadows and attempt to back attack. Once all spriggans are in battle, they will use their spell abilities as they see fit. Almost all spriggans will transform into their giant form when their hit points get low.

PER BRADVOLD
2012

The males of the species are the ones that are encountered the vast majority of the time. The females and young will only be found in their lair. It is here that any treasure will be found as well, aside from a few silvers the males may carry outside. If encountered in their lair, the females will fight at half HD of their male counterparts. They also lack the ability to transform into giant shape. The young will not attack.

SQUEALER

NO. ENCOUNTERED: 1
SIZE: L
HD: 12(d8)
MOVE: 40'
AC: 14
ATTACKS: 3 Claw (1d6), 1 Bite (2d4)
SPECIAL: Darkvision 60', Mimicry
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: Nil (See Below)
XP: 1750 +12

The squealer appears as a large canine-like creature. It has long, thick back legs and three arms. The third arms grows from the creatures back, at the base of the spine. A bony protrusion runs along the length of the squealers back, ending just above the arm. All three arms end in large, talon-like claws, reminiscent of a giant bird rather than a dog. Its head is very canine, with a long snout and long, savage teeth. The squealer is covered in thick, brown fur and its body is very muscular. It rarely stands on its hind legs, but would tower at eight feet if it did so. The creature weighs upwards of five-hundred pounds.

MIMICRY: The squealer can mimic any sound it has heard with almost eerie precision. This sound will take the form of mating calls, distress calls, laughter, and the like. Anyone hearing it is allowed a wisdom check. Failure means they believe the farce and think not to question the call. Those succeeding in the check notice something amiss about the sound, but cannot be certain what it is.

COMBAT: The squealer will hide itself in underbrush or above the party in the boughs of trees. It will attempt to attack with surprise. Regardless, it will attack initially with all three arms, for 1d6 damage each. If at least two arms are successful, the squealer has grabbed its opponent. The next round, it will attack with one free arm, for 1d6 damage, and its bite, for 2d4. Neither attacks requires a 'to hit' roll, they are each automatic.

The squealer keeps its lair in secluded places, in a copse of trees or possibly below ground. It will attempt to drag any victims to its lair and eat them there. The squealer is constantly hungry and will attack anything it deems fit for consumption, which includes almost anything. If the lair is discovered, one will find many bones scattered about from its previous meals. While many will be animals, there may be a few humans and demi-human remains, which may or may not have been carrying treasure. The CK is encouraged to place treasure as he sees fit, or roll on the treasure matrix table for category 8.

STONE GUARDIAN

NO. ENCOUNTERED: 1
SIZE: L
HD: 4(d10)
MOVE: 20'
AC: 18
ATTACKS: 2 Fists (1d4 each)
SPECIAL: Immunity to Poison, Immunity to Mind Control, See Invisible, Resistant to Weapons
SAVES: P
INT: Nil
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil
XP: 375 + 4

The stone guardian is a construct, not unlike the stone golem, though much less formidable. To construct one, a wizard must use the following spells: *freedom of movement*, *magic mouth*, *polymorph any object* and *see invisibility*. These spells must be cast upon a stone carving of a roughly man-shaped statue of stone. Once all spells are cast, a ruby of not less that 5000gp value must be placed inside a hollowed out hole in the chest of the statue. After this, the wizard must intone the needed phrase for twenty-four hours non-stop. Once done, the hole in the chest will close around the ruby and the beast will come alive. The first person it sees, normally its creator, will forever be immune to its rage. All others will feel its wrath.

COMBAT: The stone guardian will always strike last in combat due to its slow, plodding attack. When it does attack, however, it will bring both stone fists to bear, each dealing 1d4 damage.

IMMUNITIES: The creature is immune to all forms of poison and diseases as well as any spells that affect the mind.

The stone guardian can see through any invisibility and will not be fooled by this magic. It should be noted that the creature does not know if something is invisible as they see everything equally well. They may or may not attack the invisible party member, but the fact they are invisible has no bearing. To the guardian, they appear normal.

Edged weapons do ¼ damage to the creature and missile weapons do no damage. Wooden weapons have a 25% chance to break on impact with the guardian, and all arrows will be ruined. If magic items are used, edged weapons do ¼ plus any magic bonus and missile weapons will do their magic bonus only (this applies only to the arrow, not the bow).

MONSTERS S

STUN JELLY

NO. ENCOUNTERED: 1
SIZE: Large
HD: 4(d8)
MOVE: 20ft
AC: 12
ATTACKS: Slam (2d4)
SPECIAL: Acid, Engulf, Paralysis, Immunity to Electricity
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: 5
XP: 175 + 4

A distant relative to the gelatinous cube (see *Monsters & Treasure* tome, page 36), a stunjelly will take the form of a door or wall where it will stand motionless while awaiting prey. They are found exclusively in homes or lairs, normally abandoned but not always, of intelligent life forms. The form they take can never be larger than approximately twenty-five square feet.

COMBAT: When a living victim gets near, the creature will strike out with a pseudopod in an attempt to stun its victim. If successful, they inflict 2d4 damage and the victim must make a constitution save or be stunned for 3d6 rounds. When stunned, the creature will engulf its victim and begin feeding on it. During this stage, the stunned victim will take 1d6 points of acid damage per round until it or the creature is dead. During its feeding, the stun jelly can still attack with its pseudopods, but will not move from its current victim.

When slain, the creature will dissolve into a thick, green liquid. Anyone touching this liquid will take 1d4 acid damage. The liquid will keep its acidic properties for 2d6 days if kept contained, such as a flask or skin. If attempted, a dexterity save (CL 2) must be passed. Failure means only two such jars are obtained, and 2d4 damage done. Success means 2d4 jars are obtained with no damage. It should be noted that the interested party must have the empty vials, or container, available.

SVIRFNEBLIN

NO. ENCOUNTERED: 3-30
SIZE: S
HD: 3(d10)
MOVE: 30'
AC: 10 (Base), by armor
ATTACKS: 1 (by weapon)
SPECIAL: Deepvision, spells
SAVES: P
INT: Average
ALIGNMENT: Neutral Good
TYPE: Humanoid
TREASURE: 4
XP: 275 + 3

The svirfneblin are a race of creatures distantly related the gnomes. They live deep beneath the earth and are rarely encountered on the surface, as they dislike the open skies and unpredictable weather that is found there. They live their lives in dark, dank tunnels, searching for gems and precious metals that they use in crafting or trade with other creatures.

The deep gnomes, as they are sometimes called, appear like their surface cousins, but with some differences. Their skin is pale, vastly different than the earthen tones common to the surface gnomes. They have large eyes and ears to help them survive in the eternal darkness they call home. To camouflage themselves somewhat, they will sometimes rub dirt on their pale, white skin. Some svirfneblin have even taken to drawing elaborate shapes on their faces with the dirt, although this is more ceremonial than for stealth. They are usually bald, but wear skullcaps when not in their lairs. Svirfneblin rarely sport beards.

Living among the denizens of the underworld has made the svirfneblin cautious to the point of paranoid. While they understand the need for trade, and will engage other creatures, they are very insular and prefer to be left alone. If strangers are discovered in their lairs, they attack first and ask questions later. If approached in a friendly manner, they will be defensive and tentative, but not hostile.

A typical tribe of deep gnomes are made up of about one hundred members. Most, about 60%, are male. Females make up about 30% with young making up the final 10%. Females and young will never be encountered outside of their lair, and the entrance is hidden and heavily guarded. Mining parties, normally about a dozen svirfneblin, can be found outside of their homes. These males are equipped with mining picks (treat as light pick) and wear studded leather armor. Their main intent is to find and harvest gems or precious metals, but they also serve as scouts and warriors for their clan. A clan will only send out three or four of these groups at a time, the rest of the males stand guard at home. It is these mining groups that are most encountered by non-svirfneblin. The oldest female of the tribe is considered the clan elder and de facto leader. She will lead the clan in benediction before the work day begins and ensures there is food and supplies for everyone. She will have 3-5 males that act as her guards. These svirfneblin are never part of mining parties. They will have maximum hit points and normally are armed with magical weapons (shortswords being quite common) and armor.

All svirfneblin are able to cast the following spells once per day: *darkness*, *stoneskin* (identical to *barkskin*, except the caster cannot turn into a tree, i.e. +3 to armor) and *cure light wounds*. Contrary to the spell of the same name, svirfneblin can see in their magical darkness.

COMBAT: The svirfneblin have become fierce warriors when pitted against all the underworld has thrown at them. They will attack fiercely and without fear, attacking humanoids first, then humans then demihumans. They are loath to attack gnomes or dwarves, but will do so if they feel they must. They use their pick axes (1d4 damage) and their spell-like abilities.

T –

TAER

NO. ENCOUNTERED: 12-30
SIZE: M (6')
HD: 2(d10)
MOVE: 30'
AC: 15
ATTACKS: 2 Fists (1d4+2 each)
SPECIAL: Stench, Resistance to Cold
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 5 (see below)
XP: 75 + 2

The taer are a race of semi-humans that live in remote, desolate lands, far removed from society. Many are found in caves, but they can be found in abandoned ruins, forests, swamps... virtually anywhere. As far as climate, they tend to prefer colder areas, but again, can be found almost anywhere, save very hot, tropical areas. They stand six feet tall, albeit with a hunched stance. They are almost human like in appearance, save for a thick, coarse coat of hair that grows about the chest and upper arms. They have long, greasy hair on their heads that they apparently never cut. Their hands have more of an ape-like appearance, with long, delicate fingers. Their face, while decidedly human, has a distinct feral cast to it. They have wide noses, narrow eyes and a large mouth with sharp, pointed teeth.

COMBAT: Taer use fists when attacking as they have fashioned no weapons nor desire to use the ones they may have obtained. Each fist hits for 1d4+2 damage. They are fearless and never retreat from battle.

STENCH: Taer excrete a thick, viscous substance that permeates their fur and coats their skin. All taer are immune to its effects, but non-taer must make a constitution check or be overcome by the stench. Those failing incur a -2 to all rolls while under its effect, which will last until they have been free of the taer for 2d6 turns (moving at least 100' away).

IMMUNITY: The stench that coats the taer, aside from its stench, acts as a barrier against the cold. Any frost-based spell will do -1 point of damage per dice roll. If any save is given versus the spell, the taer gain a +2 to that save.

SOCIETY: Taer are ruthless savages, but never evil. They worship no known gods and the strong rule the weak. Disputes are handled withbattles, the loser being banished from the tribe (if, in fact, he lives). Women and men ate treated as equals in all respects. Young are rarely seen by non-taer and the tribe will fight to the death to protect them. Taer are omnivorous, but prefer meat.

Taer rarely encounter non-taer diplomatically, preferring to stay hidden or attack. They speak their own language and never speak the tongue of humans or demi-humans. They never actively trade with other cultures and are, at best, considered insular.

Taer keep treasure, but it is normally in the form of bones and shiny rocks. They have little need for weapons, armor, fineries or money. The CK is encouraged to roll for category 5 treasures, but only for gems (50%). Taer will never willingly give their treasure to anyone for any reason.

TAIL-GOBLINS

NO. ENCOUNTERED: 5-50
SIZE: S
HD: 1(d6)
MOVE: 20' / 40'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 2
XP: 6+1

Tail-goblins are a race of goblin-like creatures that live solely in jungles. They make their home in the tops of the trees, rarely walking on the ground. When in the treetops, they have a move of 40', but if forced on the ground, this speed halves. When walking on the ground, they have a humped posture and drag their weapons on the ground.

Tail-goblins are masters of camouflage when in their natural habitat. If they attempt to surprise, the opposing wisdom check incurs a -3 penalty. It is also difficult to surprise the Tail-goblins, for they are keenly aware of any changes in their home. Tail-goblins always receive a +3 to any wisdom check for surprise.

They Tail-goblins stand approximately three feet tall, they are bipedal with a long reptilian tail. They have stripped, thick fur that creates a natural camouflage. They have huge, almost cat-like eyes and large, pointed ears. They are thin and barrel-chested with prehensile feet that look too large for their bodies. They never wear armor or clothing and usually wield crude spears as weapons.

COMBAT: Tail-goblins will attempt to surprise their prey, attacking from the trees. After a few rounds, they will escape to the safety of the trees again and use their speed to run from the group. They will continue this guerrilla warfare until they have dispatched all of their foes or until their

numbers drop below half of their original contingent. About half will attack with ranged weapons, normally spears, from the trees. The rest will wait until after this initial barrage then jump onto the ground and attack before retreating after a few rounds. Tail-goblins keep their spears hidden about their home and can have a new weapon within minutes.

Tail-goblins speak their own language and can communicate with primates that inhabit the same area. A few (10%) have learned some common and may be able to interact on a very primitive level with humans and their ilk.

TARRASQUE

NO. ENCOUNTERED: 1
SIZE: L (50')
HD: 300hp 30(d10)
MOVE: 60'
AC: 28
ATTACKS: 2 claws (1d12), 1 bite (5d10), 2 horn gouge (1d10), 1 tail (2d12)
SPECIAL: See Below
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil (see below)
XP: 20,000 + 30

Some argue that the tarrasque is but a legend, a rumor passed down to frighten grown men and children alike. But the longer lived races, the elves and dwarves, can remember when the tarrasque was awake and the havoc, destruction, chaos and fear it left in its wake, for the tarrasque is one of the most feared creatures to ever exist.

The creature lays dormant, deep underground, for most of its life. Every one hundred years or so, it will leave its hibernation to feed. When it does, it bursts from its hiding place and begins foraging for food. The tarrasque will eat anything and everything in its path; trees, villages, people, livestock. Nothing is spared.

The creature is fifty feet long and reptilian in appearance. It can run on all four of its limbs or walk upright on its hind legs. Its head is adorned with two long horns, each eight feet in length and extremely sharp. Its mouth is as large as a house and filled with long, sharp teeth. Its forearms end in savage claws and a long, slithering tail extends some twenty feet from its back. Its skin is a deep bronze color that seems to glisten in sunlight. It will raise up on its hind legs and let out a blood curdling scream periodically (thrice per day). Anyone of 10 HD (or 10th level) or lower that so much as looks upon a tarrasque must make a wisdom save or run screaming. Creatures higher than 10HD are immune to this fear. Anyone within one hundred feet of the tarrasque when he screams will be rendered deaf for 1d6 turns.

The teeth of the tarrasque act as a Featheredged Sword (*Monsters & Treasure*, page 103). Meaning that on any unmodified roll of 18-20, a body part will be severed. The tail of the tarrasque can be used to attack creatures behind it with no penalty, and the tarrasque can attack up to four different creatures per round, three to the front and one to the rear. When attacking with either of its horns, an unmodified 20 on the 'to hit' roll means the victim is impaled. They must make a constitution save or suffer an additional 3d10 damage. To extricate themselves, they can make a strength check (CL 10). If successful, they have dislodged the horn from their body and will fall to the ground. They will be stunned, and unable to attack, for 1d6 rounds and MUST have a cure spell, or potion, used upon them to return to the fray.

The carapace of the tarrasque is thick and reflective. Damage spells that need a target, such as *lightning bolt* and *magic missile*, are useless against the creature. Spells that affect an area and not a specific target, such as *fireball* or *icestorm*, do either half damage (failed save) or no damage (successful save). The tarrasque can only be hit with magic weapons of +2 or better.

At zero hit points, the tarrasque does not die. It becomes enraged and will attack first in every round doing maximum damage on every successful attack. When reduced to -30 hit points, the creature will fall as if dead. It will begin regenerating hit points at the rate of ten per round. When it has regenerated one hundred hit points (10 rounds), it will rise again and begin fighting. It will continue to regenerate ten hit points per round until it is at maximum hit points, or is brought again to -30. The only way to actually slay the tarrasque is to use a *wish* or *harm* cast by someone of 20th level or higher.

When dead, the horns of the tarrasque can be harvested to make a spear of the highest quality. If entrusted to a weaponsmith of some repute, they can be fashioned into +5 weapons. The eyes of the creatures can be harvested as well, acting as a charm granting its owner +3 to strength for 1d4 weeks before losing its magic property. The individual teeth can be fashioned into crude weapons as well. While they lose their Featheredged Sword quality, they do act as +3 shortswords. 3d6 teeth can be successfully used in this way, the rest will be beyond repair. The blood of a tarrasque can be bottled and used as Potion of constitution . This potion will grant its consumer +5 to all constitution saves for 2d4 hours. Any number of such potions can be made by simply capturing the creature's blood in flasks. However, after 4d4 weeks, they will become inert.

COMBAT: The tarrasque will initially focus all its attacks, save its tail swipe, on one person at random. Once the battle begins, the creature will turn its attack to the person that has done the most damage to it. It can attack with its horns only every other round, and cannot use its bite in the same round. Any creature killed by the tarrasque will be eaten the next round. The tarrasque cannot attack the same round it devours someone. Those unlucky victims will be chewed and swallowed, and there is no resurrection possible, although a *wish* would suffice for returning them to life. The tarrasque will reserve its scream ability for late in combat, hoping to deafen its opponents to gain a tactical advantage. While only of animal intelligence, the creature is keenly aware of its abilities and how to use them for maximum effect.

Once it has been awake, and eaten non-stop, for a week, it will again burrow underground and sleep. The creature can easily dig a tunnel one-hundred feet deep in mere minutes and cover itself with dirt. It is almost impossible to harm a sleeping tarrasque. However, if one takes in excess of fifty points of damage, it will awaken regardless of its sleep cycle and attack. Because of this, most will avoid a tarrasque at all cost, even when sleeping.

THESSALHYDRA

NO. ENCOUNTERED: 1
SIZE: L
HD: 12(d8)
MOVE: 30'
AC: 20
ATTACKS: 8 bites (1d6), tail pincer (1d12), 1 central maw bite (2d10)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 12
XP: 3250 + 12

The thessalhydra is a nightmarish creature found primarily in swamps or jungles, although it can be found in ancient forests. It is a large, reptilian creature, not unlike dragons and wyverns, but without wings. The largest of these creatures can be 40' in length, but the ones normally encountered are half that length. (The CK is encouraged to add 1HD for every 5' past

the normal 20’, meaning that the largest of these creatures are 16HD monstrosities). The creature is orange in color, sometimes with green or blue shadings. At the end of its short neck is a great maw, ringed with many teeth. Circling this great mouth are eight snake heads, each six feet in length. The tail of the thessalhydra ends in a great pincer.

The thessalhydra is a hateful, malevolent creature that lords over its domain with fear. Its home is normally devoid of the normal animal life found in other such geographical locations. The creature is continuously hungry and searched endlessly for food. It is carnivorous and will feed on any living creature it happens to find.

COMBAT: The central maw of the creature is situated so it is not able to attack in combat, but it does come into play (see below). The eight snake heads, however, can attack a multitude of opponents at once. Each strikes for 1d6 damage. Anyone bitten must make a constitution check or take and additional 1d6 damage. The tail of the creature is quite long and agile and can easily grasp those opponents in front of the thessalhydra. On a successful hit, it will do no damage but has grabbed its victim in its powerful grip. The unlucky victim is allowed a strength check. Success means they have broken free, while failure means they have possibly doomed themselves to a painful death. Anyone grabbed by the creatures tail will be hoisted to the great maw. The round after it was grabbed, the great maw will bite for 2d10 damage, no ‘to hit’ roll needed. Those so grabbed can attack, albeit with a -2 to all attack rolls due to the precarious position they find themselves in. If the person so held is killed by the bite of the creature, it will swallow the corpse whole, using its tail to force it down its throat. Anyone, and anything, subjected to the digestive system of the thessalhydra will be irreparably damaged, being totally dissolved in 2d6 rounds. Short of a *Wish*, no one killed in this way can be recovered.

Any damage taken by the snake heads does not count against the creature’s total hit points. Each head can take 12 points of damage before being severed. Severed heads can be regenerated, but this takes weeks and should not come into play in a normal encounter. Damage done to the body, including the tail and maw, do count against the total hit points. If the body dies, all snake heads will also cease to function.

THOQQUA

NO. ENCOUNTERED: 1
SIZE: S
HD: 3(d8)
MOVE: 10’ (30’)
AC: 18
ATTACKS: 1 slam (2d6)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: Nil
XP: 45 + 3

The thoqqua is 3’-4’ in length and changes from a pink to a deep red, depending on its mood. When docile, its pink shade is prevalent, but it moves darker, and more red, the more angry it becomes. In combat, the creature is almost always a deep, fiery red.

The thoqqua is a being from the Para-Elemental Plane of Magma. It makes its home onour plane in places of dense rock, normally in mountainsides and underground. It can move up to 30’ in rock, using its superheated body to carve tunnels as it moves. These tunnels will be extremely hot for three rounds after the worm has moved through them, inflicting 4d4 damage if touched with bare flesh. The thoqqua can sense even the slightest of movement in its lair and will attack without warning.

COMBAT: The thoqqua’s preferred method of attack is to charge from inside solid rock and burst forth into an open chamber slamming into its victim. This charge attack inflicts 3d6 damage both from the momentum of the blow and the heat damage from the body. The victim must make a dexterity save or fall to the ground, unable to attack the next round as they attempt to stand. After this initial attack, the worm will slam its upper body into an opponent, inflicting 2d6 damage on a successful hit.

Creatures successfully hit by the thoqqua may have any flammable materials they wear destroyed when hit. Each type of equipment must pass a check vs. magical heat or be destroyed. Use the following chart for assistance:

Paper:	19
Cloth:	16
Wood:	15
Leather:	14
Steel:	12
Silver:	10
Gold:	10

For instance, a thoqqua successfully strikes a wizard in robes (cloth). He must make a check for his robe with a target of 16. Anything below and his robes are ruined. Magical items get a bonus of +2. Aside from this bonus, equipment does not get any further bonuses or penalties.

The ichor of a thoqqua will fetch a high price from an alchemist or research wizard. They will pay up to 50gp per flask, and 2d4 flasks can be obtained. It should be noted that the creature is still very hot and will continue to do damage for 2d6 rounds after it has died, although less each round.

THROAT LEECH

NO. ENCOUNTERED: 1
SIZE: S (1”)
HD: 1(d4) (1hp)
MOVE: Nil
AC: 10
ATTACKS: 1 proboscis (1d3)
SPECIAL: Choke
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 5+1

The throat leech appears as a small piece of detritus or debris, possibly a small leaf. It makes its home in fresh water ponds or lakes. Anyone drinking from a water source with throat leeches living in it has a 50% chance of accidentally swallowing one. This chance can be brought down if the water is filtered or if the players inform the CK they are using some source to cleanse the water.

When swallowed, the throat leech will attach itself to the fleshy area in the back of the throat and begin sucking blood, much like a mosquito. The creature is relatively large and aggressive, and the area is very tender. Owing to these factors, the leech will do 1d3 points of damage per round. When it has six points of damage, it will be bloated to twice its size and may cause the victim to choke. At this point, the victim of the leech must make a constitution check (CL 3) or begin choking for 1d4 damage (the leech will no longer be doing damage by its feeding). Each round that the victim fails his check increases the subsequent CL by one. If anyone fails three consecutive rolls, they have effectively choked to death and will drop to -3 hp, regardless of how many they had. Two rounds after this, they will die (no check can be attempted while unconscious).

To kill the throat leech, one must stab the bloated creature with some sort of sharp instrument that can be placed in the victim's throat. Anyone attempting to kill the throat leech in this way must make a dexterity check or actually inflict 1d3 damage to the victim. A successful dexterity check will mean they have killed the leech.

TRIKILL

NO. ENCOUNTERED: 1
SIZE: L
HD: 2(d8)
MOVE: 20'
AC: 10
ATTACKS: 3 claw (1d4), 1 kick (1d6)
SPECIAL: Illusions
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 3
XP: 150 + 2

The trikill is a strange creature to almost anyone's eyes. They stand close to seven feet tall, are naked, have pale, almost translucent skin and are completely hairless. They have multiple heads, one primary head connected directly to the torso. They have 1-4 smaller heads growing out of the neck and around the primary head. Each head is partially developed or not at all. It has no eyes to speak but rather 'sees' around it through a highly sophisticated sonar that emanates from each of the heads. It has three arms, two on the side, not unlike most bipedal creatures, and one emerging from its chest. Each of these arms ends in a long sharp but hollow tooth. The creature has no mouth, feeding through its arm-born teeth. It is bipedal though usually has several other legs growing from its torso.

The trikill eats mainly decayed flesh and thus has a distinctly unpleasant odor about it. It devours its meals by jamming their teeth into the flesh, secreting a small acid that dissolves the flesh. They are able to suck the gel left over up the hollow tooth on the end of each arm.

COMBAT: The trikill can attack creatures all around it, as its sonar gives it a full range of vision. Its side-arms can attack both to the front and rear equally well. Each bony arm inflicts 1d4 damage upon a successful hit. When attacking to the rear, it has a -1 to hit due to lack of depth perception. The creature can also brace itself with its extra legs and kick anyone in front of it for 1d6 damage. Anyone hit with both arms, and standing in front of the creature, will be grasped by the third arm (no 'to hit' roll needed). Anyone so grasped by the third arm will be pulled into the tentacles that ring the mouth. Each of the three get an attack, at a +3. They do no damage, but the victim must make a constitution save or have the skin touched, normally the face, and begin to decay at an alarming rate. After three rounds have passed, the victim will begin taking 1 point of damage per hour as the skin begins to turn gray and smell. This deterioration will continue until a cure disease has been cast upon the victim or they die.

ILLUSION: If the battle seems to be going against the creature, it will use its single power of illusion to try to gain an advantage. The creature will cause a sudden flash of bright light to appear (it can attack and perform this action in the same round). All creatures that can see must make a constitution save or be blinded for 1d3 rounds. Also during this flash, the creature will create an illusion of two more of its kind. Anyone seeing this can make a wisdom save to see them for what they are. Those blinded get a penalty equal to the number of rounds they were blinded. Those believing the illusions will take damage from them as they would from the real trikill.

TWIN

NO. ENCOUNTERED: 1
SIZE: M
HD: 1(d8)
MOVE: 30'
AC: 20
ATTACKS: Nil
SPECIAL: See Below
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 10 + 1

The twin is a being native to the outer planes. They are virtually invisible, appearing as a hazy, amorphous patch of air, like that seen over a heat source. When they come to this plane, they seek a host to mimic. How this is done is unknown. It is theorized that the twin itself has no agenda and will thus attach itself to any creature. There does seem to be a propensity for the creature to find a host that is powerful or important, for they rarely attach themselves to common people.

Over the course of a few days, the twin stalks the victim, gradually attaching its consciousness with its host. After time, it will move, following the target wherever it goes, but still keep its hazy appearance. Anyone in the presence of a host can make a wisdom check (CL -3) to see if they notice the twin, otherwise it continues to appear as a heat source.

To become a host of a twin is quite a boon. The twin has the ability to move through time and reset an event. They do this for their host, allowing the host to change their actions ever so slightly and allow them to sometimes succeed where they may have normally failed. In game mechanics, the host of a twin is always allowed to re-rolls when a roll is called for, choosing that die that is most advantageous. This applies to all combat rolls as well as ability checks.

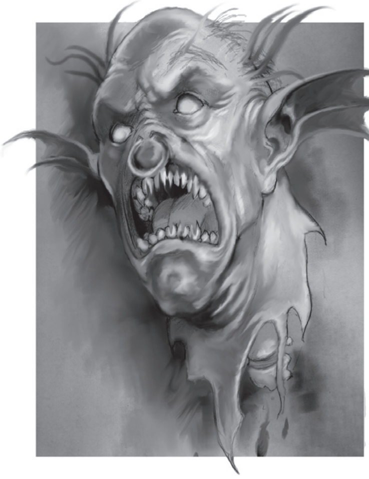
COMBAT: The twin lacks the ability to attack, but will never move more than ten feet from its host.

The host of a twin is keenly aware of its presence and the ability it has. Because of this, it will attack any creature trying to harm his twin. The host can be any intelligent creature, from goblin to ogre, gnome to human. Males and females seem equally likely as hosts, as do all variety of classes.

When a host is killed, the twin will choose a new host in 2d12 hours. They will never choose the creature that killed their previous host, but they will hold no ill-will against this creature nor will they ever attempt to exact revenge. They may, however, choose a new host from a group that includes their old host's killer. The CK should determine this randomly.

If attacked and suffers damage equal to its hit points, the twin will not die, but is banished from our plane and back to the ethereal plane. It is unknown what they appear as on their home plane.

V—



VARGOUILLE

NO. ENCOUNTERED: 1
SIZE: S
HD: 1(d10)
MOVE: 30' (flight only)
AC: 13
ATTACKS: 1 bite (1d4)
SPECIAL: Darkvision (60'), See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 75 + 1

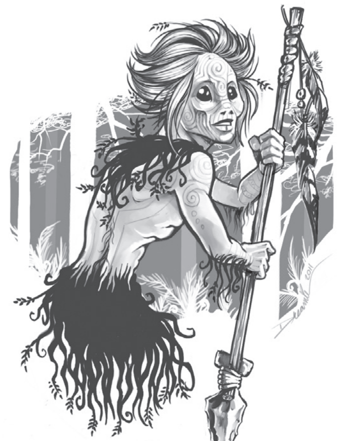
These heinous creatures can be found in any clime and any region, although they are not native to our world. Sages disagree where exactly they hail from, but most do agree it is one of the evil outer planes. They are apparently sent here on missions of woe and malevolence, for they seed fear wherever they tread.

The creature appears to be a gross, misshapen human head with a pair of bat wings springing from its temples. The head has a mouth too large for its face, filled with long, sharp teeth. Long, writhering tentacles grow from its head, not unlike hair and two large, pupil-less eyes glare outward upon the world.

COMBAT: When engaged in combat, the creature will attack without provocation from above. It will swoop in and attempt to bite its opponent, inflicting 1d4 damage if successful. It will continue to attack the same target until one of them is dead.

Due to its vicious bite, any damage taken from the vargouille is taken from its victim's maximum hit points. For example, a 3rd level fighter, with 18 total hit points is attacked by the monster. At the start of battle, the fighter has 12 hit points, having lost six in an earlier battle. It takes six damage from the vargouille before it is slain. The unlucky warrior now has six hit points, and a maximum of 12 hit points instead of its previous 18. Only by casting a Heal or a Restoration spell can these hit points be regained.

VEGEPYGMY



NO. ENCOUNTERED: 4-40
SIZE: M
HD: 4(d8)
MOVE: 20'
AC: 16
ATTACKS: 1 (by weapon)
SPECIAL: See Below
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 3
XP: 125 + 4

Vegepygmies are intelligent plant creatures found mainly in forested areas or regions with much unchecked plant life. They are short, rarely reaching over five feet, but dense. Their skin is normally green, but will gradually change to adapt to its surroundings. This change takes a few generations to complete. They have small growths all over their body of natural ivy or leaves. They have two large eyes that are solid black and lidless. Grass grows from the top of their head like hair and vegepygmies are fond of styling the "hair" in various elaborate styles.

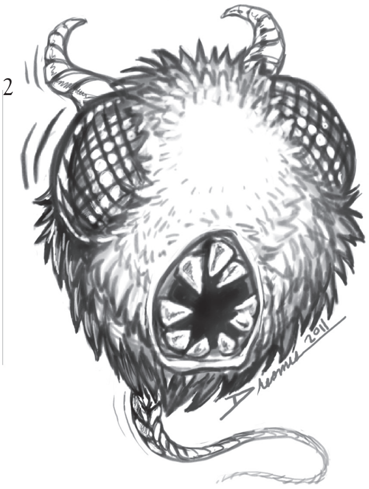
Tribes of vegepygmies normally number less than fifty, but at least three dozen. There seems to be no hierarchy among them, as all members are equal. Despite being plant life, the vegepygmies are carnivorous. They will eat any type of meat, in any condition, even rotten. They normally live near an ample source of food and guard the area savagely.

Having a mind that is fairly unique, vegepygmies are immune to any mind controlling spell, unless the spell specifically targets plants. Piercing weapons do but a single point of damage (plus any strength or magical bonuses). Electrical based spells do no damage and cold based spells do half damage or no damage at all. Fire, however, does double damage. Anyone using fire on these creatures will incur the wrath of all vegepygmies in the area.

The creatures seem to have no official language, but will make odd-sounding cries, beat on the ground and use a small amount of hand signals to communicate with one another. They neither speak nor understand any languages other than their very limited form of communication. Each tribe is autonomous and will not enter into trade with other creatures.

COMBAT: Vegepygmies use crudely made weapons when attacking. Clubs are the most common weapon, but some of the more intelligent may fashion stone axes (1d8) or hammers (2d4). Groups of vegepygmies seem to work of the same mind and will work together to kill the biggest threat. This is normally the creature doing the most damage, but can change instantly if someone uses a powerful magic item or any type of fire. They are fearless and will attack until one side is no more.

VOLT



NO. ENCOUNTERED: 1-12
SIZE: S
HD: 2(d8)
MOVE: 20'
AC: 17
ATTACKS: 1 bite (1d4), 1 tail whip (2d6)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 30 + 2

A volt appears to be a flying ball of fur with two great insect-like eyes, topped by two horns, and a long, braided leather tail. Underneath the fur, on the bottom of the creature, is a mouth lined with long, sharp teeth. The head of the creature is brown, with the eyes being a deep purple. The horns and tail are dark brown, not unlike leather.

The volt is an ill-tempered, territorial creature that will attack without provocation. They are usually found in old, abandoned buildings or underground lairs. They have no natural habitat and are sometimes used as guards by intelligent creatures.

COMBAT: The volt will fly toward and attack any person at random. They will attempt to bite a victim about the neck and shoulders. A successful attack means the creature has bitten its victim and has a grasp with its strong jaws. It will not let go. The bite does 1d4 damage. After this, it needs no further 'to hit' roll and will continue to do 1d4 damage per round due to blood loss. The volt will also lash with its tail, automatically striking a victim it has bitten and latched on to. This tail lash unleashes a discharge of electricity, doing 2d6 damage. A volt will only let go if it or its victim dies.

The volt flies with a limited, inherent form of levitation.

W —

WIND WALKER

NO. ENCOUNTERED: 1-4
SIZE: L
HD: 6(d10)
MOVE: 40'
AC: 13
ATTACKS: 1 Wind Buffet (2d10)
SPECIAL: Spell Immunity (See Below)
SAVES: M
INT: High
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 6
XP: 200 + 6

Wind walkers are creatures normally found on their home plane, the Elemental Plane of Air. They live on our plane high atop mountains, in large, underground caverns or the vast openness of deserts. They appear as billowing clouds, but are in fact intelligent and quite docile and thoughtful. They rarely attack unless forced to.

Wind walkers differ from their larger cousins, air elementals, in that the wind walkers are much less aggressive, and much smaller. They dislike air elementals and will rarely interact with them, preferring to keep to themselves. While air elementals are often brought to our plane by high level magic users in forced servitude, most wind walkers come here by choice. Some believe they are here to observe humans and their culture, but their isolationist living areas sometimes make this difficult to believe.

What is known is that the wind walkers will approach humans and demihumans when they wander into their lairs, but will rarely attack. Most humans, unfamiliar with the wind walker's existence, will only be aware of a wind moving about them, seemingly of its own accord. The wind walkers make a strange, whistling sound as they move. Some think this is a form of communication, but no one has deciphered if it is. It is not unknown for the wind walkers to follow humans for hours, observing them. If the humans find themselves in a battle with other creatures, the wind walker will not intervene, but will watch the fight to see what happens.

Wind walkers collect precious gems, stones and ores. If their lair is found and searched, the CK should roll on the treasure table, but disregard the "Extraordinary Items" and "Magic Items" and double the amount of gems rolled, though coins should be kept as rolled. Anyone attempting to take these treasures will be attacked by the wind walkers.

COMBAT: The wind walker has but one means of attack: its mighty wind buffet. It need only hit an armor class of 12, regardless of the AC its opponent has, although the dexterity bonus still applies. If successful, the victim will be thrown violently against a wall or through the air, taking 2d10 damage. They must also pass a dexterity check or fall prone. Non-magical weapons do but 1 point of damage, plus any strength bonuses. Magical weapons add their bonus to damage as well. Mind controlling spells have no effect on the wind walkers. Spells that allow a dexterity save do half damage or no damage at all. Cold based spells affect them as if a *Slow* spell had been cast upon them. *Cloudkill* will instantly kill the creature (no save allowed), while *Gust of Wind* will dissipate the creature, allowing its opponents a five round reprieve from battle while the creature reforms.

WITHERSTENCH

NO. ENCOUNTERED: 3-12
SIZE: S
HD: 2(d8)
MOVE: 20'
AC: 13
ATTACKS: 1 bite (1d6)
SPECIAL: Stench
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 30 + 2

The witherstench appears to be a hairless rodent, approximately two feet long. It has a long tail that is half again its length. Its head looks very much like a badger, albeit smaller. It walks on four, small legs that end in claws. Its distinguishing characteristic, however, is its sickly pink skin. It is dotted with warts and small sprouts of thick, coarse hair.

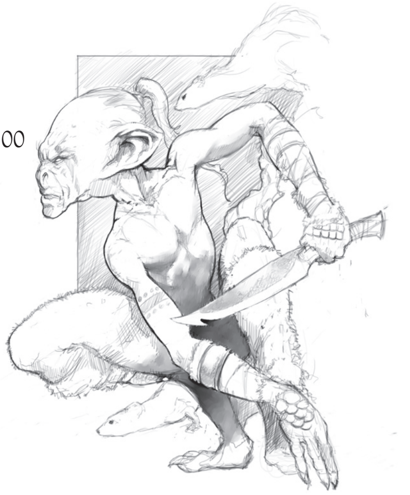
The creature always emits a putrid smell, not unlike rotted meat. When frightened or angered, it will involuntarily emit a fluid from the warts on its body, making the smell much stronger and almost unbearable. Anyone within 30' of the creature must make a constitution check or withdraw from combat with nausea and vomiting. Those affected are allowed another check each round they are sick to see if they recover and can return to battle. However, the CL for each subsequent check will go up by one each failed round.

COMBAT: When attacking, the creature will use only its bite, for its claws are too small for an effective attack. This vicious bite inflicts 1d6 damage if successful. Also, the creature will begin emitting its terrible stench when fighting.

Anyone moving further than 30' from the creature is immune to its smell. When killed, the creature will release all of its fluid, causing anyone within the 30' range to become violently ill unless they pass a constitution check with a CL of 7 (which may be higher for those unfortunate enough to have failed previous checks). This sickness not only causes nausea, but incurs a -2 penalty to all rolls for 10d10 turns.

X —

XA



NO. ENCOUNTERED: 20-200
SIZE: S
HD: 1(d6)
MOVE: 20'
AC: 13
ATTACKS: 1 (by weapon)
SPECIAL: Darkvision 60'
SAVES: P
INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 1
XP: 15 + 1

The xa is a small, vile little creature that calls all regions or climes home. The stand about three feet tall, are humanoid in shape but posses exaggerated facial features. Their chins are wide, droopy and fat, their ears are enormous, at times wrapping around their heads. Their nose is long, extending up to a foot from their face and their teeth are massive, protruding out of their skulls at wild angles. They care little for subtlety or tactics, preferring on overwhelming their opponents with sheer numbers.

Xas are a cowardly race, preferring to attack from the shadows and retreating when they have taken too many casualties. Xas are keenly aware of their surroundings and will be able to flee to spaces normally too small for humans to follow. Xas think nothing of leaving their tribe mates behind, or even using them as shields to escape quicker.

Xas are extremely filthy and live in squalor. They keep rats as pets and will sometimes have giant rats in their lair as well. They will eat almost anything and never become sick. As such, an xa lair is easy to find if only by the smell.

COMBAT: Xas are armed with daggers (1d4) or small clubs (1d4+1). They never wear armor nor carry shields. An xa attack is chaotic and confusing, as they swarm their opponents with yelps and screams. Often, they will accompanied into combat with their pet rats. If they lose a third of their number, they will scatter in all directions.

The tribe of an xa numbers up to two-hundred, but normally only half that number. Females make up half, but fight as males (indeed, telling the difference is difficult for humans). They rarely have a leader, but the more aggressive of the tribe will bully their way into a supervisory position.

XSAYARSA

NO. ENCOUNTERED: 2-12
SIZE: L
HD: 5(d10)
MOVE: 50'
AC: 15
ATTACKS: 1 (by weapon)
SPECIAL: Nil
SAVES: P
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Monstrous Humanoid
TREASURE: 4
XP: 110 + 5

The xsayarsa have bodies similar to that of the great hunting cats, and the upper torso of a man (or woman) and the head of one of the species of great cats (lions, tigers, panthers ect). They live in the vast plains that can be found far from civilization. Males have long, thick hair that they have the females braid when going into battle. Females normally have long, straight hair that hangs freely down their backs. They wear no armor, but will sometimes drape necklaces adorned with symbols about their necks. What these symbols mean is unknown to sages, but it probably is a nod to specific tribes or ancestors.

Xsayarsas are, for the most part, savages. They are territorial, barbaric, insolent and prone to violence. The females do most of the work and raising of the young, while the males eat, drink, sleep, and hunt. Warring bands are also exclusively male. Males are fond of an alcoholic drink they make themselves from fermenting wild berries. They are quite enamored by wine and will take great strides to procure some. The females do not drink alcohol.

The strongest male of the tribe is considered their leader, and will be treated with much respect from the tribe. He will lead his people in battle as well as drinking and normally has many wives. Younger xsayarsas will sometimes challenge the elder to a battle for control of the tribe. Those that win are deemed the new leader. Those that lose are killed and made spectacle of.

COMBAT: The primary weapon of the xsayarsa is the spear. Most will carry three with them, one in hand and two strapped across their back. If able, they will throw the spears for ranged, but keep the last for melee. Either way they are used, they will inflict 1d6 per successful strike. The tribe leader will give orders during combat for his warriors to follow. It is known they fear magic and will attack anyone obviously wielding the arcane arts.

Xsayarsa speak their own tongue, a corrupted form of common. Anyone listening, that speaks common, may roll an intelligence check (CL 3). If successful, they can pick out enough words to communicate, albeit limited, with the xsayarsa.

Y –

YELLOW MUSK CREEPER

NO. ENCOUNTERED: 1
SIZE: L
HD: 3(d8)
MOVE: Nil
AC: 13
ATTACKS: per flower (See Below)
SPECIAL: See Below
SAVES: P
INT: Non
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: Nil (See below)
XP: 50 + 3

The yellow musk creeper is a plant that grows wild, normally in deep woods. It looks like a type of ivy, growing upwards on trees. The plant itself is a light green with leaves every few inches. Every few feet, a large, white flower hangs from the vine. The flower is white in the center, fading to purple along its edge. A plant will have 2d4 flowers. Oftentimes, vast areas of a forest will be covered with the plant.

When anyone comes with a few feet of one of the flowers, it will shoot a small amount of dust into the face of its victim. This attack is automatic. Victims are allowed a constitution check to see if they have fallen victim to the creeper. Success indicates the victim has shaken off the effects of the dust, but failure means the unfortunate victim is vulnerable to the more nefarious ways of the plant. Those failing will walk into the heart of the plant, fighting their allies to get there. Anyone attempting to stop someone from walking into the plant must attempt to grapple the hapless victim. For this attempt, assume the defender has a strength prime (in other words, an effective AC of 18). The plant can make multiple attacks per round, depending on the number of flowers, and can attack a different person each round. As such, many people may be affected by the plant.

COMBAT: Those unlucky enough to walk into the heart of the plant will have 2d4 vines converge on their head. If the victim wears a helm, the vines will be able to remove it (unless there are extenuating circumstances that may prevent this). One round after the vines begin crawling onto the victim's head, they will drain 1d4 points of intelligence . They do this as a group, not each individually. When the victim's Intelligent score is at or below zero, they will die. If, however, they are reduced to exactly one point of intelligence , they will be transformed into a Yellow Musk Zombie. Cutting or tearing vines have little effect, as the plant has dozens. To kill the plant, one must destroy its root. The root is always in the heart of the plant, buried approximately one foot deep. Anyone finding and attempting to destroy the bulb will anger the plant and incur the wrath of all the vines. They can only drain intelligence from someone that had fallen under the spell of the dust, but will pull and tug at anyone trying to destroy the bulb. Anyone doing so must successfully pass a strength check. Success means they have shrugged off the vines and continue finding and destroying the root. The hit points the plant has are solely found in its root. Once it has been reduced to zero hit points, it will die and all vines will fall to the ground.

Normally, hidden beneath the plant or even buried a few inches below the dirt around the plant, remnants of past victims may be found. For determining the type of booty found, the CK is encouraged to determine these on factors unique to his campaign. If this option is not viable or preferred, roll on treasure table as normal, treasure type 4.

MONSTERS Z

YELLOW MUSK ZOMBIE

NO. ENCOUNTERED: 1-4
SIZE: S to L
HD: 2(d8)
MOVE: 30’
AC: 14 (or by armor)
ATTACKS: 1 (by weapon) or 2 fists (1d3)
SPECIAL: Spell Immunity (see below)
SAVES: P
INT: Non
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: Nil
XP: 17 + 2

A yellow musk zombie is the unlucky victim of the Yellow Musk Creeper. They will be found close to their parent plant, protecting it, or found walking about the forest in an attempt to lure victims to its parent. They can never be farther than 100’ from the yellow musk creeper that created them. If they are, they will fall to the ground dead.

The zombie resembles its past self. As such, they may be armored, or not. They may wield a plethora of weapons, or fight unarmed. They may be male or female, human or demi-human. Regardless on their past appearance, however, all yellow musk zombies will have a deep yellow tone to their skin, have a glazed appearance, cannot speak and have 2d4 hit points. Those victims that were spellcasters will not be able to cast spells.

COMBAT: The creature will move at normal speed and attack as they would before they were transformed. The only exception is spellcasters who will fight with melee weapons, or unarmed, as they cannot cast spells. They are aggressive and will never flee.

If slain, the armor, weapons and anything else carried by the creature before its transformation will still be of good use. What the creature carries is dependent upon his class and level before he was transformed. The CK should take this into account when creating a yellow musk zombie.

While the creature is dubbed “zombie”, they are not undead and as such will not be affected by a cleric’s power to turn. They are, however, immune to all spells that effect the mind as undead are. If the root of the yellow musk creeper that created them is destroyed, the zombie will revert back to its normal self. They will be shaken, to say the least, and will need rest for a week before their intelligence is back to normal. It should be noted that some victims of the yellow musk creeper might be vile, evil men that deserved their fate. Awakening these victims may be a curse more than a blessing...

YETI

NO. ENCOUNTERED: 1
SIZE: L (9’)
HD: 5(d8)
MOVE: 40’
AC: 14
ATTACKS: 2 fists (1d10 each)
SPECIAL: Immune to Cold, Stun
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 4
XP: 250 + 4

The yeti is a mysterious creature, living alone in the most desolate of arctic climes. They are tall, great creatures with snow-white fur. Their head is like that of a gorilla, but for its coloration. They are aggressive, territorial and ill-tempered. They thoroughly enjoy the taste of human flesh.

COMBAT: When attacking, the creature uses its great fists to pummel opponents. A successful hit incurs 1d10 damage. If a 20 is rolled on the attack roll, the victim must pass a constitution check or be knocked unconscious. They will remain so for 2d4 rounds (minus any constitution bonus, with a minimum of one round). An unconscious victim will be stepped on by the yeti (no ‘to hit’ roll needed). This will inflict 2d10 points of damage, less if the victim is laying in heavy snow (up to one-half, adjudicated by the CK). The yeti cannot attack with its fist and step on someone the same round.

Cold based spells have no effect on the yeti. Fire based spells do 50% more damage than normal. Blunt weapons do only half damage due to the thickness of the creature’s hide and the blubber below.

The lair of the yeti will be littered with bones and the dead bodies of its past victims. These may be animal as well as human. Any treasure carried by past victims may be found here, but the yeti does not collect treasure.

The yeti speaks no discernible language.

Z –

ZOMBIE, MONSTER

NO. ENCOUNTERED: 1-10
SIZE: S to L
HD: 2(d8)
MOVE: 20’
AC: 12
ATTACKS: 1 Slam (1d6)
SPECIAL: Slow
SAVES: P
INT: None
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 1
XP: 17 + 2

As humans can be turned into undead, so can the plethora of monsters that litter the land. Appearing much like their undead cousins, a monster zombie is a decayed living corpse of it past self. Any creature from a goblin to a giant can be transformed into a zombie and the CK must make adjustments to the statistics listed above. (For instance, a ogre zombie would do 1d6 slam + 4 for its strength).

Like all zombies, they are not affected by spells that target the mind. They are, however, susceptible to the turning of a cleric. They will never wield weapons, as the intelligence to use even the simplest of tools has been taken from them.

COMBAT: Zombie monsters attack with no planning or strategy, and will attack whomever is closest. They seek only to kill the living. They will attack with a fist, striking for 1d6 damage (which may be modified as the CK sees fit).

SLOW: Like human zombies, monster zombies are slow, plodding creatures that never roll for initiative, always striking last in every round.

INDEX

Monster	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	PG
A —										**9**
Achaierai	L (12’)	8(d8)	Body-12/ Legs - 21	2 claes(1d8), 1 bite (2d6)	Poison Cloud	P	Low	8	1500 + 8	9
Adherer	M	4(d8)	17	2 fists (1d3)	Adhesion	P	Low	3	100 + 4	9
Aerial Servant	L (8’)	16(d8)	17	1 slam 8d4	N/A	P	Inferior	nil	2750 + 16	9
Afanc	M	3(d8)	16	2 claws (1d6), 1 bite (1d4)	Mimicry	P	Average	3	100 + 3	10
Agathion	M	8 (d8)	20	By weapon or inherent ability	See Below	P / M	Genius	nil	1000 + 8	10
Avatas	M	See Text	See Text	See Text	See Text	P, M	Genius	N/A	See below	11
Algoid	M	5(d8)	15	2 fists (1d10)	Spell Immunity	P	Low	nil	175 +5	11
Alkonost	M	3(d8)	14	2 claws (1d3) or by weapon	Healing Song	P	Very	3	45 + 3	12
Al-Mi’raj	S	1(d8)	14	1 horn (1d4), 1 bite (1d2)	N/A	P	Animal	nil	5 + 1	12
Animal Skeleton	S / M	1(d6)	12	1 claw / bite for 1(d4)	Undead	P	none	Nil	5 + 1	12
Ant Lion	L	8(d8)	18	1 bite (5d4)	Automatic hit	P	Animal	See below	300 + 8	13
Apparition	M	8(d8)	12	See Below	See Below	M	Average	5	500 + 7	13
Ascomoid	L	7(d10)	17	1 bash (1d10)	Gas Cloud	P	Animal	N/A	500 + 7	13
Assad	S	15(d8)	1 bite (1d4)	N/A	P	Animal	Nil	40 + 1	40 + 1	13
Atomie	S (1’)	1(d4)	16	2 (by weapon)	Bonus to initiative, Poison	P	Very	2	20 + 1	14
Aurumvorax	M	12(d8)	20	1 bite (2d4)	Locked jaw	P	Animal	3	1275 + 12	14
Avia	M	1(d10)	13	2 claws (1d4)/ spear (in flight)	Dive attack	P	Average	3	15 + 2	15
Azer	S (4’ - 5’)	1 to 4 (d8)	18	1 (by weapon)	See Below	P	Low to Very	nil	20 + 1 40 + 2 70 + 3, 125 + 4	15
B —										**16**
Babbler	M	5(d8)	14	2 claw (1d4), 1 bite 1(d6)	nil	P	Low (cunning)	2	75 + 5	16
Badger (Ratel)	S	1(d10)	16	2 claw (1d3), 1 bite (1d4)	nil	P	Animal	Nil	35 + 2	16
Baku	L	13(d10)	22	3 (Gorge 3(d6), kick 2d6 x2)	Trumpet	P	Superior	N/A	2750 + 13	16
Banderlog	S	4(d8)	14	2 fists (1d4+1)	N/A	P	Low to average	2	35 + 4	17
Barbegazi	S	2(d8)	14	1 (by weapon)	Immunity to Cold	P	Average	3	50 + 2	17
Basilisk, Greater	L (10’-12’)	9(d10)	18	3 (2 claw - 1d8), 1 bite - 1d6)	Petrifying Gaze	P	Low	8	1250 + 9	17
Bat O’ the Flame	S	2(d8)	12	1 (2d8) bite + heat)	Immunity to Fire	P	Anima	2	15 +2	18

Behemoth	L	10(d8)	16	1 bite (3d8)	N/A	P	Animal	N/A	750 + 10	18
Behir	L (40')	12(d8)	16	3 (1 bite 2d10, 2 claw 2d4)	N/A	P	Low	12	1500 + 12	18
Berbalang	M	2(d8)	14	2 claws (1d4) 1 bite (1d6)	See Below	M	Very	Nil	40 + 2	19
Blindheim	S (4')	4(d8)	17	1 bite 1d6)	Blinding attack	P	Animal	2	75 + 4	19
Blood Hawk	S	1(d10)	13	3 (1 bite 1d4, 2 claws 1d2)	N/A	P	Animal	N/A	20 + 1	21
Bloodsucking Wyrm	L (20')	6(d8)	16	1 bite (1d6, 1 drain blood 1d8)	Nil	P	Animal	6	175 + 6	21
Boalisk	L	5(d10)	15	1 (bite 1d6)	Constriction, Gaze Attack	P	Animal	Nil	175 + 5	21
Boggart	S (M)	5(d10)	26	Shocktouch (2d6)	Darkvision (30'), Immunity to magic, Invisibility	P	Very	4	350 + 5	22
Boggle	S (3')	3(d10)	15	2 claw (1d4), 1 bite (1d4)	See Below	P	Low	2	50 + 3	22
Bonesnapper	M (5')	4(d8)	16	1 (2d6)	Nil	P	Animal	Nil	35 + 4	23
Boobrie	L (12')	9(d8)	15	1 (bite 1(d10)	Immunity to Poisons	P	Animal	Nil	450 + 9	23
Bendith y Mamau	S	1(d6)	13	1 by weapon (1d3)	Invisibility	P	Very	1	3 + 1	23
Bowlya	S-M	1(d8)	16	1 (crush See Below)	nil	P	Animal	Nil	5 + 1	24
Buckawn	S	1(d6)	17	1 by weapon (1d4)	Invisibility	P	Very	3	30 + 1	24
C —										25
Cadaver Caterpillar	L (9')	3(d10)	3 (7)	8 (no damage)	Paralysis	P	Animal	2 (in lair)	40 + 3	25
Carbuncle	S	1(d8)	18	nil	see text	M	Low to average	nil (see text)	5 + 1	25
Caryatid Columns	M (5 ½ ')	4(d4) (22hp)	14	1 by weapon (1(d6	N/A	P	High	Nil	125 + 4	25
Caterwaul	M	4(d10)	17	2 claws (1d4), 1 bite (2d4)	Howl	P	Low	4	85 + 4	26
Catoblepas	L	6(d8)	13	1 tail swipe (2d4)	Stun, deadly gaze	P	Animal	Nil	500 + 6	26
Cave Fisher	L (10')	3(d8)	17	2 claws (2d4)	Trap Line	P	Animal	2	50 + 3	26
Centipede, Giant	M (5')	3(d8)	15	1 bite (1d4)	Poison	P	Animal	Nil	75 + 3	27
Chawl Witch	M	4(d8)	18	2 claws (1d4), cudgel (1d8)	Screech	P	Genius	5	225 + 4	27
Clubnek	M (5')	2(d8)	12	1 bite (1d6), 1 claw (1d4)	Nil	P	Animal	Nil	25 + 2	28
Coffer Corpse	M	2(d8)	12	Hand (1d6) or (by weapon type)	Only hit by mangical weapons	P	Low	3	20 + 2	28
Cooshee	M	3(d8)	15	1 bite (2d4)	Overbear	P	Low	Nil	50 + 3	28
Crab, Giant	L	3(d8)	17	2 claws (2d6)	Rip (see text)	P	Animal	Nil	50 + 3	29
Crabman	M	3(d8)	16	2 claw (1d6)	Nil	P	Average	4	20 + 3	29
Crimson Death	M	12(d8)	20(16)	1	3-30 dmg	M	Genis	5	3500 + 11	29
Crypt Thing	M	6(d8)	17	1 claw (1d10)	See Below	P	Very	4	125 + 6	29

Crysmal	S (4”)	6(d10)	20	1 appendage (3d4)	Missile Fire	P	High	9 (Gems only)	425 + 6	30
Cyclops, lesser	L (7 ½ ‘)	5(d10)	15	1 (by weapon)	N/A	P	Low	4	50 + 5	30
D —										32
Dakon	M	2(d8)	15	2 claws (1d10)	Nil	P	Average	2	20 + 2	32
Dark Creeper	S (4’)	1(d10)	20 (see text)	1 by weapon	Darkness	P	Very	5	75 + 1	32
Dark Stalker	M (6’)	2(d10)	21	1 (by weapon)	See Text	P	Superior	5	125 + 2	32
Death Dog	M	2(d8)	13	2 bite (1d10) each)	Darkvision 60’	P	Animal	Nil	70 + 2	33
Death Knight	M	9(d10)	20	1 (by weapon)	See Text	P	Genius	6	2000 + 9	33
Demilich	M	10(d8)	20	See Text	See Text	P, M	Supra Genius	9	3750 + 10	34
Damueljack	L	6(d8)	20	1 (pseudopod 1d6)	Nil	P	Animal	Nil	10 + 6	34
Derro	S (4’)	3(d6)	By armor (14)	By weapon (normally shortsword 1d6)	Deepvision	P	High to Genius	4	25 + 3	35
Devil Dog	M	6(d8)	14	1 Bite (2d4)	See Text	P	Low	Nil	175 + 6	35
Dire Corby	M	6(d8)	14	1 Bite (2d4)	See Text	P	Low	Nil	175 + 6	35
Disenchanter	M	5(d8)	15	1 (see text), or kick (1d10)	Drain Magic	P	Average	Nil	100 + 6	36
Doombat	M	6(d8)	16	1 bite (1d6), 1 tail swipe (1d4)	Shriek	P	Animal	6	250 + 6	36
Dragonfish	S	2(d8)	16	1 Bote (1d4)	Poison	P	Animal	Nil	30 + 2	36
Dragonnel	L	8(d10)	17	1 bite (3d6), 2 claw (1d6)	Nil	P	Low	8	500 + 8	37
Draugr	M	4(d10)	18	1 (by weapon)	Weapon Immunity	P	Very	3	225 +4	37
Drelb	M	5(d10)	18	1 slam (3d4)	See Text	P	Very	Nil (see text)	425 + 5	37
Duergar	S	1(d10)	16 (or by armor worn)	1 by weapon	Darkvision 120’	P	Average or Very	3	8 + 1	38
Dune Wraith	M	6(d8)	17	2 fist (1d6)	N/A	P	High	4	225 + 6	38
Dustdigger	L	4(d8)	16/12	1 bite (1d8)	Envelope	P	Low	Nil	100 + 4	38
E —										39
Ear Seeker	S	1(d2)	10	0	See Text	P	Non	Nil	1 + 1	39
Eblis	M	4(d8)	17	1 Beak (1d6)	See Text	P	Average to Superior	5	100 +4 (150 + 4 for Elder)	39
Lesser Elemental - Ash	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60’, Regeneration	P	Inferior	1/6/8	See Text	39
Lesser Elemental - Dust	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60’, Regeneration	P	Inferior	1/6/8	See Text	40
Lesser Elemental - Ice	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60’, Regeneration	P	Inferior	1/6/8	See Text	40
Lesser Elemental - Lightning	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60’, Regeneration	P	Inferior	1/6/8	See Text	41

Lesser Elemental - Magma	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	41
Lesser Elemental - Mineral	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	42
Lesser Elemental - Mud	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration, Suffocation	P	Inferior	1/6/8	See Text	43
Lesser Elemental - Radiance	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	43
Lesser Elemental - Salt	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	44
Lesser Elemental - Smoke	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	44
Lesser Elemental - Steam	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	44
Lesser Elemental - Vacuum	See Text	See Text (d8)	See Text	Slam (see text)	Mastery, Darkvision 60', Regeneration	P	Inferior	1/6/8	See Text	45
Grouzal (Prince Of Evil Earth Creatures)	L	20(d8) (110 hp)	27	2 Bash (5d10) each)	See Text	P, M	Supra -Genius	18	17,500 + 20 (25,000 on home plane)	45
Jumkin (Prince Of Evil Air Creatures)	L	20(d8) (100hp)	25	1 bash (4d10) each)	See Text	P, M	Supra -Genius	18	17,500 + 20 (25,000 on home plane)	46
Palhyd (Prince Of Evil Water Creatures)	L	20(d4) (100hp)	25	1 Bash (3d10) each), Envelope	See Text	P, M	Supra -Genius	18	17,500 + 20 (25,000 on home plane)	47
Roog-Ar (Prince Of Evil Fire Creatures)	L	20(d8) (90 hp)	24	1 Engulf (6d6)	See Below	P, M	Supra -Genius	18	17,500 + 20 (25,000 on home plane)	47
Enveloping Death	M	6(d8)	16	2 fists (1d8)	See Below	P	Low	Nil	300 + 6	48
Ethos Muse	M	5(d8)	17	1 Lightning Bolt (5d6)	See Below	P, M	Genius	Nil	300 + 5	48
Executioner's Hood	S	3(d10)	14	1 suffocae (1d6)	See Below	P	Low	Nil (see text)	150 + 3	49
Eye Killer	S	4(d8)	15	1 bite (1d4)	Death Stare	P	Low	4	100 + 4	49
Evil Oculus of Ice and Fire	M	12(d8)	18	See Text	See Text	P	High	Nil	1750 + 12	50
F —										50
Firbolg	L (10')	12(d10)	18	1 by weapon (1d10+5)	Nil	P	Average	10	2500 + 12	50
Firedrake	S	3(d8)	15	1 Bite (1d8)	Breath Weapon	P	Animal	Nil	75 + 3	51
Firesnake	S	2(d8)	14	1 Bite (1d4)	Paralyzing Bite	P	Animal	3	50 + 2	51
Flail Snail	S to L	3d4 to 8(d8)	16 (28)	1 to 7 tentacles (1d8)	Reflects Magic	P	Low	Nil	See entry	51
Flind	M (6')	2(d10)	15	By weapon (or 1d6 bite)	Darkvision 60'	P	Average	3	50 + 2	52

Flumph	M	2(d8)	18	1 (spikes 1d8)	Flying	P	Average	4	20 + 2	52
Fomorians	L (12')	13(d10)	17	1 Slam (4d6)	Darkvision 60'	P	Low	13	2000 + 13	53
Forlarren	L	3(d8)	18	2 fists (1d6)	Heat Metal	P	Low to Average	3	55 + 3	53
Frost Men	M	4(d10)	15	1 (by weapon)	Frost Ray	P	Average to High	4	70 + 4	53
G —										54
Gravelor	L (8'-12')	9(d8)	22	2 fists (3d6)	Animate Rock	P	Very	6	1250 + 9	54
Gib	S (4'-5')	1(d10)	10	1 (by weapon)	See Text	P	Low	1	10 + 1	54
Gig	S to M	1(d8)	14 (or by armor)	1 (by weapon)	Leap Attack	P	Low to Average	3	7 + 1	54
Gorbel	S	1(d4) (see text)	17 (see text)	2 claw (1d2), 1 bite (1d4)	Nil	P	Animal	Nil	17 + 1	55
Gorgimera	L	10(d8)	15	2 claws (1d4), 3 bites (1d6, 1d8, 2d4)	Breath Weapon, Petrification	P	Animal	5	1750 + 10	55
Gorilla Bear	L (9')	4(d8)	16	2 claws (1d6) each)	Duskvision 60'	P	Low	3	50 + 4	56
Goodall	L	5(d8)	16	10 tentacles (1d4), 1 bite (1d6)	Paralyzation	P	High	Nil	475 + 5	56
Gromm	S/M	5((d8)	20	See Text	See Text	P	Very	3	175 + 5	56
Grue	M (6')	4(d8)	20	1 Bite (1d6)	Surprise, Darkvision 60', Magical Darkness	P	High	4	125 + 4	57
H —										59
Hangman's Tree	L (20'-30')	6(d10)	17/ 15	See Text	Nil	P	Low	Nil	900 + 6	59
Haunt	M	5(d8)	20	1 (no damage)	Dexterity Drain, Immunity to Normal Weapons	M	Very to High	Nil	175 + 5	59
Hippocampus	L	4(d8)	15	1 (1d4)	1(d4)	P	Low to Average	Nil	40 + 4	60
Hoar Fox	S	2(d8)	14	1 Bite (1d6)	Breath Weapon	P	Animal	Nil	15 + 2	60
Hook Horror	L (9')	5(d10)	15	2 claws (1d8)	Nil	P	Low	3	55 + 5	60
Hound Of Ill Omen	L	N/A	N/A	N/A	N/A	N/A	Deific	Nil	N/A	60
Huecuva	M	4(d8)	17	1 slam (1d6)	See Text	P	Very	5	75 + 4	61
Human Giant	L (9'-10")	5(d10)	16	2 Fists (2d4) or by weapon (+4)	Darkvision 60	P	Low to Average	6	175 +5	61
I —										62
Itisrevid	M	5(d4) (see text)	15 (see text)	2 Tentacles (1d4)	Polymorph	P	Average	Nil	75 + 5	62
Insectus	M	6(d10)	15	2 claws (1d3), 1 bite (1d4) or by weapon	See Text	P	High	5	500 + 6	62
Iron Cobra	L (8'-9')	3(d8)	20	1 bite (1d6)	Poison Bite	P	Non	Nil	125 + 3	63
J —										64
Jaculi	S	1(d8)	14	1 leap (1d6)	Nil	P	Animal	Nil	7 + 1	64

Jarm	S (1 ½')	1(d4)	13	1 (by weapon)	N/A	P	Average (cunning)	2	5 + 1	64
K —										65
Kamadan	L	4(d8)	16	1bite (1d6), (1d4) + 3) snake bite (1d3)	Poison, Roar	P	Animal	5	175 + 4	65
Kech	M	5(d8)	16	2 claw (1d4) + 1), 1 bite (1d6)	Camoflauge	P	Low	2	125 + 5	65
Korred	S (3")	5(d10)	15	1 (by weapon)	Great strength	P	Very	4	550 + 5	66
L —										66
Lamia Noble	L	11(d10)	19	1 by weapon	Spell Use, wisdom Drain, Darkvision 60', Polymorph	P, M	Superior	10	1750 + 11	66
Land Lamprey	S	1(d8)	13	1 bite (1d3)	Blood Drain	P	Animal	Nil	15 + 3	66
Lava Children	M (5 ½')	4(d8)	16	1 (by weapon)	Immunity to Metal	P	Average	4	250 + 4	67
Lizard Lord	L (8')	8(d8)	17	1 (by weapon, see below)	Hold Breath, Amphibious, Trident Mastery	P	High	6	325 + 8	67
Luck Devourer	S	1(d4)	12	Nil	See Text	P	Low	Nil	5 + 1	68
Lurker	L	10(d8)	14	Constriction (1d6)	Flight, Camouflage	P	Low	3	150 + 10	68
Lycanthrope										68
Werefox (Foxwoman)	M	8(d8)	18/ 16/ 14	2 claws (1d6), 1 bite (1d4) / 1 (by weapon), 1 bite (1d4) / 1 (by weapon)	See Text	P	Very	8	1250 + 8	69
Werehound	M	4(d6)	16	I bite (1d4)/ 1 (by weapon)	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Hound Empathy	P	Very	Nil	120 + 4	69
Wereshark	L	10(d8)	20	1 bite (2d6)/ 1 (by weapon)	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Shark Empathy	P	Average	9	800 + 10	71
Weresnake	M	3(d8)	15/12	1 constrict (2d6)/ 1 (by weapon)	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Snake Empathy, Constriction	P	Average	3	175 + 3	71
Werespider	M	3(d8)	15/12	1 bite (1d6)/ 1 (by weapon)	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Spider Empathy	P	Average	3	120 + 3	72
M —										72
Magman	S	2(d8)	14	1 touch (2d6)	+1 or better weapon to hit	P	Low	Nil	75 + 2	72
Magnesium Spirit	M	6(d10)	20	1 Engulf (3d4)	Energy Drain, strength Drain, Immunity to Normal Weapons	P	High	Nil	1000 + 6	72

Mantari	M	1(d8)	11	1 tail (see below for damage)	Nil	P	Animal	Nil	30 + 1	73
Margoyle	M	6(d8)	18	2 claws (1d6), 1bite (2d4), 1 gore (1d4)	Immunity to Normal Weapons	P	Low	5	175 + 6	73
Musher	L (8'-10')	8(d8)	13	1 bite (1d4)	Poison (see text)	P	Animal	Nil	250 + 8	74
Meazel	M (5')	4(d6)	12	2 claws (1d3) or by weapon	Rogue Abilities	P	Low to Average	4	35 + 4	75
Mennotal	S (3')	3(d10)	13	2 claws (1d4)	Darkvision 120'	P	Very	Nil	150 + 3	75
Mephits										76
Mephit, Fire	S	2(d10)	14	2 claws (1d3)	Elemental Attack (see text)	P	Average	Nil	75 + 2	76
Mephit, Lava	S	2(d12)	14	2 claws (1d3)	Elemental Attack (see text)	P	Average	Nil	75 + 2	76
Mephit, Smoke	S	2(d8)	15	2 claws (1d3)	Elemental Attack (see text)	P	Average	Nil	75 + 2	76
Mephit, Steam	S	2(d10)	14	2 claws (1d3)	Elemental Attack (see text)	P	Average	Nil	75 + 2	77
Merrow	L (8')	4(d8)	15	Slam (1d10) or by weapon (+4 damage)	Darkvision 60'	P	Low	3	50 + 4	77
Mihstu	M	8(d10)	22	4 tentacles (1d6)	Envelope	P	Average	9	1250 + 8	77
Mongrelmen	M (5'-7')	3(d10)	15	See Text	Mimicry	P	Low to Average	4	25 + 3	78
Muckdweller	S	1(d6)	14	1 Bite (1d3)	Blinding Spray	P	Animal	Nil	5 + 2	78
Mudman	M	2(d8)	10	2 fists (1d8)	Suffocation	P	Non	Nil	15 + 1	78
Mushroomies	M/L	6(d4) to 8(d8)	12	2 fists (1d6)	Spores	P	Average to Very	5	50 +6 to 150 + 8	79
N —										80
Necrophidius	L (8')	3(d8)	18	1 bite (1d6)	Hypnotism	P	Nil	Nil (see text)	75 + 3	80
Needler	M	3(d10)	14	1 Needle Barrage (1d6 x 1d4)	Nil	P	Low	5	50 + 3	80
Nefarian	S (3')	3(d10)	13	2 claws (1d4)	Darkvision 120'	P	Very	Nil	150 + 3	80
Nereid	M (5')	4(d8)	10	2 Fists (1d3)	Control Water, Hypnotism	M	Average	3	125 + 4	81
Nilbog	S	1(d6)	15	1 (by weapon)	See Text	P	Average	1	25 + 1	82
Nafuel	L	9(d8)	15	1 Tail (2d6)	Create Clones	P	Low	6	750 + 9	82
Nomore	S (4')	1(d10)	17	1 bite (1d3), 1 (by weapon)	Darkvision 60'	P	Low	2	15 + 1	83
O —										83
Osmosious	L	7(d8)	15	2 pseudopod (1d6), See Text	Steal Memories	P, M	Average	5	750 + 7	83
Ogrillon	M (6')	2(d10)	14	2 Fists (1d6)	Darkvision 60'	P	Low	3	20 + 2	84
Ophidian	M	4(d8)	15	1 (by weapon), 1 bite (1d3)	Poison	P	Average	5	75 + 4	84

Ogrerat	S (3’)	3(d8)	13	1 bite (2d6)	N/A	P	Animal	Nil (6 see below)	100 + 3	85
P —										86
Pech	S (4’)	3(d10)	17	1 (by weapon)	See Text	P	Average	3	150 + 3	86
Penanggalan	M	4(d8)	16	1 bite (1d6)	Blood Drain, Fly, Darkvision (60’), Dominate	P	Average	5	175 + 4	86
Perrun	S (2’)	1(d4)	17	1 pincer (1d3)	Drain constitution	P	Animal	Nil	5 + 1	87
Peryton	M (5’)	4(d10)	13	1 antlers (3-12)	Immunity to Normal Weapons	P	Average	6	225 + 4	87
Phantom Stalker	L	6(d8)	17	2 claws (1d6)	See Text	P	Low	Nil	225 + 6	88
Phoenix	M	6(d8)	19	1 bite (1d6), 2 claws (1d8)	Immunity to Fire, Spell Like Abilities	P	Genius	7	1750 + 6	88
Piercer	S to M (2’ to 5’)	3(d8)	17	1 (see text)	Nil	P	Low	Nil	125 + 3	89
Poltergeist	M	1(d4)	15	Nil	Telekinesis, Immunity to Normal Weapons	M	Average	Nil	50 + 1	89
Pyrolisk	S	5(d10)	15	Bite (1d3)	Immolation	P	Low	6	175 + 5	89
Q —										90
Qual-Man	L (7’)	1(d10)	14	2 fists (1d4 each) or 1 (by weapon)	Immunity to Poison	P	Low	2	15 + 1	90
Quickling	S	1(d12)	23	2 (by weapon)	Automatic Initiative, Double Attacks	P	Superior	4	100 + 1	90
R —										92
Retriever	L	10(d8)	22	4 claws (3d6)	See Text	P	Average	Nil	3000 + 10	92
Revenant	M	8(d8)	10	1 hand (2d8)	See Text	P	Very to High	Nil	1200 + 8	92
Rock Reptile	S	3(d8)	17	1 Bite (1d4)	Surprise	P	Animal	Nil	100 + 3	93
Ruel	M (6’)	2(d10)	10	1 (by weapon)	Blade Mastery , Confusion	P	Low to Average	3	25 + 2	91
Russet Mold	M	5(d8)	Nil	cold damage (1d4)	See Text	P	Animal	Nil	250 + 5	93
S —										94
Sandling	L	4(d8)	17	1 Slam (2d8)	Insubstantial	P	Low	Nil	55 + 4	94
Sandman	M	4(d8)	17	Nil	Sleep	P	Average	3	125 + 4	94
Scarecrow	M	5(d8)	14	2 fists (1d6)	Constitution Damage	P	Non	Nil	80 + 5	94
Screaming Devilkin	S	3(d8)	18	1 tail (1d6)	Scream	P	Low	2	50 + 3	95
Selkie	M	3(d10)	15	1 bite (1d6) or by weapon	Breathe Underwater	P	Average to High	4	50 + 3	95
Shade	M	5(d8)	15	1 (by weapon)	See Text	P	Very to Superior	Nil (5 in lair)	350 + 5	95
Shadow Mastiff	M	4(d4) (see text)	13/ 15/ 17	1 Bite (2d4)	Partial Invisibility, Affinity for Shadows, Darkvision 120’	P	Animal	Nil	100 + 4	96
Sheen	M	1(d10)	15	1 Bolt (1d8)	Electrical Damage	P	Average	2	50 + 1	98

Shelt Lu	M	3(d8)	17	1 Bite (1d4)	Envelope, Energy Drain, Darkvision 60'	P	High	3	75 + 3	96
Shelkerow	L	10(d8)	19	1 slam (2d10)	Energy Drain, Detect Good, Immunity to Normal Weapons	P	Very	Nil	1500 + 10	97
Skeletal Warrior	M	10(d10)	18	1 by weapon	See Text	P	Superior	6	1750 + 10	98
Skulk	M	2(d8)	13	1 (by weapon)	Camouflage	P	Average	3	50 + 2	98
Sons Of Rhealth	M	4(d8)	10	By weapon (1d8)	Darkvision 60', Disease, Fear	P	Low	Nil	150 + 4	99
Spriggan	S (L)	4(d6) (8d10)	17 (15)	1 (by weapon)	Rogue Skills, Giant Growth	P	Average	4	700 + 4	99
Squealer	L	12(d8)	14	3 Claw (1d6), 1 Bite (2d4)	Darkvision 60', Mimicry	P	High	Nil (see text)	1750 + 12	101
Stone Guardian	L	4(d10)	18	2 Fists (1d8) each)	Immunity to Poison, Immunity to Mind Control, See Invisible, Resistant to Weapons	P	Nil	Nil	375 + 4	101
Stun Jelly	L	4(d8)	12	Slam (2d4)	Acid, Engulf, Paralysis, Immunity to Electricity	P	Animal	5	175 + 4	102
Svirfneblin	S	3(d10)	10 (base), by armor	1 (by weapon)	Deepvision, Spells	P	Average	4	275 + 3	102
T —										103
Taer	M (6')	2(d10)	15	2 Fists (1d4) + 2 each)	Stench, Resistance to Cold	P	Low	5 (see text)	75 + 2	103
Tail- Goblins	S	1(d6)	15	1 (by weapon)	See Text	P	Average	2	6 + 1	104
Tarrasque	L (50')	300 hp 30(d10)	28	2 claws (1d12), 1 bite (5d10), 2 horn gouge (1d10), 1 tail (2d12)	See Text	P	Animal	Nil (see text)	20,000 + 30	103
Thessalhydra	L	12(d8)	20	8 bites (1d6), tail pincer (1d12), 1 central maw bite (2d10)	See Text	P	Low	12	3250 + 12	104
Thoqqua	S	3(d8)	18	1 slam (2d6)	See Text	P	Low	Nil	45 + 3	106
Throat Leech	S (1")	1d4 (1hp)	10	1 proboscis (1d3)	Choke	P	Animal	Nil	5 + 1	106
Trikill	L	2(d8)	10	3 claws (1d4), 1 kick (1d6)	Illusions	P	Average	3	150 + 2	107
Twin	M	1(d8)	20	Nil	See Text	P	Average	Nil	10 + 1	107
V —										109
Vargouille	S	1(d10)	13	1 bite (1d4)	Darkvision (60'), See Below	P	Low	Nil	75 + 2	109
Vegepygmy	M	4(d8)	16	1 (by weapon)	See Text	P	Low	3	125 + 4	109
Volt	S	2(d8)	17	1 bite (1d4), 1 tail whip (2d6)	Nil	P	Animal	Nil	30 + 2	110
W —										110
Wind Walker	L	6(d10)	13	1 Wind Buffet (2d10)	Spell Immunity (see text)	M	High	6	200 + 6	110

Witherstench	S	2(d8)	13	1 bite (1d6)	Stench	P	Animal	Nil	30 + 2	111
X —										111
Xa	S	1(d6)	13	1 (by weapon)	Darkvision 60’	P	Low to Average	1	15 + 1	111
Xsayarsa	L	5(d10)	15	1(by weapon)	Nil	P	Average	4	110 + 5	110
Y —										111
Yellow Musk Creeper	L	3(d8)	13	per flower (see text)	See Text	P	Non	Nil (see text)	50 +3	112
Yellow Musk Zombie	S to L	2(d8)	14 (or by armor)	1 (by weapon) or 2 fists (1d3)	Spell Immunity (see text)	P	Non	Nil	17 + 2	112
Yeti	L (9’)	5(d8)	14	2 fists (1d10) each)	Immune to Cold, Stun	P	Low	4	250 + 5	112
Z —										112
Zombie, Monster	S to L	2(d8)	12	1 Slam (1d6)	Slow	P	None	1	17 + 2	112

MONSTERS AND TREASURE

Monster	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	PG
A										
Aboleth	L	9(d8)	16	4 tentacle (1d6) + 8)	Enslave, Spell-like, abilities, Slime, Darkvision 60’, Mucus Cloud	M	High	8	1610 + 8	8
Achaierai	L	6(d8)	20	2 claw (1d6) + 2), Bite (1d6) + 4)	Darkvision 60’, SR5, Limited Regeneration, Height	P	High	6	540 + 6	8
Allip	M	4(d12)	15	Touch (ability drain)	Wisdom Drain, Babble, Madness, Darkvision 60’, Incorporeal	M	Average	5	170 + 4	9
Ant, giant	S	see entry	16	Bite: Worker (1d3), Soldier (1d3+1), Queen (1d8)	Acid Sting	P	Animal	Nil	worker 5+1, soldier 20 +2, queen 80+5	9
Ankheg	L	5(d10)	18	Bite (3d6) + 1d4)	Improved Grab, Spit Acid, Twilight Vision	P	Animal	5	220 + 5	9
Ape, great	M	3(d8)	14	2 Claw (1d3), Bite (1d6)	Red, Twilight Vision	P	Animal	Nil	30 + 3	10
Arrowhawk	S,M	3/6/12 (d8)	20/21/22	Electric Ray (2d6) or Bite (1d6) +1)	Electric Ray, Darkvision 60’, Immunity: Acid (full), Electricity (half), Poison (full)	P	Average	5	3 Hd: 70 +3, 6 hd: 420 + 6, 12 hd: 3325 + 12	10
Assassin vine	S,L	5(d8)	15	8 vines (1d4)	Construct, Inproved Grab, Camouflage, Resistance: Cold and fire (half)	P	not rateable	5	320 + 5	10
B										
Baboon	S	1(d6)	13	Bite (1d4)	Twilight Vision	P	Animal	Nil	5 + 1	11

Banshee	M	7 (d8)	20	Chilling Touch (1d8)	Keening Wail, Immune to cold and Electricity, SR 10	M	high	7	720 + 7	**11**
Barghest	M,L	1-9(d8)	18(20)	Bite (2d4+6/ 2d4+9), 2 Claw (1d4+3/ 1d4 +3)	Spell-Like Abilities, Feed, Change Shape, Darkvision 60', SR5	M	High	8	See Entry	**11**
Basilisk	M	6 (d10)	16	Bite (1d10)	Petrifying Gaze, Darkvision 60'	P	Animal	5	240 + 6	**12**
Bear	M,L,L	3(d8)/ 6(d8)/ 8(d12)	13/ 15/ 15	2 claw (1d6)/ (1d8)/ (1d12) Bite (1d8)/ (1d12)/ (3d8)	Hug/ Hug/ Hug, Blood Rage	P/ P/ P	Animal	Nil/ Nil/ 5	40+ 3/ 280 + 6/ 500 + 8	**12**
Behir	L	9(d10)	20	Bite (2d4), Slam (1d4+1), 6 Talon (1d6 each)	Breath Weapon, Constrict, Improved Grab, Rake, Swallow Whole, Cannot Be Tripped, Darkvision 60 ft., Immunity: Electricity (full),Twilight Vision	P	Low	9	2725+9	**13**
Belker	L	7(d8)	22	2 Wing (2d4), 2 Claw (1d4), Bite (1d6)	Smoke Claws, Darkvision 60 ft., Smoke Form, SR 4	P	Low	7	855 + 7	**13**
Bird of prey	S,L	1(d6)/ 4(d8)	14/15	2 Talon (1), Beak (1d2);(giant) 2 Talon (1d3), Beak (1d6)	Twilight Vision, Dusk Vision	P	Animal	Nil	5+1/ 40+4	**13**
Blink dog	S	2(d10)	16	Bite (1d6)	Blink, Darkvision 60 ft., Teleport, Twilight Vision	M	Average	1	30 + 2	**14**
Boar, wild (razorback)	M	2(d8)	16	Gore (2d6)	Twilight Vision	P	Average	Nil	15 + 2	**14**
Bodak	M	9(d12)	20	Slam (2d4), orWeapon (by weapon)	Death Gaze, Darkvision 60 ft., Immunity: Electricity (full), Acid (half) and Fire (half)	P	Low	8	1610 + 12	**14**
Bugbear	L	3(d8)	17	Weapon	Darkvision 60	P	Average	Low	20 + 3	**14**
Bulette	1	9(d10)	22	2 Claw (3d6), Bite (4d12)	Darkvision 60 ft., Twilight Vision	P	Animal	8	1610 + 9	**15**
C										
Cat	S	1(d2)	14	Nil	Twilight Vision	P	Animal	Nil	1 + 1	**15**
Centaur	L	4(d8)	14	2 Hoof (1d6), Weapon (by weapon)	Darkvision 60 ft., Track, Woodland Stride	P	Average	4	110 + 4	**15**
Chimera	L	9(d10)	19	2 claw (1d3), Gore (1d4), Bite: Dragon (2d6), Goat (2d4), Lion (3d4)	Breath Weapon, Darkvision 60', Twighlight Vision	P	Animal	8	1210 + 9	**16**
Chawl Witch	L	6(d8)	19	Tail Slap (1d6), Bite (1d6)	Moan, Engulf, Darkvision 60', Shadow Shift	P	High	5	390 + 6	**16**
Cockatrice	S	5(d10)	14	Bite (1d3)	Petrification, Darkvision 60 ft., Twilight Vision	P	Animal	5	140 + 5	**17**

Couatl	L	9(d8)	21	Bite (1d3), Construction (2d8)	Constrict, Poison, Spells, Psionics, Darkvision 60 ft., Ethereal Jaunt, Telepathy 90 ft	M,P	Superior	8	2225 + 9	**17**
Crocodile (alligator)	M	3(d8)	15	Bite (2d4), Tail Slap (1d12)	Roll, Twilight Vision	P	Animal	2 (nest only)	30 + 3	**17**
D										
Darkmantle	S	1(d10)	17	Bite (2d4), Constriction (1d4)	Darkness, Improved Grab, Constrict, Blindsight 90	P	Animal	1	17 + 1	**18**
Devourer	L	12d12	24	Claw (2d6)	Energy Drain, Trap Essence, Spell Like Abilities, Darkvision 60', Spell Deflection, SR 10	M,P	Superior	10	5175 + 12	**18**
Dinosaur, triceratops	L	16(d8)	18	3 Horn (1d12)	Powerful Charge, Trample, Twilight Vision	P	Animal	9	4175 + 16	**18**
Dinosaur, tyrannosaurus	L	18(d8)	15	Bite (5d8)	Swallow Whole, Scent, Twilight Vision	P	Animal	10	5900 + 18	**19**
Dog (coyote)	S	1(d8)	15	Bite (1d4)	Twilight Vision	P	Animal	Nil	5 + 1	**19**
Doppelganger	M	4(d8)	15	Slam (1d12)	Twilight Vision 60 ft., Detect Thoughts, Change Shape, Class Abilities, Immunity: Sleep and Charm Effects	P	High	4	120 + 4	**19**
Dragons										**20**
Black dragon	See text	See Text	See table	2 Claw (1d4), Tail (1d8), Bite (2d12)	Breath Weapon, Spell–Like Abilities, Immunity to Acid (full), Water Breathing	M, P	See table	See table (hoard)	Special (see page 6)	**21**
Blue dragon	See text	See Text	See table	2 Claw (1d6), Tail (1d8), Bite (4d6)	Breath Weapon, Spell–Like Abilities, Immunity to Electricity (full), Create/ Destroy Water	M, P	See table	See table (hoard)	Special (see page 6)	**22**
Green dragon	See text	See Text	See table	2 Claw (1d4), Tail (1d6), Bite (2d6)	Breath Weapon, Spell–Like Abilities, Immunity to Acid (full), Water Breathing	M, P	See table	See table (hoard)	Special (see page 6)	**22**
Red dragon	See text	See Text	See table	2 Claw (1d8), Tail (1d10), Bite (4d10)	Breath Weapon, Spell–Like Abilities, Immunity to Fire (full)	M, P	See table	See table (hoard)	Special (see page 6)	**23**
White dragon	See text	See Text	See table	2 Claw (1d4), Tail (1d6), Bite (2d8)	Breath Weapon, Spell–Like Abilities, Icewalking, Immunity to Cold (full)	M, P	See table	See table (hoard)	Special (see page 6)	**23**
Brass dragon	See text	See Text	See table	2 Claw (1d4), Tail (1d6), Bite (4d4)	Breath Weapon, Immunity to Fire (full), Speak with Animals, Spell–Like Abilities	M, P	See table	See table (hoard)	Special (see page 6)	**24**

Bronze dragon	See text	See Text	See table	2 Claw (2d4), Tail (1d8), Bite (4d6)	Breath Weapon, SpellLike Abilities, Immunity to Electricity (full), Speak with Animals, Water Breathing	M, P	See table	See table (hoard)	Special (see page 6)	24
Copper dragon	See text	See Text	See table	2 Claw (1d4), Tail (1d8), Bite (4d4)	Breath Weapon, Spell–Like Abilities,Immunity to Acid (full), Spider Climb	M, P	See table	See table (hoard)	Special (see page 6)	25
Gold dragon	See text	See Text	See table	2 Claw (1d8), Tail (1d8), Bite (6d6)	Breath Weapon, Alternate Form, Spell–LikeAbilities, Immunity to Fire (full), Water Breathing	M, P	See table	See table (hoard)	Special (see page 6)	26
Silver dragon	See Text	See Text	See table	2 Claw (1d6), Tail (1d8), Bite (6d6)	Breath Weapon, Spell–Like Abilities, Immunity: Acid (full) and Cold (full)	M, P	See table	See table (hoard)	Special (see page 6)	27
Dragonne	L	9(d10)	18	2 Claw (1d8), Bite (4d6)	Roar, Darkvision 60 ft., Twilight Vision, Scent	M,P	Low	7	800 + 9	27
Drider	L	7(d8)	17	Weapon, Bite (1d4)	Spells, Web, Poison, Darkvision 60 ft., fighter Class Abilities, SR 3, Elf Traits	P	High	7	720 + 7	28
Dryad	M	2(d8)	17	Dagger (1d4)	Spell–Like Abilities, Tree Dependent, Tree Stride, Wild Empathy, SR 10	M,P	High	1	25 + 2	28
Dwarf	S	1(d8)	16	Weapon	Dwarf Traits, Deepvision 120	M,P	Average	2	7 + 1	28
E										
Eagle, giant	L	4(d10)	16	2 Talon (1d8), Beak (2d6)	Dive, Twilight Vision, Improved Sight, Detect Falsehood	P	High	3	60 + 4	29
Elementals										30
Air elemental	See Text	See Text (d8)	See Text	Slam (see text)	Air Mastery, Whirlwind, Darkvision 60 ft., Regeneration	P	Inferior	1/7/9	2 HD 20+2/ 8 HD 810+8/ 16 HD 4000+16	30
Earth elemental	See Text	See Text (d8)	See Text	Slam (see text)	Earth Mastery, Darkvision 60 ft., Earth Glide, Regeneration	P	Inferior	1/7/9	2 HD 20+2/ 8 HD 810+8/ 16 HD 4000+16	30
Fire elemental	See Text	See Text (d8)	See Text	Slam + burn (see text)	Burn, Darkvision 60 ft., Immunity to Fire, Regeneration	P	Inferior	1/7/9	2 HD 20+2/ 8 HD 810+8/ 16 HD 4000+16	31

Water elemental	See Text	See Text (d8)	See Text	Slam (see text)	Water Mastery, Drench, Vortex, Capsize, Darkvision 60 ft., Regeneration	P	Inferior	1/7/10	2 HD 20+2/ 8 HD 810+8/ 16 HD 4000+16	31
Elephant	L	7(d8)	15	2 Tusk (2d8), or 2 Stamp (2d6), or Trunk (1d6)	Twilight Vision	p	Animal	Nil	270 + 7	32
Elf	M	1(d8)	15	Weapon	Elven Traits, Forest Stealth	P	Average	1	7 + 1	32
Ettercap	M	5(d8)	14	2 Claw (1d4), Bite (1d8)	Poison, Grab, Web, Twilight Vision	P	Low	5	220 + 5	33
Ettin	L	10(d8)	18	2 Fist (1d8); or One Weapon (4d4) and One Weapon (2d6); or 1 Two–handed Weapon (5d6)	Twilight Vision, Impossible to Surprise	P	Low	7	900 + 10	33
F										
Fleshcrawler	L	3(d8)	17	2 Bite (1d6) or 6 Claw (1d4)	Paralysia, Constrict, Death Throes, Animation	P	Animal	2	60 + 3	34
Frog, giant	M	2(d8)	12	Tongue (1d4)	Swallow	P	Animal	1	15 + 2	34
Frost worm	L	14(d10)	18	Bite (2(d8)+8)	Trill, Cold, Breath Weapon, Darkvision 60’, Immunity to Coldm Twilight Vision, Vulnerability to Fire, Movement Restriction	P	Animal	10	6600 + 14	35
Fungus, violet	M	2(d8)	13	1-4 tentacles (1d4)	Poison, Twilight Vision, Plant Traits	M	N/A	Nil	20 + 2	35
G										
Gargoyle	M	5(d8)	16	2 Claw (1d3), Bite (1d6), Gore (1d4)	Darkvision 60 ft., Freeze	P	Low	5	160 + 5	36
Gelatinous cube	L	4(d10)	3	Slam (1d4)	Acid, Engulf, Paralysis, Blindsight 60 ft., Immunity to Electricity, Transparent, Partial Cold Immunity	P	NA	5	130 + 4	36
Genie										36
Djinni	L	7(d10)	16	Slam (2d8)	Air Mastery, Spell–Like Abilities, Whirlwind, Darkvision 60 ft., Immunity to Acid, Plane Shift, Telepathy100 ft., Mighty Physique	M, P	High	7	765 + 7	36
Efreeti	L	10(d8)	18	Slam (2d8)	Change Size, Heat, Spell–Like Abilities, Darkvision 60 ft., Immunity to Fire (full), Vulnerability to cold, Plane Shift, Telepathy 100 ft., Mighty Physique	M,P	High	9	2850 + 10	36

Ghast	M	4(d8)	17	2 Claw (1d4), Bite (1d8)	Stench, Paralysis, Ghoul Fever, Darkvision 60 ft., Vulnerability: Cold Iron	P	High	5	150 + 4	37
Ghost	M	10(d8)	20	Slam	Touch of Death, Frightful Moan, Telekinesis, Incorporeal	M	Average	8	1750 +10	38
Ghoul	M	2(d8)	14	2 Claw (1d3), Bite (1d6)	Paralysis, Darkvision 60 ft	P	None	1	30 + 2	38
Giants										38
Cloud giant	L(18')	14(d8)	25	2 Fist (2d8), Weapon (6d6)	Rock Throwing, Levitate, Twilight Vision, Scent	P	Average	9	5000 + 14	38
Fire giant	L(12')	12(d8)	23	2 Fist (2d8), Weapon (5d6)	Rock Throwing, Immunity to Fire (full), Twilight Vision, Vul. to Cold	P	Average	9	2450 + 12	39
Frost giant	L(14')	11(d8)	20	2 Fist (2d8), Weapon (4d6)	Rock Throwing, Immunity to Cold (full), Twilight Vision, Vulnerable to Fire	P	Average	8	1950 + 11	40
Hill giant	L(10')	9(d8)	17	2 Fist (1d8), Giant Club (2d8)	Rock Throwing, Twilight Vision	P	Low	7	600 + 9	40
Stone giant	L(16')	10(d8)	24	2 Fist (2d8), Weapon (2d6+6)	Rock Throwing, Darkvision 60 ft., Twilight Vision	P	Average	7	1200 +10	40
Storm giant	L(20')	17(d8)	27	2 Fist (2d8), Weapon (7d6) or Long spear (5d6)	Spell–Like Abilities, Spells, Freedom of Movement, Immunity to Electricity (full), Twilight Vision, Water Breathing	P	Superior	10	8400 + 17	40
Gibbering mouther	M	4(d8)	19	6 Bite, Spittle	Gibbering, Spittle, Blood Drain, Engulf, Amorphous, Darkvision 60 ft.	P	Inferior	5	160 + 4	41
Gnoll	S	2(d8)	15	Slam (2d4), Weapon	Darkvision 60	P	Low	1	10 + 2	41
Gnome	S	1(d8)	16	Weapon	Gnome Traits, Darkvision 60	M,P	Average	1	7 + 1	42
Goblin	S	1(d6)	15	Weapon	Darkvision 60	P	Average	1	5 + 1	42
Golems										42
Clay golem	L	9(d10)	22	Slam (3d10)	Berserk, Immunity to Magic	P	None	8	800+9	43
Flesh golem	L	7(d10)	18	2 Slam (2d8)	Berserk, Immunity to Magic	P	Animal	5	270 + 7	43
Iron golem	L	14(d10)	30	Slam (4d10)	Breath Weapon, Berserk, Immunity to Magic	P	None	10	8000 + 14	43
Stone golem	L	12(d10)	26	Slam (3d8)	Slow, Immunity to Magic	P	None	9	2300 + 12	44

Gorgon	L	8(d10)	20	Gore (2d6)	Breath Weapon, Trample, Darkvision 60 ft., Twilight Vision	P	Low	7	810 + 8	44
Green slime	Variable	4(d8)	4(d8)	None	Devouring Assimilation	None	None	Nil	120 + 4	44
Griffon	L	7(d10)	17	2 Claw (1d4), Bite (2d8)	Darkvision 60 ft., Twilight Vision	P	High	5	270 + 7	45
H										
Hag										45
Annis	M	7(d8)	20	2 Claw (2d4), Bite (1d6)	Improved Grab, Rend, Spell–Like Abilities, Darkvision 60 ft., SR 7 (special, see below) Hag Covey	M,P	High	7	855 + 7	45
Green hag	M	9(d8)	22	2 Claw (1(d4)+4)	Spell–Like Abilities, Weakness, Mimicry, Hag Covey, Darkvision 60 ft., SR 6, Camouflage	M,P	High	8	1600 + 9	46
Night hag	M	8(d8)	22	Bite (2d6)	Spell–Like Abilities, Dream Haunting, SR 10Immunity: Fire, Cold, Charm, Sleep and Fear	M	Average	8	1360 + 8	46
Halfling	S	1(d8)	16	by weapon	Halfling Traits, Duskvision	M.P	Average	1	7 + 1	47
Harpy	M	3(d8)	13	2 Claw (1d3), Weapon (by weapon)	Captivating Song, Darkvision 60 ft.	P	Low	2	40 + 3	47
Hellhound	M	4 (d8)/ 8 (d8)	16	Bite (1d6+1d6)	Breath Weapon, Fiery Bite, Darkvision 60 ft., Immunity to Fire (full), Tracking	P	Low	4(8)	4hd 120+4, 8hd 810+8	48
Herd animal	M	2(d8)	13	2 Hooves (1d4), Slam (1d8)	Stampede, Twilight Vision	P	Animal	1	10 + 2	48
Hippogriff	L	3(d10)	15	2 Claw (1d6), Bite (1d10)	Darkvision 60 ft., Twilight Vision	P	Animal	2	30 + 3	48
Hobgoblin	M	1(d10)	15	Weapon	Darkvision 60’	P	Average	1	7 + 1	48
Homunculus	S	2(d10)	14	Bite (1d3)	Poison, Bond, Darkvision 60 ft., Twilight Vision	M	High	1	30 + 2	49
Horse										49
Heavy war horse	L	4(d10)	14	2 hooves (1d6+3), bite (1d4+2)	Nil	P	Animal	4	60 + 4	49
Light war horse	L	3(d10)	13	2 hooves (1d4+2), bite (1d4)	Nil	P	Animal	2	30 + 3	49
Riding horse	L	2(d8)	13	2 hooves (1d4+1)	Nil	P	Animal	1	10 + 2	49
Human	M	1(d8)	12	Weapon	None	P	Average	1	5 + 1	50
Hydra	L	5-12(d8)	15-22	5-12 Bite (1d10)	Deepvision, Fast Healing, Twilight Vision	P	Low	5/ 6/ 6/ 7/ 8/ 8/ 9/ 9	see entry	50

I										
Imp	S	1(d8)	15	Bite (1d4), Stinger (1)	Darkvision 60', SR 3, Invincibility, Regenerate 1	M	High	1	15 + 1	**51**
J										
Jackal	M	1(d6)	12	Bite (1d6)	Twilight Vision	P	Average	1	5 + 1	**51**
K										
Kobold	S	1(d4)	15	Bite (1d2) or by Weapon	Darkvision 60', Light Sensitivity	P	Average	1	5 + 1	**52**
Kraken (leviathan)	L	17(d8)	20	8 tentacles (1d10), Bite (5d10)	Constrict, Capsize, Spell Like Abilities, Darkvision 60', Ink Cloud, Jet, Twilight Vision	P	High	11	11700 + 17	**53**
L										
Lamia	L	9(d10)	18	2 Claw (1d4), Dagger (1d4+2)	Spell–Like Abilities, Wisdom Drain, Entourage, Darkvision 60 ft., Twilight Vision	M,P	High	8	1400 + 9	**53**
Lammasu	L	7 d10 +7 hp	20	2 Claw (1d6)	Spells, Spell–Like Abilities, Darkvision 60 ft., SR 5,Twilight Vision, Magic Circle against Evil, Telepathy 90 ft.	M,P	Superior	7	720 + 7	**54**
Lich	M	18(d8)	20	Touch (1d10)	Fear Aura, Spells, Undead,Paralyzing Touch, Rejuvenation	M	Genius	11	10,400 + 18	**54**
Lion	L	5(d8)	15	2 Claw (1d4), Bite (1d10)	Rake, Twilight Vision	P	Animal	3	60 + 4	**55**
Lizard, giant	L	4(d8)	16	Bite (2d6)	Twilight Vision	P	Animal	3	40 + 4	**55**
Lizardfolk	M	2(d8)	15	2 Claw (1d2), Bite (1d8) or by Weapon	Hold Breath, Amphibious	P	Average	1	10 + 2	**55**
Locathah	M	2(d8)	14	Weapon	Mounts	P	High	1	10 + 2	**55**
Lycanthrope										**56**
Werebear	L	7(d8)	17	2 Claw (1d3), Bite (2d4)	Curse of Lycanthropy, Alternate Form, Bear Empathy, Twilight Vision, Regeneration 3, Cure DiseaseImmunity to Disease, Hug	P	Average	7	675 + 7	**56**
Wereboar	L	5(d8)	18	Gore (2d6)	Curse of Lycanthropy, Ferocity, Alternate Form, Regeneration 2, Twilight Vision	P	Average	5	22 + 5	**56**
Wererat	S	3(d8)	17	Longsword (1d8) or Bite (1d4)	Curse of Lycanthropy, Disease, Alternate Form, Regeneration 1, Rat Empathy, Twilight Vision	P	Average	3	85 + 3	**57**

Weretiger	L	6(d8)	16	2 Claw (1d4), Bite (1d6)	Rake, Regeneration 3, Curse of Lycanthropy, Alternate Form, Tiger, Empathy, Twilight Vision	P	Average	6	270 + 6	**57**
Werewolf	M	4(d8)	16	Bite (2d4)	Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight Vision, Protect, Regeneration 2	P	Average	6	120 + 4	**57**
Lynx, giant	M	2(d8)	15	2 Claw (1d4), Bite (1d6)	Rake, Twilight Vision	P	Average	Nil	15 +2	**58**
M										
Manticore	L	6(d10)	17	2 Claw (1d3), Bite (1d8), 6 Tail Spike (1d6)	Tail Spikes, Twilight Vision, Darkvision 60 ft.	P	Low	5	360 + 6	**58**
Medusa	M	6(d8)	15	Dagger (1d4), Shortbow (1d6), Snakes (special)	Petrifying Gaze, Poison, Darkvision 60 ft.	M,P	High	3	450 + 6	**58**
Merman/ mermaid	M	1(d8)	13	Weapon	Twilight Vision, Darkvision, Amphibious, Summoning, Mount	P	Average	1	10 + 1	**59**
Mimic	L	7(d8)	15	Slam (3d4)	Adhesive, Crush, Darkvision 60 ft., Immunity to Acid (full), Mimic Shape	P	Average	6	585 + 7	**59**
Minotaur	L	7(d8)	14	Head Butt (2d4), Bite (1d4) or Weapon (+4 damage)	Powerful Charge, Darkvision 60 ft., Natural Cunning	P	Low	5	360 + 7	**60**
Mummy	M	7d12	20	Slam (1d12)	Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising	P	Low	7	720 + 7	**60**
N										
Naga										**61**
Dark naga	L	9(d8)	14	Bite (1d4), Sting (2d4)	Poison, Spells, Guard Thoughts, Darkvision 60 ft., Constriction, Detect Thoughts, Immunity to Poison, Resistance to Charm	M,P	Superior	8	1200 + 9	**61**
Ghost naga	M	2(d8)	16	Bite (1–2), tail (1–2)	Constrict (3–12), Ghost Move, Shriek	M	Low	8	160 + 4	**61**
Guardian naga	L	12(d8)	18	Bite (1d6), Spit (Poison)	Poison, Spit, Spells, Constrict, Darkvision 60 ft.	P	Superior	9	3600 + 12	**61**
Spirit naga	L	9(d8)	16	Bite (1d3)	Constrict, Charming Gaze, Poison, Spells, Darkvision 60 ft.	P	Average	8	1600 + 9	**62**

Water naga	L	7(d8)	15	Bite (1d4)	Poison, Spells, Darkvision 60 ft.	P	Average	6	540 + 7	**62**
Nightmare	L	7(d8)	24	2 Hoof (1d4), Bite (2d4)	Burning Hooves, Smoke, Darkvision 60 ft., Extraplanar, Planewalk	P	High	7	720 + 7	**62**
Nymph	M	3(d6)	17	n/a	Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4	P	Superior	2	60 + 3	**63**
O										
Ogre	L	4(d8)	16	Slam (1d10), or Weapon (+3 damage)	Darkvision 60 ft., Twilight Vision	P	Low	3	40 + 4	**63**
Ogre mage	L	5d4 +5	18	Slam (1d12)	Spell–Like Abilities, Darkvision 60 ft., Twilight Vision, Regeneration	M,P	High	5	200 + 5	**63**
Ooze										**64**
Black pudding	L	10(d10)	3	Acid (3d6)	Acid, Constrict, Split, Immunity (full): Cold and Electricity	P	None	8	1500 + 10	**64**
Gray ooze	M	3(d10)	5	Acid (1d8)	Acid, Constrict, Transparent	P	None	2	50 + 3	**64**
Ochre jelly	L	6(d10)	14	Acid (2d4)	Acid, Constrict, Split	P	None	5	300 + 6	**64**
Orc	M	1(d8)	13	Weapon	Darkvision 60 ft., Light Senitivity	P	Low	1	5 + 1	**65**
Otyugh	L	6(d8)	17	2 Tentacles (1d8), Bite (2d4)	Disease, Improved Grab, Darkvision 60 ft.	P	Inferior	5	300 + 6	**65**
Owlbear	L	5(d10)	15	2 Claw (1d6), Bite (2d6)	Improved Grab	P	Average	5	160 + 5	**65**
P										
Pegasus	L	4(d10)	14	2 hoof (1d8), Bite(1d3)	Darkvision 60', Twilight Vision	P	Average	3	60 + 4	**66**
Phase spider	L	5(d10)	15	Bite (1d6)	Poison, Web, Darkvision 60', Shift, Twilight Vision	P	Low	5	200 + 5	**66**
Pony (Warpony)	M, M	2(d8)/ 3(d8)	13/ 13	2 hoof (1d3)/ 2 hoof (1d4 +1)	Nil	P/P	Animal	1/2	10 + 2/ 20 + 3	**66**
Prysmal eye	M	15(d10)	29	Bite (2d6), Eyes 9	Eyes, Spells, Cannot Be Surprised, Immunity to Magic, Telepathy, Silent	M	Supra - Genius	11	11,700 + 15	**67**
Pseudodragon	S	2(d8)	18	Bite (1d3), Sting (poison)	Poison, Precision, Darkvision 60', Immunity to Sleep And Paralysis, Twilight Vision, SR (see text) Telepathy 60', Blend, See Invisible, Spell Like Abilities	P,M	Average	2	75 + 2	**68**
Purple worm	L	15(d10)	19	Bite (2d12), Sting (2d4)	Swallow Whole, Poison	P	Animal	10	5700 + 15	**68**

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Q -										
Quasit	S	1(d8)	14	2 Claw (1d2), Bite (1d3)	Darkvison 60", SR3, Spell Like Abilities, Polymorph	P	Average	1	19 + 1	**69**
R										
Rakshasa	M	7(d8)	21	2 Claws (1d3), Bite (1d4)	Detect Thoughts, Spells, Change Shape, Darkvision 60 ft., SR 16, Immunity to Magic, Blessed Vulnerability	M,P	High	8	1170 + 7	**69**
Rat, giant	S	1(d4)	13	Bite (1d2)	Disease, Twilight Vision	P	Animal	1	1 + 1	**69**
Raven	S	1d2	14	N/A	Twilight Vision	P	Inferior	nil	5 + 1 per level	**70**
Remorhaz	L	7(d10)	20	Bite (6d6)	Swallow, Heat, SR 5, Darkvision 60 ft., Twilight Vision	M	Inferior	7	720 + 7	**70**
Roc	L	18(d8)	17	2 Talons (3d6), Beak (4d6)	Twilight Vision	P	Animal	9	3900 + 18	**70**
Roper	L	7(d10)	24	6 Strands (see below), Bite (5d4)	Drag, Strands, Poison, Darkvision 60 ft., Immunity to Electricity (full), Twilight Vision, Resistance to Cold (half), SR 4, Vulnerability to Fire	P	High	8	1080 + 7	**70**
Rust monster	M	5(d8)	18	Antennae Touch (Rust)	Rust, Darkvision 60 ft.	P	Average	5	160 + 5	**71**
S										
Sahuagin	M	2(d8)	16	Weapon (by weapon), Talon (1d4), Bite (1d4)	Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent	P	High	1	15 + 9	**71**
Salamander	L	5(d8)	19	Weapon or Tail Slap (1d6)	Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold	P	High	5	320 + 5	**72**
Satyr	M	3(d8)	15	Head Butt (2d4), Magical Weapon	Pipes, SR 6, Twilight Vision, Blend	M	Average	3	70 + 3	**72**
Screecher	M	3(d8)	8	N/A	Shriek, Twilight Vision	N/A	None	2	30 + 1	**72**
Shadow	M	3d12	13	Incorporeal Touch (1d4)	Create Spawn, strength Damage, Darkvision 60 ft., Incorporeal, Blend, Sunlight Vulnerability	M	Low	3	80 + 3	**73**

Shadow mastiff	M	4(d8)	14	Bite (2d4)	Bay, Trip, Blend, Darkvision 60 ft., Sunlight Vulnerability	P	Inferior	4	90 + 4	73
Shambling mound	L	8(d8)	20	2 Slam (2d8)	Blend, Constrict, Darkvision 60 ft., Electrical Conversion, Twilight Vision, Immune to Fire (half), Resistance to Cold (see below), Regeneration 2	P	Low	8	1080 + 8	73
Shark	M/L	3(d8)/ 14(d8)	15/16	Bite 1(d6)/ 4(d10)	NA/ Swallow	P	Animal	Nil	20 + 3/ 2600 +14	74
Skeleton	M	1(d12)	13	Weapon	Undead	P	None	1	10 + 1	74
Snake	L/S	6(d8)/ 1(d4)	15/ 13	Bite (1d4), Coil (2d6)/ Bite (poison)	Constrict/ Poison	P	Animal	Nil	210 + 6/ 9 + 1	74
Spectre	M	7(d12)	15	Incorporeal Touch (1d8)	Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura	M	High	7	660 + 7	75
Sphinx										75
Androsphinx	L	12(d10)	22	2 Claws (2d6)	Roar, Spells, Darkvision 60 ft., Twilight Vision	M	Superior	9	3325 + 12	75
Criosphinx	L	10(d10)	20	2 Claw (2d4), Gore (3d6)	Darkvision 60 ft., Twilight Vision	M	Average	8	900 +10	75
Gynosphinx	L	8(d10)	21	2 Claw (2d4)	Spell–Like Abilities, Darkvision 60 ft., Twilight Vision	M	Genius	7	675 + 8	76
Hieracosphinx	L	9(d10)	19	2 Claw (2d4), Bite (1d10)	Darkvision 60 ft., Twilight Vision	M	Low	7	600 + 9	76
Spider	S/ M/ L	1(d4)/ 3(d8)/ 5(d8)	14/ 15/ 16	Bite 1d2/ 1(d6)/ 1(d8)	Poison, Web, Twilight Vision	P	Animal	1/ 2/ 1	11 + 1/ 52 + 3/ 240 + 5	76
Sprite										77
Grig	S	1(d4)	18	3 Dart (1d3), 2 Dagger (1d4)	Spell–Like Abilities, Fiddle, Agile, Twilight Vision, SR 4	M	Average	1	25 + 1	77
Nixie	M	1(d4)	15	Dagger (1d4), Javelin (1d6)	Charm Person, Twilight Vision, SR 6, Water Breathing	M	Average	1	15 + 1	77
Pixie	S	1(d4)	16	Weapons	Spell–Like Abilities, Twilight Vision, Special Arrows, SR 6, Improved Invisibility	M	Superior	1	35 + 1	77
Stirge	S	1(d6)	16	Touch 1d3	Attach, Blood Drain, Agile, Darkvision 60 ft., Twilight Vision	P	Animal	1	15 + 1	78

T										
Tavis (worm) wyrm	M	3(d8)	16	Bite (1d8)	Heat, Darkvision 60 ft., Vulnerability to Cold, Fire Protection	P	Low	2	30 + 3	78
Tick, giant	S	2(d8)	15	Bite (1d4)	Blood Drain	P	Animal	1	20 + 2	78
Tiger	L	5d4 +5 HP	14	2 Claw (1d4); Bite (1d10)	Rake, Twilight Vision	P	Animal	5	180 + 5	78
Titan	L	17(d8)	38	Weapon 7(d6)	Spell–Like Abilities, Spells, Darkvision 60 ft., SR 10	M,P	Genius	11	9600 + 17	79
Toad, giant	L	4(d8)	16	Bite (1d4)	Twilight Vision, Swallow, Poison (special)	P	Animal	3	80 + 1	79
Treant	L	7(d8)	20	2 Slam (2d8)	Blend, Animate Trees, Trample, Twilight Vision, Vulnerability to Fire	P	Average	6	585 + 7	79
Troglodyte	M	2(d8)	15	2 Claw (1–2), Bite (2–5), Weapon	Stench, Darkvision 90 ft.	P	Low	1	10 + 1	80
Troll	L	6 d4 (river); 9 d4 (hill)	16	2 Claw (1d4), Bite (2d6), weapon (+3 damage)	Rend, Darkvision 60 ft., Twilight Vision, Regeneration 2	P	Low	5/8	River Troll 360 + 6, Hill Troll 1200 + 9	80
U										
Unicorn	L	4(d10)	18	Hoves (1d6) or Horn (1d12)	Darkvision 60', Magic Circle, Dimension Door, Immunity: Poison, Charm and Compulsion, Twilight Vision, Wild Empathy	P	Average	5	220 + 4	81
V										
Vampire	M	8d12	20	Slam (1d6)	Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous form, Entourage, Electrical Resistance (half), Spider Climb	M,P	Average	8	1885 + 5	81
W										
Wight	M	4d12	15	Slam (1d6)	Create Spawn, Energy Drain, Darkvision 60'	M	Average	5	120 + 4	82
Will–o'–wisp	S	8(d8)	29	Shock Touch (2d8)	Darkvision 60', Immunity to Magic, Natural Invisibility	M	High	8	1400 + 9	82
Wolf	S	2(d8)	13	Bite (1d8)	Trip, Scent, Twilight Vision, Track	P	Animal	1	10 + 2	83
Worg	M	4(d8)	14	Bite (2d4)	Trip, Darkvision 60', Twlight Vision, Scent, Track	P	Low	3	60 + 4	83

Winter wolf	L	6(d8)	15	Bite (1d10), Breath Weapon, Trio, Freezing Bite	Darkvison 60', Immunity to Cold (half), Twilight Vision, Vulnerability to Fire, Scent	P	Average	4	280 + 6	83
Wraith	M	5d12	15	Incorporeal Touch (1d6)	Energy Drain, Create Spawn, Incorporeal, Darkvision 60', Daylight Powerlessness, Unnatural Aura	M	High	5	280 + 5	83
Wyvern	L	7d12	18	2 Claw (1d4), Bite (2d8), or Sting (1d6)	Poison, Darkvision 60', Immunity: Sleep and Paralysis, Twilight Vision	P	Low	6	540 + 7	84
X										
Xorn	L	8(d8)	23	3 Claw (1d8), Bite (2d8)	Circular Vision, Earth Glide, Darkvision 60', Immunity: Cold, Fire, and Petrification, Resistance to Electricity (half), Essence of Stone	P	Average	7	810 + 8	84
Y										
Yellow mold	varies	Nil	10	Surface Infection (1d8)	Poison Spores	None	Special	Nil	Nil	84
Yeth hound	M	3d4 + 3	20	Bite (2d4)	Bay, Trip, Darkvision 60'	P	Low	3	50 + 3 (104)	85
Yrthak	L	12(d10)	18	2 Claw (1d6), Bite (2d8), Sonic Lance (6d6)	Sonic Lance, Explosion, Immunities, Vulnerability to Sonic	M	Low	9	3750 + 12	85
Z										
Zombie	M	2(d8)	12	Slam (1d8)	Slow	P	None	1	15 +2	85

MONSTERS & TREASURE OF AIRHDE

Monster	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	PG
A										9
Afkarn	L	9(d8)	18	2 Claw (1d8), Bite (1d6), Horn (1d12)	Deep Vision 120 ft., Improved Grab, Rend	M	Average	10	1150 + 9	9
Alkonoth	L	4(d8)	14	2 Claw (1d6)	Song of Forgetting	M	High	2	60 + 4	9
Amnug	M	2(d6)	14	1 bite (1d4)	Scale, Deepvision, Detection, Scent	P	Low	2	15 + 2	10
Antelope	M	2(d8)	15	2 hooves (1d4), Gore (1d8)	Scent, +2, on all surprise rolls, Stampede	P	Animal	Nil	10 + 2	11
Aothsil	S	1(d8)	11	Stinger (1d2)	Cannot be Surprised, Electrical discharge	M	Low	2	11 + 1	11
B										12
The Black Breath	M	1(d10)	17	See Text	Paralysis, Natural Invisibility	M	Low	9	17 + 2	12

Blood Ooze (leach)	S	1 (1hp)	10	Blood Drain (1hp)	Replicates	Nil	Nil	Nil	5	**13**
Blood Worms	S	1(d4)	10	Bite (1)	Blood Drain, Infestation	P	N/A	6	10 + 2	**13**
Bogtilt	S	1(d6)	14	Bite 1(d4)	Dark Vision 60 ft., Spell–like abilities	P	Average	2	11 + 1	**13**
Buffalo (Cattle)	L	5(d8)	14	Gore 2(d8)	Scent, +2 on surprise rolls, Rage, Stampede, Trample	P	Animal	Nil	80 + 5	**15**
C										**15**
Camel	L	3(d8)	14	Bite 1(d4)	Scent	P	Animal	Nil	15 + 3	**15**
Caribou (reindeer)	L	4(d8)	14	2 Hooves (1d4), Gore (1d8)	Scent, +2 on surprise rolls, Trample	P	Animal	Nil	40 + 4	**15**
Ceeana Olgdonberg	L	6(d10)	15	2 hooves (1d6+4), bite (1d4+2)	N/A	P	Animal	N/A	240 + 6	**16**
Charon Fiend	L	5(d10)	16	2 Claw (1(d6+1) and Bite (1d10+1)	Poison, Blend, Scent, Darkvision 60 ft., Twilight Vision	P	Animal	4	630 + 6	**16**
Chimera, Lesser	L	3(d8)	14	Bite (1d6), 2 Claw (1d4), Tail (1d3, poison)	Darkvision, Poison, Scent, Twilight Vision	M	Average	3	70 + 3	**18**
Coblynau	S	3(d4)	14	Blow gun (1d2 + poison), or by weapon (1d4) points of damage)	Dusk Vision, Magic Stone, Poison, Spell–like Abilities	M/P	High	5	320 + 5	**18**
Crab, Giant	M	3(d8)	20	2 Pincers 1(d6)	Hide, Improved Grab	P	Animal	1	20 + 3	**19**
Crna Ruk	M	See Text	See Text	By Weapon	See Text	M	Average	See Text	Special	**19**
Cunalrur	M	5(d8)	14	4–6 claw (1d6), 1 bite (1d8)	Climbing, Rake, See invisible, Telepathic, Unaffected by Illusion	P	Average	6	320 + 5	**22**
D										**23**
Dakmour Wyrm	L	6(d8)	12	Four tentacles (1d4 each), Bite (1–6)	Blood Drain, Constriction, Darkvision, Improved Grab, Slam	P	Inferior	6	540 + 6	**23**
Demon										**25**
Demon, Aru	L	9(d8)	28	2 Claw (1d8), Bite (1d10)	Acid Spray, Cause Disease, Energy Drain, Immune to Poison, See Invisible, Stench, SR 12	M	Superior	10	3150 + 10	**25**
Nacuravand, Demon	L	12(d8)	23	By Weapon	Darkvision, Immune to Poison, Mucus Cloud, Shape Shifting, SR 11, Twilight vision, +2 or better weapon to hit	M	Average	13	4275 + 12	**26**
Paralyte, Demon	S	4(d8)	18	8 Claw 1d2	Acid Attack, Darkvision, Immunity to Poison, SR 1, Twilight Vision,	M	Low	4	120 + 4	**27**
Succubus	M	6(d8)	18	2 claw (1d4), tail (1d2), bite (1)	Glamour, Immunity to Elements, Insanity, Sleep, Spell–like Abilities, SR 10	M, P	Hight	7	540 + 6	**28**

Ulthal	M	8(d8)	23	2 Claw (1d4), Bite (1(d4)+1), scythe (1(d8)+1)	Dark Vision 60 ft., Immune to Elements, Immune to Poison, Invisibility, Spell–like Abilities, Spell Immunity, SR 1, Twilight Vision	P	Low	Nil	1800 + 8	**29**
Unkbartig	L	132 Hp	28	2 Claw (1d8), Ram (2d12), by weapon	Darkvision, Immune to Poison, Spell Immunity, Spell–like Abilities, SR 15, Unicorn, Vulnerability, Wood Vulnerability, +3 or better weapon to hit	M	Genius	3	24,550 + 20	**30**
Vulcreed, Demon	N	184 hp	35	Claw (see below) (1d12), Bite (10d6)	Darkvision, Dream of Darkness, Immune to Poisons, Light Sensitivity, Regeneration 1, Spell Immunity, SR 14, Twilightvision, +4 or better weapon to hit	M,P	Supra - Genius	18 d3	46,700 + 35	**31**
Devil										**31**
Aghul, Devil (Tusked)	L	7(d8)	17	2 Tusk (1d8), knoglen blade (1d10)	Darkvision 60 ft., Immune to the Elements, Knoglen Blade, Regeneration 1, Shape Change, Spell–Like Abilities, Twilight Vision, SR 3	M	High	8	1080 + 7	**33**
Cull, Devil	L	15(d8)	28	By Weapon	Deep Vision, Dusk Vision, Ice Storm, Immunity to Elements, Mirror Image, Phantasmal Mirror, Regeneration 2, SR 14, Telekinesis, Trap the Soul, Twilight Vision, +2 or better weapon to hit	M,P	High	Nil	13,600 + 15	**34**
Kain's Henchman, Devil	M	9(d8)	26	2 claw (1d4), by weapon	Deepvision, Immune to Elements, Shape Change, SR 12, Twilight Vision	M	Average	5	1800 + 9	**36**
Maukling, Devil	L	196 hp	32	2 Slam (1d10), By Weapon	Burn, Deep Vision, Dusk Vision, Fear, Insanity, Spell–like Abilities, SR 15, Twilight Vision	M,P	Super Genius	18 x 3	31,850 + 32	**38**
Mongrel, Devil	L	5(d8)	15	Bite 2(d4)	Baying, Poison, Scent, Twilight Vision	P	Low	4	320 + 5	**39**
Narozin, Devil	M	180 hp	26	2 Claw (1d12), By Weapon	Deep Vision, Dusk Vision, Pool of Flame, Spell–like Abilities, SR 14, Twilight Vision, Vorgalos Blade	M,P	High	18 x 2	25,250 + 28	**41**
Sauld, Devil	M	3(d8)	12	2 Claw (1d4), 1 Bite (1d4), Tail (1d6)	Dark Vision, Deep Vision, Twilight Vision	M	Animal	2	80 + 3	**42**

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Seere, Devil	M	19(d8)	28	Slam (1d10), By Weapon	Deep Vision, Dusk Vision, Mount, Spell–like Abilities, SR 12, Twilight Vision	P	Genius	14	6900 + 13	42
Vonlatot , Devil	M	19(d8)	28	Slam (1d10), By Weapon	Deep Vision, Dusk Vision, Mount, Spell–like Abilities, SR 12, Twilight Vision	M,P	Genius	20	12,400 + 19	43
Dog, War	M	2(d10)	17	Bite 1d6 + 1	Scent, Lockjaw, +2 on surprise rolls	P	Animal	Nil	10 + 2	44
Dolphin	M	3(d8)	15	Bite, (1d6), Slam (2d4)	Blindsight, +4 to all spot checks	P	Animal	Nil	20 +3	45
DragonMen of Kaath	M	5(d10)	16	2 claw (1d2), bite (1 point) or by weapon	Spell Use, Fly	M	Supra Genius	6	Special	45
DRAGONS										47
Beaked Dragon	S	Special	Special	2 Claw (1d6), Bite (1d8)	Breath Weapon, Camouflage, Improved Grab, Powerful Charge, Spell Resistance, Spell–use	P	Special	Special	Special	48
Dragon, Ch–Crup	S	Special	Special	4 claw (1d4), 1 bite (1d12), 1 Coil (see below)	Breath Weapon, Camouflage, Constriction, Larvae, Spell Use	M,P	Special	Special	Special	49
Dragon, Flying	S	Special	Special	Claws (1d4), Bite (1d6), Tail Slap (1d4)	Breath Weapon, Confusion, Overbear, Poison	P	Special	Special	Special	51
Dragon, Frilled	S	Special	Special	2 claws (1d4), tail (1d4), bite (1d6)	Breath Weapon	M	Special	Special	Special	52
Dragon, Iahneal	S	Special	Special	2 claw (1d2), bite (1d8), tail (1d6), and wing (1d 4)	Bewilder, Breath Weapon	M	Special	Special	Special	53
Dragon, Iris	S	Special	Special	Bite (1d2), Blood Drain (1d2)	Blood Drain, Breath Weapon, Camouflage, Paralysis	M	Special	Special	Special	54
Dragon, Irs Wyrm	S	Special	Special	Tail (1d8), bite (1d10)	Fear Aura, Paralyzing Touch	P	Special	Special	Special	55
Dragon, Kurlet	S	Special	Special	2 claws (1d4), tail (1d4), bite (1d8)	Breath Weapon, Spell–like Abilities, Immune to non–magic weapons (+1 or better to hit)	P	Special	Special	Special	56
Dragon, Lial	S	Special	Special	2 Claw, front (1d2), 2 Claw, rear (1d4), Tail (1d4), Wings (1d2), Bite (1d8)	Breath Weapon, Gaze, Rend, Spell Use	M	Special	Special	Special	58
Lore Drake	S	Special	Special	claw 2(d6)+3; tail slap 2(d6)+9, bite 2(d8)+6;	Breath Weapon, Crush, Cold Immunity, Deepvision, Legend Lore, Spell-like Abilities, Twilight Vision, Water Breathing	P	Special	Special	Special	59
Dragon, Maegle	S	Special	Special	2 Claw (1d4 each), Bite (1d8)	Breath Weapon, Crush, Disease	M	Special	Special	Special	60

Dragon, Musk	S	Special	Special	2 Claw (1d4), Bite (1d6), Tail (1d4), Wing (1–2)	Breath Weapon, Camouflage, Poisonous Bite, Spell–like Abilities	P	Special	Special	Special	**61**
Dragon, Nakal	S	Special	Special	1d2 (tail), bite (1d6)	Fly, Move Silently, Rake, Scent	P	Special	Special	Special	**62**
Dragon, Ring	S	Special	Special	bite (1d10)	Camouflage, Diminish Attribute	P	Special	Special	Special	**64**
Dragon, Spike Tail	S	Special	Special	2 claw (1d6), tail (see below), bite (1d12)	Breath Weapon, Tail Spike (poison)	M	Special	Special	Special	**65**
Dragon, Tagean	S	Special	Special	2 Claws (1d2), Tail (1d4), Bite (1d8)	Acid Secretion, Rend, Spell Use, Rend	P	Special	Special	Special	**67**
Dragon, Unk	S	Special	Special	2 claw (1d4), bite (1d8)	Breath Weapons, Camouflage	P	Special	Special	Special	**68**
The Dream Warrior	L	10(d10)	22	Dreamscape weapon (by weapon +4 to hit and damage)	Dreaming Mist, Fear, Limited–ESP, Mist Form, Twilight–Vision	M,P	High	10	2425 + 11	**69**
Dwarf	S	2(d8)	12	By Weapon	Dark Vision	P	Average	1 Per	20 + 3	**70**
E										**72**
Eagle (Bald, Golden, Harpy)	S	1(d6)	14	2 Talon (2 pt each)	Superior Vision	P	Animal	Nil	14 + 2	**72**
Eldritch Goblins	S	1(d10)	24	By Weapon	Darkvision 60ft, Eldritch Goblin Qualities, Mounted Combat, Silence	M	Supra Genius	Special	3250 + 20	**72**
Elethu	L	8(d10)	20	Slam 1(d10)	Cold Immunity, Engulf, Lightning Strike, Polymorph Other	M	Average	10	1025 + 8	**74**
Elf Bane	L	12(d10)	20	1 horn (2d12) or 2 stomp (1d8)	Powerful Charge, Scent, SR 5, Trample	P	Low	N/A	3325 +12	**74**
Elf, Mist	M	1(d6)	13	By Weapon	Eleven Traits, Forest Stealth	P	High	1	See Text	**75**
Epihippus	S	1(d8)	12	2 Hoof 1(d4)	Scent	P	Average	Nil	5 + 2	**77**
Erder Wyrm	L	4(d10)	18/12	2 claw (1d6 each), bite (3d4)	Darkvision 120', Scent, Immunity to Cold, Deafening Roar	P	Low	4	220 + 5	**77**
Eschl	M	1(d8)	11 (or armor)	By Weapon	Scent, Twilight Vision	P	Average	1(6)	11 + 1	**78**
F										**79**
Ferret	S	1d2	11	Bite 1 point	Scent, +2 on Surprise	P	Animal	Nil	3 + 1	**79**
Feulk	L	10(d8)	18	See below, Bite (1d10)	Acid, Constriction, Improved Grab	M	Nil	10	1950 + 10	**79**
Fiedoth	L	7(d8)	17	Bite 1(d10)	Devour, Ram, Vision	M	Animal	Nil	450 + 7	**80**
Forsaken	L	7(d8)	16	2 Claw (1d3), Spike (1d4), Bite (1d4)	Dark Vision 120 ft, Fearful Gaze, Hug, Life Drain, Dark Calling	M	High	Nil	495 + 7	**82**
Fox	S	1(d6)	14	Bite 1d2	Scent, +2 on Surprise	P	Animal	Nil	5 + 1	**83**

G										83
Gampede	L	7(d8)	15	2 hooves (1d6), Bite (1d4)	Dusk Vision, Overbear, Trample, Twilight Vision	P	Superior	4	450 + 7	83
Gar, Giant	L	4(d8)	15	Bite 1d10	Swallow	P	Animal	4	80 + 4	84
GIANTS										85
Giant, True	L	18(d12)	25	Slam 2d10	Alternate form, Rock throwing	M	Average	14 x 2	8600 + 18	85
Golem, Copper	S	1-15 (d10)	30	Slam 2d10	Electric Attack, Berserk, Immunity to Energy Effects, Electric Regeneration	P	Semi	10	8000 + 14	86
Grindlwere	L	7(d8)	19	2 Electrical Slams (1d8)	Darkness, Lightning Strike, Wind	M	Average	Nil	1400 + 8	86
Gulup-Ther	S	2(d8)	15	By Weapon	Poison, Spell-like abilities (see below), Twilight Vision	M	Average	1/ 2-10	24 x 2	87
H										88
Halfling	S	1(d8)	11	By Weapon	Halfling abilities	P	Average	1 per	20 + 2	88
Hawk (red-Tailed)	S	1(d4)	13	2 Talons (1 point each)	Superior Vision	P	Average	Nil	5 + 1	89
Hippopotamus	L	8(d10)	16	Bite 1d8	Trample	P	Animal	5	375 + 8	89
Hlobane Orc	M	2(d10)	16	Weapon (+1 to hit and damage)	Dark Vision 60’, Immunity to Poison, Light Sensitivity	P	Average	2	27 + 2	89
Neurog Let	L	8(d8)	19	Ball and Chain (2d6), 2 Claw (1d4)	Dark Vision, Light Sensitivity, Spell immunity	P	Low	Nil	500 + 8	91
Uk Janu Let	M	4(d8)	16	By Weapon	Twilight Vision, Light Sensitivity	P	Average	2	90 + 3	92
Hounds of Darkness	L	20d12	22	Bite 4(d8)	Detect Chaos, Good, Keen Senses, Leap, Swallow Whole	P	Average	Nil	12,550 + 20	93
Hulen	L	6(d8)	19	6 tentacles (1d6 damage each)	Twilight Vision 60 ft., Ethereal Jaunt	P	Low	Nil	405 + 6	94
I										95
Ibar	M	4(d8)	16	1-10	Nauseous Cloud, Trip, Twilight Vision	P	Animal	5	100 + 4	95
Ice Rounder	L	8(d8)	16	Bite (2-12), Tail (1d6)	Camouflage, Keen Senses, Rend (Roll)	M	Animal	9	700 + 8	95
Ikle Demon	S	1(d6)	14	Choke for 1d4 points of damage	Engulf, Incorporeal	M	Low	Nil	25	96
Io-topek (Ape-Men)	L	5(d12)	16	2 Claw (1d4 each), or weapon (2d8), Bite (1d12)	Blood Frenzy, Leap, Rend, Scent, Twilight Vision	P	Superior	6	380 + 5	97
J										98
Jara-Tuor	M	3(d8)	12	2 Slam (1d4), by Weapon	Caw	P	Average	3,9	45 + 3	98
Jarhdel	M	4(d8)	21/17/13	head butt (1d6), Bite (1d4)	Dark Vision 60 ft., powerful charge	P	Animal	Nil	110 + 4	99

Jolmuen	L	9(d8)	13	2 Hooves (1d4), Gore (1d8), by weapon (x4)	Acute Scent, Deepvision, Trample	P	Low	9	900 + 9	**100**
Jung-Mule	L	6(d8)	19	Slam 1(d10)	Sonar, Trample	P	Low	Nil	300 + 6	**101**
K										**101**
Kavrun Hound	M	6(d8)	22	2 Claws (1d4), Bite (1d8)	Scent, Digging, Pack Combat, Sonar, Trip	P	Low	6	270 + 6	**101**
Kimer Steppe Devil	M	4(d8)	16	Bite (1d8), 4 Claw (1)	Improved Grab, Scent	P	Animal	4	80 + 4	**102**
Kuthis (Bay of Toth)	S	1(d8)	14	Bite 1(d6)	Scent, Move Silently, Trip	M	Average	Nil	29 + 1	**103**
Kuthite	L	7(d8)	18	By Weapon	Constriction, Multiple Bow-Shots, SR 2, Twilight Vision	M	High	Nil	540 + 7	**104**
L										**105**
Lakarn	L	20(d8)	25	Powerful Charge, Trample	Nil	P	Animal	Nil	6650 + 20	**105**
Lauk	L	12(d8)	19	2 Claw (1d2), Tusks/Gore (4d4)	Cold Resistance, Fire Resistance, Icy Blast, Twilight Vision	P	Low	10	2875 + 2	**105**
Laumeun	M	5(d10)	16	Nil	Draining Touch, Howl of Despair	M	Genius	6	360 + 5	**106**
Leopard	L	3(d8)	15	2 Claw (1d4), Bite (1d8)	Rake, Scent, Twilight Vision	P	Animal	Nil	40 + 3	**107**
Llama	M	2(d8)	12	2 Hooves (1d4)	Scent	P	Animal	Nil	12 + 2	**107**
Luvandgaurn	L	15(d8)	20/12	Bite 6(d6)	Capsize	M	Animal	6	3300 + 15	**108**
M										**108**
Mison men	M	10(d12)	25	2 Claw (2d4), Bite (2d12)	Deep Vision 120ft, SR 10, Rend, Bloodrage, Scent 50ft	M	High	Nil	2850 + 10	**108**
Mogrl	L	18(d12), 24(d12)	36	2 claw (1d10), bite (1d12), tail snap (1d8), stomp (1d12), wing buffet (see below), by weapon (6d6+2 or more)	Breath weapon, Darkvision, Frightful Presence, Immune to fire and poison, Resistant to cold and acid, Spell-like abilities, SR 12, See Invisible, Sound Blast, Strike Magical Creatures (+1) with fist, Throw Rocks, Twilight vision	M,P	Genius	24	49,000 + 18/ 63,000 + 24	**109**
Monkey, Small, Large (spider, Chimpanzee)	S	1(d4)/ 1(d8)	12(14)	Bite (1d2)/ (1d6)	Scent, Climb	P	Animal	Nil	5 + 1/ 10 + 1	**110**
Moundule	L	9(d8)	20	2 Slam (3d6)	Dark Vision 60 ft., Fire Resistance, Spell Immunity, SR 3	P	Average	11	1400 + 9	**111**
Mule	L	2(d8)	14	2 Hooves (1d4)	Scent	P	Animal	Nil	12 + 2	**112**
N										**112**

Naerlulth	L	12(d10)	24	See Text	Ash cloud, Devouring Assimilation, Engulf, Fear/Inspire, Incorporeal, Regeneration, Rock Throwing, Spawn, SR 12	M,P	Supra Genius	20	9950 x 20	**112**
Naerlulthut	Spec	Spec	Spec	Slam (see text)	Darkvision 60 ft., Devouring Assimilation, Dust, SR 5	Spec	Average	NA	1 HD 13+1 / 4 HD 150+4/ 8 HD 950+8	**114**
Naga, Frost (Broden)	M	4(d8)	17	Bite (1-3), tail (2-8)	Constrict, freeze surroundings, heal, heat immunity, immunity to cold, sense heat, silent call, twilight vision	M	Medium	9	260 + 4	**115**
Naga, Ghost	M	4(d8)	16	Bite (1-2), tail (1-2)	Constrict (3-12), Ghost Move, Shriek	M	Low	5	160 + 4	**116**
O										**116**
Frost Ogre	L	3(d8)	15	Slam (1d10), or Weapon (+2 damage)	Climbing, Darkvision 60 ft., Twilight Vision, Sure Footing	P	Low	3	70 + 3	**116**
Oonlulth	L	30(d8)	28	2 Slam (1d10), by Weapon	Crushing Blow, Darkness, Lightening Strike, Regeneration 4, SR 14, Superior Vision	M,P	High	18 x 3	41,250 + 30	**117**
Orbut	L	2(d8)	12	Acidic Bite (1d4)	Acid, Swallow	M	Nil	2	40	**118**
P										**119**
Phidian	S	1(d8)	17/12	Bite 1(d6)	Nil	M	Animal	1	10 + 1	**119**
Puala beast	L	25 (d10)	32	see text	Capsize, Dark Vision 120 ft., Spell-like abilities, Regeneration 4, Water Mastery, Whirlpool	M	Average	18 x 2	32,700 + 20	**120**
Q										**121**
Qu Fiend	S	1(d8)	14	2 Claw (1d2), Bite (1d6)	Agile, Fear, Twilight Vision	P	Low	2	15 + 1	**121**
Questing Beast	M	7(d12)	18	Ram (1d10)	Geas, SR 8, +2 or better weapon to hit	M	Nil	10	850 + 7	**122**
Quil	M	1(d8)	15	Bite (1d4)	Scent, Spikes, Duskvision	P	Animal	1	8 + 1	**123**
R										**123**
Ram (big horn sheep)	M	3(d8)	14	Head Butt (1d6)	Scent, Climbing	P	Animal	Nil	35 + 3	**123**
Red Cap	M	4(d8)	19	Claw (1d2), Bite (1d4), Pole-Axe (1d8+2)	Dark Vision, Fog Cloud, Invisibility, Reg 2, SR 2, Twilight-vision	P	Very	5	200 + 4	**124**
Rhinoceros	L	6(d8)	19	Gore (1d12)	Scent, +2 on Surprise Rolls, Trample	P	Animal	Nil	210 + 6	**125**
Rochun Fiend	L	8(d10)	17	6 tentacle attacks (1d8)	Electrical Bolt, Extra-Sensory Perception, Fly, Invisible, SR 7	M	Very	Nil	1350 + 8	**125**

Rune Maids	L	8(d10)	21	By Weapon	Ambidextrous, Divine Beauty, Plane Jaunt, Superior Vision 120’	M	High	8	1100 + 9	**126**
S										127
Sarab Pool	M	5(d8)	22	See Text	Drowning, +1 or Better to Hit, Spell-like Abilities	M	Nil	6	280 + 5	**127**
Sentient	L	18(d12)	26	2-12 (1d4 points of damage)	Change Earth, Plant Qualities, Improved Grab, Swallow Whole, Acid, SR 12, Move Earth	M,P	Superior	18	13,900 + 18	**128**
Smoke Guardian	L	2(d8)	16	Constriction attack only	Constriction	P	Low	Nil	22 + 2	**129**
Snow Steed	L	8(d8)	22	2 Hooves (1d6), Bite (1d4)	Cold Resistant, Shadow Projection, Telepathy, Twilight Vision	M	Average	Nil	950 + 8	**130**
Soul Thief	M	5(d8)	19	2 Claw (1d3), Bite (1d4)	Camouflage, Dark Vision 60 ft., Energy Drain, Improved Grab, Incorporeal, SR 1	M	Average	Nil	380 + 5	**131**
Sphierlex	M	6(d8)	19	6 Claw (1d2), Bite (1d6)	Breath Weapon, Camouflage, Spell Use, SR 1	P	Average	3	480 + 6	**132**
Suk Tree	L	8(d8)	17	Bite (see text)	Sleep, Swallow	P	Plant	10	650 + 8	**133**
T										134
Taeall Steed (pegasus)	L	4(d8)/ 6(d8)	14/18	2 hoof (1d6), Bite (1d3)/ 2 hoof (1d8), Bite (1d4)	Darkvision 60’, Twilight Vision/ Superior Vision, SR 4	P/M,P	Average/ High	3/ Nil	60 + 4/ 270 + 6	**134**
Tagean Hound	M	3(d8)	15	Bite 2(d4)	Twilight Vision, Scent, Trip, Improved Grap, Protect, Telepathy	P	High	N/A	80 + 3	**134**
Tomt	S(L)	10 (d8)	12/18	Nil/Slam (1d8) or by club (1d12)	Healing, Shape Shifting	M(P)	High	10 (in silver)	1350 + 10	**136**
Troll Lord	L	9(d10)	18	2 Fists (1-6), Bite (2d8), Weapon (2d10)	Change Stone, Earthquake, Rend, Darkvision 60 ft., Scent, Twilight Vision, Regeneration 3	P	Average	9	1700 + 9	**136**
Tuoth Dragon	L	20(d8)	25	2 Claw (1d6), 2 Bite (1d12), Tail (1d6)	Breath Weapon, Frightful Presence, Immunities, Keen Senses, SR 7	M	Average	12 x 2	11,900 + 20	**137**
U										139
Undine, Water Foul	S/ M/ L	1-12(d8)	14	Slam 1d6) (small), 1d8) (medium), 1d12 (large)	Camouflage, Change Shape, Drown, Improved Grab, Trip	P	Low	See text	Special	**139**
Ungern	M	2(d8)	14	2 Claw (1-2), or Gore (1-6+2), or by Weapon (weapon)	Twilight Vision, Spell Resistance 2, Camouflage, Cold Immunity	P	Low	See Text	Special	**140**

Ur-Suk	S/M	1(d6)/ 2(d8)	15	Dart (1d3), Dagger (1d4), Short Sword (1d8), Short Bow (1d6)	Spell-like Abilities, Twilight Vision, Polymorph, Camouflage	M,p	Average to Superior	1,3	29+1, 120+3	**142**
V										**143**
Vimnel	S	4(d8)	15	Claw 2 (1d4), Bite (1d4), by weapon	Howling	P	Average	4	40 + 4	**143**
Vordoag	S	1(d4)	13	Bite 1-4	Swarm	M	Animal	1	10 + 1	**143**
Vulture	S	1(d6)	16	Claw (1d2)	Vision	P	Animal	1	5 + 1	**144**
Vulture, Greater	L	4(d8)	15	2 Talon (1d6), Beak (2d4)	Dive, Improved, Sight, Scent, Twilight Vision	P	Average	3	40 + 4	**144**
W										**145**
Walrus	L	4(d8)	14	Tusk (1d8)	Scent	P	Animal	1	40 + 4	**145**
Wazk	S	2(d8)	14	Bite (1d6)	Poisonous Bite, Screech, Rate Call	P	Low	Nil	30 + 2	**145**
Wevein	M	7(d8)	17	2 claw (1d4), 1 bite (1d2), tail (1d6); whip (1d8)	Darkvision 120 ft., Poison, Rend, Spell-like Abilities, Twilight Vision	M	High	10	585 + 7	**146**
Witch Orb	M	2-10 (d10)	12	None	Dark Vision 60 ft., Flight, Spells, SR 1	M	Average	5	130 + 4	**146**
Witch Stalk (Cunam)	L	18(d12)	22	Nil	All-Around Vision, Clairaudience/ Clairvoyance, Flight, Reg 3, Spell-like abilities, SR 12, True Seeing	M,P	Supra Genius	22	11,600 + 18	**147**
Wolverine	S	1(d6)	15	2 Claw (1d2), Bite (1d2)	Scent	P	Animal	Nil	5 + 1	**148**
XYZ										**148**
Yedae	L	17(d8)	28	2 Claw (1d12), Gore (1d20)	SR 11, Superior Vision	P	Average	18	9800 + 17	**148**
Yrth	L	9(d8)	18	Bite 1d12	Camouflage, Deepvision, Electrical Shock, Passwall	P	Inferior	8	1000 + 9	**150**
Yufelun (rock Hound)	M	5 (d10)	17	2 Claw (1d4), Bite (1d10)	Acid Attack, Improved Grab, Scent, Keen Vision	P	Animal	5	260 + 5	**151**

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