



MAZING DVENTURES

MANUAL OF MONSTERS



A SIEGE ENGINE GAME FOR THE PULP ERA

MAZING DVENTURES

MANUAL OF MONSTERS

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TABLE OF CONTENTS

OGL	4	AIR ELEMENTAL	33
INTRODUCTION	6	EARTH ELEMENTAL	34
HOW TO USE THE MANUAL OF MONSTERS	6	FIRE ELEMENTAL	34
HOW TO READ THE TEMPLATES	6	WATER ELEMENTAL	34
ADVANCING CREATURES	8	EAGLE, GIANT	35
MONSTER CREATION	9	ELEPHANT	35
ALTERING EXISTING MONSTERS	9	FISH-MEN	36
CHANGING THE DESCRIPTION	10	FLAMEHOOD STALKER	36
THE UNIQUE MONSTER	10	FROG, GIANT	37
THE COMPLEAT BESTIARY	11	GARGOYLE	37
ALIEN (GRAY)	11	GENIE, DJINNI	37
APE , GREAT	11	GENIE, EFREETI	38
ABOMINATION OF THE TOAD GOD	12	GHAST	39
ADHERER	12	GHOST	39
ANIMAL SKELETON	13	GHOUL	40
ANT LION	13	GOLEMS (GENERAL)	40
APPARITION	14	CLAY GOLEM	40
ASSASSIN VINE	14	FLESH GOLEM	40
BABOON	15	IRON GOLEM	41
BASILISK	15	STONE GOLEM	41
BAT, GIANT	15	GREEN SLIME	41
BEAR, BLACK OR BROWN (GRIZZLY)	16	GHÚL	42
BHUTA	16	HAGS	43
BIRD OF PREY	16	ANNIS	44
BOAR, WILD (RAZORBACK)	17	GREEN HAG	44
BOGEYMAN	17	NIGHT HAG	44
BLASPHEMY OF THE DEEPER DARK	18	HANDMAIDEN OF YIG	45
BLOOD OOZE (LEACH)	19	HARPY	46
BLOOD-STONES OF THE RED GOD, LESSER	19	HAUNT	47
BLOOD-STONES OF THE RED GOD, GREATER	19	HELLHOUND	47
BLOOD WORMS	20	HERD ANIMAL	48
CAT	21	HOMUNCULUS	48
CAT, GREAT	21	HORSE	48
CENTIPEDE, GIANT	21	HEAVY WAR HORSE	48
CHILD OF THE DEEPER DARK	22	LIGHT WAR HORSE	48
CHIMERA	23	RIDING HORSE	48
CRAB-MEN	23	HUECUVA	49
THE CREATED	24	HUMAN (GENERIC, THUG, OR CULTIST)	49
CROCODILE (ALLIGATOR)	25	IMP	49
DARK ONES	25	JACKAL	50
DARK RIDER	26	KRAKEN (LEVIATHAN)	50
DEGENERATE BEAST-MEN	27	LEOPARD	51
DEMON BAT	28	LYCANTHROPE, WEREWOLF	51
DEVOURER	29	LYCANTHROPY	51
DINOSAUR (APATOSAURUS/DIPLODOCUS)	30	LICH	52
DINOSAUR (PTEROSAUR)	30	LICHES	53
DINOSAUR (TRICERATOPS)	31	LIZARD, GIANT	53
DINOSAUR (TYRANNOSAURUS)	31	MAMMOTH	53
DINOSAUR (VELOCIRAPTOR)	31	MEDUSA	54
DOG (COYOTE)	31	MERFOLK	54
DRAGON, JUNGLE	32	MUMMY	55
ELEMENTALS	33	MUMMY	56
		GREATER MUMMY	56
		NIGHT-HAUNT	56



OOZE	56	TLANUWA (CHEROKEE)	83
OOZE (BLACK PUDDING)	57	MISHIPISHU – WATER PANTHER (GREAT LAKES INDIANS)	84
OOZE (GRAY OOZE)	57	ONE-EYED GIANT (PLAINS INDIANS)	84
OOZE (OCHRE JELLY)	57	LIGHTNING GIANTS (IROQUOIS)	85
PEOPLE OF THE WORM	57	GIANT WATER SNAKE (IROQUOIS)	85
POLTERGEIST	58	AZTEC	86
PONY	59	CIVATATEO	86
RAT, GIANT	59	RED SNAKE	86
RAM (BIG HORN SHEEP)	59	XIUHCOATL, FIRE LIZARD	86
RAVEN	60	CELTIC	87
REVENANT	60	HOODED SPIRITS	87
RHINOCEROS	61	KELPIE	87
ROBOT: ANDROID	61	LEPRECHAUN	87
ROBOT: REPLICATE	62	FIR BOLGS	87
ROBOT: VEHICLE	62	EGYPTIAN	88
ROC	63	MINION OF SET	88
SABERTOOTH TIGERS	63	FIRE SNAKE	88
SAURIANS	64	GREEK	89
SCORPION, GIANT	65	GREEK TITAN	89
SERVITOR OF YOG	66	HECATONCHIRE – HUNDRED-HANDED ONE	89
SHADOW	66	CERBERUS	89
SHADOW-MEN	67	INDIA	90
SHADOW WORM	67	VIRTRA, 3-HEADED SNAKE	90
SHEN-T'AQ	68	GOLD ANTS	90
SHOGGOTH	68	SNAKE DRAGON	90
SKELETON	69	KALIYA, 5-HEADED JEWELLED SNAKE	91
SNAKE	69	GARUDA BIRD	91
SNAKE MEN	70	JAPAN	92
SPECTRE	70	WHITE TIGER	92
SPAWN OF SHUB-NIGGURATH	71	GASHADOKURO	92
SPAWN OF SHUB-NIGGURATH (FLESH, LESSER)	71	NORSE	93
SPAWN OF SHUB-NIGGURATH (PLANT, GREATER)	72	BEARSEKERS “BEAR SHIRTS”	93
SUCCUBUS (MADNESS)	73	ETIN GIANT	93
SUCCUBUS (SIREN)	74	ROMAN	94
SPIDER	74	CACUS GIANT	94
SWARM	75	FAUNS	94
TICK, GIANT	75	GENIUS LOCI	94
TIGER	76	APPENDIX 2: MONSTERS AS PLAYER CHARACTERS	95
TOAD, GIANT	76	HIT DICE	95
VAMPIRE	76	ABILITY SCORES	95
VAMPIRES	78	LEVEL ADVANCEMENT	95
ANCIENT VAMPIRES	78	MONSTROUS ABILITY PROGRESSION	95
VAMPIRE SPAWN (LESSER VAMPIRE)	78	USING MONSTROUS ABILITIES	96
WIGHT	79	MONSTERS AND AC	96
WOLF	80	ALIGNMENT	96
WOLF, GHOUL	80	CHARACTER CLASS	96
WOLF, SHADOW	80	GENERIC CLASS ABILITIES	96
WOLF, VAMPIRIC	81	BACKGROUNDS, TRAITS, AND KNOWLEDGES	96
WRAITH	82	WEAPONS	96
ZOMBIE	82		
APPENDIX: MONSTERS OF MYTHOLOGY	83		
AMERICAN INDIAN	83		
UKTENA (CHEROKEE)	83		



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INTRODUCTION

Welcome to the *Amazing Adventures Manual of Monsters!* In the original *Amazing Adventures* rulebook, we offered a complete bestiary full of monsters uniquely appropriate to a pulp campaign. That was back in 2012, and the game was very well-received. Now, we have moved onto the second printing of that work and given the whole line a facelift, including hardcover releases of our three core books.

That's right: we said *three* core books. This volume, the *Manual of Monsters*, forms the second part of that trilogy of books. It will, in turn, be followed by the *Amazing Adventures Companion*, which will expand the game in ways as yet undreamed of!

But that is in the future. Let's look to this work, first, eh? Herein, we have included the complete bestiary from the first printing of the core rulebook, and expanded that bestiary with dozens of additional monsters to increase the threat and challenge to your players and their pulp heroes.

While many of the monsters herein will look familiar, as they have been drawn from other *Castles & Crusades* sources, all have been slightly tweaked to fit your pulp game, with average hit points and experience values, and Sanity ratings for each creature added. We have tried to keep to the kinds of creatures that feel like they could fit into a pulp world. We will leave it to you, our fans, to judge whether we have succeeded.

In addition, you will find herein approximately two dozen brand new monsters which have never before been published for the SIEGE engine. Some have been inspired by other gaming sources, some by pulp stories, some based on fan requests, and some just came out of the author's twisted imagination.

For more nasty beasties to add to your game, check out *Monsters and Treasure*, *Classic Monsters*, *Codex Celtarum* and *Codex Nordica* for *Castles and Crusades*. These books are full of monsters that are 100% compatible with this game, and includes guidelines for creating your own, new threats!

HOW TO USE THE MANUAL OF MONSTERS

This bestiary has statistical write-ups of various monsters that may be of use in challenging your pulp heroes. Following the table listing the monster's game statistics is an explanatory section discussing the monster's tactics, special abilities, etc. For purposes of this game, any enemy or potential enemy of the player characters that does not have a full character background or development is considered a "monster." Non-player characters who have developed personalities, and recurring important villains and adversaries are generally not considered monsters, though they can certainly be built from a monster template herein.

HOW TO READ THE TEMPLATES

Each template has a list of statistics, which denote the following:

NO. ENCOUNTERED: The number of creatures normally encountered. In some cases, two listings exist, denoting general encounters, and encounters in the creature's lair. A giant ant, for example, will be found in groups of 10-60 in the wild, but in colonies of 100-1000 in their nest.

SIZE: There are three sizes of monsters: small, medium, and large. Small monsters are anything smaller than a normal adult human; generally anything under 5 feet tall is considered "small." Medium creatures are human-sized, from 5 ft. to 7 ft. in height or length. Large creatures are anything over 7 ft. Where necessary, the average height of the creature is listed in parentheses.

HD: Hit dice. The number and type of dice rolled to determine the monster's hit points. An average value is given in parentheses for quick reference and instant use.

MOVE: The speed at which the creature moves. Some creatures may also have listed climb, flight, or swim speeds.

AC: The creature's armor class. See the Combat section in *Amazing Adventures* for details.

ATTACKS: The type of normal attacks the creature has, and the damage dealt by each. If attacks are listed as "and," that means the creature has multiple attacks per round. If attacks are listed as "or," the creature has several types of attacks from which to choose.

SPECIAL: Special attacks or abilities such as magical powers, poison, class abilities, etc. are listed here. If a creature's "Special" entry has "SR," this represents the creature's Spell Resistance. See *Amazing Adventures* p. 97 for more on spell resistance.

SANITY: The sanity loss inflicted by the creature, if the Game Master chooses to use those rules. See "Sanity" in Book Two for more information. The number before the slash indicates Sanity loss from a successful check; the number after the slash indicates loss from a failed check.

SAVES: Like humans, most monsters have three Primes. Unlike humans, monsters' Primes are generally either all three physical (P) attributes (Str, Dex, Con) or all three mental (M) attributes (Int, Wis, Cha). Some extraordinary monsters have all attributes as Prime; these are designated as P, M. Unless otherwise listed, attributes are average, and thus monsters gain their hit dice plus 5 for Prime checks and their hit dice for non-Prime checks.

For Example, A monster with 3d8 HD and M Saves has to make a saving throw against a mind-affecting spell. This would normally be a wisdom save. The monster is assumed to have an average wisdom, providing no bonus or penalty.



Thus, the Game Master rolls $d20 + 3$ (for his 3d8 HD). Since the monster's saves are Mental (M), his Challenge Base is 12. If the same monster had P saves instead of M, the Game Master would use 18 for the Challenge Base.

INT: This is a general assessment of the intellect of the creature. "Animal" denotes the intellect of a lower animal, such as a dog or cat. Even intelligent animals such as apes have animal intelligence, as they have not yet evolved to quite the reasoning power of human beings. "Low" means low human intelligence, probably denoting an Int score of between 6 and 8. "Average" is an average Intelligence score of 9-12, and "High" is any score higher than 12. At the Game Master's option, creatures with intellect other than "Average" may see mental saves or checks based on Intelligence gain bonuses or penalties for the score.

ALIGNMENT: Where the creature falls on the law-chaos-good-evil-neutrality axis.

TYPE: What kind of creature the monster is; animal, construct, magical beast, Extraplanar, undead, etc. Often useful for determining what kinds of spells will affect the creature, or what sorts of general powers it might possess based on its type.

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 medium-sized 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.

XP: The experience value of the creature, expressed in a base value plus a number of XP per hit point of the creature. Thus, a creature listed as 7+1 gives 7 XP, plus 1 per hit point. If the creature had 5 hit points, it would give a total of 12 XP. As with the HD field, an average value is listed in parentheses for quick reference.

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, and divide by 2. For example, a 5 (d10) HD creature has an average of 25 hit points. The base is 160 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 285.





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. Special ability experience is added to the base experience for the monster. For example, Skagg (4HD) has four attacks per round, a category I ability. So its base experience points are increased by 40 points (for a total of 120) plus 4 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).

CONCERNING ENERGY DRAIN

Some monsters, such as vampires and wights, have the power to drain life energy from their victims. Nominally this means losing a hit die or level as a result of a failed save. Though it is a tried and true element of traditional RPGs, some GMs and players may dislike the idea of level drain. If this is the case, instead of draining a level, the creature can drain 1d4 points of Constitution on a successful attack. If Constitution reaches 0, the character dies (and is usually resurrected as a spawn of the draining creature). Constitution drained in this manner returns at a rate of 1d4 points per week of bed rest.

ADVANCING CREATURES

It's possible to "advance" a creature by adding more hit dice. If you choose to do this, you can calculate the new experience value from scratch by consulting the "Monster Experience Points" table, or use a quick-and-dirty method: a rough



guideline for determining the new XP value of the creature is to double the current “Base” XP value for each hit die you add on, rounding to the nearest 5, then add 1 XP per hit die per hit point of the creature.

For example, you have a 1 Hit Die creature worth 5+1 XP. You wish to make this critter tougher by increasing it to a 4 hit die creature. You double the base of 5 for 2 hit dice, raising it to 10. You then double this again for 3 hit dice, raising it to 20. A final doubling to achieve 4 Hit Dice raises the XP value to 40. Since it now has 4 hit dice, you add 4 XP per hit point; its value is 40+4.

If this creature’s XP value were 7+1, you would round up upon first doubling it. Doubling 7 gives us 14; rounding to the nearest value of 5 makes this 15. Double that again for three hit dice to achieve 30, and one last time for 4 hit dice and the creature would be worth 60+4.

MONSTER CREATION

At some point in time every Game Master feels the need for a new monster in his or her game. The monsters in the book may have become tired. The players may have memorized all their stats and weaknesses, meaning there is no challenge or fear left. Or, the goal of an adventure might require something unique that has not yet before been encountered. At these times, the GM sets off on a quest to design something new, intriguing, exciting, and frightening.

Creating monsters is both fun and challenging, whether it is a hybrid werewolf, a genetically enhanced mutant alligator, or something completely new and altogether terrifying. When she sets about creating a new monster, the GM should keep in mind a few basic concepts and design elements regarding balance and technical concerns, but in the end, there is no limit to you’re your imagination and creativity can accomplish.

ALTERING EXISTING MONSTERS

The easiest way to create a new monster comes about simply from making changes to an existing monster. The easiest way to accomplish this is by simply altering the hit dice, hit die type, armor class, psionics, or spell casting ability. The GM may alter a monster’s pre-existing abilities, or replace them with others. There is one important guideline when using this book. Never, as a Game Master, feel wedded or chained to the monster statistics as written. After all, some monsters have become to players so familiar as to be trite, and mixing up their abilities and vulnerabilities can make a tried and true monster suddenly terrifying again. By combining class abilities with monster abilities, there are countless possibilities for new and terrifying monsters.

Consider the basic vampire. The statistics here are well-known to players, many of whom may hear “vampire” and give a yawn, having grown used to the tragic or even (gag) “sparkly”

variety of these creatures. But what if the vampires in your game are immune to crosses, garlic, and stakes through the heart, and can only be hurt by silver—or worse, gold? What if they are all powerful Mentalists with the full psychic abilities of a 15th level Psionic? Let’s also not forget that many have genius-level intelligence. Suddenly, all your players know about vampires is that they drink blood and live forever.

Going back to the origins of a creature can also yield interesting twists. Traditionally, vampires were just fine walking around in the sunlight, though they may have found their powers weakened a bit. The first instance of sunlight being anathema to vampires was the 1922 silent film *Nosferatu*, and even in that film, it is not simply sunlight that destroys Count Orlock, but the combination of sunlight after he has spent all night distracted by feeding on an innocent maiden. If your players have to face a vampire that has no problems living in the daylight, this can create a much more menacing adversary.

In addition, Stoker’s *Dracula* and Murnau’s Orlock had to sleep in dirt-filled caskets. Dracula had to have the dirt of his homeland handy to sleep in, and Orlock required either dirt from the fields of the black plague, or dirt from his own grave (the film gives two variant explanations). Destroying these coffins and sanctifying the dirt within, can be a way of weakening the undead foe.

In some cultures, vampires could not cross running water, and the stake-through-the-heart routine served only to pin the monster to the ground so its head could be safely removed and the mouth stuffed with garlic or placed between the feet. Many of these ideas have been forgotten by modern audiences, and re-introducing them can create an element of the unnatural and weird that will keep things creepy and visceral.

A few changes to the old lore, and suddenly, vampires are pretty damn scary again.

This same approach can be applied to many monsters in the book. For those that have classic origins, don’t be afraid to do a bit of research and make some tweaks. Never let a player berate you into sticking to the book’s statistics—heck, your players probably shouldn’t be reading this book anyway, unless one of them is also a GM.

When making changes to an existing monster, it is important to keep in mind consider the reasons you are making the change. If, for example, you are powering a monster up or down to challenge a party at its current strength, be careful to be sure that the challenge is adequate—not too easy and not too difficult. It is very easy to create an unbeatable death-dealing machine, but this is not fun for the players and you are not, generally speaking, in competition with your players.

If you find you have created a very powerful monster, you can bring it down a bit by giving the creature a weakness that the heroes can exploit. However, it is also important to



note that not every monster is there to be defeated—at least, not right now! In many cases the GM may choose to pit a party against a monster that is too powerful for them now, but which they could defeat with a bit of experience. If this is the case, make sure that your heroes have an out—a way to escape or avoid the monster so that they can build up their strength and take it out later.

CHANGING THE DESCRIPTION

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 ghoul, for example, need not necessarily be an undead monstrosity. It could be, rather, a degenerate mutant who lives in the sewers and gutters and hunts the homeless.

So long as it maintains its core abilities of paralysis and stench, the ghast is still a ghast. Changing the nature of its habitat and surroundings, and perhaps to an extent the creature's appearance, can give players a whole new experience and outlook towards that monster.

THE UNIQUE MONSTER

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 Game Master 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 Game Master must consider is that of “realism versus fantasy.” Does the new monster have a basis in reality as we know it? A cave pygmy, for example, is little more than a degenerate and de-evolved human. These are monsters grounded in a “real” basis.

Does the monster have a fantastic context, with a design concept beyond the ken of “realistic” understanding? The People of the Worm are creatures that have 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 Game Master 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 Game Master and player.

After considering these factors, the Game Master 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 Game Master 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, sanity rating 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 such as cave pygmies and human thugs have few extraordinary skills and are generally fairly weak in combat situations. Monsters like ghouls and werewolves are more powerful, and have abilities that are more of a challenge to characters of moderate power. Higher level monsters, such as the shoggoth and vampire, 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, sanity rating 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.



THE COMPLEAT BESTIARY

ALIEN (GRAY)

NO. ENCOUNTERED: 1-20 **SANITY:** 1d4/1d6
SIZE: Medium **SAVES:** M
HD: 5d10 (30 hp) **INT:** High
MOVE: 30 ft. **ALIGNMENT:** Unknown (Any)
AC: 13 **TYPE:** Extraplanar
ATTACKS: By weapon or psionics **XP:** 200+5 (350)
SPECIAL: Mentalism, Gadgets

The classic “Invaders from Mars,” these mysterious creatures appear as short (4 to 5 ft. tall) humanoids, extremely slender, with large, egg-shaped heads, huge black eyes, long limbs, and light gray skin with the texture of marshmallows. They appear to have no noticeable nose or ears, simply possessing holes in the sides of their heads and small nostrils in their faces, and their mouth is tiny and lipless. Often, they travel naked, but have no discernible anatomy to differentiate secondary sexual characteristics. They are clearly alien, though whether they come from another planet or another dimension is a matter of some debate, as is their agenda in coming here.

The grays act in secret, rarely making intentional contact with human beings, save to abduct humans from their lives, perform medical and scientific experiments on them, and return them, often with little to no memory of what occurred during this “lost time.” Most encounters describe their mode of transportation as being silver, saucer-shaped vessels with no visible means of propulsion. These vessels emit a quiet and constant hum and can apparently shed blinding white light. They are believed to be behind thousands of abductions across the world, as well as the mutilation of livestock. They are viewed as a tangible threat by many world governments, who feel the grays are gearing up for an invasion of Earth. There are rumors that one or more governments have entered into clandestine agreements with the grays, but to what end nobody knows.

Those grays that have been captured or encountered in situations where communication has been possible have never spoken. Rather, they are powerful psychics who use telepathy and empathy to communicate their intentions and responses. One gray, being held captive by an amateur scientist and his paramilitary friends, threatened, “I am here because it suited me to be here. You should let me go, now, or suffer the consequences.”

The next day, only the scientist was found, gibbering madly in the smoldering ruins of the compound, all of his friends little more than charred remains.

COMBAT: grays shun direct confrontation, but when provoked attack either with ray-guns of alien origin (these weapons deal 4d6 damage and the grays are at a total of +10 to hit with them) or using their formidable psychic powers.

GADGETS: grays should be treated as having the abilities of a gadgeteer with 1d10 levels of experience. In addition, they have access to any advanced technology the GM wishes



(though seriously advanced technology should increase the XP value of the creature accordingly).

MENTALISM: all grays have the abilities of a tenth-level mentalist. Their abilities tend to be telepathic, empathic, and pyrokinetic in nature.

APE , GREAT

NO. ENCOUNTERED: Solitary, Family of 4-16 **SANITY:** None
SIZE: Medium **SAVES:** P
HD: 3d8 (12 hp) **INT:** Animal
MOVE: 30 ft., 30 ft. (climb) **ALIGNMENT:** Neutral
AC: 14 **TYPE:** Animal
ATTACKS: 2 Claw (1d3), Bite (1d6) **XP:** 30+3 (66)
SPECIAL: Rend, Twilight Vision

The great apes live in large family groups in tropical forests. For every four apes there is one bull and one infant. Ape family groups are strictly hierarchical, and they are led by the strongest bull ape. If anything should happen to him, the next strongest bull replaces him. The bull ape is generally very aggressive, territorial, and protective. Gigantopithecus is a member of the Great Ape family that is thought to have been extinct for the last 300,000 years. Given the rarity of these creatures, however, they are far more solitary than their more common great ape cousins, though every so often a giganto might be found as the bull of a great ape tribe.



THE COMPLEAT BESTIARY

COMBAT: Apes almost always try to avoid conflict, but if the family is threatened, the bull leads all the males to attack, while females defend the younger apes. Giganto apes are generally slightly more aggressive due to their great size and might challenge a group of adventurers to make an opportunity for its chosen family to escape, or just because it feels ornery. Like great apes, gigantes are intelligent, and will flee if combat goes badly.

REND: The ape is able to rend for 2d4 points of extra damage if both claws hit. The giganto ape is able to rend for 2d6 points of extra damage if both claws hit.

ABOMINATION OF THE TOAD GOD

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10d10 (61 hp)

MOVE: 30 ft.

AC: 19

ATTACKS: 6 Tentacles (1d6+5 each) and Bite (1d8+2)

SPECIAL: Alluring Voice, Constrict, Damage Immunity, Horrific Laughter, Improved Grab, Regeneration

These horrific monstrosities resemble an enormous toad with six slathering tentacles surrounding the head. They are said to be servitors of the Great Old One known only as the Toad God, its true name being lost to the mists of time. It is said they haunt the shadowy swamps and slime-polluted bogs of the world, emerging from these foul places only when called forth by sorcerers and occultists.

The sheer unnatural appearance and aura is enough to shock men into madness; this is made even worse by their method of hunting—they can perfectly mimic the voice of human females, and will call out as though in distress, and then wait in ambush until their prey comes near. When their prey sees the abomi-

nation, it paralyzes them with its horrific laughter, then draws them into its maw and eats them alive.

The Abomination can only bite its opponent when it draws the victim into its jaws using its tentacles.

COMBAT: The Abomination of the Toad God is a fearsome foe. It attacks foes with each of its six tentacles, attempting to beat and grab the opponent, then draw them into its enormous maw which is filled with minute, needle-like teeth.

ALLURING VOICE: The Abomination can perfectly mimic the voice of a human female, and will use this to attract its prey, either by singing, seductively calling out, or mimicking panic.

CONSTRUCT: If the Abomination manages to restrain a foe with its tentacle, the Abomination automatically deals 1d6 damage per turn as it draws the victim nearer its mouth. The only escape is for the victim to succeed at a CL 10 Strength check to break free. It takes 1d4 rounds to draw a victim into its jaws after grabbing hold.

DAMAGE IMMUNITY: The slimy skin of the Abomination of the Toad God is immune to nearly all forms of physical damage. It is particularly vulnerable to silver, fire and acid, all of which deal double damage to the creature. All other forms of physical damage deflect harmlessly off its body. It is vulnerable to damage from magic and psychic attacks, though its psyche is so alien that any mentalism ability that operates through contacting or touching the psyche, such as empathy, telepathy or the like, will also result in psychic feedback (AA, p.81), regardless of whether the attack succeeds.

HORRIFIC LAUGHTER: All who hear the horrible laugh of the Abomination of the Toad God must make a successful Wisdom Save or be paralyzed with fear (treat as per the Hold Person spell cast by a 10th level caster). Even those who successfully save against the laughter suffer -2 to all attacks and ability checks while in the presence of the beast.

IMPROVED GRAB: If a victim is struck by one of the Abomination's tentacles, the tentacle automatically wraps around the victim and restrains him or her. Breaking free is possible with a CL 10 Strength check. It is possible to cut a tentacle loose by dealing 15 points of damage to the tentacle, which has AC 16.

REGENERATION: The Abomination regenerates 2d6 hit points per round.

ADHERER

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 4 (d8)(16 hp)

MOVE: 30'

AC: 17

ATTACKS: 2 fist (1d3)

SPECIAL: Adhesion

SAVES: P

SANITY: 1d4/1d6

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Aberration

XP: 100 + 2 (164)



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 envelopes these undead. Like mummies, they are susceptible to fire and avoid it at all costs. Some quick-witted viewers may notice 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 secrete a thick, viscous adhesive from their bodies at will. This substance smells of dead bodies, which further strengthens 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 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 fist 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 will always cease when killed. After 2d4 rounds have passed after 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 in 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.

ANIMAL SKELETON

NO. ENCOUNTERED: 2-20

SIZE: S / M

HD: 1d6 (3hp)

MOVE: 20'

AC: 12

ATTACKS: 1 claw / bite for 1d4

SPECIAL: Undead

SANITY: 1/1d4

SAVES: P

INT: none

ALIGNMENT: Neutral

TYPE: Undead

XP: 5 + 2 (8)

Animal carcasses that are the target of *Animate Dead* are risen 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 GM should be the final adjudicator in the type of attack for unusual creatures.

ANT LION

NO. ENCOUNTERED: 1

SIZE: L

HD: 8d8 (32 hp)

MOVE: 40'

AC: 18

ATTACKS: 1 bite (5d4)

SPECIAL: Automatic hit

SANITY: 0/1d4

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

XP: 300 + 4 (556)

The ant lion is a giant insect with large, external mandibles that extend up to two feet from the creature's 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. They 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



THE COMPLEAT BESTIARY

underground lair. If the loose soil is searched, the GM should roll for treasure type 8, excluding any items that would not be normally carried (i.e. candelabra). If money is indicating, it will be spread about the loose soil and difficult to collect.

APPARITION

NO. ENCOUNTERED: 1	SANITY: 1d6/1d8
SIZE: M	SAVES: M
HD: 8d8 (32 hp)	INT: Average
MOVE: 60'	ALIGNMENT: Chaotic Evil
AC: 12	TYPE: Undead
ATTACKS: See Below	XP: 500 + 15 (756)
SPECIAL: See Below	

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 WIS check for surprise at 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 towards the throat. The victim must make two saves, the first INT, the second WIS. Failing the INT 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 WIS 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 INT check will allow the victim to fight, even if he fails the WIS check and is taking damage. Succeeding in the WIS 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.

ASSASSIN VINE

NO. ENCOUNTERED: 1	SANITY: 1/1d4
SIZE: Small – Large	SAVES: P
HD: 5 (d8) (23 hp)	INT: Not ratable
MOVE: nil	ALIGNMENT: Neutral
AC: 15	TYPE: Plant
ATTACKS: 8 Vines (1d4)	XP: 420+5 (435)
SPECIAL: Constrict, Improved Grab, Camouflage, Resistance: Cold and Fire (half)	

The assassin vine resembles a massive fern, but it is actually a deadly trap for the unwary adventurer. The carnivorous

plant derives sustenance from the bodies of the foolhardy or unprepared. The creature's trunk often grows as thick as that of a tree and has numerous vines radiating outward from the base, each up to 100 feet in length. Assassin vines are attracted by motion and light.

They are solitary, encountered in deep woods and in subterranean areas with plentiful food sources. A small assassin vine has hit dice as indicated above. A medium assassin vine has 5 (d10) hit dice and a large one has 6 (d12) hit dice."

COMBAT: Assassin vines wait until an opportune moment to attack by surprise, stealthily maneuvering their deadly tendrils into position. Capable of launching assaults in a 360-degree radius, assassin vines are very difficult to surprise. These creatures can use their full force and deadly attacks against multiple foes at once. Each individual tendril has 2d8 hit points. Reducing the hit points of a tendril to zero will sever it. Severing a tendril reduces the vine's total number of attacks, but does not otherwise impact the plant's combat ability. Damaging a tendril does not damage the trunk or root of the plant, and therefore does not reduce the assassin vine's overall hit points.

IMPROVED GRAB: Assassin vine tendrils can entangle prey. An opponent struck by a tendril must make a successful strength save to avoid entanglement. An entangled target cannot move, but may attempt to break free of the tendril's grip or attack the tendril itself. After being entangled, the victim begins suffering the effects of the assassin vine's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a strength save to try to break free of the entanglement.

CONSTRICT: Any victim entangled by an assassin vine's tendril automatically takes damage on subsequent rounds, and begins to suffocate. If the assassin vine is not slain or the entangling tendril is not severed, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw.

CAMOUFLAGE: An assassin vine is indistinguishable from an ordinary plant, allowing it to automatically gain surprise on a result of 1–7 on a d8. The victim does not get a wisdom save.



BABOON

NO. ENCOUNTERED: 10–40 **SPECIAL:** Twilight Vision
SIZE: Small **SAVES:** P
HD: 1 (d6) (4 hp) **INT:** Animal
MOVE: 24 ft., 30 ft. (climb) **ALIGNMENT:** Neutral
AC: 13 **TYPE:** Animal
ATTACKS: Bite (1d4) **XP:** 5+1 (9)

Baboons are encountered in family/tribal units of 10 to 40 individuals, 20% males, 40% females, and 40% juveniles and infants. They are found in warm climates, in open plains or light forested regions. They are somewhat tribal animals and fight as a group. Baboons are highly territorial and aggressive.

COMBAT: If threatened or forced to attack, baboons charge the opponent as a group. Several hound the prey while others attack from behind. Both male and female baboons fight, though females do only 1d3 points of damage.

BASILISK

NO. ENCOUNTERED: 1–4 **SANITY:** 1d4/1d6
SIZE: Medium **SAVES:** P
HD: 6 (d10) (33 hp) **INT:** Animal
MOVE: 20 ft. **ALIGNMENT:** Neutral
AC: 16 **TYPE:** Magical Beast
ATTACKS: Bite (1d10) **XP:** 240+6 (438)
SPECIAL: Petrifying Gaze, Darkvision 60 ft.

Basilisks are reptilian creatures with long, squat bodies that rest on eight legs. They have broad tails and a wide head, appearing somewhat like an alligator. Their jaws are lined with rows of jagged teeth. Despite having eight legs, the creature is slow. Its eyes glow an incandescent green. Basilisks have the terrifying ability to turn another creature's flesh to stone by gazing into that creature's eyes. The basilisk's sight pierces darkness, and even extends into the astral and ethereal planes. A basilisk prefers the warmth and dryness of a desert climate, and can be encountered singly or in groups of up to four.

COMBAT: A basilisk usually avoids melee combat with anything that is not an intended meal. Instead, they try to use their petrifying gaze to eliminate dangerous opponents from a distance. Although slow and ponderous normally, they are surprisingly quick in melee. They bite with their massive jaws, grinding bone to meal and shredding flesh with their jagged teeth.

PETRIFYING GAZE: Any living being that meets the gaze of a basilisk's eyes must succeed at a constitution save or be turned to

stone. Basilisks are not immune to their own gaze. The victim will be turned into a type of stone native to the creature's habitat. Basilisks can choose to dampen this ability when hunting for food, to avoid petrifying their prey and rendering it inedible.

BAT, GIANT

NO. ENCOUNTERED: 1–50 **SANITY:** 1/1d4
SIZE: Medium **SAVES:** P
HD: 6d8 (45 hp) **INT:** Low (animal)
MOVE: 20ft./60ft. (fly) **ALIGNMENT:** N
AC: 17 **TYPE:** Animal
ATTACKS: 2 Claws (1d4+2), Bite (1d6+1) **XP:** 180+6 (450)
SPECIAL: Echolocation, Improved Grab

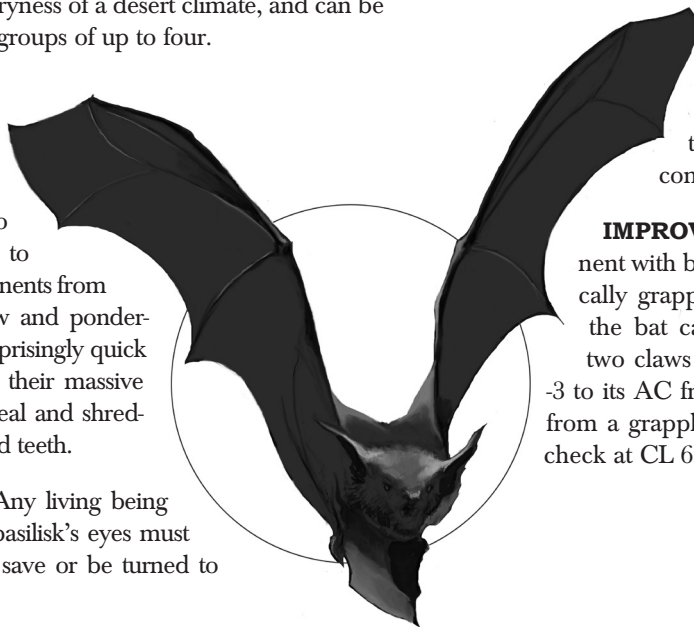
These rare creatures are found only in the deepest jungles of South America and Africa. They are in all respects normal bats, but they are three- to four-feet long from head to toe and have a wingspan of up to 12 feet across and tend to be far more aggressive than their smaller counterparts. They prey upon goats, larger mammals, and are not above attacking human beings, though they generally avoid attacking healthy and well-armed parties of explorers and adventurers.

COMBAT: Giant bats use flight as their primary weapon, diving at their foes to slash with deadly claws and dagger-like teeth. If possible, they will pick up their prey and fly away. Fortunately for most intrepid heroes, humans are generally too large to be carried away in this manner.

ECHOLOCATION: Giant bats can sense the location of any creature or object within 60 feet through emission of sound waves akin to a sonar sense. This means that bats are immune to any effect that normally causes blindness.

There is a myth that bats are blind. This is far from true. In fact, bats have very good eyesight as well as the ability to use their unique brand of sonar. Since the bat's echolocation supplements their normal senses, using noise to foul this sense is only useful in pitch darkness, and even then the bat gets a Wisdom save to continue using their echolocation.

IMPROVED GRAB: If a bat strikes an opponent with both talons, the opponent is automatically grappled. While grappling an opponent, the bat can automatically inflict damage via two claws and a bite every round, but suffers -3 to its AC from other opponents. To break free from a grapple, the victim must make a Strength check at CL 6.



THE COMPLEAT BESTIARY

BEAR, BLACK OR BROWN (GRIZZLY)

BLACK

NO. ENCOUNTERED: 1-4 **SANITY:** None
SIZE: Medium **SAVES:** P
HD: 3d8 (12 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 13 **TYPE:** Animal
ATTACKS: 2 Claw (1d6), Bite (1d8) **XP:** 40+3 (76)
SPECIAL: Hug

BROWN (GRIZZLY)

NO. ENCOUNTERED: 1-6 **SANITY:** None
SIZE: Large **SAVES:** P
HD: 6d8 (24 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 15 **TYPE:** Animal
ATTACKS: 2 Claw (1d8), Bite (1d12) **XP:** 280+6 (424)
SPECIAL: Hug

Bears are omnivorous creatures that inhabit most temperate or arctic climes. The male bear is almost always solitary. If more than one is encountered, the group consists of a mother and one to three cubs. Once a year black and brown bears gather along the banks of rivers feeding on salmon as they swim upstream to spawn. Bears generally try to avoid contact with humans or like creatures. Brown bears dwell in cold, forested environments, and are encountered in families of up to six members. Much like their kin the black bear, they travel in small family groups. Brown bears are particularly strong, aggressive, and very hard to kill.

The cave bear is a prehistoric bear of monstrous size. They stand up to 14 feet tall on their hind quarters and can weigh several tons. These creatures are rare, living in mountainous environments far from civilization. They live together in groups of up to four members. The cave bear is very territorial and fears nothing. They attack any creature they perceive as a threat or a meal.

COMBAT: Bears are not generally aggressive, but if a bear feels threatened, it will attack by rushing an opponent, attempting to knock it over and grasp it in its huge claws. Once pinned, the bear bites at the victim's head and face until it is satisfied that creature is immobilized or dead. Cave bears always drag their victims back to their lairs and eat them.

HUG: The bear is able to hug an opponent in a vice-like grip. If both of the bear's claw attacks are successful in a single round, the bear's foe must make a strength save or be caught in the bear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The bear can bite a hugged victim automatically each round.

BHUTA

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 7 (d12) (42 hp) **INT:** Average
MOVE: 30 ft. **ALIGNMENT:** Any Evil
AC: 15 **TYPE:** Undead (Extraordinary)
ATTACKS: 2 Claws (1d8) **XP:** 415+7 (709)
SPECIAL: Death Grip, Darkvision, Find Target, Grappler, Turn Resistance

This creature appears as a freshly undead humanoid whose body still shows signs of trauma. Its flesh is pulled tight over its frame, as if the body were somehow drained. Its eyes are now hollow sockets of darkness.

When a person is murdered, the spirit sometimes clings to the world, refusing to accept its mortal death. This spirit possesses its original body and seeks out those responsible for its murder. It will never rest until those responsible are sought out and slain. Since the transformation into unlife is almost instant (occurring within 1-2 turns after death), the bhuta appears as it did in life. Close inspection (a successful Wisdom check) reveals slight decay, and the body still shows signs of any trauma suffered prior to death (wounds, disease, burns, or the like), but outwardly, the bhuta for the most part appears as a normal creature of its race. In its undead state, the bhuta sustains itself on a diet of flesh, preferring that of humans.

FIND TARGET: So long as the bhuta and its killer are on the same plane of existence, it can find its target unerringly as though guided by a locate creature spell.

GRAPPLER: To use this ability, a bhuta must hit with both claw attacks. If both claw attacks hit the same target in the same combat round, the bhuta is then considered grappled with its target and may use its Death Grip ability.

DEATH GRIP: A bhuta deals 1d8 points of damage each round it is grappled with an opponent. Because it seizes its victim by the throat, a creature in its grasp cannot speak or cast spells with verbal components.

BIRD OF PREY

NO. ENCOUNTERED: 2-4 **SAVES:** P
SIZE: Small (1')/Large (5') **INT:** Animal
HD: 1 (d6)/4 (d8) (4/18 hp) **ALIGNMENT:** Neutral
MOVE: 5/10 ft., 60/80 ft. (fly) **TYPE:** Animal
AC: 14/15 **XP:** 7+1/60+4 (9/12)
ATTACKS: 2 Talons (1), Beak (1d2); (giant) 2 Talons (1d3), Beak (1d6)
SPECIAL: Twilight Vision, Dusk Vision

Birds of prey vary greatly in type, but share many common attributes. Eagles are powerful, predatory birds that hold great religious significance for many cultures. Falcons are fast, agile birds that rely upon speed to snag their quarry. Hawks can be seen gliding on wind currents in many different habitats. All



birds of prey have superior visual acuity, and can spot prey from a great distance. They build large nests in lofty areas such as high mountain aeries, or on the top branches of very tall trees. They are monogamous animals that mate for life, and return to the same nest year after year.

COMBAT: Birds of prey will not attack anything larger than half their size. If their nests are attacked, they will defend them, but will flee if injured.

BOAR, WILD (RAZORBACK)

NO. ENCOUNTERED: 4–16 **SPECIAL:** Twilight Vision
SIZE: Medium **SAVES:** P
HD: 2 (d8) (9 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 16 **TYPE:** Animal
ATTACKS: Gore (2d6) **XP:** 10+2 (33)

Wild boars, or razorbacks, are herd animals found in almost all regions of the world. They prefer scrub lands where they can forage for food. They are aggressive and are known to defend their young and territory whenever threatened. These creatures are very large and sport a long tuft of rough hair from head to tail. They are favored friends of trolls and are often found in their vicinity.

COMBAT: If cornered or threatened, a boar will attack ferociously. Their savage attack is powerful, ceaseless, and often fatal to those not prepared with specially made boar spears. Boars have only 2 hit dice, but their fierce aggressiveness allows them to attack as 5 hit dice creatures.

BOGEYMAN

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** M
HD: 8 (d12) (48 hp) **INT:** Average
MOVE: 30 ft. **ALIGNMENT:** Chaotic Evil
AC: 16 **TYPE:** Undead (Extraordinary)
ATTACKS: Slam (1d6) **XP:** 650+8 (1034)
SPECIAL: Bump in the Night, Frighten, Darkvision 60 ft., Shadow Shift, Incorporeal

This creature resembles a man-sized translucent humanoid with fearsome and exaggerated features. Glaring oval eyes, a huge, oversized mouth full of shark-like teeth, skin pulled tightly over a larger than normal skull are but a few of the representations bogeymen take on. The creature's terrifying face shows two emotions; hatred or cold ambivalence.

Bogeymen are the stuff of legends: creatures created in the minds of parents who relayed stories about incorporeal ghosts coming to carry their children off if they didn't go to bed when they were supposed to, didn't do their chores when asked, and so on. The spectral bogeyman's ties to the land of the living are a result of these stories. Often, these stories are based on the exploits of criminals, murderers,



and madmen that live or have lived in the local area. By the very nature of their creation, bogeymen are evil. They are creatures born of fear and lies, delighting in the torment their fear harbors. Although evil and malicious, bogeymen are rarely killers. If a bogeyman reduces a living creature to a comatose state (by draining its Wisdom) it leaves it where it falls. Bogeymen feed off the fear and madness induced in living creatures rather than their blood, life force, or flesh. A bogeyman stands about 6 feet tall and appears as an incorporeal humanoid with a hideous countenance that strikes a chord deep in a beings soul.

COMBAT: A bogeyman rarely confronts a party of adventurers, preferring to attack a lone individual when it is most vulnerable. Bogeymen always attack at night; none have ever been encountered during daylight hours. A bogeyman that fancies a creature may stalk that being for days, torturing it with its bump in the night ability before finally driving the victim completely mad.

BUMP IN THE NIGHT: A bogeyman can create a phantasmal image in the mind of a single creature within 200 feet. Such images cause the victim to see and hear things that are not really there or to see and hear things differently than they actually are. Things such as following footsteps, bumps and thumps from an unknown source, a gnarled tree with outstretched limbs scratching on a window or reaching for someone, the idea that someone or something is lurking around the corner, in the closet, or under the bed, and so on. A creature affected by the images takes 1d4 points of Wisdom drain if it fails a Wisdom save. The bogeyman can use this ability once every 1d4 rounds. A creature that drops to Wisdom 0 is affected as if by an insanity spell until at least 1 point of Wisdom is restored.



THE COMPLEAT BESTIARY

FRIGHTEN: A living creature within 60 feet that views a bogeyman must succeed on a Charisma save or stand frozen in fear for 1d6+2 rounds. Such a creature is not helpless, but cannot take any action. A creature that successfully saves cannot be affected again by the same bogeyman's frighten ability for one day.

SHADOW SHIFT: A bogeyman has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A bogeyman can shift up to a total of 80 feet each day in this way; this may be a single jump of 80 feet or multiple jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

BLASPHEMY OF THE DEEPER DARK

NO. ENCOUNTERED: 1-6

SANITY: 1d4/1d6

SIZE: Medium

SAVES: P

HD: 8d10 (36 hp)

INT: Low-Average

MOVE: 30 ft.

ALIGNMENT: CE

AC: 18

TYPE: Aberration

ATTACKS: 2 Claws (1d6 plus infection) **XP:** 575+8 (863)

SPECIAL: Gibbering of Azathoth, Mutable Infection, Shifting Form, Stealth, Stench, Wall-Crawling

A Blasphemy of the Deeper Dark is a horrific and malformed human being who has spent too much time in contact with the blasphemous energies of the Deeper Dark. These pitiful creatures are in constant flux from one moment to the next, never holding a stable shape. The only thing that is constant is that they are vaguely human-shaped, but appear to be made up of a mass of tentacles, tendons, flexing muscles, mouths and eyes that undulate and gyrate, changing position and mass but barely holding together their humanoid form. They constantly exude a toxic, fetid yellow foam and pus which infects others to join them in the blasphemous truths of the Deeper Dark.

Because these monsters are infected with the energies of the Deeper Dark, they are of use to sorcerers who have the ability to tap into these energies. By calling forth one of these monstrosities, a sorcerer can increase his or her power, though it is a risky prospect trying to keep the creature in check. More than one arcanist has fallen prey to infection by their foul "pet."

COMBAT: These creatures have one purpose to their existence—to pass on their infection to others. As such, they lumber forward in a direct line to their target, seeking only to strike once, then move on to the next target. It doesn't matter if they are destroyed, so long as they can infect at least one other to carry on their legacy.

GIBBERING OF AZATHOTH: The discordant singing of these creatures grants power to those sorcerers who know how to tap into the energy. Blasphemies of the Deeper Dark are driven to begin singing when they sense mystical energy; an Arcanist can choose, when within sight (and earshot) of one of these creatures that is not currently attacking someone, to spend a single MEP to entice it to sing. The creature then sings for 1d6 rounds, during which time the Arcanist treats the area as though it were a Dragon Line nexus point (*Amazing Adventures*, p. 90)

MUTABLE INFECTION: Any creature struck by the Blasphemy is subject to infection by its horrible mutation. Such creatures must succeed at a Constitution-based save (CL 8) or be transformed into a squamous mass of foam, tendons, and tentacles. These creatures cannot hold items, use tools, or control their body, save to lumber around at a speed of 10 feet. In addition, the target is racked with unimaginable pain. Any and all attacks, ability checks and saves suffer a -8 penalty due to the creature's lack of focus.

The creature can make another Constitution save each round to stabilize their form. Failure means suffering one point of Wisdom damage. Success stabilizes the creature for a day, after which another Constitution save is required. Failing this save starts the cycle all over again.

If the victim can make three consecutive Constitution saves, it has fought off the infection. Only after the infection is fended off can Wisdom damage heal at the rate of 1d4 points per day. If the victim's Wisdom reaches zero before it permanently stabilizes, it becomes a Blasphemy of the Deeper Dark.

SHIFTING FORM: Because its form is constantly changing and shifting, a Blasphemy of the Deeper Dark is not subject to any form of transformation, critical hit, or targeted attack like a Hooligan's backstab or sneak attack ability.

STEALTH: The Blasphemy of the Deeper Dark has the hide and move silently abilities of an 8th level Hooligan.

STENCH: Any creature within ten feet of the Blasphemy is assaulted by the foul, fetid stench of infection and disease. This stench causes the victim to retch continuously, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty to all attack rolls, ability checks and saves. This penalty persists until two rounds after the victim is no longer able to smell the stench. The Blasphemy can choose to subdue this stench if it is sneaking up on an opponent, but once it attacks, the stench oozes forth in full force.

WALL-CRAWLING: The Blasphemy of the Deeper Dark can exude a sticky substance from its extremities that allows it to crawl along walls and ceilings at its full movement rate.



BLOOD OOZE (LEACH)

NO. ENCOUNTERED: 1–4 **SPECIAL:** Replicates
SIZE: Small **SAVES:** Nil
HD: 1 (2 hp) **INT:** Nil
MOVE: 1 ft. **ALIGNMENT:** Neutral
AC: 10 **TYPE:** Magical beast
ATTACKS: Blood drain (1 hp) **XP:** 14

Blood ooze are small, worm like creatures, roughly 1 inch in length. They are fat to the point of looking as if they will explode and segmented like maggots but colored a distinct dark red. On either end of the worm are small teeth lined apertures which they use to bite their victims. They move by sliding and pulling themselves along. Their skin is thin, almost translucent, allowing one to see shadows of veins within the creature. They are pulpos and smash very easy. When they do, they explode with a pop and splatter tissue and blood everywhere.

Blood ooze are dangerous creations, for when they strike a victim and cause damage, they instantly replicate, splitting in two. The second blood ooze immediately attacks. In this way a few blood ooze can turn into scores and threaten even the most powerful. They are however, highly susceptible to flame, cold or any temperature variant.

The blood ooze is a magical creature created by foul magical experimentation. These creatures exist to cause pain and suffering and are a plague upon their victims. The worms reproduce so quickly that any region afflicted with only a few can suddenly find itself swamped with thousands of them.

COMBAT: The blood ooze attacks by biting a victim and releasing it. As soon as it scores a hit, it drops to the ground immediately. It attacks immobilized victims if it can, or attaches to anything that passes by, as they move very slowly. Its whole purpose is to score a successful bite so that it can replicate. It does not care if it dies after that or not. But it will release and bite again in order to create more.

REPLICATE: If the blood ooze scores a successful hit, it automatically does 1 point of damage. Then the worm releases and moves to bite again. The wound sprouts a second blood worm, replicating the first one almost immediately.

BLOOD-STONES OF THE RED GOD, LESSER

NO. ENCOUNTERED: 3-10 (circle) **SANITY:** 3/1d6
SIZE: Large **SAVES:** P
HD: 4d10 (22 hp) **INT:** Low
MOVE: 20ft. **ALIGNMENT:** LE
AC: 10 **TYPE:** Extraplanar (Demon)
ATTACKS: Smash (2d8+4) **XP:** 90+4 (178)
SPECIAL: Damage Immunity, Manifest

Blood-Stones of the Red God have served the vile deity known as the Blood Imperator for centuries beyond counting. They are ponderous demons with only two purposes: to

guard temples and holy sites of the Red God, and to feed on the blood of sacrifices.

These stones can have many appearances, but the two most common are gigantic heads, and circles of standing stones. They are generally summoned by priests of the Red God (via standard summoning spells) to stand guard over these holy sites, but if left to their own devices for too long without sacrifices, they venture forth to find the blood that they crave.

Blood-Stones of the Red God feed upon the blood of sacrificial victims. The blood, which is spilled on or near the stone, is drawn into the demon like a sponge draws water, and the demon then digests the sanguine liquid. For this reason, Blood-Stones of the Red God that have recently fed take on a crimson hue, while those who have not fed in a long time tend to be slate or dull black in color.

COMBAT: Combat for a Blood-Stone is a simple prospect: they move towards their victim and crush him or her, then draw the victim's blood inside where it is digested. They fight for two reasons: to protect their designated holy ground, or to feed.

DAMAGE IMMUNITY: Blood Stones are invulnerable to any and all physical damage. They can only be harmed by magic or psionic attacks.

MANIFEST: Once it is summoned to the Earth, the Blood-Stone can freely travel between our dimension and the hellish realm of the Blood Imperator. Transporting between realms takes only one action, though generally speaking, once summoned, a Blood-Stone can or will only return home if the sorcerer who summoned it is killed, or its work is no longer required on this world.

BLOOD-STONES OF THE RED GOD, GREATER

NO. ENCOUNTERED: 1-15 (flock) **SANITY:** 3/1d6
SIZE: Medium **SAVES:** P, M
HD: 5d10 (28 hp) **INT:** High
MOVE: 0ft/60ft. (Special; see below) **ALIGNMENT:** NE
AC: 19 **TYPE:** Extraplanar (Demon)
ATTACKS: Smash (2d8+4) **XP:** 340+5 (480)
SPECIAL: Arcane Knowledge, Damage Immunity, Life Drain, Manifest, Stealth, Unbreakable Grapple, Telepathy, Unnatural Aura

These horrifying guardians are among the deadliest foes one can face. Their normal appearance is that of a stone statue, be it an angel, a gargoyle, or any of countless other forms. They are generally from 5' to 8' in height, and exude a sense of the unnatural wherever they plant themselves. Like their lesser cousins, these creatures are generally summoned to act as guardians for places of importance or religious significance. However, greater Blood-Stones are less reliable than their lesser cousins, and are always looking for a way to escape their bond to the sorcerer that summoned them. The goal of a greater Blood-Stone is to escape into our world, where it



THE COMPLEAT BESTIARY

can wreak havoc and destruction.

The greatest danger of the greater Blood-Stone is that until they attack, they are utterly indistinguishable from a normal statue. Even psychic or arcane senses will not detect them as magic or living beings, though the entire area where they are located will feel somehow sickly and unnatural.

COMBAT: Also known as the Silent Assassins, greater Blood-Stones attack via stealth, sneaking up on unsuspecting prey with lightning speed, striking with its stone-hard fists and draining the life from its victim, which it uses to sustain itself. Victims of this attack lose their Dexterity bonus to Armor Class unless they succeed at a Wisdom Check against CL 5.

ARCANE KNOWLEDGE: Though it cannot cast spells itself, the greater Blood-Stone is a font of arcane and forbidden knowledge. If one can somehow manage to strike a deal with the creature, it can be a valuable source of information. Some Arcanists will summon greater Blood-Stones for this purpose, seeking to learn new spells and other wisdom. Many fail in this effort and become the Blood-Stone's next victim.

DAMAGE IMMUNITY: Like its lesser cousin, the greater Blood-Stone is immune to all physical damage, being subject to damage only from magical and psychic attacks. The Blood-Stone cannot be attacked (even by magic or psychic powers) while it is in its statue form, unless it is currently grappling an opponent or has communicated via Telepathy (see Telepathy and Unbreakable Grapple, below).

LIFE DRAIN: A greater Blood-Stone that successfully strikes a victim, in addition to physical damage, drains its victim's life-force. This results in 1d4 damage to the victim's Constitution score (which can result in further hit point loss if the victim's Con bonus decreases as a result). This drain is then transferred to the Blood-Stone in the form of Hit Points: 1d10 per point of constitution drained. These hit points can increase the Blood-Stone's maximum. Assuming the victim survives the attack of the Blood-Stone, ability damage returns at the rate of one point per day. If a victim is killed through life drain, its body is completely consumed, vanishing without a trace. No one knows where these victims go, but it is said that their bodies and soul are transported to the realm of the Blood Imperator, to be forever tortured and fed upon.

MANIFEST: Once it is summoned to the Earth, the Blood-Stone can freely travel between our dimension and the hellish realm of the Blood Imperator. Transporting between realms takes only one action, though generally speaking, once summoned, a Blood-Stone can or will only return home if the sorcerer who summoned it is killed, its work is done, or it grows bored of wreaking terror upon this world.

STEALTH: The Blood-Stone's greatest power is also its weakness. When observed, the Blood-Stone cannot move and resembles in all respects a normal statue, though it retains its

damage immunity in this form. However, the moment an observer looks away, it moves with absolute silence and blinding speed. When it attacks a victim, the victim must make a Wisdom saving throw or lose its Dexterity bonus to Armor Class.

TELEPATHY: Once a Blood-Stone is revealed to be a living creature, it can communicate with any intelligent creature via telepathy as per the psionic power. However, should it choose to communicate telepathically, this opens it up to damage from psychic or magical attacks.

UNBREAKABLE GRAPPLE: When the Blood-Stone strikes a creature with its melee attack, the creature is automatically grappled. While grappled, the Blood-Stone can automatically use its Drain Life ability each round. Unfortunately, as soon as the target sees the Blood-Stone it freezes hard as stone, rendering the grapple unbreakable due to the Blood-Stone's damage immunity. Escaping from a Blood-Stone's grapple requires a Dexterity saving throw at CL 10. Even while frozen, a Blood-Stone can, if it chooses, still drain the life from an opponent, though this renders it vulnerable to magic and psychic attacks.

Escaping the grapple while the Blood-Stone is unseen is much easier, requiring a Strength or Dexterity save at CL 5. This, however, also allows the Blood Stone to move and make further attacks.

UNNATURAL AURA: A greater Blood-Stone gives off an unnatural aura within 60 feet of its location. It is impossible to pinpoint the exact source of this aura; the entire area will simply feel somehow "wrong" or "unnatural."

BLOOD WORMS

NO. ENCOUNTERED: 10–100

SIZE: Small

HD: 1 (d4)

MOVE: 10ft.

AC: 10

ATTACKS: Bite (1)

SPECIAL: Blood Drain, Infestation

SAVES: P

INT: N/A

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

XP: 10+2

Blood worms are small, snake-like worms, averaging 12–18 inches long and about 2 inches in diameter. They are white, segmented worms with a small aperture at one end for a mouth, lined with thousands of tiny teeth.

These are creatures born of the blood of evil fey. The poisoned blood of fallen faeries must spill into rich, vibrant soil in order for the worm to spawn. Once it does, the worms propagate quickly, spreading over vast fields where they mature into large foot long worms. They are not able to move quickly or far, so they generally take up residence where they spawn. They are mindless creatures, always hungry, unaffected by temperature or weather of any kind.

Blood worms are highly susceptible to fire and shy away from it, but they will strike as soon as the danger passes.



COMBAT: Blood worms lie in wait for victims to come to them. When any living creature moves within striking distance of a worm, roughly a foot away, the worm strikes out attempting to bite the creature and latch on. Worms continue to attack a victim no matter how many other worms have latched on. The worms are not able to bite through armor of any kind, but will latch onto leather armor, shields, equipment, or any thing else they strike. After one round, they fall off to strike again. They can bite through clothing.

BLOOD DRAIN: Once they have latched on, blood worms begin sucking the victim's blood and will continue to do so until they are gorged, which occurs in 4-12 rounds. They do 1 point of damage a round.

INFESTATION: The bite of a blood worm carries with it thousands of tiny larvae. With each successful bite the blood worm injects the larvae into the victim's blood stream; within a few short rounds they infest the whole body. The larvae attach onto the inner walls of veins and begin to chew their way through the flesh. The larvae begin breaking through the walls of veins in 1d4 days. When this happens the victim begins bleeding internally, suffering 1 point of damage every hour after the breakthrough. Eventually, the victim begins bleeding from their eyes, mouth, nose and any sores or open wounds on their body.

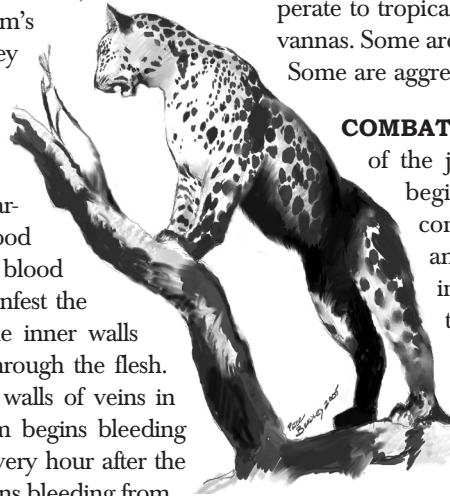
A successful constitution save (CL 0) blocks the infestation. If infected, there are a number of ways to cure the infestation. A cure disease spell, any type of neutralize poison will do the trick. Also, raising the victim's temperature to over 100 degrees for 1-4 hours kills the larvae and sweats them out. Dropping the victim in heated water, hot springs, etc. usually achieves the desired result.

CAT

NO. ENCOUNTERED: 1-4 **SPECIAL:** Twilight Vision
SIZE: Small **SAVES:** P
HD: 1 (d2) **INT:** Animal
MOVE: 30 ft. **ALIGNMENT:** Neutral
AC: 14 **TYPE:** Animal
ATTACKS: Nil **XP:** 5+1 (2)

Wild cats are solitary creatures. Only when a mother is rearing kittens are wild cats found in groups of up to 4. They are quick, quiet and rarely seen. Cats come in a variety of colors.

COMBAT: Wild cats are too small to affect combat in any way. Though one may manage to scratch someone, only the most simple-minded creature would be put off by it. The only creatures truly threatened by feral cats are rodents and birds. They can, however, be a threat in groups (see "Swarm," [page 74](#)).



CAT, GREAT

NO. ENCOUNTERED: 1-6 **SANITY:** None
SIZE: Large **SAVES:** P
HD: 5d8+5 (25 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 14 **TYPE:** Animal
ATTACKS: 2 Claw (1d4); Bite (1d10) **XP:** 180+5 (205)
SPECIAL: Rake, Twilight Vision

Great predatory cats can be found the world over, from temperate to tropical climates, forests, mountains, jungles, and savannas. Some are solitary creatures while some move in Prides. Some are aggressive hunters while others are quite timid.

COMBAT: Great cats stalk their prey using the cover of the jungle for camouflage. They almost always begin an attack by springing on their prey from concealment, and biting and raking viciously in an attempt to make a quick kill. Once it has incapacitated its prey, a tiger will drag it into the foliage to be devoured.

RAKE: If a great cat successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d4+2 damage.

CENTIPEDE, GIANT

NO. ENCOUNTERED: 1-20 **SANITY:** 1/1d4
SIZE: Medium **SAVES:** P
HD: 6d8 (27 hp) **INT:** Low (animal)
MOVE: 40ft./40ft. (climb)/10ft. (burrow) **ALIGNMENT:** N
AC: 18 **TYPE:** Vermin
ATTACKS: Bite (1d6+2) **XP:** 270+6 (432)
SPECIAL: Darkvision, Poison, Tremorsense

These grotesque creatures are six-foot long versions of their tiny cousins, the common centipede. They have a long, multi-segmented body covered in a reddish brown exoskeleton, long antennae, wire-like legs and small, spiky pincers from which they produce poison to incapacitate prey.

Whether mutated by foul science or the radiations of some lost subterranean world, they haunt the caverns and caves beneath the earth, venturing forth only to find food when their home supply runs short. They are driven entirely by instinct, moving rapidly over ground, walls and ceiling to attack their prey with their spiky stinger which is coated with a potent neurotoxin.

COMBAT: Giant centipedes are driven entirely by instinct. They are aggressive predators who will not hesitate to attack human beings, as they are incapable of distinguishing a superior foe from a weakened one. One of these creatures is a danger; a colony of up to twenty can be lethal to even the most experienced team of explorers.



THE COMPLEAT BESTIARY

Giant centipedes, while possessed of only rudimentary mental faculties, have a natural cleverness. They will use their ability to climb on walls and ceilings to their advantage, as well as their natural speed, darting in to sting, then retreating to wait for their poison to take its toll.

DARKVISION: Giant centipedes can see in absolute darkness just as if it were brightly lit, out to a range of 60 feet.

POISON: When a giant centipede strikes with its bite, the victim must make a Constitution save against a strength 3 poison (Save CL 4, 1d6 damage, illness effects -4 to all physical ability checks, saves and combat rolls to hit and damage, duration 1-2 weeks). For full rules on poison, see *Amazing Adventures* p.179.

TREMORSENSE: So long as it is in contact with the ground, a giant centipede automatically senses the location of anything else that is in contact with the ground and moving within 60 feet. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for the giant centipede to detect them.

CHILD OF THE DEEPER DARK

NO. ENCOUNTERED: 1-4 **SANITY:** 4/1d8
SIZE: Small **SAVES:** M
HD: 10d8 (45 hp) **INT:** High
MOVE: 50ft **ALIGNMENT:** CE
AC: 15 **TYPE:** Extraplanar (Demon)
ATTACKS: 2 slam (2d6) **XP:** 1,350+10 (1,750)

SPECIAL: Manifest, Mentalism, Paralysis, Shadows, Stealth

The fearsome and deadly Child of the Deeper Dark appears deceptively innocent, as a waif-like child. In truth, these demons originate from the Deeper Dark, the void-like space between spaces beneath our universe, where the Old Ones are said to have originated. These creatures are purely malign entities whose minds are utterly alien to humankind. They are deeply connected to shadows, sorrow and pain, and are often summoned as a way to torture enemies.

It is not known why the Children of the Deeper Dark take the appearance of human children, whether this is their natural form or they simply choose an appearance to heighten their maddening purpose. When they first appear, however, they

will seem to be malnourished, dirty, sad, and lost children begging for help. This is how they lure victims into their clutches.

COMBAT: The Child of the Deeper Dark uses its appearance as a lonely, lost child to draw victims close. If need be they will supplement this deception using their powerful Mentalism abilities. It is only when their victim draws near that the Child of the Deeper Dark unleashes their otherworldly nature. The touch of the Child of the Deeper Dark burns like a white hot poker, but the damage is from extreme cold rather than heat.

MANIFEST: The Child of the Deeper Dark, once summoned to this world, can enter and leave it at will, manifesting through deep shadows. To an observer, it will seem like the child has stepped forth from being obscured in darkness. Rarely will the victim be aware that a demon has actually stepped forth into our reality. It takes one round for a Child of the Deeper Dark to emerge into or leave our reality.

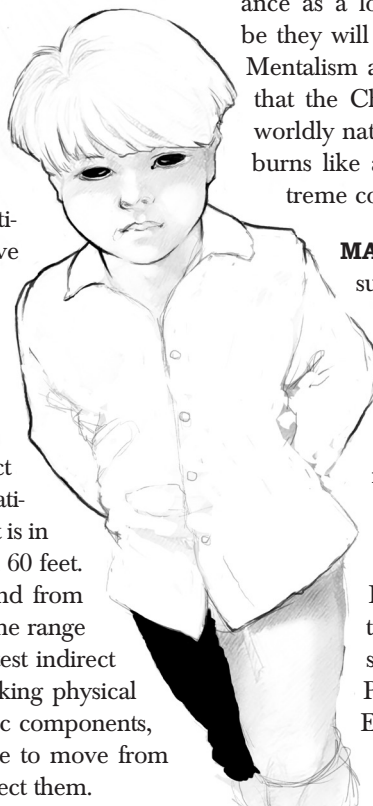
MENTALISM: All Children of the Deeper Dark command the abilities of tenth-level Mentalists, including +3 to all Mental saves, four Basic Psionic Powers, plus one Advanced Psionic Power. A typical Child of the Deeper Dark knows Empathic Transmission, Mental Stun, Mesmerism and Obfuscation for its Basic powers, and Telemagry for its Advanced power.

PARALYSIS: Any living creature that is struck by the Child of the Deeper Dark's slam attack must make a strength save or be paralyzed. This paralysis lasts for 1d4+1 turns, or until a remove curse or remove paralysis spell is cast upon the victim.

SHADOWS: Children of the Deeper Dark are innately tied to the realm of mist and shadows between the spaces of our dimension. Any time a Child of the Deeper Dark stands even partially in shadow, it gains +4 to its AC. In addition, a Child of the Deeper Dark can, instead of attacking, step into one shadow and emerge from any other shadow within its line of sight, so long as the shadow in question is deep enough in which to hide from view.

However, if the Child of the Deeper Dark is submitted to an area of bright light which removes all deep shadows, it immediately suffers 5d6 damage and a -4 penalty to all attacks, checks, and saves. In this case, the Child will do whatever it needs to do, to escape back to an area of shadow and return to its home realm.

STEALTH: A Child of the Deeper Dark can hide and move silently as a tenth-level Hooligan. It is treated as having Dexterity as a Prime Attribute for purposes of this ability only.



CHIMERA

NO. ENCOUNTERED: 1–4 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 9 (d10) (50 hp) **ALIGNMENT:** Chaotic Evil
MOVE: 30 ft., 50 ft. (fly) **TYPE:** Magical Beast
AC: 19 **XP:** 1000+9 (1600)
ATTACKS: 2 Claws (1d3), Gore (1d4), Bite – Dragon (2d6), Bite – Goat (2d4), Bite – Lion (3d4)
SPECIAL: Breath Weapon, Darkvision 60 ft., Twilight Vision
SANITY: 1d8/1d10

A chimera is a frightening amalgam of a lion, a goat, and a red dragon, several times larger than a fully-grown lion. The central lion's head dominates the creature, and the two smaller heads, the goat and dragon, flank the central head. The chimera has the hind quarters of a goat, the forequarters of a lion, and the massive wings of a dragon, which enable the chimera to fly. The creature is huge, with a fierce temperament. They attack with little or no provocation and generally fight to the death.

Each of the chimera's heads is active, and retains independent abilities, making the chimera a deadly predator on the open grasslands it terrorizes. As often as not, the heads are snapping or striking at each other. Occasionally, chimera can be found in a pack of 4, but they are usually solitary hunters.

COMBAT: The chimera is at home in the air and on the ground. They are particularly aggressive and attack without any provocation. They prefer to attack from above, and usually do so by swooping down, and tackling the victim much like a lion would an antelope. They proceed to violently rake the creature with back and front claws, biting it and breathing flaming death with its dragon head. When its victim is rendered helpless the chimera will fall upon it and devour its slaughtered prey.

BREATH WEAPON: Three times per day, the dragon head is able to breathe a gout of flame in a small cone. The cone extends up to 50 feet from the dragon's mouth and does 3d8 points of damage. A successful dexterity save reduces this damage by one-half.

CRAB-MEN

NO. ENCOUNTERED: 1-50 **SANITY:** 3/1d6
SIZE: Medium **SAVES:** P,M
HD: 5d10 (28 hp) **INT:** High
MOVE: 30ft./40ft (swim) **ALIGNMENT:** LE
AC: 17 **TYPE:** Monstrous Humanoid (alien)
ATTACKS: 2 claws (1d6) or death ray (1d10) **XP:** 260+5 (400)
SPECIAL: Amphibious, Create Spawn, Improved Grapple, Tremorsense, Undeath

These malign alien beings resemble humanoid crabs, with eye stalks, a heavy, spiked chitinous shell, and long, visibly-

jointed arms that end in enormous pincers. They are approximately the size of human beings, and speak in a series of clicks and whistles. Whether they have the faculties to speak human languages is unknown, as no attempt at communication has ever been successful.

They hail from the Al Tarf star system—what we on Earth know as the star Beta Cancrī—and boast a vast empire. Their primary goal is to seek out planets that are habitable to their species and colonize. The means of colonization, unfortunately, results in the extermination of any intelligent humanoid life already present on the planet, who the crab-men use as incubators for their species, and thereafter as food and zombie slaves.

In the past, the Crab-Men warred extensively with the Grey aliens ([see p. 11](#)) and to this day the two are mortal enemies. This does not, however, make the crab-men allies to humanity, but rather as competitors for the conquest of the Earth.

Crab-men travel the cosmos in massive biomechanical vessels that resemble giant crab shells and possess devastating energy weapons. No ship has ever been captured, so no one knows how they are constructed or grown, or the secrets of their operations.

COMBAT: A crab-man has two means of combat. They can attack at range using death rays that are strapped to their fore-arms, or they can attack in melee with their vicious pincers. To date, no scientist has been able to work out how exactly the death rays function; those removed from crab-men seem to have no trigger mechanism or means by which to fire the device. It is speculated that either the device channels bio-electric energy from the crab-men themselves, or that there is some sort of telepathic command system at work.

AMPHIBIOUS: Crab-men are equally at home on land or in the water, and can breathe in both environments. They are expert swimmers who cut through water at a speed of 40ft. per round.

CREATE SPAWN: A crab-man who successfully grapples his prey for more than 1d4 rounds begins to pump eggs into the victim. Once inside, the eggs make their way into the victim's abdominal cavity, where they are nourished by food from the victim's stomach and intestines. Within 1d4 days, the victim dies as its abdominal cavity explodes and up to twenty (3d6+2) new crab-men (albeit in larvae form) emerge. These larvae crab-men then spread across the victim's body, covering it with a slime that almost instantly hardens in to a chitin that protects the larvae and, incidentally, the body, upon which the new crab-men children feed.

Crab-man larvae mature to fighting age within 1d4 weeks of birth. By this time the body of the victim is completely consumed and of no further use. The larvae then undergo a massive growth-spurt overnight, shedding their skin and increasing in size ten times over. Within another day they have grown their exoskeleton and are ready to begin training as adults.





Once impregnated, most people are doomed. A Constitution save made daily, beginning at CL 5 and increasing by one for each passing day, will hold off the infection for one more day. If the victim is rushed to surgery before death, the eggs may be removed. The surgeon must make both Wisdom and Dexterity checks at a CL equal to the current Constitution save CL in order to save the victim's life.

IMPROVED GRAPPLE: If a crab-man successfully strikes with both claw attacks it automatically grapples its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic claw and bite damage from the creature each round. The creature, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice.

TREMORSENSE: So long as it is in contact with the ground or in the water, a crab-man automatically senses the location of anything else that is in contact with the ground (or in water) and moving within 60 feet. If no straight path exists from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for the crab-man to detect them.

UNDEATH: Perhaps the most terrifying aspect of infestation by Crab-Men larvae is that the victim rises as a zombie puppet under the control of any Crab-Man within 500 feet. These creatures have the same statistics as normal zombies (p.66), except that they have AC 17 and move 30ft. These zombies remain in existence until the larvae mature, at which point the body has been consumed down to the bones and falls to the ground, worthless.

THE CREATED

NO. ENCOUNTERED: 1-4 **SANITY:** 1/1d4
SIZE: Medium **SAVES:** P,M
HD: 8d10 (50 hp) **INT:** Average to High
MOVE: 30ft. **ALIGNMENT:** Any
AC: 15 **TYPE:** Monstrous Humanoid
ATTACKS: Slam (1d10) or by weapon **XP:** 675+8 (1,075)
SPECIAL: Crush, Immunities, Improved Grapple, Rage, Regeneration

The Created are similar to flesh golems in that they are a collection of stitched-together and often mis-matched parts endowed with unnatural life by their creators. However, this is where the similarity ends. The Created are assembled by crazed scientists and medical procedures far beyond the ken of normal knowledge.

The Created, unlike flesh golems, are endowed somehow with sentience and self-awareness. Their intellect is average to high, with some even approaching genius level, depending upon the brain used to create them. This also means that the Created have individual personalities that develop from the time they awaken. Interestingly, though the Created have the brain of a deceased person, few of them remember their past lives, though certain skills, such as the ability to play a musical instrument, may carry over.

Some view the Created as unnatural abominations to be destroyed out of hand. Others view them as unique experiments to be studied, poked and prodded in an effort to learn more about science and medicine. Still others are more concerned with the question of what makes one human, and whether these tortured creatures have a soul. The personality of any given Created seems to be a combination of carry-over from its former life (or its brain's, in any case) and how it is treated by its creator and by humanity at large.

COMBAT: When in combat, the Created generally uses its meaty fists to beat its victims to a pulp, though many will resort to using weapons if there are any nearby. They should be treated as having proficiency with small and medium melee weapons, and potentially with guns, if it is appropriate to the specific Created in question. Some may even have class abilities from various character classes.

CRUSH: When a Created grapples a victim it can automatically deal 2d6 damage every round by crushing the victim to death, so long as the grapple is maintained.





IMMUNITIES: The Created are immune to death effects, spells that charm or put the victim to sleep, and gain +3 to saves against poison.

IMPROVED GRAPPLE: If the Created successfully strikes an opponent with its slam attack, it can choose to automatically grapple that opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic claw and bite damage from the creature each round. The creature, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice.

RAGE: An enraged Created is a force to be reckoned with. When driven into a rage, the Created gains +4 to AC, +2 to hit and damage, and +3 to all saving throws. To determine if a Created flies into a rage, roll 1d6 each round of combat; on a result of 1 or 2, the creature is enraged.

REGENERATION: The Created regenerates 1d4 hit points every round.

CROCODILE (ALLIGATOR)

NO. ENCOUNTERED: 4-36 **SAVES:** P
SIZE: Medium **SANITY:** None
HD: 3d8 (12 hp) **INT:** Animal
MOVE: 20 ft., 30 ft. (swim) **ALIGNMENT:** Neutral
AC: 15 **TYPE:** Animal
ATTACKS: Bite (2d4), Tail Slap (1d12) **XP:** 30+3 (66 hp)
SPECIAL: Roll, Twilight Vision

Crocodiles dwell in swamps, marshes or river banks, often gathering in groups of 4 to 36. They are stealthy and hunt almost any prey. They live in large communities and tend to feed together. If one attacks a target, it is shortly joined by any others in the area. Alligators typically measure 8 to 15 feet in length and

weigh 500 to 1,200 lbs.; crocodiles are slightly larger, and measure from 10 to 20 feet and weigh 1,000 to 2,000 lbs.

COMBAT: Crocodiles stalk their prey by approaching slowly under water. They blend perfectly with their environment and almost always surprise an opponent. They attack with a sudden lunge, grab their victims, pull them into the water and attempt to drown them.

ROLL: After a successful bite attack, the victim must succeed at a strength save or be dragged underwater and held by the crocodile. The crocodile spins itself and the prey in a barrel roll as they sink together, making escape difficult. On subsequent rounds, the reptile deals bite damage to the victim automatically. The victim is incapacitated in 2-5 rounds unless the crocodile is slain. This ability may only be used in water, and only against an opponent up to double the size of the crocodile. At times, monstrous crocodiles and alligators are encountered, measuring up to 30 feet and weighing 2 tons. These creatures are always large, have 7d8 hit dice (28 hp), an armor class of 17, and bite for 2d8 points of damage.

DARK ONES

NO. ENCOUNTERED: 1-50 **SANITY:** 3/1d8
SIZE: Large **SAVES:** P, M
HD: 10d8 (45 hp) **INT:** Average to High
MOVE: 25 ft./40 ft. (on all fours)/40 ft. (climb)/40 ft. (swim)
AC: 19 **TYPE:** Extraplanar (Demon)
ATTACKS: 2 Claws (1d8+6), **XP:** 1,950+10 (2,400)
 Bite (1d4+3)
SPECIAL: Cleave, Climb, Leap, Music of Madness, Petrification, Sorcery

No one really knows from where these bestial monstrosities hail. It is speculated that they are natives of the Deeper Dark, where the Ancient Ones hold sway in their eternal madness and despair. If this is the case, the Dark Ones emerge into this world when summoned or through portals to sew chaos and entropy in the world.

They resemble a blasphemous hybrid of reptiles, fish, apes and men, with bulbous toad-like eyes, a broad mouth full of rows of dagger-like teeth, and wicked claws. They move with a lumbering, lurching gait, their bodies shaped in a grotesque simian form which leaves them hunched but capable of moving on all fours or on two legs.

The Dark Ones sometimes act as intermediaries for cults dedicated to ancient, forgotten and blasphemous gods, but also sometimes travel in hunting packs of 5-10 to find victims for food and sacrifice. They can also, very rarely, be found in larger tribal communities hidden within ancient temples and muck-filled swamps. Encountering a single Dark One is dangerous. A hunting pack of up to ten is lethal, and stumbling upon an entire community of up to fifty of these horrific



THE COMPLEAT BESTIARY

beings is an experience which an explorer should consider himself lucky to survive with life and sanity intact.

Dark Ones are possessed of intelligence and sentience, and are capable of conducting devious plans. They are masters of sorcery who delight in corrupting the minds and souls of men and decorating their horrific gardens with living statues of sacrificial victims and those who displease them.

COMBAT: Dark Ones are vicious combatants, leaping into the fray to sow chaos and destruction with violent glee. They tear into their victims with claws and teeth, leaping out of the way of attacks, only to leap back in the next round. One of their greatest pleasures is inflicting petrification on their victims.

CLEAVE: If a Dark One inflicts enough damage on a claw attack to reduce a victim to zero hit points, it immediately makes an additional attack at any opponent within reach.

CLIMB: Dark Ones have nigh indestructible razor-sharp claws that allow them to scale most natural surfaces by making a Strength check.

LEAP: A Dark One can leap 30 feet in a single bound. This ability can be used twice per melee round, meaning the creature can leap into range to attack a victim, then leap back out of range to avoid a responding attack.

MUSIC OF MADNESS: Dark Ones can emit an eerie, haunting music once per day that has a maddening effect on their foes. The first round of hearing a Dark One's magic requires the victim to make a Charisma save (CL 10) or simply stop and listen to the music, unable to take any other action. If the save is successful, the victim shakes off the effects of the music entirely and no second save is required.

The second round, any entranced victims must make a second Charisma save. If the save is successful, the victim shakes off the effects of the music and may act normally, though at -2 to all attacks, saves and ability checks, so long as the music continues. On a failed second save, the victim is overcome by an uncontrollable, maddening glee and is subject to domination by the Dark One, obeying any command the creature issues without question. The victim will even attack friends and loved ones in a homicidal rage, laughing with delight the entire time.

Those who successfully save against the Music of Madness are immune to its effects for 1d4 weeks.

PETRIFICATION: Victims of the Dark Ones' claw attacks who are reduced to zero hit points or below are turned to stone. In this state, victims retain their consciousness and slowly go mad throughout the years as they are unable to move or take any action. They are, in this form, ageless and do not require sleep, food, or air, but they still feel hunger and discomfort, as well as pain from the wounds which caused them to transform. This agonizing torture grows with each passing day until within a few weeks at best, victims be-

come hopelessly mad. If using Sanity rules, the petrified victim must make daily SAN checks or lose 1d10 sanity points.

The only way to reverse this effect is through sorcery (Stone to Flesh), but Sanity loss from petrification will remain, and the victim will return to flesh with the same hit points it had when transformed. Thus, if a victim was transformed at -10 hit points or below, returning him or her to flesh will result in instant death. This, however, may still be preferable to the hell that is life as a living statue.

SORCERY: Any given Dark One has a 50% chance of possessing the spell casting abilities of a 10th-level arcanist.

DARK RIDER

NO. ENCOUNTERED: 1-6 **SANITY:** 3/1d6

SIZE: Large **SAVES:** P, M

HD: 10d8 (45 hp) **INT:** Average

MOVE: 30 ft. (on foot) / 60 ft. (mounted) **ALIGNMENT:** NE

AC: 20 **TYPE:** Extraplanar (Demon)

ATTACKS: Spectral Weapon (1d8+3, plus hellfire) plus two hooves (1d8+4) when mounted. **XP:** 1,950+10 (2,400)

SPECIAL: Hellfire, Manifest, Spectral Weapon, Shadowbound, Steed, Tracking the Soul

The legends of the Dark Riders abound in ancient and colonial texts. Sometimes these foul beings are seen as Headless Horsemen. Other texts refer to them as Riders of the Apocalypse. It is likely that there are as many names for this race as there are varieties. Indeed, the Riders of the Apocalypse were likely a specific team of Dark Riders that pillaged Ancient Rome near the end of its days, while the Headless Horseman may have been a solitary Rider that ravaged the countryside of New England in Colonial times.

These menacing demons appear as riders, cloaked in black, riding a black steed with oily fur and fire in its eyes. Some say the steeds of Dark Riders trail flame behind them when they run. Dark Riders wield weapons which cloak themselves in hellfire when swung, and carry horrific effects to those they strike.

It is rare that a Dark Rider reveals its face; all that can be seen are two eyes resembling smoldering coals beneath a deep, shadowed cowl. Various legends describe the appearance of the head when the rider is uncloaked: some say it resembles a lit Jack-o-Lantern. Others say it is a leering skull cloaked in flame. Still others say these creatures wear the heads of their victims. There are, finally, those stories that claim the riders bear the faces of horrific demons beneath their cowls. It is possible that all of these stories are true, and refer to different members of the same species.

Dark Riders are summoned by vile Arcanists to serve as messengers, assassins, and bodyguards. In addition, they can sometimes be called to our world in areas that suffer from great fear, super-



stition, or which are irrevocably infected with the dark purpose the individual rider serves. The famous Headless Horseman, for example, was able to appear due to the strong superstitious beliefs of the locals of Sleepy Hollow. The Horsemen of the Apocalypse appeared during a time of great upheaval and strife, each mirroring one of the major plagues of the time – Judgment and Hate, Famine, War, and Death by Pestilence. Indeed, it is sometimes whispered that one or more of the Apocalypse riders has appeared in various areas throughout history—the Inquisition, the Black Plague, the great wars throughout history.

COMBAT: Dark Riders conduct combat in a fairly straightforward manner—as mounted warriors they simply charge with their spectral steeds and dispatch their foes. The first attack is usually a pair of hooves from the phantom horse on which the rider sits, followed by a sweeping blow from the rider’s spectral weapon. Riders seem to have no fear of death, and continue to fight until they themselves are dispatched back to whatever hell from which they came.

HELLFIRE: Dark Riders command the power of hellfire. They can choose to cloak their weapons in this fearsome blood-red flame as they swing at their foes, dealing an additional 2d6 fire damage on a successful hit. Victims who make a successful constitution save upon being struck by a fire-cloaked weapon suffer only 1d6 extra damage from the magical fire.

In addition, they can, thrice per day, hurl a blast of hellfire at a foe, which deals 6d6 damage to a 20 foot radius. Victims who succeed at a dexterity-based save suffer only half damage from the blast.

PORTALS: Once summoned to this realm via sorcery or dark purpose, Dark Riders can manifest on this plane of existence and return to their hellish home domain via portals. This process takes one round to accomplish. A Dark Rider can use these portals to teleport, vanishing from one place and reappearing in another within 100 feet of that location the following round.

SPECTRAL WEAPON: The weapon wielded by a Dark Rider is part of its body, and takes the form of whatever purpose the rider serves. A Dark Rider dedicated to famine, for example, might wield a sickle, while one dedicated to death by pestilence could wield long claws dripping with spectral toxins or, in the modern era, see its fingertips capped with claws that resemble hypodermic needles. The appearance of these weapons is not related to the damage they deal.

Each horseman, however, has a special attack related to its individual calling. The Headless Horseman, for example, would have a special attack that allows it to decapitate a victim on a roll of natural 20, after which it would not appear again for 1d6 months. A pestilence-dealing horseman might inflict its victim with a Type 4 disease or poison, or may be able to summon a swarm of rats or other disease-bearing creatures. Game Masters should tailor this ability to the individual Dark Rider, but make it appropriately deadly.

SHADOW-BOUND: Dark Riders are creatures of darkness who cannot exist in areas of daylight, nor be active during the day. They can only function between the hours of dusk and dawn. While they can exist in artificially lighted areas during those hours, while in the light they suffer -2 to all attacks, saves, and ability checks. At the first rays of dawn, they vanish into a realm of shadow, leaving behind a cloud-like wisp of black vapor. They cannot emerge again from their shadow realm until the first rays of dusk fall behind the horizon.

STEED: The Dark Rider is one with its steed, which gives it additional life force. In addition to granting extra hoof attacks, a Dark Rider must effectively be killed twice to be banished from this plane of existence. If the demon is dispatched while mounted, its horse falls to the ground, and the rider rises on foot to continue the fight. Within 1d6 rounds, a new steed will appear under the rider to bear it anew. If the Dark Rider can be killed again before the new steed manifests, it is banished back to its home realm where it must lick its wounds for decades before it can return to this world.

TRACKING THE SOUL: If a Dark Rider sets its sights on a given victim or prey, they can track it to the ends of the earth. Moving far from the spot where the Rider was first encountered, and continuing to flee thereafter, provides only a delay to the inevitable encounter. Each night, the Dark Rider makes a Wisdom check; success means it has picked up the supernatural “scent” of its prey’s spirit and can move 1d% miles closer to its prey that night. A Dark Rider will track its prey with singular determination, even if it takes years to catch up, killing anyone and destroying anything that gets in its way.

DEGENERATE BEAST-MEN

NO. ENCOUNTERED: 1-20	SANITY: 2/1d4
SIZE: Medium	SAVES: P
HD: 2d8 (9 hp)	INT: Low
MOVE: 30 ft.	ALIGNMENT: CN
AC: 15	TYPE: Monstrous Humanoid
ATTACKS: 2 Claws (1d6+2), Bite (1d4)	XP: 15+2 (33)
SPECIAL: Mutations	

“Degenerate Beast-Men” is a catch-all phrase for mutant, humanoid creatures that have been raised from animal state, or men who have been degenerated to animal state, via scientific experiments, foul sorcery, or other external means, be it the effects of mysterious natural gas wells or radiation from crashed meteors. These creatures are savage, possessing minimal intelligence and communication abilities, and they gather in tribal groups often living in caves, deep forests and jungles, or ancient ruins far from the world of humans. Sometimes, an unscrupulous arcanist may enslave one or more of these creatures to do her bidding, but they make unreliable servants due to their violent tendencies and low intelligence.

Degenerate Beast-Men look like short, squat crosses between men and apes, with wiry brown fur, long arms and huge hands



THE COMPLEAT BESTIARY

tipped with retractable claws, extended incisors and canine teeth, and an oily mane of fur-like hair surrounding their head and face. Some have additional mutations that grant them abilities beyond their common kin; these tend to rise to be the leaders of beast-man tribes in a similar way that a silverback gorilla might command his own troop of apes.

Beast-Men, in their basic intelligence, tend to be highly superstitious and view technology as magic, and powerful people and structures as deities. Those that rise to chieftdom with mutations that have a magical tint to them, such as glowing eyes, may be seen as powerful agents of their nameless gods. It is, thus, possible to cow a group of Beast-Men through a significant show of force.

COMBAT: Beast-Men employ only rudimentary tactics in combat, these being similar to those seen amongst pack-hunting species like wolves. They fan out and encircle their prey while driving it forward, attempting to close in from all sides while simultaneously picking off those weaker prey that straggle from a main group. When they have their prey surrounded, they move in en masse, ripping and tearing with claws and teeth.

Due to their superstitious nature, Beast-Men can be temporarily subdued at the sound of gunfire, unless they have encountered guns before. The first time a group or tribe of beast-men hears gunfire, they must succeed at a Wisdom save or cower for 1d4 rounds, during which they can be negotiated with or driven off in fear. At the end of this period, however, they will overcome this fear and press the attack if other measures have not been taken.

Beast-men do have the intelligence to use tools that they find, and on occasion one may encounter those that have scavenged ranged weapons such as slings, spears, bows, or even firearms. They may also choose to wield melee weapons in lieu of their claws.

MUTATIONS: Any given beast-man has a 50% chance of being afflicted by a mutation of some sort. If a beast-man has a mutation, consult the following table to see what it is, and what game effect it may have.

D10	MUTATION	EFFECT
1	Glowing eyes	Deepvision
2	Overdeveloped haunches	Leap 30' long, 15' high
3	Large ears	+4 to hearing-based checks
4	Spikes or horns	Extra attack (1d6+2)
5	Webbed digits	Swim 40 ft.
6	Poison	Type 1d4
7	Regeneration	1d4 per round
8	Thick hide	+1d4 AC
9	Large nose	Track by scent (as Tracking Generic Class Ability)
0	Climbing Claws	Climb (as Raider Class ability; +2 to checks)

DEMON BAT

NO. ENCOUNTERED: 1 **SANITY:** 4/1d8
SIZE: Medium **SAVES:** P, M
HD: 11d8 (50 hp) **INT:** High
MOVE: 30 ft./40 ft. (fly) **ALIGNMENT:** LE
AC: 21 **TYPE:** Extraplanar (Demon)
ATTACKS: 2 claws (1d8+5), **XP:** 1,675+11 (2,225)
bite (1d6+2)

SPECIAL: Alternate Form, Echolocation, Improved Grapple, Sorcery, Wounding Attack

These freakish demons resemble a cross between a human and a gigantic bat. Their general body is that of a man, but with clawed feet and hands. Their wings are attached to their arms, ending at the wrist, and they have the head of a giant vampire bat. Demon bats can sometimes be found in the employ of vampires (or in control of vampires). They are highly intelligent, crafty beings who derive thrill from the pain and suffering of mortals. When active on the mortal realm, they feed upon human blood and seek to exercise dominance and control over as many “lesser creatures” as possible. To this end they will often act as tutors to those who seek magical power, dangling such power like a carrot at the end of a stick, and pulling back as necessary to maintain greater control over their thralls.

COMBAT: Demon bats prefer not to engage in combat—they do not like to “dirty their hands.” They would much rather have thralls and servants do their dirty work for them. However, when pressed into combat, they are canny and ingenious foes who turn their enemies’ weaknesses against them with superhuman success. Their mastery of sorcery when combined with their ability to fly and natural weapons make them deadly foes, even to experienced explorers. A demon bat can make for a powerful, shadowy and threatening ongoing foe for a group of adventurers.

ALTERNATE FORM: Demon bats can take the form of human beings for up to eight hours per day. The transformation takes but a single round to perform, and the human appearance need not always be consistent, though many demon bats do have favorite forms. If it wishes, however, the demon bat can appear as any gender, race, height, weight, hair color, eye color, or combination thereof—even those that do not naturally appear amongst humankind such as crimson eyes and pink hair can be achieved.

While in human form the demon bat can manifest its claws and teeth at will and retains its echolocation, sorcery, improved grapple and wounding attack abilities.

ECHOLOCATION: Demon bats gain the equivalent of deep-vision due to their ability to navigate using high-frequency sound waves, much like a natural sonar sense. This sense can be partially fouled by loud noises. Ringing bells, sounding trumpets, even continual shouting requires the demon bat to make a wisdom check at -2 in order to use its senses in complete darkness.



IMPROVED GRAPPLE: If the demon bat strikes with both claw attacks, it automatically grapples its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic claw and bite damage from the creature each round. The creature, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice.

SORCERY: Demon-bats have the spellcasting abilities of a tenth-level charisma-based arcanist with an 18 primary spellcasting ability.

WOUNDING ATTACK: Anyone wounded by the claw or bite attack of a demon bat finds that the wound will not close and the blood will not coagulate. Each round, the victim must make a constitution save; failure means the victim takes 1d2 additional damage. Success indicates that no additional damage is taken. If the victim makes three consecutive saves, the wound closes and no further damage is taken at all.

DEVOURER

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d8
SIZE: Large **SAVES:** M & P
HD: 12 (d12) (72 hp) **INT:** Superior
MOVE: 30 ft. **ALIGNMENT:** Neutral Evil
AC: 24 **TYPE:** Extraplanar
ATTACKS: Claw (2d6) **XP:** 5875+12 (6039)
SPECIAL: Energy Drain, Trap Essence, Spell-like Abilities, Darkvision 60 ft., Spell Deflection, SR 10

Lurking on the borders of the ethereal and astral planes, stalking the boundaries where they meet and connect to the mortal planes, devourers are sadistic creatures of bone and sinew, reveling in the destruction of life and the spread of entropy. The beast is large, vaguely humanoid in form, but thin and cadaverous. Its mottled skin is stretched across its bones, and its skull is permanently grinning without mirth. Within the devourer's open rib cage lies the tortured soul of its last victim, slowly being whittled away, as if it were being absorbed into the open wound of the beast's belly. This visage, real or illusory, is complete with attendant echoes of agony and pain.

COMBAT: A devourer is a menace, powerful magically and physically, that is able to strip even hearty opponents of courage with a mere touch. The creature lusts for the chance to slay, maim, and feed.

ENERGY DRAIN: An opponent touched by a devourer must make a constitution save or lose one level of experience.

TRAP ESSENCE: The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attack and make a trap essence attack. This requires a normal attack roll but deals no damage; if the attack

is successful, the opponent must make a constitution save to avoid dying outright. The slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *alter reality*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time. The trapped essence provides a devourer with enough power to use five spell-like abilities for each hit die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence loses one level for every five times the devourer uses one of its spell-like abilities. When the essence's number of lost levels equals the creature's total hit die or level, the essence is destroyed forever, and irrevocably.

SPELL-LIKE ABILITIES: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough power for 30 to 75 uses). Once per round, a devourer can use one of the following abilities.

Confusion: As the spell as if cast by a 12th level caster.

Control Undead: The creature can command all undead creatures within 50 feet of it to do its bidding. Controlled undead can understand the creature regardless of the language the creature speaks. At the end of this effect, the undead revert to their normal behavior (although intelligent undead will remember that they were controlled).

Dominate Person: This ability functions identically to the *charm person* spell, however the creature can control the subject at an unlimited range as if the subject were an automaton. Giving the subject orders is automatically successful, but the subject receives a Charisma check to break the effect if forced to take actions it wouldn't ordinarily do. Self-destructive orders are not followed.

Ghoul Touch: Any living creature that is touched by the devourer must make a strength save or be paralyzed. This paralysis lasts 1d4+1 turns, or a remove curse or remove paralysis spell is cast upon the victim.

Summon Planar Ally: As the spell as if cast by a 12th level caster.

Spectral Hand: This ghostly, glowing hand moves as the creature desires, allowing it to deliver low-level, touch range spells at a distance. Any touch range spell of 4th level or lower that is cast can be delivered by this ability. Using the hand counts as an attack. If the hand travels more than 150 feet away from the creature, delivers a spell successfully, or goes out of the creature's sight, the hand returns to the creature and hovers. The hand cannot be harmed by normal weapons, but can only take 4 hit points of damage before dissipating.

SPELL DEFLECTION: The trapped essence provides a measure of magical protection for the devourer. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *confusion*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of





charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects, like *banishment*, might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

DINOSAUR (APATOSAURUS/DIPLODOCUS)

NO. ENCOUNTERED: 2-16 **SANITY:** None
SIZE: Large **SAVES:** P
HD: 16d8 (64 hp) **INT:** Animal
MOVE: 60 ft. **ALIGNMENT:** Neutral
AC: 18 **TYPE:** Animal
ATTACKS: 2 Stamp (2d6), or Tail (1d12) **XP:** 270+7 (466)

SPECIAL: Trample, Twilight Vision

These gigantic, quadruped, herbivore dinosaurs represent some of the largest land animals that ever existed, with an average length of 75 ft. (23 m) and a mass of at least 25 tons. They are tremendously large, long-necked, and possess a long whip-like tail. Their forelimbs are slightly shorter than their hind limbs. They possess a single large claw on each forelimb, with the first three toes on the hind limb possessing claws. The claws, however, are rarely used in combat, as the creature is too unwieldy on two legs to do so, and rather, use the claws for balance and possibly digging up roots on which to feed. The skull is small in comparison with the size of the animal. The jaws are lined with chisel-like teeth, suited to their herbivorous diet.

The animals are relatively docile and travel in herds, much like modern elephants or cattle. They feed on plants and their long neck makes them particularly adaptable, enabling them to feed from high trees or roots that they dig up with their claws.

COMBAT: Apatosaurus and diplodocus are exceptionally docile creatures and generally do not engage in combat unless threatened. Even then, their first instinct is to stampede, and woe be-tide any smaller creature (which includes most everything save the Tyrannosaurus) who gets trampled by an apatosaur stampede. When they are forced to fight, they generally rely on their whip-like tail and their ability to stamp on most creatures.

TRAMPLE: An Apatosaurus can flatten anything smaller than itself that gets in its way. Any such victim suffers 6d8 points of damage. A successful dexterity save reduces this damage by one half.

DINOSAUR (PTEROSAUR)

NO. ENCOUNTERED: 1-20 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 10d8 (45 hp) **INT:** Animal
MOVE: 15 ft., 100 ft. (fly) **ALIGNMENT:** Neutral
AC: 18 **TYPE:** Animal
ATTACKS: 2 Claw (1d4), Bite (2d8) **XP:** 900+10 (1350)
SPECIAL: Darkvision 60 ft., Dive, Twilight Vision

Technically not a dinosaur, the pterosaur is a huge flying reptile with membranous wings, small rear legs, and elongated, beak-like snouts. They resemble, to the uninformed, dragons. They have toothless beaks, similar to those of modern birds, were made of solid, bony margins that project from the base of the jaws. The beaks are long, slender, and end in sharp points. The upper jaw is longer than the lower jaw and curves upward. The most distinctive characteristic of Pteranodon is its primary cranial crest, consisting of skull bones projecting up and back from the skull. Their primary diet is fish, though a hungry flight of pterosaurs are not above attacking groups of land animals if they feel they have the advantage or are threatened.

Pterosaurs can move about on all four limbs on the ground, but do so slowly, as their bodies are adapted better for flight than ground locomotion. They sleep by hanging from ledges, much as do modern bats and gather in communities like modern birds and bats. These communities are called flights.

COMBAT: Pterosaurs tend to swoop in, rake with their claws, bite, then fly out of reach again, making them difficult to combat without ranged weapons. Characters who gain initiative and opt to hold and ready their attacks until the pterosaur swoops in may be able to get an attack in while the creature makes its own.

DIVE: A pterosaur can dive at an opponent, gaining a +4 bonus on its attack roll. However, the beast must move at least 50 feet in one round. A successful strike means that the prey



takes damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the pterosaur. If the check fails, and the victim is 200 lbs. or less, the pterosaur picks it up and carries it into the air. In two melee rounds, the pterosaur will drop the creature from 100 feet in the air. If a victim manages to stab or otherwise harm the creature before that time, the pterosaur drops it immediately from whatever height it managed to attain.

DINOSAUR (TRICERATOPS)

NO. ENCOUNTERED: 1-10 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 16d8 (64 hp) **INT:** Animal
MOVE: 30 ft. **ALIGNMENT:** Neutral
AC: 18 **TYPE:** Animal
ATTACKS: 3 Horn (1d12) **XP:** 4175+16 (5199)
SPECIAL: Powerful Charge, Trample, Twilight Vision

A triceratops is a large dinosaur with a bony crown, having three protruding horns: two of equal size, and a center, larger horn. They live in open and spacious temperate areas, and eat ferns and other vegetation. They are nonaggressive herd animals.

COMBAT: An angry triceratops charges into battle with its head lowered, using its horns as lances.

POWERFUL CHARGE: When it charges, a triceratops deals triple damage with all of three of its horn attacks.

TRAMPLE: A triceratops can flatten anything smaller than itself that gets in its way. Any such victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one half.

DINOSAUR (TYRANNOSAURUS)

NO. ENCOUNTERED: 1-4 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 18d8 (72 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 15 **TYPE:** Animal
ATTACKS: Bite (5d8) **XP:** 5900+18 (7196)
SPECIAL: Swallow Whole, Scent, Twilight Vision

The tyrannosaurus rex is an impressive carnivore, though not particularly intelligent. They are massive, bipedal saurians, growing to as much as 50 feet long and 24 feet high. They can be found in almost any temperate or tropical terrain, but they prefer to roam scrublands where they can use their speed to stalk prey. They have poor hearing, but a keen sense of smell. Their eyesight is poor, but they are able to detect the slightest movement at great distances.

COMBAT: A tyrannosaurus engages its victims by biting them, lifting them, and swallowing them. If this fails, the dinosaur will shake the victim violently, trying to fling it apart.

SWALLOW WHOLE: If a tyrannosaurus is larger than its prey, and rolls a natural 20 on its attack roll when biting, the tyrannosaurus will swallow the victim whole. Digestion begins immediately. Powerful corrosive stomach acids will cause 4d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

DINOSAUR (VELOCIRAPTOR)

NO. ENCOUNTERED: 1-10 **SANITY:** 0/1d4
SIZE: Medium **SAVES:** P
HD: 5d8 (44 hp) **INT:** High Animal
MOVE: 60 ft. **ALIGNMENT:** Neutral
AC: 17 **TYPE:** Animal
ATTACKS: Talons (1d10), 2 foreclaws (1d6) and bite (1d10) **XP:** 180+5 (400)

SPECIAL: Pounce, twilight vision, scent

A velociraptor is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

COMBAT: A velociraptor uses a combination of stealth, pack tactics, speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by encircling prey with its pack, then leaping and ripping with its rear talons as it claws and bites. A velociraptor has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

POUNCE: velociraptors can automatically move silently, and surprise foes on a roll of 1-5 on a d10. If they surprise, they gain automatic initiative the first round, during which their prey loses any dexterity bonus to AC.

Scent: velociraptors can hunt using their keen sense of smell. They can track prey using this sense 80% of the time, and can pinpoint the location of invisible or hidden foes with a successful wisdom check (treat wisdom as though it were Prime for purposes of this ability).

DOG (COYOTE)

NO. ENCOUNTERED: 1-20 **SAVES:** P
SIZE: Small **INT:** Animal
HD: 1 (d8) (5 hp) **ALIGNMENT:** Neutral
MOVE: 40 ft. **TYPE:** Animal
AC: 15 **XP:** 5+1 (10)
ATTACKS: Bite (1d4)
SPECIAL: Tracking 10, Twilight Vision

Dogs come in a wide variety of breeds, colors and sizes. Wild dogs are generally of larger, stouter, breeds. They socialize in packs numbering from 4 to 16 individuals. They can be



THE COMPLEAT BESTIARY

found in any climate and any terrain. They can be aggressive if hungry and have a guarded fear of humans, humanoids or demi-humans.

COMBAT: Dogs and coyotes only attack what they think they can kill. They always attack in groups, with several distracting the prey while others try to pull the quarry down from behind.

TRACKING: Dogs can track as a 10th level ranger.

DRAGON, JUNGLE

NO. ENCOUNTERED: 1

SANITY: 1/1d4

SIZE: Large

SAVES: P

HD: 6 (d8)(25 hp)

INT: Inferior

MOVE: 40 ft.

ALIGNMENT: Chaotic Evil

AC: 12

TYPE: Dragon

ATTACKS: Four tentacles (1d4 each), Bite (1-6)

XP: 600

SPECIAL: Blood Drain, Constriction, Darkvision, Improved Grab, Slam

The jungle dragon is a strange, snake-like beast that is highly adapted to jungle or forest environments. Ranging up to 36 feet long, with a girth that averages about 5 feet in diameter, this legless snake-like creature is heavy and not very mobile on the ground. However, four large and long tentacles located several feet behind the head allow the creature to move through a forest canopy with ease. By using its tentacles, tail and body the creature moves through the lower, heavy branches quite quickly. The green-yellow pattern of its skin makes it well suited for the forest environment, giving it the ability to blend in with the surrounding foliage and stalk its prey. These creatures are possessed of some minor intelligence, and are aware enough to understand a lust for killing things.

These creatures take great pleasure in killing and are always on the hunt. Though they have no dens, they generally have very limited hunting ranges, less than 2 or 3 square miles and they always return to the same place to eat their prey, a spot somewhat removed from where it hunts. It leaves any remains of its victims in piles and heaps where wild dogs or other scavengers pick the bones.

COMBAT: The jungle dragon generally hunts its prey by laying in ambush in the lower canopy of trees and striking when something passes beneath. They pull the prey/victim into the tree if they can, if not they fall out of the tree and coil about the creature. These heavy beasts fight with an absolute wild abandon, lashing about with their torsos, biting, engulfing victims with their tentacles and constricting them. They constantly roll over, coil upon themselves and victims, uncoil, and recoil again. They never stop moving. They are able to attack two opponents at a time and immune to sneak or back attack unless they are caught unawares. They prefer to attack with a bite and tentacle attack, pulling a victim in, coiling about them, biting again, and squeezing them with their tentacles.



BLOOD DRAIN: The tentacles of a jungle dragon wyrmling possess scores of large suckers that attach to their prey. The attachment is brutal and causes the skin to hemorrhage so severely as to cause blood blisters. Each round after a successful strike, a tentacle automatically inflicts 1d2 points of damage per round. It does so until the victim breaks free.

CONSTRICTION: On a successful attack by three or more tentacles, the jungle dragon wyrmling can attempt to entwine and constrict an opponent. On the round following the successful attacks, the wyrmling makes a grappling attack against that opponent. If successful, the jungle dragon entwines its victim and begins squeezing them. This constriction prevents all movement, restrains the victim's limbs, and crushes the victim for 1d10 points of damage per round. It can both bite and cause blood drain while it's constricting.

IMPROVED GRAB: When a jungle dragon wyrmling strikes with one of its tentacles, an opponent must make a successful strength save or suffer in the creature's grasp. A creature held in this way suffers automatic blood drain damage each subsequent round. After a held creature suffers automatic blood drain damage in a given round, it can attempt another strength save to break free of the creature's clutches the following round.

SLAM: If the jungle dragon wyrmling manages to successfully hit and hold a victim with two or more of its tentacles, or is able to launch a constrict attack, then it can slam the victim for 1d6 points of extra damage.



ELEMENTALS

Elementals are denizens of the elemental planes of existence, formed from the plane's pure substance. They are seldom encountered on the mortal realms, but are often summoned by powerful spellcasters.

There are a wide variety of elementals. Air, earth, fire, and water elementals are the most commonly encountered, but more obscure types such as dust, mud, smoke, and others also exist. The myriad elemental types are not presented in their entirety, but the four base elementals are detailed. These should serve as examples for designing more specialized elemental monsters.

All elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. A fire elemental on the prime material rarely regenerates, unless it is fighting from a pool of lava or similar source. An air elemental almost always regenerates, unless forced to fight under water. Earth elementals do not regenerate if they are fighting on anything other than soil, sand, gravel, rock, or other forms of earth.

Elementals are magical creatures and can only be damaged by magical attacks or weapons forged of silver or cold iron.

AIR ELEMENTAL

NO. ENCOUNTERED: 1–4 **SAVES:** P
SIZE: Special (see below) **INT:** Inferior
HD: See below(d8) **ALIGNMENT:** Neutral
MOVE: 100 ft. (fly) **TYPE:** Elemental
AC: Special (see below) **ATTACKS:** Slam (see below)
SPECIAL: Air Mastery, Whirlwind, Darkvision 60 ft., Regeneration 2
XP: 2 **HD:** 27+2 8 **HD:** 700+8 16 **HD:** 5700+16

Composed entirely of dense, roiling air, an air elemental is a native of the planes of air. They can take many forms, moving as a gentle wind or thundering as a whirlwind or small tornado. An air elemental is very rarely encountered on the mortal realms. They are generally summoned to the mortal realms by powerful devices or spellcasters.

1–6 HD, AC 17. Slam for 2d4 damage. Whirlwind special attack allows a save with a +4 modifier. Whirlwind inflicts 1d4 damage.

7–15 HD, AC 19. Slam for 2d8 damage. Saving throws to avoid the whirlwind are not modified and inflicts 2d6 damage.

16+ HD, AC 24. Slam for 2d10 damage. There is a –2 penalty on saves to avoid the whirlwind. Whirlwind inflicts 2d8 damage.

COMBAT: Air elementals make slamming attacks, buffeting foes with focused blasts of air. They can assume whirlwind form for devastating effect.

AIR MASTERY: An air elemental gains a +1 bonus on attack rolls and a +2 on damage when fighting a creature that is airborne, either magically or naturally.

WHIRLWIND: An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for 1 round per 2 hit dice. In this form, the elemental can move through the air or along a surface at its normal speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 80 feet tall, depending on the air elemental's size (height is determined in multiples of 5 by hit dice, so that a 6 hit dice air elemental has a 30 foot tall whirlwind.). The air elemental controls the whirlwind's height.

Any creature half the height of the air elemental's whirlwind or less must succeed on a dexterity save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful winds. A suspended creature automatically takes the indicated damage each round. Only a flying creature is allowed a strength save each round to escape the whirlwind. The creature still takes damage, but can escape if the save is successful. Except to try to escape the whirlwind, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a CL 2 penalty to dexterity checks and a –2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The air elemental can only keep as many creatures trapped inside the whirlwind at one time as it has hit dice. The air elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half times the normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the whirlwind no greater than the width of the whirlwind, centered on the elemental's current location. A summoned air elemental always ejects trapped creatures before returning to its home plane.

In addition to the whirlwind's other effects, if the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the air elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. An air elemental in whirlwind form cannot make slam attacks.



THE COMPLEAT BESTIARY

EARTH ELEMENTAL

NO. ENCOUNTERED: 1–4 **SAVES:** P
SIZE: Special (see below) **INT:** Inferior
HD: See below (d8) **ALIGNMENT:** Neutral
MOVE: 20 ft. **TYPE:** Elemental
AC: Special (see below) **ATTACKS:** Slam (see below)
SPECIAL: Earth Mastery, Darkvision 60 ft., Earth Glide, Regeneration 2
XP: 2 **HD:** 22+2 8 **HD:** 575+8 16 **HD:** 4600+16

Often appearing as a humanoid creature composed entirely of rock and mineral, an earth elemental is a slow, lumbering, grinding, beast native to the planes of earth. Normally not found on the mortal realms plane unless summoned, it enjoys mining and avoids large bodies of water.

1–6 HD, AC 17. Slam for 2d4 damage.

7–15 HD, AC 19. Slam for 2d8 damage.

16+ HD, AC 24, Slam for 2d10 damage.

COMBAT: An earth elemental travels through the ground to strike opponents from beneath, delivering massive damage in very short order.

EARTH MASTERY: Against opponents touching the ground, the earth elemental's slam attacks always inflict maximum damage, but against airborne or swimming creatures, the attack suffers a –4 penalty to damage.

EARTH GLIDE: An earth elemental can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This ability leaves no tunnel or hole, nor does it create a ripple or other outward signal of the elemental's passage. This ability does not allow an earth elemental to pass through metal. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, and stuns it for 1 round unless a successful physical save is made.

FIRE ELEMENTAL

NO. ENCOUNTERED: 1–4 **SAVES:** P
SIZE: Special (see below) **INT:** Inferior
HD: See below (d8) **ALIGNMENT:** Neutral
MOVE: 50 ft. **TYPE:** Elemental
AC: Special (see below)
ATTACKS: Slam+Burn (see below)
SPECIAL: Burn, Darkvision 60 ft., Immunity to Fire, Regeneration 2
XP: 2 **HD:** 24+2 8 **HD:** 650+8 16 **HD:** 5100+16

Normally residing on the plane of fire, a fire elemental might appear as a towering, vaguely humanoid inferno, or as a slithering river of flame. They live to consume anything and everything that will burn, but avoid water and other nonflammable liquids at all costs.

1–6 HD, AC 15. Slam for 1d4 damage.

7–15 HD, AC 18. Slam for 2d6 damage.

16+ HD, AC 22. Slam for 2d8 damage.

COMBAT: Fire elementals are consummate arsonists, deriving incredible pleasure from seeing creatures and objects consigned to charred oblivion. They move to attack directly, striking foes with the goal of setting them ablaze.

BURN: The touch of a fire elemental is scorching and immolating. Every slam attack inflicts additional fire damage equal to half of the normal slam damage (a fire elemental that inflicts 1d4 points of damage with a slam, for example, deals an extra 1d2 points of fire damage). Any non-magical combustible material contacted by a fire elemental immediately ignites.

WATER ELEMENTAL

NO. ENCOUNTERED: 1–4 **SAVES:** P
SIZE: Special (see below) **INT:** Inferior
HD: See below (d8) **ALIGNMENT:** Neutral
MOVE: 20 ft., 90 ft. (swim) **TYPE:** Elemental
AC: Special (see below) **ATTACKS:** Slam (see below)
SPECIAL: Water Mastery, Drench, Vortex, Capsize, Darkvision 60 ft., Regeneration 2
XP: 2 **HD:** 37+2 8 **HD:** 950+8 16 **HD:** 7700+16

Normally residing on the plane of water, a water elemental looks like an amorphous watery beast, constantly changing shape and consistency. These creatures have very few thoughts of their own, but possess a powerful instinct to blanket their foes in a watery death.

1–6 HD, AC 17. Slam for 2d6 points of damage. Its Vortex special attack allows a save with a +4 modifier

7–15 HD, AC 19. Slam for 4d6 points of damage. The Vortex ability is resolved normally.

16+ HD, AC 24, Slam for 5d8 points of damage. Saving throws to resist the effects of the Vortex ability suffer a –2 penalty.

COMBAT: Water elementals enjoy the freedom that their aqueous form provides. They flow back and forth from opponent to opponent, changing shape to better avoid weapon blows, and attempt to engulf and suffocate their victims.

WATER MASTERY: A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water elemental is touching the ground, the water elemental suffers a –4 penalty on attack and damage rolls.

DRENCH: The water elemental's touch extinguishes torches, campfires, exposed lanterns, and other open flames of non-magical origin, of up to large size. The creature can dispel magical fires that it touches as if *dispel magic* were cast.



VORTEX: A water elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for 1 round per 2 hit dice. In vortex form, it can move through the water or along the bottom at its normal speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size (height is determined in multiples of 5 by hit dice, so a 6 hit dice water elemental becomes a 30 foot tall whirlpool). The water elemental controls the height of the vortex, but it must be at least 10 feet tall.

Any creature half the height of the water elemental's vortex or less must succeed on a dexterity save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful winds. A suspended creature automatically takes the indicated damage each round. Only a swimming creature is allowed a strength save each round to escape the vortex. The creature still takes damage, but can escape if the save is successful. Except to try to escape the vortex, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a Challenge Level 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The water elemental can only keep as many creatures trapped inside the vortex at one time as it has hit dice. The water elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the vortex no greater than the width of the vortex, centered on the elemental's current location. A summoned water elemental always ejects trapped creatures before returning to its home plane.

In addition to the other effects of the vortex, if the vortex's base touches the ground at the bottom of a body of water, it creates a swirling cloud of debris. This cloud is centered on the water elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. A water elemental in vortex form cannot make slam attacks.

CAPSIZE: A water elemental can rise out of the water with such force that a vessel with a beam of up to one foot width per hit dice of the elemental is automatically capsized. A vessel with a wider beam has a chance of capsizing equal to the hit dice of the elemental divided by the vessel's beam width expressed as a percentage; thus a galleon with a 30 foot beam will have a 53% chance (16/30) of being capsized by a 16 hit dice water elemental.

EAGLE, GIANT

NO. ENCOUNTERED: 1-4 **SANITY:** None
SIZE: Large **SAVES:** P
HD: 4d10 (20 hp) **INT:** Animal
MOVE: 20 ft., 100 ft. (fly) **ALIGNMENT:** Neutral
AC: 16 **TYPE:** Animal
ATTACKS: 2 Talon (1d8), **XP:** 60+4 (140)
 Beak (2d6)

SPECIAL: Dive, Twilight Vision, Improved Sight, Detect Falsehood

Giant eagles inhabit high mountain regions. They are large, often with 24 feet wingspans. They live long lives, sometimes to 300 years of age, and are very intelligent for birds, able to understand rudimentary language if exposed long enough, though like most birds they lack the vocal chords to properly speak the tongues of man. They are territorial and clannish. A giant eagle nests in the same area for all of its life unless it is driven from its home. They are aloof, and avoid other creatures whenever possible. Giant eagles can see great distances, and are usually very well informed about the happenings in their realms.

COMBAT: The giant eagle's preferred method of attack is to dive, scoop up its prey in its mighty talons, and carry it to its nest to be killed and devoured. If it wishes only to kill the prey, the eagle carries the creature to great heights and drops it.

DIVE: A giant eagle can dive at an opponent, gaining a +4 bonus on its attack roll. However, the beast must move at least 50 feet in one round. A successful strike means that the prey takes damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the eagle. If the check fails, and the victim is 200 lbs. or less, the eagle picks it up and carries it into the air. In two melee rounds, the eagle will drop the creature from 100 feet in the air. If a victim manages to stab or otherwise harm the eagle before that time, the eagle drops it immediately from whatever height it managed to attain.

DETECT FALSEHOOD: Giant eagles have the ability to scrutinize people to determine the truth of their statements. Any person that attempts to lie to a giant eagle (say as an arcanist using "speak with animals") must succeed at a charisma check with a challenge level of 4 (equal to the hit dice of the giant eagle), or the eagle detects the falsehood.

ELEPHANT

NO. ENCOUNTERED: 2-16 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 7d8 (28 hp) **ALIGNMENT:** Neutral
MOVE: 40 ft. **TYPE:** Animal
AC: 15 **XP:** 270+7 (466)
ATTACKS: 2 Tusk (2d8), or 2 Stamp (2d6), or Trunk (1d6)
SPECIAL: Twilight Vision **SANITY:** None



THE COMPLEAT BESTIARY

Elephants dwell in most tropical plains and scrublands. They travel in herds, subdivided into family groups. Bull elephants guard the herd from predators and other threats, and the females lead the herd to fresh feeding grounds and water. They are gentle creatures, but when they are threatened they become highly agitated, and the bulls will zealously attack anything in sight. A larger version of the elephant, the Mammoth, existed in prehistoric times and would, if encountered, have 8d8 HD (32 hp) and an AC of 17, but would be in all other respects identical.

COMBAT: Elephants rely on their size to intimidate aggressors. They charge headlong at anything they deem to be a threat, swinging their heads and bellowing through their long trunks. They overrun their opponents, lifting them with their trunks and hurling or stomping them to death. Elephants can only perform one of their three attacks in a single round.

FISH-MEN

(SPAWN OF DAGON, SPAWN OF THE DEEP)

NO. ENCOUNTERED: 20-80 **SANITY:** 1d8/1d10

SIZE: Medium **SAVES:** P, M

HD: 2d8 (8 hp) **INT:** Average to High

MOVE: 30 ft., 60 ft. (swim) **ALIGNMENT:** Neutral Evil

AC: 16 **TYPE:** Humanoid

ATTACKS: Weapon (by weapon), Talon (1d4), Bite (1d4) **XP:** 15+9 (87)

SPECIAL: Breeding, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent

Also known as "Spawn of Dagon," and "Spawn of the Deep," fish-men are aquatic humanoids that dwell in oceans and salt-water seas. They are roughly the height of humans, but their bodies are thin and gaunt. They have wide, luminescent eyes, which enable them to see in dark ocean depths. Their ears are long and fin-like, behind which are their small gill slits. Their hands and feet are webbed, and their skin is scaled. They are usually dull blue or green in color. Fish-men culture reflects the concept that might determines right, and they are sadistically cruel to weaker beings. They are the bane of fishermen and mariners, as fish-men are always on the hunt for plunder and war. They show little mercy and leave few survivors behind.

Fish-men build underwater communities constructed of rock and coral where they worship their degenerate sleeping god, Dagon the lord of sea serpents. They live in communities of 20 to 80 in number. On rare occasions, large coral kingdoms are created by a fish-man warlord that rules over several hundred fish-men.

COMBAT: Fish-men delight in taunting and harassing enemies before killing them. They attack by disabling a boat or separating some unfortunates from their comrades. Their victims are then killed one by one, in horrific fashion, or simply

dragged off to drown in the ocean's depths. Sometimes, such victims will not be killed at all, but will be kept alive to use as forced breeding-stock (see "Breeding," below). Fish-men favor long stabbing spears and knives in battle, often made of shark, whale, and dolphin bones and exotic, alien metals. They wear armor fashioned from coral rock.

BREEDING: Perhaps the most repulsive aspect of the fish-men is their need to interbreed with human beings. Fish-men cannot breed amongst their own kind, and require human breeding partners to propagate their species. Often, they will engender cults of Dagon amongst small port and fishing towns, which will make bargains with the creatures, offering to serve as breeding stock in exchange for the favor of the dark sea god. Such communities invariably become corrupt and degenerate, focusing all of their efforts and resources into breeding with fish-men and covering up their existence. A fish-man hybrid looks human at birth, but undergoes an horrific transformation upon his or her twenty-first birthday, changing into a full-blooded fish-man.

FRESHWATER SENSITIVITY: A fish-man in freshwater suffers a -2 penalty on all attacks, damage, saves, and armor class. Prolonged exposure to fresh water kills fish-men. They cannot live more than a few days in freshwater.

LIGHT BLINDNESS: Abrupt flashes of light, as from exposure to the daylight spell, blind a fish-man for 1 round. It then suffers a -2 on all attack rolls and armor class for 1d4 rounds afterwards.

SPEAK WITH SHARKS: Fish-men can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." In this way, they can summon sharks to their aid.

WATER DEPENDENT: If removed from water of any type, a fish-man will die in 1d8 hours.

FLAMEHOOD STALKER

NO. ENCOUNTERED: 1 **SANITY:** 1d8/1d10

SIZE: Large **SAVES:** P

HD: 7d8 (32 hp) **INT:** Low

MOVE: 40 ft. **ALIGNMENT:** Neutral Evil

AC: 13 **TYPE:** Extraplanar

ATTACKS: Bash (1d8) or Stinger (1d10) **XP:** 450+7 (674)

SPECIAL: Immolate, Poison

The flamehood stalker appears as a hunched, bipedal rodent standing nearly eight feet tall, and covered with a rancid, viscous goo matted all through its sickly dark gray fur. The creature gives off a fetid odor that comes from its constant wallowing in and feasting on undead and decaying animal matter. When angered, threatened, or engaged in battle, the skin on the back of its neck inflates to form a hood, not unlike that of a cobra. Its source is unknown, but certainly it is not of terrestrial origin.



Thankfully exceedingly rare, the stalker can be found in dark areas amongst rotting matter. It prefers charnel houses, marshes and bogs and often feeds on ghosts, ghouls, and zombies, but also has a taste for fresh human meat. Its entire existence is geared towards killing and feeding, and it will attack on sight, without mercy and it is one of the few creatures that ghosts fear.

IMMOLATE: The oil on its fur is flammable and it has the ability, through biochemical reactions, to produce enough bio-thermal energy that it bursts into flame. These flames do not hurt the creature and burn for 1d8 rounds, after which the creature cannot immolate for another 24 hours. While immolated, whenever it hits an enemy (or is hit by an enemy) that enemy takes an additional 1d6 fire damage and must make a dexterity save or come away with some of the burning goo on themselves, taking damage every round for 1d4 rounds until the fire goes out.

POISON: The creature's tail has a stinger that injects a nasty poison. Unless a constitution save is made, the victim suffers 1d8 damage per round for 1d6+1 rounds and is racked with pain, convulsions and vomiting; each round the victim gets a new save to avoid further damage, though it takes 1d4 rounds after a successful save for the pain, convulsions and nausea to cease. Until the convulsions end, victims cannot take any action but to lie in agony.

FROG, GIANT

NO. ENCOUNTERED: 2-24	SANITY: 0/1d4
SIZE: Medium	SAVES: P
HD: 2d8 (8 hp)	INT: Animal
MOVE: 10 ft., 30 ft. (jump)	ALIGNMENT: Neutral
AC: 12	TYPE: Animal
ATTACKS: Tongue (1d4)	XP: 15+2 (31)
SPECIAL: Swallow	

Giant frogs inhabit marshlands, the banks of large rivers, fens and other wetlands; they are found in both tropical and temperate climates. Armies of these colossal amphibians congregate together, and feed on almost any living thing that they can swallow. They are expert swimmers, are adept at blending with their surroundings, and can leap great distances when threatened.

COMBAT: Giant frogs conceal themselves in deep water, muck, and deep reeds, waiting for prey to approach the water's edge. When attacking, giant frogs will strike with their tongues and attempt to pull victims into their huge maws. In this manner, they can swallow small creatures whole.

CAMOUFLAGE: Giant frogs can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks. At night, this ability can be negated by light, for their huge, bulbous eyes shine brightly in the dark.

SWALLOW: If a giant frog strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the frog will instantly pull it into its maw and swallow it. Giant frogs can only swallow small creatures, such as dogs, cats, and birds, though extremely short (under 3' tall) humans can be targeted, and giant frogs have been known to feed upon children. If a giant frog successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant frog suffers 2d8 points of damage per round. A creature trapped inside a giant frog's gullet may attack only with a dagger that was readied in hand; if such attacks do total damage equal to at least half the hit points of the giant frog, the frog dies, and the victim is freed.

GARGOYLE

NO. ENCOUNTERED: 1-8	SAVES: P
SIZE: Medium	INT: Low
HD: 5 (d8)(45 hp)	ALIGNMENT: Chaotic Evil
MOVE: 45 ft., 75 ft. (fly)	TYPE: Monstrous Humanoid
AC: 16	XP: 120+5 (385)
ATTACKS: 2 Claws (1d3), Bite (1d6), Gore (1d4)	
SPECIAL: Darkvision 60 ft., Freeze	
SANITY: 1d6/1d8	

Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent. Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

COMBAT: Gargoyles perch in lofty places, and remain perfectly still, resembling a statue to all but the most conscientious observers. As their prey moves into an ideal attack area, gargoyles suddenly swoop down to attack, tearing with their claws and fangs.

FREEZE: When in an area containing statues or ruins, gargoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters make their wisdom checks for surprise against Challenge Level 10.

GENIE, DJINNI

NO. ENCOUNTERED: 1	SANITY: 1d4/1d6
SIZE: Large	SAVES: M & P
HD: 7 (d10) (35 hp)	INT: High
MOVE: 20 ft., 60 ft. (fly)	ALIGNMENT: Chaotic Good
AC: 16	TYPE: Extraplanar
ATTACKS: Slam (2d8)	XP: 1305+7 (1010)
SPECIAL: Air Mastery, Spell-Like Abilities, Whirlwind, Darkvision 60 ft., Immunity to Acid, Plane Shift, Telepathy 100 ft., Mighty Physique	



THE COMPLEAT BESTIARY

Djinni are natives of the elemental plane of air. They are powerful creatures that rarely frequent the mortal realms. When they are encountered, it is usually because they have been summoned or released from some bond. They are intelligent creatures that strive to gain, and maintain, their freedom.

Djinni are sought for their ability to grant wishes. For this reason they are often bound in magical devices and released only in exchange for a number of wishes. Djinni are benevolent and will endeavor to grant wishes in the most favorable manner possible, if the individual making the wish is of good alignment. Otherwise, djinni will interpret the wish more literally, and will not feel qualms about bestowing unintended consequences while adhering to the letter of the wish.

Djinni are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

COMBAT: Djinni prefer to avoid combat. They enjoy life and see little to be gained from risking destruction. When left with no other recourse, a djinni brings to a formidable array of skills and powers to bear on its foe.

AIR MASTERY: Airborne creatures suffer a -1 penalty on attack and damage rolls against djinn.

SPELL-LIKE ABILITIES: *Invisibility*, *create food and water* (1/day), *create wine* (This functions identically to the *create water* spell but creates wine instead of water) (1/day), *wish* (djinni can only grant wishes to non-Genies) (1/day), *persistent image* (1/day), *wind walk* (1/day). Once per day, a djinni can assume *gaseous form* (as the spell).

WHIRLWIND: A djinni can transform itself into a whirlwind once every 10 minutes. This whirlwind acts just as the air elemental's ability of the same name.

PLANE SHIFT: Djinni are able to use the *gate* spell seven times per week as a 14th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The djinni does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

MIGHTY PHYSIQUE: Djinni are physically mighty, as their strength is that of the elemental air itself. When a djinni uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +3. A djinni can also carry tremendous weight with little problem—1,000 pounds at light encumbrance, 2,000 at medium, and up to 3,000 at heavy. A djinni can drag up to 15,000 pounds.

TELEPATHY: Djinni are able to telepathically communicate with any intelligent creature within 100 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

GENIE, EFREETI

NO. ENCOUNTERED: 1 **SANITY:** 1d4/1d6

SIZE: Large

SAVES: M & P

HD: 10 (d8) (40 hp)

INT: High

MOVE: 20 ft., 40 ft. (fly)

ALIGNMENT: Neutral (Lawful) Evil

AC: 18

TYPE: Extraplanar

ATTACKS: Slam (2d8)

XP: 4050+10 (3520)

SPECIAL: Change Size, Heat, Spell-Like Abilities, Darkvision 60 ft., Immunity to Fire (full), Vulnerability to cold, Plane Shift, Telepathy 100 ft., Mighty Physique

Native to the elemental plane of fire, efreet are powerful and evil. They have no love for any life whatsoever, but they reserve a particular hatred for djinn, and any other creature that threatens to rival or dominate them.

Like djinn, efreet are sought after for their ability to grant wishes. They are often bound against their will, and then forced to dole out wishes at their master's whim. Efreet are proud, however, and never actively serve. If coerced, they twist the intended meaning of commands and wishes, searching for every loophole or nuance in order to bring mischief or ruin upon their masters. Binding an efreeti requires tremendous magical might, but even then, an efreeti cannot be bound for more than 1001 days. Efreet are always released from servitude after granting three wishes, and all efreet know this. They rely upon the greed of their "masters" to expend the wishes quickly, ending the period of obeisance. Meanwhile, they will actively try to manipulate events toward a foul end for those who dare to compel them.

Efreet are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

COMBAT: Efreet relish a good fight, whether magical or physical. They begin battle by using their size ability to shrink the clothing or armor of the most dangerous of their opponents (usually the shoes) to foul them up. They follow that up with a *wall of fire* to divide the remaining opponents and fall upon the weakest, bringing that victim into the area of affect of their own elemental fire. If they are pressed too hard, they claim quarter and *plane shift* from the battlefield.

SIZE: Twice per day, an efreeti can magically change a creature or object's size. This works just like an *alter size* spell (cast as 10th level), except that the efreeti cannot use the ability on itself.

VULNERABILITY TO COLD: Efreeti take one and a half times normal damage from cold type spells and effects.

HEAT: An efreeti is perpetually surrounded by elemental fire, dealing 1d8 extra points of fire damage whenever it hits in melee.

SPELL-LIKE ABILITIES: *detect magic*, *produce flame*, *pyrotechnics*, *scorching ray* (the creature may fire one ray of intense flame at a target up to 30 feet distant. This ray requires a ranged touch attack to hit and deals 4d6 points of fire damage) (1 ray only), *invisibility* (3/day), *wall of*



fire (3/day), *wish* (this ability can only be used for non-Genies (3/day), *gaseous form* (1/day), *permanent image* (1/day), and *polymorph self* (1/day).

PLANE SHIFT: Efreeti are able to use the *gate* spell seven times per week as a 20th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The efreeti does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

MIGHTY PHYSIQUE: Efreeti are physically mighty, as their strength is that of the elemental fire itself. When a efreeti uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +5. A efreeti can also carry tremendous weight with little problem— 1,500 pounds at light encumbrance, 3,000 at medium, and up to 4,500 at heavy. A efreeti can drag up to 25,000 pounds.

TELEPATHY: Efreeti are able to telepathically communicate with any intelligent creature within 100 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

GHAST

NO. ENCOUNTERED: 1-6 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 4d8 (18 hp) **INT:** High
MOVE: 30 ft. **ALIGNMENT:** Chaotic Evil
AC: 17 **TYPE:** Undead (Extraordinary)
ATTACKS: 2 Claw (1d4), Bite (1d8) **XP:** 150+4 (222)

SPECIAL: Stench, Paralysis, Ghoul Fever, Darkvision 60 ft., Vulnerability: Cold Iron

Reeking of decay and rotting thoroughly, these creatures appear as ghouls. Like ghouls, they haunt desecrated holy sites, unconsecrated burial grounds, battlefields, and similar desolate and evil areas. Any place where great suffering or loss has occurred, but has not been mended through divine power, is subject to infestation by ghosts. Unlike ghouls, ghosts are exceptionally intelligent creatures. Their cunning makes them quite useful as eternal minions in the service of powerful evil forces.

COMBAT: Ghosts always attack in ravenous small packs. They are always watching and waiting, lurking in the shadows of their haunts on the look out for living creatures. Ghosts rarely leave the confines of their haunts, fearing wide open spaces, light and the unknown. The ghosts fall upon any poor unfortunate that is unlucky enough to enter a ghost's haunt. The victim is torn to shreds, devoured and their remains left to rot.

STENCH: Any creature within 30 feet (farther if there is a strong wind) of a ghost is assaulted by the scent of rotting flesh. This nauseating stench causes the unfortunate victim to

retch continuously, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty on all attack rolls. This penalty persists until two rounds after the victim is no longer able to smell the stench.

PARALYSIS: Any creature struck by a ghost must make succeed at a strength save or be paralyzed. This paralysis lasts 1d4+1 turns.

Ghoul Fever: If a creature dies from wounds sustained by a ghost's claw and bite damage, and is not eaten by the foul creature, it will rise again as a ghoul or ghost in 2d4-1 days unless the corpse is blessed before interment. The victim will rise as a ghoul if it has less than 4 levels or hit dice, and as a ghost if it has a 4 or more levels or hit dice. The new undead is controlled and generally mindless, though there is a 1 in 20 chance that the victim retains much of its memory, intelligence, and 30 to 80% of its experience and levels. If so, the mentally acute ghoul or ghost may resist the control of its creator by making a charisma save (CL 8). Failure indicates it is controlled until the death of its creator.

GHOST

NO. ENCOUNTERED: 1 **SANITY:** 0/1d4
SIZE: Medium **SAVES:** M
HD: 10d8 (25 hp) **INT:** Average
MOVE: 30 ft. **ALIGNMENT:** Any
AC: 20 **TYPE:** Undead (Extraordinary)
ATTACKS: Slam **XP:** 1750+10 (2000)
SPECIAL: Touch of Death, Frightful Moan, Telekinesis, Incorporeal

Ghosts are the restless undead spirits of the tragically or evil deceased. Generally, in life, these people committed some crime or act (or series of acts) that doomed them to forever walk the earth, never finding rest. Many were cruel, vindictive, and visited needless suffering upon others. Others were so consumed with anger, sorrow, or other emotions at the moment of death that their spirits were forced to remain bound to the physical world in perpetual torment. Ghosts are as good or evil as they were in life, and they stalk the forgotten places of world hoping for some form of release.

COMBAT: Ghosts are morbid, morose spirits. Sadistic and malevolent, most take great pleasure in cruelty and in the suffering of others. They enter combat often and with grave determination. Ghosts long for a final death. They will taunt, antagonize, and otherwise force combat upon any creature they think may be able to grant this boon.

TOUCH OF DEATH: A ghost's touch drains the life energy of the victim, whether through pure fear or by sucking in the victim's psychic force into its insatiable ectoplasmic gullet. This touch literally takes years off of the victim's life. Victims age 1d4 decades.



THE COMPLEAT BESTIARY

INCORPOREAL: Ghosts exist only partially within the mortal realms, most of their essence resides in the ethereal. A creature on the mortal realms cannot attack a ghost except with magic, mentalism, or weapons forged of cold iron, though a creature in the ethereal can attack the ghost's manifestation there with normal weapons.

FRIGHTFUL MOAN: Ghosts can wail their eternal grievances, evoking the darkest and most morose sentiments. This horrific moan causes a cacophonous noise that unsettles the mind. Any creature hearing this noise must succeed at a wisdom save, or suffer the effects of fear, as the spell. A successful save grants that individual immunity to that particular ghost's moan for 24 hours.

TELEKINESIS: Ghosts are able to acutely focus their rage, allowing them to manipulate the physical realm. This ability is identical to the telekinesis spell.

GHOUL

NO. ENCOUNTERED: 1-8, 2-24 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 2d8 (8 hp) **INT:** None
MOVE: 30 ft. **ALIGNMENT:** Chaotic Evil
AC: 14 **TYPE:** Undead (Common)
ATTACKS: 2 Claw (1d3), Bite (1d6) **XP:** 30+2 (46)
SPECIAL: Paralysis, Darkvision 60 ft.

Ghouls are rotting undead incarnations of gluttony and greed. Perpetually hungry, they endlessly stalk the living for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered. This is particularly the case where dead have been buried in unconsecrated ground.

COMBAT: Ghouls are mindless, and attack with a wild ferocity akin to that of rabid animals. They are always hungry, and will often stop in the middle of a battle to feast upon a fallen foe.

PARALYSIS: Any living creature that is clawed or bitten by a ghoul must make a strength save or be paralyzed. This paralysis lasts 1d4+1 turns, or a remove curse or remove paralysis spell is cast upon the victim.

GOLEMS (GENERAL)

Golems are magically constructed creatures. They are created by sorcerers and arcanists, who use them to serve as guardians of holy sites, treasure vaults, or place of similar importance. Golems are usually mindless, and unless noted in the text below, they should be treated as such.

Magic is fickle, and the process required to make a golem is risky. Therefore, every golem can potentially turn against its creator. Each time that the golem is engaged in combat (once

per combat) it must make a mental save against the level of the character controlling it, and, at -2. If this save is failed, the golem remains under the character's control. If the golem succeeds, the bonds between it and the character are temporarily severed. The golem then rampages, trying to kill anything living that it encounters. The round following a successful save, the controlling character can make an intelligence save at CL 4 (with the golem's hit dice added to the challenge base). If this save succeeds, the golem stops its rampaging, and falls under the character's control again. If the character that created the golem is killed, the golem immediately goes berserk.

If a golem goes berserk, it gains a +2 to all hit rolls.

CLAY GOLEM

NO. ENCOUNTERED: 1-4 **SANITY:** 1d4/1d6
SIZE: Large **SAVES:** P
HD: 9d10 (45 hp) **INT:** None
MOVE: 20 ft. **ALIGNMENT:** Neutral
AC: 22 **TYPE:** Construct
ATTACKS: Slam (3d10) **XP:** 800+9 (1,205)
SPECIAL: Berserk, Immunity to Magic

A clay golem is a humanoid creation, born through potent magic that forever forms a bridge between the clay form and the elemental planes. The process for making clay golems is expensive (\$1,200, at least) and complex, but involves the use of resurrection, animate object, commune, prayer, and bless, as well as the expenditure of a great fortune, making these creatures very rare.

When created, a clay golem is directly controlled by the arcanist that created it.

COMBAT: Clay golems are very powerful foes that are impervious to magic. They are able to inflict grievous wounds with their two fists, slamming opponents in concert.

IMMUNITY TO MAGIC: Clay golems ignore all spells and spell effects except as follows: move earth inflicts 3d12 points of damage to a clay golem, and drives it back 36 feet, disintegrate affects the clay golem as the slow spell, and inflicts 1d12 points of damage (physical save negates), earthquake, when cast directly at a clay golem, prevents it from moving and inflicts 5d6 points of damage.

FLESH GOLEM

NO. ENCOUNTERED: 1-4 **SANITY:** 1d6/1d8
SIZE: Medium to Large **SAVES:** P
HD: 7d10 (35 hp) **INT:** Animal to Low
MOVE: 30 ft. **ALIGNMENT:** Neutral
AC: 18 **TYPE:** Construct
ATTACKS: 2 Slam (2d8) **XP:** 270+7 (515)
SPECIAL: Berserk, Immunity to Magic

Flesh golems are a grotesque collection of stitched body parts, sewn together to form a macabre humanlike appearance, and



then animated by powerful rituals. These creatures possess a rudimentary level of intelligence, slightly higher than that of a domesticated animal. Flesh golems do feel pain, and are aware that they are alive. If a flesh golem's master insists on sending it into situations where it can be injured, they gain a +4 on their saving throws to resist control. If they go berserk, they try to flee the area. Flesh golems are made by evil arcanists. It takes a great deal of wealth (\$1,000 at least) and power to fashion such a creature. At minimum, the following spells are needed: wish, polymorph any object, geas, protection from normal missiles, and strength.

IMMUNITY TO MAGIC: A flesh golem is immune to all spells and spell effects, except as noted here: All spells that inflict fire or cold damage to any degree act as a slow spell for 2d6 rounds; spells that inflict electrical damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

IRON GOLEM

NO. ENCOUNTERED: 1-4 **SANITY:** 1d6/1d8
SIZE: Large **SAVES:** P
HD: 14d10 (70 hp) **INT:** None
MOVE: 20 ft. **ALIGNMENT:** Neutral
AC: 30 **TYPE:** Construct
ATTACKS: Slam (4d10) **XP:** 8000+14 (8,980)
SPECIAL: Breath Weapon, Berserk, Immunity to Magic

These powerful and enormous metal humanoids are typically the bodyguards of very powerful sorcerers, created to guard their most precious and secure areas and items. Iron golems are under the complete command of their creators, having absolutely no mind of their own. The process to build an iron golem is expensive (\$1,500 at least) and requires the following spell effects: wish, polymorph any object, geas, and cloudkill. Iron golems are practically immune to all magic.

COMBAT: Iron golems engage opponents with steadfast determination, turning away all but the most powerful attacks, and ignoring nearly every spell. It can breathe a devastating attack upon its foes, releasing a small portion of the cloudkill spell required to construct it.

BREATH WEAPON: Once every 7 rounds, an iron golem can fill an area 5 ft. by 5 ft. by 5 ft. with a green, poisonous vapor. This gas enters the lungs of the victim and prevents them from functioning. A constitution save is allowed. If failed, the victim immediately falls to the ground, rendered immobile. On the following round, another save is allowed; a failure results in the victim losing 1/2 its current hit points. The third round allows another save, and if failed, results in the victim losing 1/2 of his remaining hit points. This process continues until 1 hit point remains. At that point, a failed save results in death. A successful save on any round negates the need for saves on subsequent rounds. Cure disease, cure poison, heal or similar spells remove the effects of the breath weapon.

IMMUNITY TO MAGIC: Iron golems are immune to all magical effects, except as noted here: all electrical effects slow the iron golem, as per the spell, for 3 rounds; spells that inflict fire damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

STONE GOLEM

NO. ENCOUNTERED: 1-4 **SANITY:** 1d4/1d6
SIZE: Large **SAVES:** P
HD: 12d10 (60 hp) **INT:** None
MOVE: 20 ft. **ALIGNMENT:** Neutral (Neutral)
AC: 26 **TYPE:** Construct
ATTACKS: Slam (3d8) **XP:** 2300+12 (3,020)
SPECIAL: Slow, Immunity to Magic

A stone golem is an enchanted stone humanoid statue, given a semblance of life through arcane formulae. They are created as guardians, intended to hold a post for decades and even centuries at a time. They are always under the direct and complete control of the sorcerer that crafted it, through a costly process (\$1,300 at least) requiring at least the following effects: wish, polymorph any object, geas, and slow. Stone golems follow the last directive they were given by the controlling sorcerer, even after that sorcerer dies.

COMBAT: Often motionless, a stone golem waits for its instructions, guarding its post with eternal vigilance. If conditions are met based on the golem's last instruction, it may move to attack. For example, a golem guarding a doorway might be instructed to attack any that try to open the door, or any white man it sees. If no white men approach the golem, it will not attack unless an individual tries to open the door.

SLOW: Once every 2 rounds, any opponent standing directly in front of a stone golem absorbs some remnant of the lingering magic used to construct the beast. The victim must make a successful strength save or be affected by slow, as the spell.

IMMUNITY TO MAGIC: Stone golems are immune to spells and spell effects unless otherwise noted here: rock to mud functions as the slow spell for 2d6 rounds, mud to rock heals a stone golem of all hit point damage it has taken, and stone to flesh utterly destroys a stone golem.

GREEN SLIME

NO. ENCOUNTERED: 1-6 **SANITY:** 0/1d4
SIZE: Variable **SAVES:** None
HD: 4d8 (18 hp) **INT:** None
MOVE: 0 ft. **ALIGNMENT:** Neutral
AC: 10 **TYPE:** Plant
ATTACKS: None **XP:** 120+4 (192)
SPECIAL: Devouring Assimilation

Green slime is an algae-like growth that feeds on moisture and any organic or metallic material it comes in contact with. The foul



THE COMPLEAT BESTIARY

scum can grow anywhere, including at the bottom of water pools or wooden furniture or paneling; so long as there is organic or metallic matter for it to feed upon.

The slime occasionally grows on the ceilings or support beams in a mine or cave complex and any vibrations upon its perch will shake globules of the slime free of the main colony to drop upon any unlucky creatures below.

COMBAT: A green slime does not attack its victims, only reacts when any creature or substance makes contact with the slime colony. As it grows and converts more matter to its slime-like state, it can create major hazards for any creatures in proximity to their location.

DEVOURING ASSIMILATION: When the slime comes into contact with living flesh, it adheres to the creature and convert its substance to more green slime, doing 2d6 points of constitution damage to the victim. Alert victims can quickly scrape the slime away to avoid this damage, but a successful dexterity check is necessary to scrape away the filth before it adheres to its body or gear. In such a case, the scraper will doubtlessly need to be discarded to avoid further contamination.

Green slime will devour wood and metal as well, but it consumes such matter at different rates than flesh; requiring 10 turns to transform 1 inch of wood to slime and devours metal in 1-2 melee rounds (if enchanted armor is attacked by the slime, an additional round per magical plus is necessary before the sludge eats through the armor). It does no damage to stone or ceramic materials. It can be destroyed/cured by the use of a remove disease spell, freezing the slime or burning it. No other attacks (including weapons and magic effects not specified above) will harm the slime.

GHÚL

NO. ENCOUNTERED: 1-12 **SANITY:** 2/1d6
SIZE: M **SAVES:** P
HD: 7d8 (32 hp) **INT:** Low
MOVE: 40 ft. **ALIGNMENT:** CN
AC: 15 **TYPE:** Monstrous Humanoid
ATTACKS: 2 claws (1d4+2) and bite (1d8+1) **XP:** 405+7 (629)

SPECIAL: Disease, Improved Grapple, Maddening Laugh, Relentless Jaw, Shapeshift, Stealth, Track

A ghúl is a hideous mutant who dwells in caves and crags of rocky deserts and on the fringes of humanity in remote regions, seeking blood and bone marrow from both rotting carrion and live prey. They rob and haunt tombs, battlefields, and other areas where the dead abound and they can snatch both victims and baubles, which they prize.

These creatures are often thought to be demons by local populations, but in fact are simply degenerate humans who

turned in times of desperation, madness or evil, to cannibalism, and mutated by the whim of alien gods into their current form. In the Arabian desert, these creatures are known as ghúls. In the northwestern United States and Canada, native tribes call them wendigo. Their foul race has many variants and names across the world.

Ghúls appear as desiccated, malnourished men and women dressed in an odd assortment of rotted clothing and highly-polished jewelry, gems and coins, which they wear like trophies. Their mouths are full of gnarled and jagged teeth, the skin on their hands drawn taut to leave sharp, claw-like ends which are usually thick with the diseased flesh of their last meal. Their skin is pallid and gray, their eyes watery and jaundiced, and they may be completely hairless or covered in wild masses of wiry hair. The amount of hair a ghúl has generally depends upon its environs: desert varieties tend towards hairlessness, while those living in colder climes have more “fur.”

The ghúl often feeds on carrion and rotting corpses, but loves fresh meat as well and whenever possible will lure the unwary into the desert wastes or abandoned places to slay and devour them. The creatures’ favorite prey are young children, the elderly, and the infirm as these make easy targets. They feed on blood and bone marrow and are capable of taking the form of the person most recently eaten.

The greatest weaknesses of ghúls are their low intelligence and love of coin and gems. They can be tempted—indeed, almost mesmerized—by the sight of shiny metal coins and glimmering precious stones. Their intelligence is low due to their degenerate state. This means that while they can take the appearance of those they have eaten, their impersonations of the people are imperfect at best.

Despite their wild nature, ghúls can sometimes be reasoned with. They speak their own language, but also generally broken fragments of the language they spoke before their transformation. If offered fresh meat, treasure, or other interesting items, ghúls can sometimes be convinced to leave travelers alone, at least for the time being, or even to help against a perceived common foe.

COMBAT: Ghúls prefer to either lure their prey away from a group until they can attack it alone, or sneak up on their prey in darkness, leaping on their victims from the shadows while they rip and tear with their claws and teeth until the victim stops moving. They then drag their prey off into the darkness, where they can feed in peace. They are phenomenally patient creatures, being known to track prey for days until they see just the perfect opening.

DISEASE: Anyone who is bitten or scratched by a ghúl has a chance of contracting a Type 4 disease from the creature’s bacteria-ridden claws and saliva. This disease requires weekly CL 5 Constitution saves and lasts for 1-2 months. For each failed save, the victim suffers 1d8 damage which does not



heal until the disease runs its course. On the second failed save, the victim is incapacitated and delirious. A subsequent save returns him to lucidity, but the cycle can thus repeat. Three consecutive failed saves means death; likewise, two consecutive successful saves fights off the disease entirely. See *Amazing Adventures*, p.179 for information on disease.

IMPROVED GRAPPLE: A ghúl who strikes with both claw attacks automatically grapples its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic claw and bite damage from the creature each round. The creature, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice. In the case of ghúls, on the second round of grappling, the creature engages its relentless jaw ability (see below).

MADDENING LAUGH: Ghúls can use their chittering, gibbering native tongue as a weapon against foes. By using their action to emit foul and high-pitched ululations, they terrify and madden their opponents. Hearing the laugh of a pack of ghúls requires listeners to make a successful Wisdom check or suffer a -2 penalty to all attacks, saves, and ability checks for 1d4 turns.

RELENTLESS JAW: A ghúl who latches on to an opponent with its improved grapple, then bites, can lock its jaw on the following round. This increases the ghúl's damage by an additional 1d4 each round the victim remains grappled. Removing the ghúl's bite after it is locked on requires a strength check at CL 9 and deals an additional 1d6 damage as the creature is torn free.

SHAPESHIFT: Ghúls are able to change their shape to match that of the last creature upon whom they fed. This ability is generally used to hide from predators amongst the teeming masses of humanity, which they enjoy doing, or to lure unwary prey into compromising situations where the ghúl can attack and feed. Since ghúls are of low intelligence and do not gain the memories of those upon whom they prey, they cannot effectively impersonate the victim whose shape they hold. Most are aware of this, so they try to either quickly lure more prey into their clutches, or disappear to start life anew. A few exceptional ghúls have been known to develop increased intelligence and lead successful lives among humanity for some time before being uncovered.

STEALTH: Ghúls are exceptionally stealthy, possessing the Hide and Move Silently abilities of a 7th level Hooligan.

TRACK: Though they are somewhat dull-witted, ghúls are instinctive trackers, able to track per the Generic Class Ability, and always treat Intelligence and Wisdom checks to track as though those abilities were Prime.

HAGS

Hags are cruel, malicious women, consumed by envy and spite, and altogether evil. Hags can be found almost anywhere that they decide to inhabit, in every climate and terrain. They walk upon city streets as readily as they haunt the dankest sewers or the darkest swamps. There are three types of hag: the annis, the green hag, and the night hag. All are accomplished witches, and bring considerable magical talent to bear on their foes.

Hags are either encountered alone, or in a group of three. Any group of three hags, regardless of their specific types, will automatically form a hag covey in a given encounter.

HAG COVEY: Three hags can form a special, magical bond, and all will grow in power. Hags that are part of a covey gain the additional powers listed below.

SPELL-LIKE ABILITIES: *Animate dead* (3/day), *bestow curse* (3/day), *control weather* (3/day), *dream* (3/day), *forcecage* (3/day), *mind blank* (3/day), *mirage arcana* (3/day), *polymorph* (any) (3/day), *veil* (3/day), *vision* (3/day), and *create hag eye* (1/month). These abilities can only be used if all hags in the covey are within 10 feet of each other and actively participating in their use.

ENTOURAGE: A hag covey attracts the presence of weak-minded creatures that easily fall under the control of the hags. A hag covey has a 20% chance of having 1d8 ogres or 1d4 trolls as bodyguards or scouts. If this is not the case, then there is a 10% chance that a covey has 1d4 evil giants in the entourage.

FORCECAGE: Forcecage functions identically to a wall of force but instead of a single wall, a cubical prison is brought into being. When the forcecage is created the creature chooses the type of forcecage desired.

***BARRED CAGE:** This version produces a 20-foot cube made of bands of force for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. All spells and breath weapons can pass through the gaps in the bars.

***WINDOWLESS CELL:** This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

HAG EYE: A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.



THE COMPLEAT BESTIARY

ANNIS

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 7 (d8) (28 hp)

MOVE: 40 ft.

AC: 20

ATTACKS: 2 Claw (2d4), Bite (1d6) **XP:** 585+7 (1051)

SPECIAL: Improved Grab, Rend, Spell-Like Abilities, Darkvision 60 ft., SR 7 (special, see below) Hag Covey

An annis always appears as an overgrown female humanoid with putrid eyes and long, black finger-claws. They have an exaggerated form, are very thin but wiry and muscular, and they have very taut cobalt blue skin that deflects weapon blows fairly easily. These foul creatures can be found in the company of ogres, trolls, and evil giants, often commanding and controlling them. Annis hags have a primary diet of human flesh, but they will eat anything with muscle and sinew. Normally solitary, annis hags rarely gather in groups, but when they do, they become even more powerful.

COMBAT: Annis hags are very strong. Combined with their deadly sharp claws, annis hags can devastate opponents, holding them fast while ripping them apart. They are deviously intelligent, and often have an entourage that they send into battle to weaken the opposition.

IMPROVED GRAB: An annis that strikes with both claws and its bite in a single round automatically tries to hold its victim fast, preventing it from moving. A strength save is allowed to resist this effect, but if it is failed, the victim is held immobile, and subjected to the annis hag's rend ability on subsequent rounds. A new save is allowed each round to escape the hag's grip.

REND: An opponent held in an annis hag's grip is dealt a series of crippling blows, as the beast's iron-like claws and gnarled teeth slash and cut the victim. The unfortunate victim of this rending automatically takes damage from all of the annis hag's attacks. No saving throw is allowed to resist the damage, nor is the annis required to make an attack roll.

SPELL-LIKE ABILITIES: *Fog cloud* (2/day), and *change self* (2/day).

SPELL RESISTANCE: An annis hag has spell resistance, but only against spells and effects that generate illusions or illusory effects.

SANITY: 1d4/1d6

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

GREEN HAG

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 9 (d8) (36 hp)

MOVE: 30 ft., 30 ft. (swim)

AC: 22

ATTACKS: 2 Claw (1d4+4) **XP:** 1700+9 (1974)

SPECIAL: Spell-Like Abilities, Weakness, Mimicry, Hag Covey, Darkvision 60 ft., SR 6, Camouflage

Green hags are deceptive creatures, luring the unsuspecting to everlasting doom. Green hags like the solitude of swamps and moors, but remain within a short distance of well-traveled areas so that prey is readily available. Some occupy streams and small rivers. Green hags, physically, resemble annis hags, except they have mottled green skin that constantly shifts in tone and tint.

COMBAT: Green hags prefer to let their prey come to them, using their mastery of vocal arts to trick the unwary. Once the victim has approached close enough to make escape difficult, the green hag attacks.

SPELL-LIKE ABILITIES: Green hags can use the following abilities twice per day: *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, and *water breathing*.

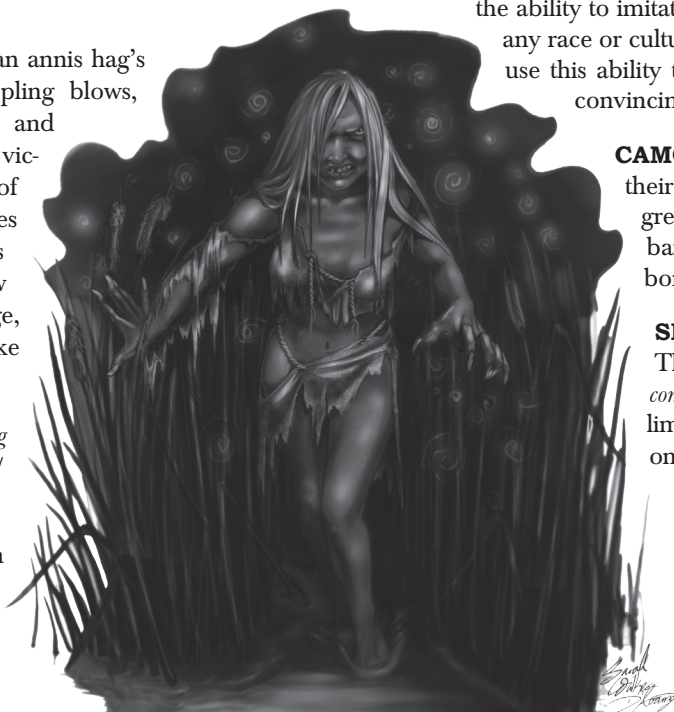
WEAKNESS: A green hag is able to physically weaken opponents by instilling them with a sense of depression, melancholy, and ineffectiveness. This ability functions as a *ray of enfeeblement* spell and is usable once per day. A successful charisma save negates this effect.

MIMICRY: Green hags can duplicate the sounds of any naturally occurring animal. These crafty creatures also have the ability to imitate the voice of a mature adult of any race or culture, in any language. They often use this ability to make cries for help or other convincing sounds to attract the unwary.

CAMOUFLAGE: When moving in their native wetland environment, green hags make no noise and are barely visible. This provides a +5 bonus to all hide checks.

SPEAK WITH MONSTERS:

This functions identically to the *comprehend languages* spell, but is limited to the spoken word and only applies to monster speech.



NIGHT HAG

NO. ENCOUNTERED: 1 **SANITY:** 1d8/1d10
SIZE: Medium **SAVES:** M
HD: 8 (d8) (32 hp) **INT:** Average
MOVE: 20 ft. **ALIGNMENT:** Neutral Evil
AC: 22 **TYPE:** Extraplanar
ATTACKS: Bite (2d6) **XP:** 2225+8 (3520)

SPECIAL: Spell-Like Abilities, Dream Haunting, SR 10 Immunity: Fire, Cold, Charm, Sleep and Fear

Night hags look like ugly and ancient female humans. They are tall, dress in ragged, dirty clothing, and smell cadaverous. Their skin is as dark as pitch, glistening as if wet in any light source. Their visage is one of a pain wracked woman, thin lips drawn back over a wide, deep mouth. That maw is filled with jagged, broken teeth. Night hags suffer for the want of a good food, for they are forced to devour the flesh of those they kill. Their palates long for the taste of food less foul, and for this their mouths are always dribbling thick, putrid bile. Night hags revel in the auras of evil, and are often found in the haunts of malicious folk. They harvest souls for the nether planes, carting the screaming spirits of the souls of the very evil to an eternal doom. Night hags are rarely found on the mortal realms, visiting it only when a harvest is ripe and ready to fall.

Night hags despise and fear goodness.

Night hags are immortal, and though not especially intelligent, they are able to speak all the languages of all living creatures.

COMBAT: Night hags have powerful magical abilities that they use with great facility. They never willingly get close to a victim until they are certain it is rendered powerless.

SPELL-LIKE ABILITIES: *Improved magic missile* (deals 2d8 points of damage but otherwise functions as the standard *magic missile spell*) (3/day), *ray of enfeeblement* (3/day), *ethereal jaunt*, *detect alignment*, *polymorph self*, *great sleep* (affects a single opponent with up to 12 hit dice or levels, functioning as per the *sleep spell*; the night hag must use this spell to utilize its dream haunting ability) (1/day), and *gate* (1/day).

DREAM HAUNTING: The great sleep power forges a dark magical bond between the night hag and its target. Through this bond, the night hag seeds the victim's dreams with evil thoughts and desires. The target is allowed one wisdom save to expel the hag from its dreams. If failed, the victim is afflicted with horrid nightmares; they are unable to sleep, fearing the terror of their own dreams. Within one week, the victim is compelled to act upon the night hag's diabolical suggestions. Her suggestions begin as small bits of selfishness, avarice, or greed, but eventually become compulsions to perform ever-greater acts of evil. Each night, a successful constitution save will allow the victim to avoid the permanent loss of one point of constitution. However, a successful save does not end the haunting. The only way to end a dream haunting is to slay the night hag responsible for the nightmares. This causes des-

peration in the victims and their allies – desperation that plays right into the hag's plan, as it can cause even good creatures to perform evil acts. A hag will brew evil in this way so that she can harvest those souls, as well. When a victim is reduced to zero constitution, the night hag rips out the victim's soul, carting it off to its plane of origin. The fate of souls captured in this way is the subject of grim speculation. What is certain is that this loss not only kills the victim, but also prevents the creature from ever being resurrected or raised.

HANDMAIDEN OF YIG

NO. ENCOUNTERED: 1-4 **SANITY:** 3/1d8
SIZE: Large **SAVES:** P, M
HD: 10d10+10 (65 hp) **INT:** Average-High
MOVE: 30 ft. **ALIGNMENT:** LE
AC: 20 **TYPE:** Extraplanar

ATTACKS: Bite (1d6+1 plus poison and blood drain), weapon (var- **XP:** 1,950+10 (2,600)
 ies) and tail slap (1d8+2)

SPECIAL: Blood drain, constrict, dominate, improved grapple, lure, manifest, poison, shapeshift, sorcery

These seductive and deadly creatures have the upper body of a beautiful humanoid woman, albeit with slightly pointed ears, a greenish tint to her skin, and the yellow eyes of a reptile. From the waist down, the body is that of a gigantic, writhing serpent. Handmaidens of Yig, as one might guess, are spawned by the great serpent deity of the Old Ones and serve to carry out his whims on Earth. They act as intermediaries to his cults, breeding with cult members to produce more spawn, and carrying his word to his followers.

Though evil in their outlook by the reckoning of men, they are, as is their deity, eminently lawful. Of the Old Ones, Yig is the least likely to wish destruction upon the world; rather, he spreads his coils around and through the Earth. It is his nest and while he enjoys fostering corruption amongst men, he does not wish their utter fall.

Like their master, the Handmaidens of Yig enjoy corrupting men and women, using them as playthings for their schemes and amusement. Their plots can stretch out over centuries, as they guide entire family lines into corruption and degradation. They operate in shadows, preferring not to let their presence become known. They guide their victims, acting as the power behind the throne. Still, when they or their human pets are threatened, they are formidable and deadly foes.

COMBAT: Handmaidens of Yig prefer not to lower themselves to engage in direct combat. Rather, they act through dominated minions, magic, and their alluring presence, all while in disguise as a normal human female. When forced into direct confrontation, however, the Handmaiden of Yig abandons all pretense of game-playing and toying with her victims and seeks to dispatch enemies as expeditiously as possible. She will wade into combat, grapple an opponent, drain



THE COMPLEAT BESTIARY

and poison him, and then move on to the next, using sorcery and domination to bolster her abilities if possible.

It is extremely rare that a Handmaiden of Yig will fight to the death; if she feels she is outmatched, she will flee back to her master via her manifest ability, and plot revenge on her attacker.

The sheer range of destructive capability at the fingertips of a Handmaiden of Yig is staggering, and if one comes across such a creature, he may be better to bargain and beg for his life than to try and kill her.

BLOOD DRAIN: A Handmaiden of Yig who manages to grapple her victim and then bite, may begin to drain blood each round. This causes the victim to suffer 1d4 points of Constitution damage in addition to normal bite damage. For each point of Constitution damage drained, the Handmaiden of Yig regains 3 hit points. When Constitution is reduced to zero, the victim dies. If the victim survives this attack, Constitution damage returns at the rate of 1d4 per day.

CONSTRUCT: A Handmaiden of Yig who manages to grapple her victim may automatically deal 1d8 damage per round by constricting her coils.

DOMINATE: A Handmaiden of Yig who locks her gaze with a mortal may subject him to her will. Victims of this ability must succeed at a Charisma-based save or be instantly under the command of the Handmaiden of Yig. The effects of this ability are similar to those of the Charm Person spell, though victims will even obey commands that would normally be detrimental to their health or those of a loved one. It is only after executing such a command that the dominated victim may make a second Charisma save to shake off the influence, but this second save is at a -6 penalty. Such is the power of the Handmaiden of Yig.

IMPROVED GRAPPLE: A handmaiden of Yig who successfully strikes with her tail slap automatically grapples her opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic constriction and bite damage from the creature each round, if she so chooses. The creature, in turn, cannot use her tail slap on any other targets while grappling. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice.

LURE: Handmaidens of Yig have the abilities of a tenth-level Socialite with an 18 Charisma.

MANIFEST: Once summoned or sent to this world, Handmaidens of Yig can move between Earth and their shadowy home realm at will via the creation of dimensional portals. Doing so takes one turn.

POISON: Upon a successful bite attack, the Handmaiden of Yig can choose, if she wishes, to inject a powerful Type 5 poison. The Save CL for this poison is 10. A successful save means

the victim suffers initial damage, and then fights off the poison with no further effects. Initial damage is 1d10. If the victim fails his save, a second save is required one hour later; success indicates the poison has been fought off and no further damage is suffered. Failure results in death within 2-8 rounds unless anti-venom can be administered. Whether such a treatment is available is left to the discretion of the GM.

SHAPESHIFT: Handmaidens of Yig can, at will, assume the form of a stunningly beautiful human female. They can remain in this form indefinitely and can shift back to their natural form in one action. If a Handmaiden of Yig suffers any damage while in human form, however, she immediately reverts to her natural demonic visage.

Sorcery: Handmaidens of Yig have the spellcasting abilities of a tenth-level Charisma-based Arcanist with an 18 Charisma.

HARPY

NO. ENCOUNTERED: 2-12 **SANITY:** 1d4/1d6

SIZE: Medium

SAVES: P

HD: 3 (d8) (12 hp)

INT: Low

MOVE: 20 ft., 50 ft. (fly)

ALIGNMENT: Chaotic Evil

AC: 13

TYPE: Humanoid

ATTACKS: 2 Claws (1d3),
Weapon (by weapon) **XP:** 40+3 (72)

SPECIAL: Captivating Song, Darkvision 60 ft.

Harpies look like enlarged vultures that have the torso and face of a human female. They are foul, having ragged and soiled feathers, and they reek with the stench of carrion. Their temper is as foul as their appearance, and they hate almost all living things. Their language is a mixture of the common tongue and unidentifiable screeches, caws and clacking sounds, and they are constantly babbling. They always carry some weapon constructed of the body of a previous victim.

Harpies are found in most climates, but prefer hardwood forests. The gnarled twisted branches of black jack oak trees are their favored nesting grounds. Here they build large communal nests of twisted branches, briars, vines and any other rubbish they may have taken and kept from their victims. As often as not, bones of the unfortunate targets of the harpies' ire are found as part of the nest which the harpy sleeps upon. Frequently these thorny beds are built on the ground, etched out of the earth and in the roots of the tree. They normally gather in covens of up to 12 individuals. Harpies have voracious appetites and are almost never satisfied.

Harpies have a great lust for pretty things, such as jewelry and gems. When one finds such an item they take great pains to hide for their sisters will most certainly try to take it – an unintentional aggravation for many adventurers. If the item in question is of great value the harpies will stop at nothing, even attacking each other, to get at it.



COMBAT: When a harpy becomes aware of a victim, it lays back, folds its wings, assumes a suggestive pose, and begins to sing an incredibly beautiful song. They then wait patiently for the unsuspecting victim to succumb to the power of the song. Once, the victim is lured close to the harpy, the creature charms the unfortunate soul, and takes the victim away to be tortured and devoured.

CAPTIVATING SONG: A harpy's most insidious ability is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot area must make a successful charisma save or become captivated. Characters with resistance to charms may apply appropriate bonuses to the save. If the save is successful, a song from the same harpy cannot affect that individual for 24 hours. A captivated victim will walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), the creature receives a second saving throw to resist the charm. Captivated creatures can take no actions other than to defend themselves and move toward the harpy. A victim that approaches to within 5 feet of the harpy will then stand motionless, offering no resistance to the monster's attacks. This effect continues for as long as the harpy sings, and for 1 round after the song ends. An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular harpy's song again that day.

HAUNT

NO. ENCOUNTERED: 1 **SANITY:** 1d4/1d6
SIZE: M **SAVES:** M
HD: 5d8 (20 hp) **INT:** Very to High
MOVE: 30' **ALIGNMENT:** Any
AC: 20 **TYPE:** Undead
ATTACKS: 1 (no damage) **XP:** 175 + 1 (275)

SPECIAL: Dexterity Drain, Immunity to Normal Weapons

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 corporal 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 GM 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 a 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.

HELLHOUND

NO. ENCOUNTERED: 1–6 **SANITY:** 1d6/1d8 or 1d8/1d10
SIZE: Medium **SAVES:** P
HD: 4 (d8)/8 (d8) (16 or 32 hp) **INT:** Low
MOVE: 40 ft. **ALIGNMENT:** Lawful Evil
AC: 16 **TYPE:** Extraplanar
ATTACKS: Bite (2d6) **XP:** 4HD: 90+4, 8HD: 575+8 (184 or 1066)

SPECIAL: Breath Weapon, Fiery Bite, Darkvision 60 ft., Immunity to Fire (full), Tracking 5

Hellhounds are canine creatures that are permanently sheathed in a hellish flame. They are large, hyena like beasts with massive jaws and coarse black or gray spotted hair. They are native to evil planes, where they roam in great packs, or are used as watchdogs. On the mortal realms, they travel and hunt in smaller packs that rarely exceed six members. They are exceptionally acute, and can be easily trained if the trainer is evil, powerful, and able to withstand the beast's fiery assault.

COMBAT: Hellhounds are very aggressive creatures. Filled with the pain of their own fire, they seek to inflict that torment on others. Moving with great stealth and speed, a pack



THE COMPLEAT BESTIARY

of hellhounds will stalk enemies, waiting for the ideal time to surround and overwhelm their prey with tooth and flame.

BREATH WEAPON: A hellhound can exhale a flaming pellet of purest heat that will explode upon contact with an opponent. This explosion does damage equal to the hit dice of the hellhound. Thus, a 4 HD hellhound's breath weapon deals 4d8 damage. A successful dexterity save reduces this damage by one half.

FIERY BITE: The bite of a hellhound is wreathed in a layer of flame and intense heat. Each successful bite may catch combustible items on fire. Upon a failed save the item catches on fire, successful saves leave it scorched.

HERD ANIMAL

NO. ENCOUNTERED: d% x 10 **SAVES:** P
SIZE: Medium **INT:** Animal
HD: 2 (d8) (8 hp) **ALIGNMENT:** Neutral
MOVE: 30 ft. **TYPE:** Animal
AC: 13 **XP:** 10+2 (26)
ATTACKS: 2 Hooves (1d4), Slam (1d8)
SPECIAL: Stampede, Twilight Vision

Herd animal is a category that can refer to many different creatures, including buffalo, deer, wildebeasts, zebras, horses, sheep, and other similar herbivores. They are encountered in herds of 10 to 10,000. They live in open plains, scrublands, forests, hills, and mountains. They congregate in herds for survival of their species: a large grouping offers some protection from predators.

COMBAT: Herd animals will flee to avoid hunters. If forced to fight, they will do so by head butting or rearing, slamming their heads, horns, or hooves into an opponent. Large herds that feel threatened often stampede; stampeding animals run down whatever is in their path, only avoiding larger creatures or obstructing terrain. If trapped in a stampede, death is almost certain.

HOMUNCULUS

NO. ENCOUNTERED: 1 **SANITY:** 1/1d4
SIZE: Small **SAVES:** M
HD: 2 (d10) (10 hp) **INT:** High
MOVE: 20 ft., 50 ft. (fly) **ALIGNMENT:** Any (see below)
AC: 14 **TYPE:** Construct
ATTACKS: Bite (1d3) **XP:** 15+2 (50)
SPECIAL: Poison, Bond, Darkvision 60 ft., Twilight Vision

A homunculus resembles a miniature gargoyle. They are intelligent, often reflecting the mental abilities of their creators. A homunculus is a specially prepared creature that is crafted by a wizard through a very precise alchemical process. Constructing a homunculus grants several benefits to a wizard (see Bond, below), and many wizards see the benefits as worth the time, expense, and risk involved in the creation

process. A homunculus is very rarely encountered without its creator, as the homunculus has a limited range that it can travel away from its master.

If a homunculus's master should perish, the creature is freed from its bond, but it does not die. It will linger around the body of its fallen master for many long months. A homunculus in this situation is eventually consumed by its own grief, twisting into a creature of evil intent and consciousness. The homunculus, so transformed, will venture out into the world to share its grief with others in horrible ways.

COMBAT: A wizard that controls a homunculus is reluctant to let the creature enter combat, for fear it should die. Instead, they are used as scouts, spies, and messengers.

POISON: An opponent bitten by a homunculus must succeed at a constitution save to avoid falling into a comatose slumber. This poison is a powerful depressant, and upon a failed saving throw, a victim is rendered unconscious and immobile for 5d6 minutes.

BOND: An invisible tether of arcane force exists between a homunculus and its creator. This connection provides a synergistic benefit to both entities. For the purposes of saving throws, homunculi are treated as having hit dice equal to the level of their creator. The creator is able to use all of the homunculus's senses as clearly as if standing in the same spot. A homunculus cannot travel more than 100 feet away from its master, and is telepathically linked to its creator. A homunculus knows everything the wizard that created it knows, and shares the same alignment as its controller. Should the homunculus die, the wizard that created it immediately suffers 2d10 points of damage.

HORSE

	HEAVY WAR	LIGHT WAR	RIDING
NO. ENC:	1	1	1
SIZE:	Large	Large	Large
HD:	4 (d10)	3 (d10)	2 (d8)
MOVE:	50 ft.	60 ft.	60 ft.
AC:	14	13	13
ATTACKS:	2 hooves (1d6+3), bite (1d4+2)	2hooves (1d4+2), bite (1d4)	2 hooves (1d4+1)
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGN:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	4	2	1
XP:	40+4	20+3	10+2

HEAVY WAR HORSE

These animals are bred for strength and endurance, and trained for warfare. They are typically used by mounted cavalry in heavy armor. A heavy warhorse can fight while carrying a rider, but unless the rider is a knight, the rider cannot attack at the same time. A light load for a heavy warhorse is up to 300

pounds; a medium load, up to 600 pounds; a heavy load, up to 900 pounds. A heavy warhorse can drag 4,500 pounds.

LIGHT WAR HORSE

A contrast to their larger cousins, these animals are bred for a different role in combat: speed. They are typically used by scouts and light cavalry. A light warhorse can fight while carrying a rider, but unless the rider is a knight, the rider cannot also attack. A light load for a light warhorse is up to 225 pounds; a medium load, up to 450 pounds; a heavy load, up to 700 pounds. A light warhorse can drag 3,500 pounds.

RIDING HORSE

These animals are bred for speed and endurance, and are not trained to handle combat situations. A riding horse cannot fight while carrying a rider, and may rear, buck, or bolt when faced with obvious danger. A light load for a light riding horse is up to 150 pounds; a medium load, up to 300 pounds; a heavy load, up to 450 pounds. A light horse can drag 2,250 pounds.

HUECUVA

NO. ENCOUNTERED: 1 **SANITY:** 166/1d8
SIZE: M **SAVES:** P
HD: 4d8 (16 hp) **INT:** Very
MOVE: 30' **ALIGNMENT:** Lawful Evil
AC: 17 **TYPE:** Undead
ATTACKS: 1 slam (1d6) **XP:** 75 + 1 (139)
SPECIAL: See Below

The huecuva is an undead creature, forced to roam the desolate places where the dead lie. 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 them above all else. It will choose one person amongst the group upon whom it focuses its telepathic scans. 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: After leaving the group, it will use its polymorph ability to shift into the form of its victim's greatest fear, and will then return to attack. The intended victim must make a Charisma save or be affected as per the Fear spell (Amazing Adventures, p. 117). Although the polymorph is real, and not an illusion, much like that of a doppelganger, 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 (GENERIC, THUG, OR CULTIST)

These statistics represent a general representation of human adversaries and cover everything from pygmy jungle-dwellers to Australian aborigines to Bedouin warriors, generic street thugs, police, F.B.I. agents, Chicago gangsters, or whatever you like. Any so-called "mook" the characters encounter could be represented by this entry.

NO. ENCOUNTERED: 1-1,000+ **SANITY:** None
SIZE: Medium **SAVES:** P or M (Choose one)
HD: Variable, or 1d6 (4 hp) **INT:** Average
MOVE: 30 ft. **ALIGNMENT:** Chaotic Neutral
AC: 13 **TYPE:** Humanoid
ATTACKS: by weapon or firearms **XP:** 7+1 (11) or by HD.
SPECIAL: Spells, Tracking, Survival, Climb, Hide, Move Silently

COMBAT: Humans attack by weapons, generally in modernized societies using firearms or knives and small swords dealing 1d6 damage, or using bows or spears (also dealing 1d6) possibly tipped with paralytic poison in primitive societies.

CLASS ABILITIES: Most mooks possess one or more of the following class abilities: Tracking (generic; see Book 2), Survival (Raider), Climb (Hooligan), Hide (Hooligan), Move Silently (Hooligan). For purposes of using these abilities, treat physical attributes as Prime and the number of hit dice the mook has as its level equivalency.

SPELLS: Shamans or cultists may have some spellcasting ability as a Wisdom or Charisma-based arcanist.

SPECIAL: Mooks can be made tougher simply by adding extra hit dice, increasing base XP value to double the previous level, rounded to the nearest five, plus the number of hit dice per hit point. Thus, a 2 HD mook is worth 15+2, a 3 HD mook is worth 30+3, a 4 HD mook 60+4, etc.



THE COMPLEAT BESTIARY

IMP

NO. ENCOUNTERED: 1
SIZE: Small
HD: 1 (d8) (4 hp)
MOVE: 20 ft., 60 ft. (fly)
AC: 15
ATTACKS: Bite (1d4), Stinger (1)
SPECIAL: Darkvision 60 ft., SR 3, Invisibility, Regenerate 1

SANITY: 1/1d4
SAVES: M
INT: High
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
XP: 19+1 (19)

Imps are small fey – cunning, calculating and altogether evil. They are extraplanar creatures and are rarely encountered on the mortal realms. When they are, they are usually serving as familiars to wizards or servants to some other malevolent creature. Imps can have many forms, but they are always small, crooked, and possess one long eyetooth. They possess wings, but these fold up onto their back and lay flat with their skin, so that they are not discernable at a glance.

Imps possess a chameleon-like ability to blend with their environment. They can, at will, change their color, heat signature, and even their skin texture to blend with any environment. With a successful physical check, the imp hides so well that it is invisible to the naked eye. They regenerate 1 hit point per round and can only be hit by silver or magic weapons.

Imps speak the language of fey, but also speak the common tongue of men.

COMBAT: Imps are not formidable foes. They are small and weak, and avoid combat whenever they can. If pressed hard by superior numbers, they will almost always fall upon the ground, desperately calling for pardon, and they will attempt to strike some deal with their antagonist.

POISON: Imps have a thin tail tipped with a sharp spine. With this tail, they are able to sting an opponent and cause a nasty wound. Upon a successful hit, the victim takes 1 hit point of damage, and must make a successful constitution save or suffer 2 points of damage per round for 4 rounds (for a total of 9 points). The wound swells and becomes sore immediately, rendering the area useless (if a sword arm, the victim cannot wield a sword with that arm after being stung). A *cure disease* or *neutralize poison* will negate the poison's effect.

JACKAL

NO. ENCOUNTERED: 6–36
SIZE: Medium
HD: 1 (d6) (3 hp)
MOVE: 30 ft.
AC: 12
ATTACKS: Bite (1d6)
SPECIAL: Tracking 10, Twilight Vision

SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Animal
XP: 5+1 (8)

Jackals are small canines that run in packs of several dozen members. They inhabit dry steppes, scrubland, and prairies. Like all canines, jackals have a rigid social structure, with both an alpha male and female. At least 30% of a given pack consists of pups.

COMBAT: Jackals hunt as a pack. They work together to separate weak or slow prey from larger groups and combine efforts to bring that prey down. They rarely attack humans, demi-humans, or humanoids unless they are extremely hungry.

KRAKEN (LEVIATHAN)

NO ENCOUNTERED: 1
SIZE: Large
HD: 17 (d8) (68 hp)
MOVE: 20 ft. (swim)
AC: 20
ATTACKS: 8 Tentacles (1d10), Bite (5d10)

SANITY: 1d10/1d12
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
XP: 8900+17 (12,866)

SPECIAL: Constrict, Capsize, Spell-Like Abilities, Darkvision 60 ft., Ink Cloud, Twilight Vision

These are gargantuan monsters that dwell in deep pools, lakes, or in the dark recesses of the ocean floors. The kraken resembles a squid in appearance while the leviathan resembles an octopus. Each has eight tentacles measuring up to 100 feet in length and 5 feet in width at the base. The tentacles are lined with huge suction cups that can adhere to surfaces, allowing the beast to use its great strength to crush its victims. They have two large eyes that blend with their mottled green or red skin. At the base of their tentacles, in the center of the body, a great beak crushes prey fed to it by the tentacles. Krakens are very intelligent creatures that live for centuries. They are also very evil and aggressive, and prey upon the weak or superstitious for their own amusement. Krakens will not face certain death. When threatened, they will retreat, dragging any opponents they can to the depths with them.

COMBAT: Krakens feed on sea creatures that venture too near to their oceanic haunts, and they frequently rise to the surface to snatch things from the land or off a ship. Krakens lash out with their tentacles, but always keep 2 in reserve to anchor their position. A creature caught in the grasp of a kraken is in very serious trouble. It faces crushing, drowning, and finally being devoured by the formidable beak.

CONSTRICT: If a kraken strikes with 2 or more tentacles, it wraps them around the victim, and begins to crush and strangle it. On the following round, the victim is allowed an attempt to break free with a strength save. Failure means that the character is constricted and cannot move, save to attack with a small weapon (already in hand) at a –4 penalty. Each round that the victim remains constricted, it automatically suffers 3d4 points of damage. A victim can attempt another save every round. However, a kraken can wrap additional tentacles around a constricted victim. A kraken can automatically strike a constricted creature with additional tentacles, inflicting tentacle damage as well as constricting damage. The victim's saving throws are penalized, in these cases, by –1 for each constricting tentacle beyond the first. A tentacle can be severed by directly attacking it. Tentacles have 16 hit points and an armor class of 16. If a kraken loses more than 3 of its



tentacles, it releases its ink cloud. If a kraken has 4 or more tentacles constricting a creature, and suffers damage, it flees to the depths as quickly as possible.

CAPSIZE: A kraken that rises under a boat or ship less than 20 feet long capsizes the vessel. It has a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize a ship that is over 60 feet long.

SPELL-LIKE ABILITIES: *Airy water* (allows creatures to breath underwater 120 feet across, or as a sphere with 6 times the normal dimensions; this effect has a duration of 24 hours), *control winds* (1/day), *control weather* (1/day), and *summon lesser monster* (underwater animals only; the summoned fish are not under the kraken's control) (3/day).

INK CLOUD: A kraken in distress will excrete a blast of poisonous ink as a black, noxious cloud. The cloud of ink fills an area 20 feet by 20 feet by 25 feet. Any creature caught in the cloud must make a successful constitution save to avoid taking 1d4 points of damage. Each round of exposure to the cloud requires another save. This effect is considered a poison, and the cloud lasts for 1d10 rounds before dissipating.

LEOPARD

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 3(d8) (12 hp) **ALIGNMENT:** Neutral
MOVE: 40 ft. **TYPE:** Animal
AC: 15 **XP:** 40+3 (76)
ATTACKS: 2 Claw (1d4), Bite (1d8)
SPECIAL: Rake, Scent, Twilight Vision

Leopards are large cats, that range up to five feet long (more with the tail), are spotted and weigh several hundred pounds. They are solitary hunters that bear litters of up to 3 young. Solitary hunters, they only travel in the company of other leopards when a mother is raising its young. They are able climbers and often rest from the heat in trees. They range in tropical zones, but are found in deep jungles and on the open savannah.

COMBAT: The leopard stalks its prey, leaping whenever the prey gets close enough to attack.

RAKE: If a leopard successfully bites, it can make two rake attacks with its hind legs. These attacks have an additional +1 bonus to hit, and inflict 1d4 hit points of damage each.

LYCANTHROPE, WEREWOLF

NO. ENCOUNTERED: 3-18 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 4d8 (16 hp) **INT:** Average
MOVE: 30 ft., 50 ft. (as wolf) **ALIGNMENT:** Varies as human, chaotic evil in wolf form
AC: 16 **TYPE:** Humanoid

ATTACKS: Bite (2d4) **XP:** 120+4 (184)

SPECIAL: Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight Vision, Protect

Werewolves are thoroughly tainted by evil, and in animal form, they are among the most wicked of creatures. Their animal form are massive, far larger than a typical wolf. They dwell in dark forests and prowl only at night. Werewolves are very protective of their domains, and of each other, rallying to any howl of distress. These creatures always hunt in packs of 3 to 18.

COMBAT: Werewolves are cunning hunters. They will utilize pack tactics and harassing techniques before closing in for a kill. They are cunning, and very dangerous, but will flee in the face of capable opposition.

TRIP: A werewolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a dexterity save to resist being pulled to the ground. Opponents pulled down in this manner automatically act last in the next round.

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 1/2 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.

ALTERNATE FORM: A werewolf's normal form is that of a human being. The lycanthrope can choose to assume wolf form once per day, and every 28 days, during the three days of the full moon, the lycanthrope is forced to change into wolf form at night. It retains the following abilities in human form: alternate form and twilight vision. Werewolves are immune to polymorph attacks or effects unless they wish to be affected.

PROTECT: A werewolf that sees a wolf or another werewolf taking damage becomes incensed and protective. This instinct provides the werewolf with a +2 bonus on all attack and damage rolls. This bonus only applies if at least 2 werewolves are in combat, and one sees another suffer damage.

WOLF EMPATHY: Wolves empathize and enjoy the company of werewolves. Werewolves can telepathically communicate with any wolf within 1 mile. In addition, the werewolf can summon 1d6 wolf to its location if the wolf are within 1 mile. The wolves will begin to arrive 2d6 turns later.



THE COMPLEAT BESTIARY

LYCANTHROPY

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 the dreaded 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.

HUMAN FORM: A lycanthrope in its human form should be created as an NPC. They are able to be any class, level or alignment. Lycanthropes retain individual powers in human form, as listed. Player characters who contract Lycanthropy can still be played, though they will lose control of their character, becoming an evil NPC in the hands of the Game Master whenever the transformation into lycanthropic form is upon them.

LICH

NO. ENCOUNTERED: 1	SANITY: 1d8/1d10
SIZE: Medium	SAVES: M
HD: 18 (d8) (72 hp)	INT: Genius
MOVE: 30 ft.	ALIGNMENT: Neutral Evil
AC: 20	TYPE: Undead (Unique)
ATTACKS: Touch (1d10)	XP: 13800+18 (11,686)
SPECIAL: Fear Aura, Spells, Undead, Paralyzing Touch, Rejuvenation	

A lich is a powerful undead creature, born from a hideous ritual performed by a wizard that lusts for everlasting life. Becoming a lich is an option for only the most powerful and reckless of magi, as it involves separating the spirit from the body and binding it in a specially prepared phylactery. This very powerful enchanted item can take any form, but it is usually an amulet of the finest quality. After the ritual is complete, the wizard assumes its undead form, and the phylactery thereafter houses the lich's soul. Few know these arcane rituals, and of those few, even fewer dare test the sorcery. If it fails, the wizard's soul is lost and forever irretrievable.

In appearance, a lich has a skeletal form with eyeless sockets. These sockets often have points of sinister light deep within them. Liches possess a preternatural aura of cold and fear. This emanation discourages approach by all but the bravest or most foolhardy individuals. A lich does not concern itself with the



safety of its physical form, for it can discard it if it dies.

A lich is always safe as long as its phylactery remains intact. Liches are phenomenally intelligent, and can have millennia of experience, unique spell effects and magic items. Most lichs possess a veritable army of subservient undead. As a lich ages, however, the consciousness of its mortal form slowly decays, becoming increasingly focused on the pursuit of the purest forms of evil. Many lichs seek to dominate others with their immortality and power, and they have the unearthly patience to execute very elaborate schemes to gain this power. Liches often plan and implement these machinations over decades or centuries, for the passage of time has become irrelevant to them.

If a lich's phylactery is destroyed, by any means, the lich is also destroyed. Liches will enact numerous, multi-layered defenses to ensure the safety of their phylacteries.

COMBAT: Liches are terrible foes, able to hurl powerful spells and ignore the effect of most weapons with ease. Destroying a lich's body will not kill it. In fact, it is likely that a lich will be willing to let its body die so it can escape an especially powerful foe. Its essence will retreat to its phylactery so that it can return unscathed at a later time.

FEAR AURA: Any creature with five or fewer hit dice or levels is subject to the horrific aura of terror that surrounds the lich. This is an incredibly powerful and compelling horror that causes all such creatures in the presence of the lich to cower in absolute dread. They cannot fight, cast spells, approach within 10 feet of the lich, or even look upon the lich. There is no save to avoid this effect, and it lasts as long as the lich is present. Magical protections against fear may help negate this effect, at the Game Master's discretion.

PARALYZING TOUCH: When a lich touches a creature's living flesh, a sudden shock of numbing cold radiates through the victim. The victim must make a successful strength save or be immobilized. The victim suffers 1d6 hit points of cold damage regardless of the saving throw's outcome. This paralysis is permanent unless magically countered or dispelled.

REJUVENATION: A lich is not destroyed when its physical body dies. Instead, its spirit returns to its phylactery. Unless the lich's phylactery is found and destroyed, the lich will reappear at full health in one day, and will possess a full complement of spells. Any physical items possessed by the lich's physical form are not transported to the phylactery upon its physical destruction, and the returning lich will not possess these items unless it has duplicates.

SPECIAL: The vast majority of lichs have the abilities of an 18th- to 20th-level Intelligence-based Arcanist; About 10% are Wisdom- or Charisma-based Arcanists. In the rarest instances, only about 5%, these monstrosities have access to more than one Primary spellcasting ability's spell list.



ANCIENT LICHES

AGE	CATEGORY	TITLE	HD	AC	DAMAGE	INT*
300-600	Old	Rotted Prefect	+2	+2	1d8 Cold	+2
601-1000	Very Old	Fleshless Oracle	+2	+2	1d10 Cold	+2
1001-1500	Venerable	Arch-Lich	+2	+2	1d12 Cold	+2
1501-2000	Archaic	Lich Lord	+2	+2	2d8 Cold	+2

Experience points are calculated using the experience point chart in *Monsters & Treasure*, remembering to tally in the liche's hit dice and enhanced powers.

LICHES

Power eternal infused in the moldering confines of the walking corpse. Parchment dry skin stretched over creaking bone flush with chill power from beyond the grave. Such was the choice made for the dark gift of eternal study and an unending growth in macabre power. The traversal of these dark paths continues onwards fueled by the insatiable lusts for the pleasures of the flesh now denied.

Although the soul is bound to a phylactery, and the flesh wasted and sunken in undeath, the desire for strength and power never ceases to grow within the Lich. As would stand to reason, an eternity of studies in magical power would re-enforce the unholy arcane powers infused in its moldering bones and rotting flesh.

A lich's power does not stop despite their transfiguration. Instead the occultist who begins their journey into the darkness of undead immortality after attaining levels far beyond 18th retain the powers earned in life in their new form. In other words, Liches born of magical studies beyond 18th level have casting power equivalent to the level they achieved at the time of their transformation from life to everlasting un-death.

Liches no longer gain levels as they once did in life. Such is the trade-off for an eternity of uncovering dark lore. Instead they grow in hit dice as they age, and through their growth in hit dice, add a commensurate number of spellcaster levels to their deadly repertoire.

Also, like the vampire, liches grow in Hit Dice, Armor Class, Intelligence, and damage dealt by their paralyzing touch, though this power grows, albeit at a much slower pace.

LIZARD, GIANT

NO. ENCOUNTERED: 1, 2-12 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 4d8 (16 hp) **INT:** Animal
MOVE: 30 ft., 30 ft. (climb) **ALIGNMENT:** Neutral
AC: 16 **XP:** 40+4 (104) or 80+4 (144) with poison
ATTACKS: Bite (2d6)
SPECIAL: Twilight Vision, Poison (only certain species)

Giant lizards are found in tropical or desert climes. They are very large, averaging 24 ft in length, and are capable of moving

very quickly on their powerful legs. They may be responsible for the ancient legends of dragons, and can be dangerous foes in their own right. Though they are solitary hunters, some varieties of giant lizards will travel in packs, hunting and eating together. Giant lizards can be captured, tamed, and trained, and unconfirmed reports from the Dark Continent exist of jungle-dwelling pygmy tribes using these beasts as riding animals.

COMBAT: Giant lizards will lie still for many long hours waiting for prey to come within striking distance. When prey approaches, a giant lizard will launch from its hiding place and attack the smallest member of a group. If successful in slaying their quarry, a giant lizard will not remain in the area to fight. It will flee, carrying its meal with it.

POISON: Not all giant lizards have this ability, but many monitor lizards such as the komodo dragon inject a kind of poison with their bite (actually, it's just a multitude of volatile and fast-acting bacteria). On a successful constitution save, this poison inflicts 3d6 damage to the victim and causes paralysis for 1d2 days. On a failed save unless treated with powerful antiseptics and anti-venom, within 1d4 hours the limb will become irrevocably septic and require amputation to avoid the poison spreading further; the victim will die in 1 day unless the bite is treated and/or the limb amputated.

MAMMOTH

NO. ENCOUNTERED: 1-20 **SPECIAL:** Crush, Scent, Trip
SIZE: Large **SAVES:** P
HD: 9d8/12d8 (bull) (36/48 hp) **INT:** Animal
MOVE: 40 feet **ALIGNMENT:** Neutral
AC: 18 **TYPE:** Animal
ATTACKS: 2 Tusk (1d10 each) or Stamp (3d6) or Head/Trunk (1d8)
XP: 1000+9/1375+12 (1324/1951)

Mammoths dwell in arctic or sub-arctic environments on the tundra or steppes. They feed on long grasses, avoiding mountains and forests when they can. They are communal in nature, traveling in herds of up to 20, the cows protecting the young when threatened. The bulls are usually solitary animals and very aggressive if threatened. During mating season they are highly charged and attack almost anything they see.

COMBAT: The mammoth avoids combat unless provoked or the male is in rut. When they attack they charge their vic-



THE COMPLEAT BESTIARY

tims, attempting to push or knock them over. Once done, they crush victims with their heads or tusks.

CRUSH: Victims knocked over suffer a crushing blow. The mammoth crushes its victim upon a successful hit following the round of the trip. If the victim is still prone, the mammoth gains a +10. Upon a successful hit the mammoth inflicts 3d8 damage per round the victim is being crushed. The mammoth does not have to swing to hit after that; however, the victim can attempt to break free and does so with a successful strength check.

TRIP: The mammoth uses its great size to push a victim over. Upon a successful hit with its head, the victim must make a successful dexterity check or be knocked down. In the following round the mammoth leans forward to crush the victim.

MEDUSA

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** M & P
HD: 6 (d8) (24 hp) **INT:** High
MOVE: 30 ft. **ALIGNMENT:** Lawful Evil
AC: 15 **TYPE:** Monstrous Humanoid
ATTACKS: Dagger (1d4), Shortbow (1d6), Snakes (special)
SPECIAL: Petrifying Gaze, Poison, Darkvision 60 ft. **XP:** 480+6 (534)

Medusae were once very beautiful and egotistical human women that were cursed to exist as foul imitations of their former selves. In appearance, medusae resemble their previous selves, their faces carrying an air of nobility and haughtiness. However, they are almost a caricature of their former beauty. Their features are exaggerated, and their once beautiful hair has been replaced with a nest of toxic vipers. Medusae make their homes in remote places, inhabiting abandoned castles, island fortresses, dungeons, and similar locales. Medusae are consumed with nagging hate, envy, and lust. They reserve their most poignant hate for humans, especially attractive human females, as reminders of what the medusae have lost. Their visage is disturbing to those who behold it, as it highlights the corruption of pride, but those that behold it find themselves in even worse circumstances. The gaze of a medusa bestows a magical curse on all who behold it. This effect turns the viewer to stone. Medusae lament this curse, but also welcome it: they do not hesitate to use this ability to cause pain and anguish to humankind. They cannot bear to look at themselves, either: their visage horrifies them and can bestow the same curse of stone. Mirrors, especially, are avoided at all costs or destroyed angrily.

COMBAT: Medusae are capable of wielding weapons and favor the shortbow, blowgun and handguns. Foes that remain at a distance or avoid a medusa's gaze will often find themselves at the mercy of her bow.

PETRIFYING GAZE: Any living being that looks into a medusa's eyes must succeed at a strength save or be turned to

stone. This ability is always active. Medusae are not immune to their own gazes. If forced to view their reflection, they can be turned to stone. Note that two medusae that meet each others' gazes would both face petrification.

POISON: The snakes that crown a medusa's head are incredibly lethal. They are able to strike targets up to 3 feet away from the medusa. If a snake successfully hits a target, it injects an incredibly powerful toxin that causes rapid cardiac arrest. A successful constitution save allows the victim to avoid the effects of the poison. A failed save means that the victim will die in 1d4 turns, unless treated.

MERFOLK

NO. ENCOUNTERED: 2–12, 20–200 **SANITY:** 1/1d4
SIZE: Medium **SAVES:** P
HD: 1 (d8) (4 hp) **INT:** Average
MOVE: 5 ft., 50 ft. (swim) **ALIGNMENT:** Neutral
AC: 13 **TYPE:** Humanoid
ATTACKS: Weapon **XP:** 5+1 (14)
SPECIAL: Twilight Vision, Darkvision, Amphibious, Summoning, Mount

Mermen and mermaids are humanoids who dwell in the oceans. They have the upper torsos of humans, but their lower portion terminates in a piscine tail, complete with fins. While amphibious and thus capable of breathing both water and air, they prefer to live in salt water, building large shelters deep beneath the sea. There, they live cooperatively in communities of up to 200 members. They are shy and reclusive creatures, and will interact with land-dwelling folk only rarely.

They are intelligent creatures and fashion their own weapons and armor from coral and rock. They do not judge wealth by common standards; gold, silver, and other precious metals have little appeal for them. Pearls are common in merman societies, so have little value. What is cherished most is glass, for their underwater world does not allow them to fashion it.

If more than 40 mermen are encountered, 10% of them will be female, and 20% will be young. For every 10 mermen encountered, there will be 1 sub-chief present who has 3 (d8) hit dice and an armor class of 14. For every two or more sub-chiefs, there will be a chieftain present who has 5 (d8) hit dice and an armor class 16.

COMBAT: Mermen attack in self-defense only. They zealously protect the knowledge of their existence, for they have a great fear of the land-dwelling races. When forced into battle, they wield long pole arms, spears, tridents, and harpoon guns. They wear armor and wield weapons fashioned from coral rock. Their weapons and armor are outlandishly beautiful but extremely effective.

SUMMONING: Mermen of 3 hit dice or more are able to summon other sea creatures to their aid. They can summon any number of smaller fish, sharks, squid, octopus, or other



aquatic creatures. These creatures are not effectively dangerous, but they obscure the waters, confuse enemies, and allow the mermen to escape if necessary.

SOCIALITE: All mermaids have the abilities of a Socialite of the same level as the mermaid has hit dice. The mermaid listed here is a one hit die creature, but mermaids can exist up to 10 or even 20 hit dice, their XP value being adjusted accordingly. To use their socialite abilities, mermaids must sing.

MOUNT: Mermen are able to tame and ride sea creatures. Giant manta rays, giant eels, and sharks are all examples of possible mounts. These creatures are loyal to and fight with the merman rider.

MUMMY

LESSER

NO. ENC: 1-4	SANITY: 1d6/1d8
SIZE: Medium	SAVES: P
HD: 7d12 (42 hp)	INT: Low
MOVE: 20 ft.	ALIGN: Lawful Evil
AC: 20	TYPE: Undead
ATTACKS: Slam (1d12)	XP: 720+7 (1,014)
SPECIAL: Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising	

GREATER

NO. ENC: 1	SANITY: 1d8/1d10
SIZE: Medium	SAVES: P, M
HD: 8d12 (48 hp)	INT: High
MOVE: 30 ft.	ALIGN: Any Evil
AC: 21	TYPE: Undead
ATTACKS: Slam (1d12) or by weapon XP: 825+8 (1,209)	
SPECIAL: Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising, Magic	

A mummy is an undead creature usually wrapped in divine bandages and urged to existence through prayer and ceremony. Mummies are bound to their tombs and are encountered in their vicinity, which is most commonly the deserts of Egypt, though mummies have been encountered in Central and South America and in arctic, desert, and jungle climes the world over, where conditions are right for preservation of the body. Any creature that defiles or loots the tomb of a mummy is doomed to face the mummy's wrath. Their connection with the artifacts of life and the resting places of the dead are tremendous, and they punish grave looters with unmediated violence. The process required to create a mummy gives the creature powerful protections against physical damage. However, the most terrifying aspect of a mummy is not its ability to withstand damage or doggedly pursue its quarry, but its lingering effects upon those that managed to escape. The touch of a mummy instills a disease that causes a victim's body to slowly wilting and rotting



away into a useless mass of pulpy flesh. These creatures are often created in pairs, but the most unholy sanctums can be guarded by up to eight.

COMBAT: Mummies enter combat without fear. Mummies of the lesser variety do not take prisoners, and do not bargain or communicate. They batter their foes until victorious, or the mummies themselves are destroyed. Greater mummies, on the other hand, are masterful tacticians, plotters and schemers and may employ all manner of tricks, traps, and henchmen in the furthering of their plans and schemes. Sleep and charm spells, as well as poison and paralysis, have no effect on mummies. They can only be hit and damaged by magical weapons.

DESPAIR: The mere sight of a mummy causes an opponent to become unnerved, shaken and repulsed. This affect is identical to the spell fear. In addition, an additional wisdom save is required by all opponents. If the save fails, that victim is paralyzed by the mummy's presence, and remains so for 1d4 rounds. Humans gain a +2 bonus to resist this effect. There is safety and security in numbers, however. All individuals in a group will gain a +1 bonus if group members outnumber mummies present by at least 6 to 1. This bonus is cumulative to the bonus given to humans. For example, if two mummies are present, 12 group members are required to gain a +1 bonus, giving humans a total of +3.

MUMMY ROT: A victim stricken by this horrible affliction contracts a dreadful disease that resists natural methods of healing. Only the spell cure disease can remove Mummy Rot. Each time a victim is struck by a mummy, a successful constitution save is required to resist the mummy's scabrous touch. Failure indicates that the creature has been afflicted



THE COMPLEAT BESTIARY

with the Rot, and no further saves are allowed. While afflicted with Mummy Rot, magical spells and effects that restore hit points do not function on the victim. Methods of natural healing, including regeneration, are 10 times slower. In addition, a victim of Mummy Rot loses two points of charisma each month, permanently, culminating in the victim's death 1d6 months after exposure and contraction.

SUBJECT TO RAISING: A mummy targeted by a raise dead spell must succeed at a physical save or be restored from undeath. Most will be transformed into a human of 7th level, but a mummy will typically assume the class it had in life. However, the corruption of undeath lingers, and these individuals will almost always retain the lawful evil alignment. Greater Mummies may make a Wisdom save against raising.

SPELL CASTING: Greater mummies are intelligent, often the remains of deceased priests or leaders. These creatures always have the abilities of at least an eighth-level Arcanist, generally with spells from the Wisdom or Charisma list. Some may be as high as twentieth level; for higher level arcanist-mummies, the Game Master should increase hit points (and experience) proportionally, granting 6 additional hit points per arcanist level above eighth.

MUMMY

Greatly preserved through rite and ritual, set as guardian, or prepared for an eternity of rule from beyond, the Mummy is a deadly foe. Like the lich and vampire, the mummy may be more uniquely powerful than those presented in the basic statistics above. Such mummies serve as the baseline for the weakest of their ilk.

As with the vampire and lich, a mummy created from a more powerful being retains the special attacks and magical abilities that it had in life. The mummy adds to this already deadly repertoire of undead powers with Hit Dice based increase to saves vs. fear and rotting touch. As with the Vampire and Lich, the Mummy gains powers over time as it molds in its wrappings for ages unending. Centuries of slowed decay and dominion over empires of the undead grant the mummy greater armor class, Hit Dice, greater resistance to fire based attacks. Additional hit dice are added to the pre-existing total but do not increase any of the special abilities possessed by the mummy in life (such as spell-caster levels). Experience points awarded for defeating these powerful creatures should be adjusted accordingly.

GREATER MUMMY

AGE	CATEGORY	TYPE	HD	AC	DAMAGE	SPECIAL
400-800	Old	Nomarch Of Death	+2	+2	+2 Fire Resistance	
801-1200	Very Old	Prelate of Tombs	+2	+2	+4 Fire Resistance	
1201-2000	Ancient	Vizier of Necropolis	+4	+2	+6 Fire Resistance	
2001+	Primordial	Mummy King	+4	+3	+10 Fire Resistance	

NIGHT-HAUNT

NO. ENCOUNTERED: 1-4 **SANITY:** 1d8/1d10
SIZE: Medium **SAVES:** M
HD: 3d10 (17 hp) **INT:** High
MOVE: 30 ft., 60 ft. (fly) **ALIGNMENT:** Any (see below)
AC: 14 **TYPE:** Extraplanar
ATTACKS: 2 claws (1d6) or tail (1d4) **XP:** 60+2 (94)

SPECIAL: Poison, Bond, Darkvision 60 ft., Twilight Vision

A night-haunt resembles a black-skinned, emaciated, featureless human with long, clawed hands, a barbed tail and membranous, bat-like wings. They are intelligent and devious servitors of the alien Old Gods in the Deeper Dark. It is said that they live in the land of dreams where they guard the nightmares of humankind. When summoned to this world, they seek to inflict as much pain as possible by sending victims into paralyzed slumber where they will encounter the darkest corners of their worst fears.

COMBAT: A night-haunt always prefers to attack with its stinger first, to send victims to their poisoned sleep. Failing this, the creature will attack with claws until it can escape.

POISON: An opponent struck by a night-haunt's tail must succeed at a constitution save to avoid falling into a comatose slumber. This poison is a powerful sedative, and upon a failed saving throw, a victim is rendered unconscious and immobile for 6d6 minutes while being wracked with horrible nightmares. These nightmares are such that if using the Sanity rules a victim suffers an additional 1d3/1d4 Sanity loss from the horrors he or she endures. If not using the Sanity rules, the victim must make a successful wisdom save or suffer the loss of 1d3 points of wisdom, permanently. This act is colloquially referred to by those in the know as "tickling" the victim into submission.

OOZE

The various species of ooze are found primarily in dank, dark, subterranean environments. They move very slowly, but have a voracious appetite, and seek to devour everything in their paths. All oozes have the following two abilities in common:

SLAM/ACID: Oozes secrete a digestive acid that dissolves any material except stone and magic items. Any constriction attack from an ooze drenches the victim with acid. The victim's armor and clothing dissolve and become useless during the first round. Heavy armor requires 2 rounds to dissolve.



Once the skin is exposed, the acid damage begins to take effect. Magical equipment is not destroyed, but the acid soaks through or flows around it, and will damage the victim on the third round of constriction.

CONSTRUCT: Oozes will attempt to flow over their victims to digest them. A dexterity save is allowed, and if successful, negates the attack. If the save is failed, the ooze engulfs a part of the victim and immediately begins secreting acid. Each round, a new save is allowed to escape. It takes 4 rounds for an ooze to completely engulf a man-sized creature. When this occurs, the victim suffers double damage from the acid and can suffocate.

OOZE (BLACK PUDDING)

NO. ENCOUNTERED: 1-2 **SANITY:** 1d8/1d10
SIZE: Huge **SAVES:** P
HD: 10d10 (55 hp) **INT:** None
MOVE: 10 ft. **ALIGNMENT:** Neutral
AC: 3 **TYPE:** Ooze
ATTACKS: Acid (3d6) **XP:** 1500+10 (2050)
SPECIAL: Acid, Constrict, Split, Immunity (full): Cold and Electricity

A black pudding is an amorphous blob of oily-looking goo made of caustic acids, scouring the underworld, devouring refuse and slime. They are not sentient creatures, and never actively pursue other creatures bent on killing them. However they consume anything that comes within their grasp, living or not.

COMBAT: Black puddings, like most oozes, will simply try to engulf and digest their prey with a mindless determination. However, they are quick compared to other oozes, and this can startle those who are attacked by them.

SPLIT: If attacked by edged weapons, black puddings immediately split in two. Their armor class remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller black puddings is halved as well.

OOZE (GRAY OOZE)

NO. ENCOUNTERED: 1-3 **SANITY:** 1d4/1d6
SIZE: Medium **SAVES:** P
HD: 3d10 (17 hp) **INT:** None
MOVE: 10 ft. **ALIGNMENT:** Neutral
AC: 5 **TYPE:** Ooze
ATTACKS: Acid (1d8) **XP:** 50+3 (101)
SPECIAL: Acid, Constrict, Transparent

Gray oozes are a heavy masses of single-celled organisms found only in remote subterranean places, where they lay in wait for a hapless creature to wander past. Like other oozes, they are highly acidic. They are often found in small groups of up to 3 oozes. Gray oozes, through their light grey color and inherent abilities, are very difficult to see underground or

against worked stone. They often partially engulf their prey before the victims can react.

COMBAT: Gray oozes lay in wait, blending in with floors, stairways, lurking in shallow puddles in caverns, and in other areas where victims are likely to wander through. A gray ooze will attack anything that comes within its reach, to surprise and stun it. It will then move to engulf the victim and devour it.

TRANSPARENT: Gray oozes are difficult to see, even in well lit, clear conditions, as they are translucent, and their gray color acts as effective subterranean camouflage. A gray ooze that lies still cannot be seen by any creature more than 5 feet distant. If a victim approaches within 5 feet of a gray ooze, it is allowed a wisdom or mental save, at a -6 penalty, to notice the creature before it strikes.

OOZE (OCHRE JELLY)

NO. ENCOUNTERED: 1-2 **SANITY:** 1d6/1d8
SIZE: Large **SAVES:** P
HD: 6d10 (33 hp) **INT:** None
MOVE: 10 ft., 10 ft. (climb) **ALIGNMENT:** Neutral
AC: 14 **TYPE:** Ooze
ATTACKS: Acid (2d4) **XP:** 300+6 (498)
SPECIAL: Acid, Constrict, Split

Ochre jellies are, in essence, gigantic amoebas with insatiable appetites. They lurk in the caverns and tunnels of dark subterranean expanses, seeking to devour any creature encountered to perpetuate their existence.

COMBAT: These creatures often surprise prey by falling from a high wall, above a doorway, or from a shadowed ceiling, engulfing and devouring victims as quickly as possible.

SPLIT: Electrical and slashing attacks deal no damage to an ochre jelly. Instead, the creature splits into two identical blobs. Their armor class remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller ochre jelly is halved as well. No other abilities are lost in splitting, and the smaller jellies can split further if they have more than 1 hit point.

PEOPLE OF THE WORM

NO. ENCOUNTERED: 1-6 **SANITY:** 1d8/1d10 (if seen (or up to 250) in true form only)
SIZE: Medium **SAVES:** M
HD: 10d6 (35 hp) **INT:** Genius
MOVE: 30 ft. **ALIGNMENT:** Neutral Evil
AC: 15 **TYPE:** Extraplanar
ATTACKS: By weapon **XP:** 2400+10 (2750)
SPECIAL: Alternate Form, Darkvision 60', Hive Mind, Infection, Mentalism, Regenerate 4, Twilight Vision

People of the worm are a vile alien species made up of tiny crea-



THE COMPLEAT BESTIARY

tures who possess genius-level intellect and share a hive-mind. In their natural form they appear as maggots, albeit with a circular proboscis surrounded by tiny barbs at their front end. If caught in this form, people of the worm have a mere 1 hit point and can be killed simply by stepping on them. Unfortunately, it is rare that people of the worm are ever found singularly. Rather, they travel in packs of thousands whenever they arrive in a new place. Their M.O. is to send out scouting parties of 1-4 worms, who are generally small enough to avoid detection. These scouting parties will find slumbering hosts, and make their way into the victims' bodies through the ear or nose. When the worm reaches the brain, it begins to feed, engaging in parthenogenic reproduction as it does so; its spawn also feed and reproduce themselves. When the brain is consumed, the worms move on to other parts of the body, until eventually the entire host is consumed by the worms, which take on the form and function of whatever body part they have eaten—thus, brain worms adapt the form of the victim's brain, while bone worms appear as bones, and so forth. The process is fast, requiring less than eight hours to complete.

When the victim has been completely replaced by the worms, it rises possessing all of its former memories and knowledge, but having only the most rudimentary emotions and largely existing in a state of blank emotion. Only when driven to what humans would consider extremes of emotion does it exhibit any emotion at all. In addition, its alien morality kicks in, and it exhibits a failure to understand human morals and values.

When killed, the creature explodes into thousands of worms, revealing its true form. Of these worms, the several hundred that formed the brain may still survive and move away to seek other victims; the rest will die without their link to the brain stem.

So far the creatures' true agenda is not known, but they have mounted several small-scale invasion efforts against rural towns and villages, including experimentation on humans that has gone so far as to grafting strange biotechnology composed of worms onto human hosts, and it is not unreasonable to suspect these efforts are a testing ground for a larger-scale invasion. It is known, however, that the People of the Worm worship deities of the Deeper Dark, and are violent enemies with the grays.

COMBAT: People of the worm fight much as humans do, using fists, feet, or whatever weapons are available at the time. Their major advantages are their ability to infect others, their hive mind, and their psychic powers.

HIVE MIND: People of the worm have a true hive mind and are always in contact with the rest of their species. They can send out a telepathic call for help, drawing all people of the worm within 250 yards to their position. They also gain +3 to all mental saves as a result (in addition to any other bonuses and hit dice).

INFECTION: People of the worm can detach individual members of their species without harm and use these to infect others. Only brain worms can be used in this fashion. The worm-person will spit the worms from his or her mouth, requiring a successful roll to hit in melee combat. If the attack is successful, a worm crawls up the potential new host's nose, requiring a constitution save. If the save is successful, the victim's body kills and expels the worm with no further ill effects. If the save fails, the victim is wracked by exhaustion and must make a save every turn, suffering a cumulative -1 penalty on each save, or fall asleep and be consumed. The only way to save an infected person is brain surgery performed within 2 hours of being infected and provided the victim has not yet fallen asleep. Sedating a victim will also delay the effects, as the worms are not immune to sedatives and can only work in naturally sleeping victims.

MENTALISM: People of the worm have the abilities of a 5th-level Mentalist, focusing mainly on telepathy, empathy, and clairvoyance-type powers.

REGENERATE: People of the worm regenerate 4 hit points per round until killed.

POLTERGEIST

NO. ENCOUNTERED: 1	SANITY: 1/1d4
SIZE: M	SAVES: M
HD: 1d4 (2 hp)	INT: Average
MOVE: 30'	ALIGNMENT: Neutral Evil
AC: 15	TYPE: Undead
ATTACKS: nil	XP: 50 + 2 (52)
SPECIAL: Telekinesis, Immunity to Normal Weapons	

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 when it was alive. The creature itself is invisible and incorporeal, and cannot attack itself, 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 GM). Anyone struck with an object must make a Charisma check or become horrified, as if under a Fear spell cast by a 7th level Arcanist.

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 roll against it. Normal weapons cannot harm it, but magicked weapons will. Silver weapons impart double their normal damage. If an Arcanist casts Turn Undead, the CL for the poltergeist's save is increased by 5. All magic will work as intended against the creature, and holy water will do 2d4 points of damage per splash.



PONY

	PONY	WAR PONY
NO. ENC:	1	1
SIZE:	Medium	Medium
HD:	2 (d8) (8 hp)	3 (d8) (12 hp)
MOVE:	40 ft.	40 ft.
AC:	13	13
ATTACKS:	2 hooves (1d3)	2 hooves (1d4+1)
SAVES:	P	P
INT:	Animal	Animal
ALIGN:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	1	2
XP:	10+2 (26)	20+3 (56)

Ponies are equine animals, similar in shape but smaller than horses. They are normally found in hilly meadows and scrublands. They are very social creatures, and can be tamed.

A light load for a pony is up to 75 pounds; a medium load, up to 150 pounds; and a heavy load, up to 225 pounds. A pony can drag 1,125 pounds.

A war pony can fight while carrying a rider, but unless the rider is a knight the rider cannot attack in the same round that the pony attacks. A light load for a war pony is up to 100 pounds; a medium load, up to 200 pounds; and a heavy load, up to 300 pounds. A war pony can drag 1,500 pounds.

COMBAT: Ponies try to avoid combat when they can. If pressed, the alpha male will turn and fight while the rest of the herd escapes.

RAT, GIANT

NO. ENCOUNTERED: 1-10	SANITY: 0/1d4
SIZE: Medium (4' long)	SAVES: P
HD: 1d8 (4 hp)	INT: Animal
MOVE: 30 ft., 15 ft. (climb)	ALIGNMENT: Neutral
AC: 14	TYPE: Animal
ATTACKS: Bite (1d4)	XP: 1+1 (5)
SPECIAL: Disease, Twilight Vision	

Rats are highly resilient rodents that are found in every climate and every terrain. They shy away from light, but become very bold in the dark. They don't generally attack other healthy creatures, but will feed on almost anything that is wounded and unable to defend itself. The common variety, possessing 1 hp and biting for 1d3 damage, are encountered in groups of up to 100; a small percentage (about 10%) will be carriers of a disease. The giant variety is far more dangerous, with 40% carrying a disease; fortunately, giant rats are exceptionally rare. Occasionally a pack of giant rats, up to ten in number, may be encountered.

COMBAT: Rats are skittish and avoid combat at all costs, fleeing whenever disturbed. They may try to bite and eventually eat anyone that is wounded and vulnerable. Large swarms of rats become emboldened, and may even attack partially wounded people.

DISEASE: 40% of giant rats are disease carriers. Every disease has a strength vector, which is expressed as a penalty to saving throws against the illness. Thus, a strength 5 disease will impart a -5 penalty to constitution saves against it. The exact effects of any disease are up to the individual game master, but generally they include an incubation period (usually 1d4 hours or 1d4 days) during which no symptoms are manifest. This period is followed by the actual effects of the disease, which could be anything from fever, nausea and shakes for the duration (1d6 days to 1d6 weeks, dependent upon the disease) to attribute damage over the course. If a disease inflicts attribute damage, be it daily or weekly, and this damage causes an attribute score to reach 0, the victim dies of the illness.

RAM (BIG HORN SHEEP)

NO. ENCOUNTERED: 1-12	SPECIAL: Scent, Climbing
SIZE: Medium	SAVES: P
HD: 3d8 (12 hp)	INT: Animal
MOVE: 30 ft.	ALIGNMENT: Neutral
AC: 14	TYPE: Animal
ATTACKS: Head butt (1d6)	XP: 25+3 (61)

Wild sheep are agile mountain climbers found in a variety of mountainous regions. The males, known as rams, defend themselves with large, spiraling horns. (Female sheep – also known as ewes – are given separate stats, see below.)

COMBAT: Rams can be aggressive, charging at opponents and head butting them with their horned head.

RAM: A ram's head butt can deliver massive force. If the ram scores a critical hit, the force of the blow does double damage.

RAVEN

NO. ENCOUNTERED: 4-36	SAVES: P
SIZE: Small	INT: Inferior
HD: 1 (d2) (2 hp)	ALIGNMENT: Neutral
MOVE: 5 ft., 60 ft. (fly)	TYPE: Magical Beast
AC: 14	TREASURE: Nil
ATTACKS: n/a	XP: 5+1 (7)
SPECIAL: Twilight Vision	

Ravens are large, black, majestic-looking birds. They are revered by many cultures, feared by others, and used as servants by some. Ravens are intelligent birds. They possess a rudimentary language, and are able to learn bits and pieces of other languages. Ravens have long memories and pass these memories on to their offspring. As such, ravens are wise creatures and the greatest of them can recount great stretches of history. They are also attributed with the gift of prophecy. A raven can live up to the ripe old age of 180.



THE COMPLEAT BESTIARY

Ravens congregate in flocks, known as conspiracies, of 4 to 36. They cannot be surprised in lighted conditions.

COMBAT: Ravens do not participate in combat, and flee when danger threatens.

REVENANT

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d8
SIZE: M **SAVES:** P
HD: 8d8 (32 hp) **INT:** Very to High
MOVE: 30' **ALIGNMENT:** Neutral
AC: 10 **TYPE:** Undead
ATTACKS: 1 hand (2d8) **XP:** 1200 + 2 (1465)
SPECIAL: See Below

Any human (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 CON, INT and WIS 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 GM 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 victims 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). The Turn Undead spell has no effect on a revenant 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 victims neck (a 'to hit' of 12 is needed). Once successfully grasped, it will inflict 2d8 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.

RHINOCEROS

NO. ENCOUNTERED: 1-6 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 6(d8) **ALIGNMENT:** Neutral
MOVE: 50 ft. **XP:** 210+6
AC: 19 **ATTACKS:** Gore (1d12)
SPECIAL: Scent, +2 on Surprise Rolls, Trample

The rhinoceros is a large herbivore that sports one or two horns on its broad head. They are heavily armored, with thick plates of overlapping skin. Both male and female rhinoceroses are very aggressive and territorial.

COMBAT: They attack by charging an opponent and goring them with their horn. The gore attack is followed by a trample.

TRAMPLE: The rhino can trample any creature of small or medium size. Any creature that fails to make a dexterity save suffers 4d4 points of damage.

ROBOT: ANDROID

NO. ENCOUNTERED: 1-50 **SANITY:** Nil
SIZE: Medium **SAVES:** P or M
HD: 4d10+4 (26 hp) **INT:** Low to Genius
MOVE: 20 ft. **ALIGNMENT:** Any lawful
AC: 18 **TYPE:** Construct
ATTACKS: Slam (1d6) or by weapon **XP:** 60+4 (164)
SPECIAL: Purpose-Driven



Androids are human-shaped robots built to serve specific purposes. The types and varieties of androids vary wildly based on what they are supposed to do, and from setting to setting. In many settings, androids come in series, which denote their primary function and/or how advanced in technology they are. In one setting, a Series I android may be for factory work, while a Series III is for housework and a Series V may be a bodyguard android. In another setting, all androids may have the same appearance with different programming, and a Series I android may have a single program and be subject to flaws while a Series V android may be capable of holding many programs and performing them flawlessly.

When developing a story that involves robotics, it is often a good idea to start with Isaac Asimov's **Robot** series, beginning with **I, Robot**, which establishes his three laws of robotics and how they can be circumvented.

In general, however, this type of robot is a simple automaton dedicated to a singular task, and incapable of turning from that task. Their level of intelligence is tied directly to their problem-solving abilities, and they are incapable of lying or supporting any sort of falsehood. They carry out their programming to the best of their ability and are easily confused if taken out of their comfort zone.

COMBAT: Robots do not engage in combat unless specifically programmed to do so; in this case they attack with fists or with whatever weapon is provided to them by their masters. If they are programmed to engage in tactical thinking, they will do so. Otherwise, they will simply take the most straightforward path to damaging their opponent or victim.

PURPOSE-DRIVEN: Androids are completely driven by their programming. A given robot can have any number of functions, as determined by the GM and needs of the story. This has several functions in game.

Purpose-Driven functions act as Backgrounds and Knowledges (see **Amazing Adventures**, p.64), providing applicable bonuses to checks involving these abilities. Robots can also have Traits (**AA**, p. 67) that further define their personalities and what they can and cannot do. Any ability check tied to the robot's primary function(s) should be treated as Prime. All other ability checks are Secondary, and if the robot fails a Secondary ability check, it becomes confused. This has the exact same effects as the Confusion spell (**AA**, p.107). Any time a robot suffers an imploding die result (**AA**, p. 164) and the second roll result is a 6, the robot short circuits and shuts down or explodes (GM's choice, depending on how bad the roll spirals down).

ROBOT: REPLICATE

NO. ENCOUNTERED: 1-6

SIZE: M

HD: 6d10+10 (43 hp)

MOVE: 40 ft.

AC: 19

ATTACKS: 2 Bash (1d6+3) or by weapon

SPECIAL: Advanced Systems, Impersonate, Improved grapple

Replicates are androids that are so advanced as to be able to pass for completely human. These robots are often created to make humankind feel more at home with their servants, and to better fulfill the tasks that they were created to fulfill. Some of these tasks involve espionage, infiltration, investigation, or even entertainment and pleasure.

In general, replicates are as intelligent as normal people, capable of similar feats of reason and intuition and tend to be faster, stronger and more agile than a normal person, though their individual capabilities vary with each individual. One robot may be strong but slow-witted; another may be fast, agile and clever. A third might be powerful and a master tactician, but prone to rash actions when the chips are down.

The AI in replicates is so advanced that they can reason, imitate emotions, and some may even come to feel that they have a soul and an individual existence. Whether or not this is true could be the focus of an entire campaign. Many stories involving replicates deal with how humans react to beings so like themselves, but so unique at the same time. Humans may become uncomfortable with replicates, and demand they be sequestered away, or they may subject the replicates to harsh, slave-like conditions. Often, this results in an uprising or rebellion which the PCs may have to put down, possibly while wrestling with their own consciences as a result.

In some settings, replicates may serve the purposes of alien beings infiltrating our society and may appear as the mythical Men in Black. In others, they may be assassins and hunters, sent to execute their masters' enemies. The potential for using replicates in game is nearly unlimited.

COMBAT: Replicates engage in combat in much the same way normal men and women do. Either they fight with their fists or they use weapons. Whether or not a replicate is proficient with a given weapon depends upon its programming or capability to learn.

ADVANCED SYSTEMS: Like androids, replicates are purpose-driven beings, though their programming is far more advanced. Depending on a replicate's programming, it can have physical saves, mental saves, or both. All abilities vary widely among replicates and can range from 6 to 20, again depending on the construct's purpose in life.



THE COMPLEAT BESTIARY

Replicates have their own individual personalities, and advanced reasoning capabilities. Many are exceptionally intelligent, fast and strong, and can take a lot of punishment before they “die.” Their specialties, however, will always be in line with their programming, represented by their Traits, Backgrounds and Knowledges (*Amazing Adventures*, p. 64-67). Unlike an android, a replicate who fails at a task using a Secondary attribute does not get confused; they adapt and learn from their mistakes.

IMPERSONATE: Replicates have the ability to impersonate human beings near-flawlessly. They tend to have a childlike innocence, which can lead to tantrums and violent outbursts, however, and this can often be used to identify one. A replicate attempting to impersonate a human must make a Charisma check if the human becomes at all suspicious, to maintain the impersonation. Failure means something has happened to give it away. Alternately, a suspicious observer can make a Wisdom check to see through the façade.

IMPROVED GRAPPLE: A Replicate who strikes with both of its fists can automatically grapple its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic damage from the creature each round (in this case, 2d8 from crushing and pummeling). The construct, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature’s hit dice.

BUILDING REPLICATES

The statistics here are for a basic, bog-standard Replicate that just needs a few backgrounds, traits and knowledges applied for purposes of Primary Attribute checks. The ability of a Replicate to impersonate a human being could also include class abilities from many of the same classes to which player characters can belong. Thus, a replicate could have the Gumshoe’s Cat and Mouse ability, the Raider’s Favored Weapon, or carry super science gadgets like a Gadgeteer. In general, however, Replicates cannot have Arcanist spells or Mentalist abilities, as these are supernatural in nature, and a replicate is pure science.

The GM can, of course, also increase hit dice or otherwise bolster the Replicate’s abilities however she sees fit; just be sure to adjust the XP value if necessary—most class abilities should be treated as Type II special abilities for monsters. Increasing hit dice will require a recalculation of XP values.

ROBOT: VEHICLE

NO. ENCOUNTERED: 1-100 **SANITY:** Nil
SIZE: Varies **SAVES:** P
HD: As vehicle **INT:** Varies; Low-Average
MOVE: As vehicle **ALIGNMENT:** N or per operator
AC: As vehicle **TYPE:** Construct
ATTACKS: As vehicle **XP:** Varies
SPECIAL: Purpose-Driven

Also called “drones,” robotic vehicles are those land, air and sea vehicles that do not require an internal operator or pilot. Rather, these vehicles are either remote controlled by a human positioned in a command center, or are possessed of a rudimentary AI that allows them to carry out specific tasks such as surveillance, package pickup and delivery, or even search and destroy.

There is no representative type of robotic vehicle; rather, the GM should begin with the statistics of a standard vehicle and assign robotic capabilities to it, and then calculate experience value based on what the drone can do.

COMBAT: A drone will engage in combat according to its programming. Some, programmed for espionage and surveillance, will not engage and will flee or self-destruct upon recovery. Others will engage in seek and destroy or bombing missions as appropriate.

PURPOSE-DRIVEN: Drones are completely driven by their programming. A given robot can have any number of functions, as determined by the GM and needs of the story. This has several functions in game.

Purpose-Driven functions act as Backgrounds and Knowledges (see *Amazing Adventures*, p.64-67), providing applicable bonuses to checks involving these abilities. Robots can also have Traits (**AA**, p.67) that further define their “personality quirks” and what they can and cannot do. Any ability check tied to the robot’s primary function(s) should be treated as Prime. All other ability checks are Secondary, and if the robot fails a Secondary ability check, it becomes confused. This has the exact same effects as the Confusion spell (**AA**, p.107). Any time a robot suffers an imploding die result (**AA**, p. 164) and the second roll result is a 6, the robot short circuits and shuts down or explodes (GM’s choice, depending on how bad the roll spirals down).

ROC

NO. ENCOUNTERED: 1-4 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 18 (d8) (72) **INT:** Animal
MOVE: 20 ft., 80 ft. (fly) **ALIGNMENT:** Neutral
AC: 17 **TYPE:** Animal
ATTACKS: 2 Talons (3d6), Beak (4d6)
SPECIAL: Twilight Vision **XP:** 5900+18 (4656)





Rocs are gigantic birds of prey that inhabit huge old-growth forests and lofty mountain peaks. They resemble massively proportioned eagles or hawks. The male roc is deep brown, with a mottled yellow breast; the female roc is light brown in color. They live in aeries built in the tops of ancient hardwood trees, on ledges in high mountains, or occasionally in the tops of abandoned keeps and castles. They prey upon large creatures, such as cattle, horses, and elephants. It is quite astonishing to see a roc pick up an elephant in the same manner as a hawk picking up a rabbit. They swoop down with great speed, grabbing prey to carry away and eat. Like any bird of prey, they have uncanny vision. If they are raised from hatchlings, they can be trained as mounts.

COMBAT: Rocs typically attack only large animals, flying very high above them before diving to strike with their talons. If a victim resists, the roc attacks with its beak.

SABERTOOTH TIGERS

NO. ENCOUNTERED: 1-3 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 8d8/10d8 (male) (32/40) **ALIGNMENT:** Neutral
MOVE: 40 feet **TYPE:** Animal
AC: 17 **XP:** 375+8/900+10 (631/1300)
ATTACKS: 2 Claw (1d4), Bite (2d10)
SPECIAL: Rake, Scent, Twilight Vision

Sabertooth tigers are large cats with long, curved fang teeth. The range up to eight feet long and can weigh up to 800 pounds. The saber-like teeth range up to a foot in length. They are solitary hunters, though a female, slightly smaller

than a male, may have two to four cubs with her. Cubs are up to half her HD. The beast hunts in almost any environment but prefers large prey animals. The male is extremely aggressive and attacks with little provocation.

Combat: The sabertooth stalks its prey like any predator, but unlike other cats it does not pin its prey down. It uses its long canine teeth to rip they animal open, crippling it. After it has disabled the prey it retreats until the poor creature bleeds out, returning only to defend it from other predators or scavengers. They have powerful back legs that allow a rake attack once they've bitten their prey.

Rake: If a sabertooth successfully bites, it can take two rake attacks with its hind legs. These attacks have an additional +4 bonus to hit, and inflict 1d4+2 HP of damage.

SAURIANS

NO. ENCOUNTERED: 1-500+ **SANITY:** 1/1d6
SIZE: M **SAVES:** P
HD: 2d8 (9 hp) **INT:** Average - High
MOVE: 30 ft./20 ft. (swim) **ALIGNMENT:** LE
AC: 15 **TYPE:** Monstrous Humanoid
ATTACKS: 2 claw (1d6) and bite
 (1d4) plus poison, or by plasma pistol (2d6) or plasma rifle (2d8) **XP:** 22+2 (40)
SPECIAL: Amphibious, Disguise, Poison

These reptilian humanoids are alien beings from a neighboring star system. Their sole purpose is to move from system to system gathering up natural resources for their armada. They have laid waste to entire planetary systems in this manner, even mining stars for plasma. As a general rule, they avoid planets that contain intelligent life until they have bled the rest of the solar system (save the star) dry of resources, all the while spying on planets that host life. At this point they move on any life-bearing planet, often appearing first as friends and disguising themselves as the dominant species.

When they have integrated themselves into society, they quietly begin taking over by partnering with world governments, offering technology in the guise of friendship and advancement. They often will solve an entire world's problems, eliminating war, violence, crime and setting up a near-utopian society.

This is all a ruse. While they masquerade as friends, they quietly begin harvesting the people of their target planet for food. By the time the populace realizes what happens it is often too late. If the population does realize the truth in time to organize a resistance force, the Saurians attack with all their might, toppling governments from within and leveling cities with mother ships the size of a small town.

Saurians are an insidious and canny foe, one of several alien species at war for dominance throughout the galaxy. They have clashed with the Greys, the Crab-Men and the People



THE COMPLEAT BESTIARY

of the Worm (for whom they reserve their greatest hatred). Should Earth become a battleground for two or more of these species, the effects could be nothing short of apocalyptic.

COMBAT: Saurians are a disciplined military force. As such they act with all of the tactics one might expect and may have special forces units, infantry, air corps, or any other branch. They act with an uncommon unity and sense of purpose, and are near-flawless in their tactical execution.

In close quarters combat, Saurians can spit venom and bite as well as using their plasma energy weapons. Some may have electrically-charged blades which deal 1d6 damage plus 1d8 electrical damage on a successful hit.

AMPHIBIOUS: Saurians are at home either in water or on land. They swim at a speed of 20 ft. and can breathe underwater as well as they breathe air.

DISGUISE: Saurians are adept at disguising themselves as members of the native species of a given world, so long as that species is humanoid in form. In game, Saurians possess both the Face in the Crowd/Gumshoe ability, and the Disguise/Raider ability. All checks for either are treated as Prime.

POISON: Saurians produce a Type 3 neurotoxin (AA, p. 179) which has a Constitution-based save CL of 4, deals 1d6 primary and 1d6 secondary damage and on a failed save paralyzes the victim for 1d4 hours.

The reptilian people can also spit their venom; the save to avoid this is Dexterity-based (CL 4) and failure means the victim is blinded for 2d6 minutes or until his eyes are flushed. A secondary Constitution save is then required at the same CL; failure indicates respiratory problems which cause the victim to be -4 to all combat rolls and physical ability checks and saves for the same 2d6 minutes.

SCORPION, GIANT

NO. ENCOUNTERED: 3-6

SIZE: Large

HD: 9d8 (41 hp)

MOVE: 30 ft.

AC: 20

ATTACKS: 2 claws (1d8+5) and sting (2d4+2, plus poison)

SPECIAL: Crush, Improved Grapple, Poison, Stealth, Track

These rare, prehistoric creatures are a gigantic sub-species of the normal scorpion. They are possessed of an uncommon animal cunning and are capable of setting up ambushes and picking out the weakest prey upon whom to feed. These monstrosities can reach up to twelve feet in length, being the size of a large alligator or crocodile and every bit as deadly.

Their chitinous exoskeleton is dark red, brown or black in color, and angles sharply at each joint. Like any scorpion, the

most dangerous aspect of this creature is its venom, which is not only secreted from its tail stinger, but is present throughout the creature's body.

COMBAT: When forced into battle, giant scorpions lash out with their claws, attempting to grab and crush their prey while repeatedly stinging it until it dies, at which point the scorpion waits for the body to liquefy, whereupon it can be easily consumed.

CRUSH: Whenever a giant scorpion grapples an opponent, it automatically deals 2d6 damage per round as it crushes the victim in its enormous claws.

IMPROVED GRAPPLE: A giant scorpion who strikes with either of its claws can automatically grapple its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic damage from the creature each round (in this case, 2d6 from crushing). Giant scorpions can grapple two victims at once—one in each claw. If the scorpion grapples with both claws, it cannot make claw attacks any other victims while grappling, and loses its own dexterity bonus to AC. It can, however, still make sting attacks with its tail. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice.

POISON: Giant scorpions produce a deadly, Type 5 toxin in their stinger and their blood. This toxin, upon injection, requires a Constitution-based save with a CL of 10 or the victim suffers 2d6 damage to Constitution. A secondary save is required 1d4 rounds later; failure indicates an additional 1d6 Constitution damage, plus immediate incapacitation from pain, delirium, respiratory issues and convulsions. Death occurs in 1-8 hours (assuming the Constitution damage doesn't do the trick) unless an antitoxin is administered within 30 minutes. After 30 minutes, the victim's insides have begun to liquefy and they are beyond saving.

Victims who successfully save or manage to recuperate via antitoxin from the venom recover damage to Constitution at a rate of 1d4 points per day while under medical treatment.

Giant scorpions also carry this venom in their blood; any damaging melee attack to the scorpion risks poisoning the attacker. As a contact poison the venom is much less severe; treat it as a standard Type 2 venom with a save CL of 2, dealing 1d4 primary and secondary damage, and illness for 1 week (-2 to all attacks and physical ability checks and saves). Illness only sets in with secondary damage on a second failed save.

Many unscrupulous characters and assassins covet the blood of giant scorpions with which to coat their weapons. Used on blades or arrows it functions as the injected version (above) and can retain its potency indefinitely if kept refrigerated or heated; it can only retain potency for 1d3 days if held at room temperature.



STEALTH: Giant scorpions have the Hide and Move Silently abilities of a 9th-level Hooligan.

TRACK: Giant scorpions possess the Track Generic Class Ability.

SERVITOR OF YOG

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 15d8 (82 hp)

MOVE: 30 ft. / 60 ft. (fly)

AC: 20

ATTACKS: Gore (1d10), trunk (1d8) and slam (1d6) or by weapon

SPECIAL: Blood of Power, Knockback, Manifest, Sage of Blasphemous Lore, Sorcery

SANITY: 4/1d8

SAVES: P, M

INT: High-Genius

ALIGNMENT: Neutral (good, true, or evil)

TYPE: Extraplanar

XP: 6,100+15 (7,330)

Servitors of Yog, or Yoggians, are extraplanar explorers which resemble a ten-foot-tall hybrid of a human and an elephant, with enormous bat wings at their shoulders. They have visited Earth many times from their home in the Deeper Dark. They are servitors of the Great Old One, Yog-Sothoth, and may be the original prototype for the mythological Hindu deity Ganesha.

Above all, servitors of Yog are scholars and explorers. They are often, in the eyes of human beings, evil creatures, but this is not because they bear humans any malice. Rather, they view humans in much the same way we view insects. We are to be ignored at best, swiped away at worst. Or at least, this is the way it once was.

These creatures are masters of the gateways between dimensions and in ages long gone were able to traverse dimensions as easily as humans travel between rooms in a home. Since the stars altered, however, the Old Ones have largely been trapped outside of our dimension and it has become harder for the Servitors of Yog to cross over. They need a connection to our realm—a key, as it were. This key comes in the form of Earthbound sorcerers, who cast summoning spells to call forth these beings in hopes of gaining knowledge from them.

This has changed the way Servitors of Yog view mankind. We are now useful to them, and as such they will sometimes bargain with human sorcerers. Their view and morality is still quite alien to us, however, and it is said that touching the mind of a Yoggian is a doorway to true madness. Many Yoggians seek to corrupt the minds of humankind, drawing men to the Yoggian way of thinking and viewing the cosmos, often just to see if it can be done. Any sorcerer seeking to treat with one of these creatures risks the destruction of his very soul. Still, there are those among the race that have come to understand and be fascinated with humans—these are those who look to help enlighten mankind. Finally, there are those who do not care one way or the other about humans; they seek only to explore and learn.

COMBAT: When forced into direct combat, Yoggians use their formidable strength and natural weapons to their greatest advantage. They will attempt to smash their foes with their powerful trunk and fists, and then charge them to gore with their massive tusks. When faced with a true threat, the Yoggian will take flight, if it has room to do so, removing itself from melee range, and will begin firing spells at its foes.

BLOOD OF POWER: The blood of a Yoggian is a powerful magical component. Those sorcerers who consume the blood of a Yoggian double their normal MEP for a given day and cast spells as though they were 1d4 levels higher than they currently are. This includes the knowledge to cast a number of new spells equal to the 1d4 die result and up to what their new maximum level is. However, the sorcerer who consumes the blood of a Yoggite also must make a Sanity check or suffer 1d4 points of Sanity Loss from catching glimpses of the true, blasphemous nature of the cosmos.

KNOCKBACK: Any opponent struck by a Yoggian's trunk or fists is hurled back 2d6 yards. If this knockback results in the target hitting a solid object such as a wall, the victim suffers an additional 1d8 damage as a result.

MANIFEST: Once summoned to our world, the Yoggian is able to unlock the doors between worlds and may travel between our dimension and their home dimension in the Deeper Dark at will. Opening a gateway and stepping through costs one action to complete. If the Yoggian chooses, it can take up to four others with it when it travels between dimensions. If a human spends more than 1d4 minutes in the Deeper Dark, he or she is driven irrevocably insane and has a 50% chance of being permanently transformed into a Shadow ([see p. 66](#)).

SAGE OF BLASPHEMOUS LORE: Yoggians are masters of time and space, and privy to knowledge of which normal humans cannot even dream. It is said that no matter what the question, a Yoggian can provide the answer. To this end, Yoggians are often sought after as arcane masters to teach their students the secrets of the universe. If a sorcerer or other scholar has a Yoggian patron, the Yoggian can create a telepathic bond with the student, who gains +5 to all Intelligence- and Wisdom-based SIEGE checks, including Knowledge: Forbidden Lore checks, at a one-time permanent cost of 1d10 SAN. This means that the Maximum Sanity score of the student is reduced by 1d10. If the student did not previously have Forbidden Lore, they gain it. At any time, the Yoggian can sever this telepathic bond, which costs another 1d6 permanent Sanity loss to the student.

SORCERY: Servitors of Yog have the abilities of a 15th level Arcanist, and know every possible spell. Further, they need not expend MEP to cast spells, nor do they have to prepare spells in advance. They can cast any spell at will, as often as they like. Some Yoggians may be even be more adept at sorcery, at the GM's option.



THE COMPLEAT BESTIARY

SHADOW

NO. ENCOUNTERED: 1-4 **SANITY:** 1d8/1d10
SIZE: Medium **SAVES:** M
HD: 3d12 (18 hp) **INT:** Low
MOVE: 30 ft., 40 ft. (fly) **ALIGNMENT:** Chaotic Evil
AC: 13 **TYPE:** Undead
ATTACKS: Incorporeal Touch (1d4) **XP:** 80+3 (104)

SPECIAL: Create Spawn, Strength Damage, Darkvision 60 ft., Incorporeal, Blend, Sunlight Vulnerability

Shadows are incorporeal undead creatures. They appear as wisps of black, vaguely humanoid in shape. They are either doomed souls who, in life, perpetrated great evil against innocents, or they are thralls, created and bound to darkness by another shadow. Shadows are maddened, and their corruption has made them altogether evil. They are often solitary, lurking among ancient ruins or in deep subterranean passageways. On occasion, from 1-4 shadows may be encountered haunting the same area. They have an overwhelming hatred for all living things and seek to bring them death and corruption.

COMBAT: Shadows will use their lack of solidity to their advantage. They will walk through walls, crawl up through floors, and attack from the shadows that give them their name. They are incorporeal, and all physical attacks do half damage unless delivered by spell or magical weapon.

STRENGTH DRAIN: The touch of a shadow is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1 point of strength; creatures without strength scores suffer a -1 penalty to attack rolls, effectively losing 1 hit dice (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities.) If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns.

CREATE SPAWN: A creature reduced to 0 strength by a shadow's strength drain attack is slain. The deceased will rise again as a shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a shadow is forever dead, and cannot be restored to life by any means.

BLEND: In darkness, a shadow is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If several bright light sources are used, or magical light is cast forth, a shadow can be seen and combated normally.

SUNLIGHT VULNERABILITY: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

SHADOW-MEN

NO. ENCOUNTERED: 1-50 **SANITY:** 2/1d6
SIZE: Medium **SAVES:** M
HD: 5d8 (23 hp) **INT:** High-Genius
MOVE: 30ft. **ALIGNMENT:** LE
AC: 15 **TYPE:** Extraplanar
ATTACKS: Shadow Lightning Energy Blast (5d6) **XP:** 180+5

SPECIAL: Command, Forget, Shadow-Walk, Steal Voice, Stealth

Shadow-Men, also known as the Silent Gentlemen, are an insidious alien influence from an unknown dimension. For these creatures, stealth is their greatest asset. They live in the shadows and invade humanoid societies quietly, commanding their victims through subconscious commands and manipulation. They have few enemies across the cosmos, because it is impossible to remember seeing a Silent Gentlemen after one lays eyes upon it.

There have been rare occasions where particularly clever species have learned of the Shadow-Men's existence, and discovered ways to drive them off-world. It is unknown if these solutions were permanent or temporary in nature.

When seen, a Shadow-Man appears as a humanoid shape, tall and slender, with a drawn, gaunt face permanently twisted into a leering grin, full of razor-sharp teeth. Their eyes are sunken hollows with a pinpoint of purplish light where the retina would be. None of this matters, however, for even if one manages to draw a picture of a shadow-man, the moment the person's eyes leave the sketch, they forget everything about it.

COMBAT: Shadow-Men do not engage in physical confrontation. If they perceive a human or other member of an invaded species to be a threat, as long as their target can see them, the Shadow-Man can attack with their shadow lightning ability. This is a stream of purplish lightning that erupts from the palm of the Shadow-Man's hand or from their eye sockets for a 20 foot long line. Any caught in this line suffer full damage from the lightning, unless they make a successful Dexterity-based save, in which case they suffer half-damage and lose eye contact with the Shadow-Man.

Those who suffer full damage must continue to stare at the Shadow-Man and suffer damage every round until they make a successful Dexterity save, at which point they suffer half damage and take their eyes off of the creature.

COMMAND: When seen, Shadow-Men can issue basic commands of up to a few sentences, which will work their way into a victim's subconscious unless the victim succeeds at a Charisma-based save. Those who fail the save will carry out the subliminal command at the earliest possible moment, as soon as they lose eye contact with the Shadow-Man. They will not think about carrying out the command, nor will they remember committing the act once it is done.



FORGET: The most frightening and devastating ability of the Shadow-Men is that those who see them are unable to remember anything about them once they avert their eyes. Even the image of a Shadow-Man carries this ability; that means that even if one were to photograph or draw a picture of a Shadow-Man, once they are no longer looking at the photo or drawing they cannot recall having seen the image, taken the photo or drawn the picture. The Shadow-Man completely wipes itself from the memory of all who see it the moment it is no longer in the victim's field of perception. A successful Wisdom-based save may leave a lingering sense of unease, as though the victim were being watched, but there will be no details as to the source of the feeling.

A Shadow-Man can choose, if it desires, to suspend this ability for specific mortals. Some actively cultivate relationships among people to control or experiment upon them. They seem greatly interested in the psyche of sentient species and in behavioral studies, though they have no morals or ethics in conducting their experiments. For example, a Shadow-Man may present itself as a sort of "guardian angel," who guides unstable men to become serial killers, just to examine the inner workings of their psyches.

SHADOW-WALK: Shadow-Men can travel through shadows by stepping into one shadow and emerging from another. This ability can be done at will, so long as there is a shadow nearby to step into, and another within line of sight from which to emerge. Traversing shadows takes up the Shadow-Man's movement for a round (and triggers their Forget ability).

SLEEP: A Shadow-Man can command a victim to fall into a deep sleep. This works as the Arcanist spell, save that it has no level or hit die limit and works on one victim at a time. Victims gain a Wisdom-based save at CL 15 to resist.

STEAL VOICE: A Shadow-Man can choose to extend a cone of utter silence around them in a 30 foot radius. In all respects save its radius, this effect is identical to the Arcanist spell, Silence.

STEALTH: The Shadow-Men have the Move Silently and Hide abilities of a fifteenth-level Hooligan.

SHADOW WORM

NO. ENCOUNTERED: 1 **SANITY:** 1d12/1d20
SIZE: Large **SAVES:** P
HD: 15d10 (82 hp) **INT:** Animal
MOVE: 20 ft., 20 ft. (burrow), 10ft. (swim) **ALIGNMENT:** Neutral
AC: 19 **TYPE:** Magical Beast
ATTACKS: Bite (2d12), Sting (2d4) **XP:** 5700+15 (6930)
SPECIAL: Swallow Whole, Poison

There are few subterranean denizens as feared and reviled as shadow worms, and few that encounter one live through the

experience. Voracious carnivores, they are incredibly huge, inky black creatures that are covered in a viscous goo. Their bodies terminate in a huge maw on one end, and a long, finely pointed stinger on the other. A shadow worm's mouth resembles that of a monstrous leech: it has three jaws that, when closed, are almost impossible to force open. At the base of the stinger is a gland that produces a deadly poison.

These creatures dig and live in wide tunnels far underground. They are hated and feared by cave pygmies and other races that make their homes beneath the earth. They are solitary creatures, and with reason: their appetites make it impossible for one area to support the feeding needs of more than one worm.

COMBAT: Shadow worms burrow under their prey to attack by surprise, engulfing and swallowing victims with one quick motion. It uses its tail stinger to defend from those who would attack it from behind, as it is unable to attack with both bite and stinger in the same direction. The burrowing of a shadow worm often causes localized earthquakes that grow stronger as the creature approaches. This is a telltale sign that an attack is imminent.

SWALLOW WHOLE: When a shadow worm makes a bite attack, and the roll is a natural 19 or better, the victim must succeed at a dexterity save at a -10 penalty to avoid being swallowed whole. Once swallowed, the victim enters the worm's crushing, acidic digestive system. Each round spent inside the worm causes 1d20 + 10 points of damage, and 10 points of acid damage. A victim can attempt to cut its way out of the worm by using a light slashing weapon to deal 30 points of damage to the creature (armor class 17). If a victim manages to cut free of the worm, peristalsis and other muscular actions close the hole, and other swallowed victims must cut their own way out.

POISON: Any creature struck by the shadow worm's stinger suffers 2-24 points of damage. A successful constitution save reduces this damage by half.

SHEN-T'AQ

NO. ENCOUNTERED: 1-6 **SANITY:** 1d10/1d12
SIZE: Large **SAVES:** P
HD: 7d12 (45 hp) **INT:** Low
MOVE: 20 ft., 60 ft. (fly) **ALIGNMENT:** Neutral Evil
AC: 18 **TYPE:** Dragon
ATTACKS: 2 Claw (1d4), Bite (2d8) or Sting (1d6) **XP:** 540+7 (855)
SPECIAL: Poison, Darkvision 60 ft., Immunity: Sleep and Paralysis, Twilight Vision

Shen-T'aqs are large, foul smelling, winged reptiles with oily black scales, the heads of horses, and a few tufts of greasy feathers scattered over their forms. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. They do kill to eat, but mainly kill for sport, eat what they



THE COMPLEAT BESTIARY

need, and leave the rest to rot. They are not creatures of this earth, but of the Deeper Dark, where the Old Ones reside. Sometimes, powerful and evil sorcerers may summon them to serve as steeds. They normally gather in small groups of about six individuals.

COMBAT: As befits their lack of intelligence, shen-T'aqs will attack anything. They sweep over their prey, stinging it with their poisoned tail. Once it is immobilized, they fall upon it and devour it.

POISON: A victim struck by a shen-T'aq's sting must make a successful constitution save or suffer 2d6 points of damage and be paralyzed for 4d6 rounds. A save halves the damage and negates the paralyzation.

SHOGGOTH

NO. ENCOUNTERED: 1 **SANITY:** 1d6/1d12
SIZE: Large **SAVES:** P
HD: 17 (d10) **INT:** High
MOVE: 20 ft. (n/a) **ALIGNMENT:** Neutral Evil
AC: 20 **TYPE:** Magical Beast
ATTACKS: 12 Tentacles (1d12),
Bite (5d10; special, see below) **XP:** 11700+17

SPECIAL: Constrict, Swallow Whole, Poison, Darkvision 60 ft., Twilight Vision, Sanity-Blasting Visage

A shoggoth is a black, fetid, fleshy mass of tentacles, eyes, and hundreds of tooth-filled mouths. It is a creature from Beyond the Pale, existing in the spaces between worlds, those shadowy realms known to arcanists as The Deeper Dark. It is only one of a species of similar creatures, who can be summoned by evil arcanists to work their dark will, wreaking havoc and destruction wherever it appears.

COMBAT: the shoggoth lashes out at anyone and everything in range, without apparent rhyme or reason. It will grapple with its tentacles, squeezing and dragging its poisoned victim towards its gaping, toothy maw, where it simply eats people alive. The creature is massive, at least 20 feet in diameter, with writhing tentacles that reach a further forty feet.

SANITY-BLASTING VISAGE: All who see the creature must make a Wisdom save or spend a Fate Point to avoid being knocked unconscious for 1d4 rounds from the sanity-blasting visage of the thing. GMs should inform players who fail their save that they can spend a Fate Point to avoid this...fate.

CONSTRUCT: If a shoggoth strikes with 2 or more tentacles, it wraps them around the victim, and begins to crush and strangle it. On the following round, the victim is allowed an attempt to break free with a strength save. Failure means that the character is constricted and cannot move, save to attack with a small weapon (already in hand) at a -4 penalty. Each round that the victim remains constricted, it automatically suf-

fers 3d4 points of damage. A victim can attempt another save every round. However, a shoggoth can wrap additional tentacles around a constricted victim. A shoggoth can automatically strike a constricted creature with additional tentacles, inflicting tentacle damage as well as constricting damage. The victim's saving throws are penalized, in these cases, by -1 for each constricting tentacle beyond the first. A tentacle can be severed by directly attacking it. Tentacles have 20 hit points and an armor class of 20. If a shoggoth suffers damage to more than 3 of its tentacles while holding a victim, it slams its victim against the ground for 6d6 damage.

BITE: The shoggoth may only bite its victim if it pulls the victim to its mouth, having snared it with 2 or more tentacles and begun constriction.

SWALLOW WHOLE: When a shoggoth makes a bite attack, and the roll is a natural 19 or better, the victim must succeed at a dexterity save at a -10 penalty to avoid being swallowed whole. Once swallowed, the victim enters the worm's crushing, acidic digestive system. Each round spent inside the worm causes 1d20 + 10 points of damage, and 10 points of acid damage. A victim can attempt to cut its way out of the beast by using a light slashing weapon to deal 30 points of damage to the creature (armor class 17). If a victim manages to cut free of the monster, peristalsis and other muscular actions close the hole, and other swallowed victims must cut their own way out.

POISON: Any creature struck by the shoggoth's stinger suffers 2-24 points of damage. A successful constitution save reduces this damage by half.

SKELETON

NO. ENCOUNTERED: 1-10 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 1d12 (7 hp) **INT:** None
MOVE: 30 ft. **ALIGNMENT:** Neutral
AC: 13 **TYPE:** Undead (Common)
ATTACKS: Weapon **XP:** 10+1 (17)
SPECIAL: Undead

Skeletons are the animated remains of dead creatures. Their bodies are little more than bone and sinew held together by vile sorcery. They move with a slow gait, but sometimes have the strength to wield weapons and wear armor. Skeletons are mindless, but are aware of living things and always attack them. They are often encountered under the command of an evil arcanist.

COMBAT: Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their boney nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.



SNAKE**CONSTRUCTOR, GIANT****NO. ENC:** 1**SIZE:** Large**HD:** 6d8 (12 hp)**MOVE:** 30 ft., 30 ft. (climb),
30 ft. (swim)**AC:** 15**ATTACKS:** Bite (1d4), Coil (2d6)**SPECIAL** Constrict**SANITY:** None**SAVES:** P**INT:** Animal**ALIGN:** Neutral**TYPE:** Animal**XP:** 210+6 (282)**VENOMOUS**

1

Small

1d4 (2 hp)

20 ft., 20 ft. (climb),
20 ft. (swim)

13

Bite (poison only)

Poison

None

P

Animal

Neutral

Animal

9+1 (11)

There are many species of snakes, venomous and non-venomous. They are found in most warm and temperate climates, and have adapted to most terrain. They are shy creatures that generally avoid contact with larger animals. They will strike if cornered or threatened. Only the giant constrictor actively hunts man-sized prey.

COMBAT: Snakes usually avoid combat altogether unless they feel extremely threatened. Giant constrictors are exceptions. They will lay in wait, perfectly still, shrouded in foliage until prey passes underneath them. Then, they will drop onto the victim, wrapping their coils around it, and squeezing it mightily until it dies. Then, the snake will unhinge its jaw and slowly swallow the victim whole.

POISON: Venomous snakes can deliver a wide variety of poisons of varying toxicities, effects, and onset times. These range from the relatively mild bite of the copper head to the very potent bite of the king cobra. To determine the potency of the snake bite roll on the table below. Someone bitten by a venomous snake must make a constitution save. A successful save halves the listed damage for first round effects and there are no effects in the following rounds. A failed save on the first round delivers the damage indicated below and the character becomes ill, suffering a -1 to all physical attribute checks and a -1 to hit and damage for ten minutes. First round effects always occur immediately.

Ten turns, or 10 minutes after the initial bite, another constitution save must be made to avoid the further effects of the poison. A successful save indicates the poison has been fought off. A failed save causes the onset of the effects listed below and the character must make daily saves thereafter until the poison is successfully fought off or runs its course—or the character dies.

TYPE	FIRST SAVE	SECOND SAVE	DURATION
1-2	1d2	1d2, double effects of illness	1 week
3	1d4	1d4, triple effects of illness	1 week
4	1d6	1d6, quadruple effects of illness	1-2 weeks
5	1d8	1d8, incapacitated	1-4 weeks
6	1d10	Death in 2-8 rounds	not long

A failed save indicates that the effects listed continue for another day. Additionally, the character loses 1 point of constitution. The same process is followed for each successive day until the character successfully saves and fights off the poison. For every five points of constitution lost, one point is lost permanently. Should a character's constitution ever reach zero, it is dead.

CONstriction: A successful attack by the snake can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the snake for either 1d6 or 2d6 (depending on the snake's size) points of damage per round. A victim can make addition strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

SNAKE MEN**NO. ENCOUNTERED:** 28, 20-200**SIZE:** Medium**HD:** 2d8 (9 hp)**MOVE:** 30 ft., 20 ft. (swim)**AC:** 15**ATTACKS:** 2 Claw (1d2), Bite
(1d8) or by Weapon**SPECIAL:** Alter Form, Tremorsense, Spells**SANITY:** 1d6/1d8**SAVES:** P and M**INT:** Average to High**ALIGNMENT:** Neutral**TYPE:** Humanoid**XP:** 15+2 (33)

Snake men are reptilian humanoids of roughly the same stature as humans. It is impossible to distinguish gender among these reptilian humanoids, and there is no difference between males and females in terms of statistics. They live in warm climates, preferring marshlands and riverbanks in isolated country.

Once a powerful and dominant species, they were many thousands of years ago driven to near extinction and have since regressed to a more primitive state. They form rudimentary settlements far away from human society, living in daub-and-wattle huts, or in dens fashioned from fallen logs and other debris, always located deep within swamps, marshes, or thick forests.

Snake men can be encountered in groups from 10 to 40 in size. Snake men are omnivorous, but they have a taste for human flesh, and often ambush travelers. In large communi-



THE COMPLEAT BESTIARY

ties there is always a serpent chief who has 6 hit dice and an armor class of 17, as well as a shaman who has 6-8 hit dice and all the abilities of an arcanist of level equal to the creature's hit dice.

COMBAT: Snake men prefer simple weapons; especially blow guns, stone axes, javelins, spears, and the like. They will engage enemies with tooth and claw if caught weaponless. They are not risk-takers in combat, and will retreat if severely overpowered.

ALTER FORM: Snake men can alter their form to appear as either normal humans, or large serpents, at will. They can maintain this form for as long as they like, even while sleeping. If wounded while in an alternate form, the snake man must make a wisdom save or be forced to revert to its natural form; otherwise except for always remaining cold-blooded with a reptilian anatomy, they are indistinguishable from human beings when in human form and are utterly indistinguishable from common snakes when in snake form.

TREMORSENSE: Snake men can sense vibrations and displacement in the surrounding land and air, enabling them to function in absolute darkness or when blind. It is impossible to surprise a snake man, and they can sense movement out to 60'.

SPECTRE

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 7 (d12) (42 hp)

MOVE: 30 ft.

AC: 15

ATTACKS: Incorporeal Touch (1d8)

SPECIAL: Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura

Spectres are spiritual echoes; fragments of a learned person that died in the pursuit of knowledge. Forever trapped in undeath, these spirits grow wicked and twisted, seeking only a way to escape. If approached with the right intentions, in the right way, they will parley with the living. These creatures are intelligent, and have often accumulated knowledge that has been lost for eons. Spectres can be found everywhere imaginable, but prefer to haunt inhabited places such as city libraries or universities. They are not overtly malicious, and only attack when provoked or if doing so would serve some purpose. If more than 1 spectre is encountered, one will always be the dominant spectre, and the others its spawn.

COMBAT: Spectres materialize through solid objects, grabbing enemies, draining them of life and leaving them an empty husk of flesh and bone. Spectres are incorporeal, and cannot be damaged by non-magical weapons or attacks.

ENERGY DRAIN: Living creatures hit by a spectre's incorporeal touch attack lose two levels of experience. For each

such level lost, the spectre heals five hit points. These losses are permanent, and can only be regained by the use of a *restoration* or a *wish*.

CREATE SPAWN: Any creature slain by a spectre will become a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them, and remain enslaved until that spectre is destroyed. They do not possess any of the abilities they had in life.

INCORPOREAL: Spectres are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

SUNLIGHT POWERLESSNESS: Spectres are powerless in natural sunlight and flee from it. A spectre exposed to direct sunlight cannot attack, and must retreat.

SPAWN OF SHUB-NIGGURATH

Shub-Niggurath is the Black Goat of the Woods with a Thousand Young, a god of the Deeper Dark who is the worst example of a goddess of life and death. She is said to be a gigantic, black-skinned, six-breasted hag with the horns of a ram, who continually spews amorphous, vile abominations from her blasphemous womb, just as quickly consuming them again when they move to suckle at her teats. Some, however, escape into the world to wreak their own brand of havoc or are summoned forth by cultists for some nefarious purpose. A spawn of Shub-Niggurath is a horrid creature of chaos and nightmare, a dark-hued, amorphous mass of slime and sludge, composed of either animal or vegetable matter (and there may exist those representatives of the species who are composed of both).

Other variations may exist beyond the two listed here; Game Masters are encouraged to use these as templates when designing your own sanity-blasting, grotesque, amorphous horrors with which to terrorize your player characters.

All spawn of Shub-Niggurath have the following shared characteristics: Amorphous, Resistance to Cold, and Regeneration

AMORPHOUS: Spawn of Shub-Niggurath can attack opponents in any direction, and are not vulnerable to backstabs, as they have no discernable front or back.

RESISTANCE TO COLD: Spawn of Shub-Niggurath suffer no damage on a successful save against cold-based attacks. This saving throw applies even if the attack does not normally allow one. If the spawn of Shub-Niggurath fails this save, it suffers only half damage from the attack.



REGENERATION: Spawn of Shub-Niggurath are able to regenerate 2 hit points per round while they are in swamps, marshes or any type of muck.

SPAWN OF SHUB-NIGGURATH (Flesh, lesser)

NO. ENCOUNTERED: 1-4 **SANITY:** 1d10/1d12
SIZE: Medium **SAVES:** P
HD: 4d8 (9 hp) **INT:** Inferior
MOVE: 10 ft., 20 ft. (swim) **ALIGNMENT:** Neutral
AC: 19 **TYPE:** Aberration
ATTACKS: 6 Bite, Spittle **XP:** 160+4 (196)

SPECIAL: Gibbering, Spittle, Blood Drain, Engulf, Amorphous, Darkvision 60 ft. Resistant to Cold, Regeneration 2

This lesser version of a spawn of Shub-Niggurath is composed of flesh, muscle, tendons, blood and ichor. Sometimes fresh, sometimes decayed and rotten, often it is a combination of both. Eyes and mouths emerge randomly from the fetid ooze, spout their madness or feed on prey, and sink back into the mess later. They are perpetually hungry, and will eat anything organic that it can reach. The flesh-spawn of Shub-Niggurath survives in thick, dark forests and subterranean environments, feasting easily on the unwary, as it cannot be spotted easily.

COMBAT: To avoid attention and ambush potential meals, a flesh-spawn of Shub-Niggurath waits silently, its eyes and mouths closed. When something approaches, they lunge forth suddenly, spitting, biting, and producing a bewildering assortment of odd noises.

GIBBERING: Flesh-spawn of Shub-Niggurath can vocalize a strange plethora of smacks, grunts, shrieks, and other noises from its multiple mouths, effectively acting like a confusion spell. All opponents within hearing distance of a flesh-spawn of Shub-Niggurath must make a successful wisdom save to avoid suffering from this effect. A new save is required each round.

SPITTLE: Flesh-spawn of Shub-Niggurath are able to spew an acidic digestive chemical, spitting it at any opponent up to 30 feet away. If the target is successfully hit it takes 1d4 points of acidic damage, plus must make a dexterity save or be struck in the eyes. A victim that fails the saving throw is blinded by the acid for 1d4 turns.

BLOOD DRAIN: The mouths of a flesh-spawn of Shub-Niggurath have incredible strength. Whenever an opponent is bitten, the mouth clamps down and holds. This hold automatically inflicts 1d3 points of damage from blood drain on each successive round, unless the hold is broken by a successful strength save (CL 3). If a victim has more than one mouth attached to it, the strength save Challenge Level is increased by 1 per mouth, to a maximum of Challenge Level 15.

ENGULF: If an opponent is struck by 3 or more bite attacks in the same round, the flesh-spawn of Shub-Niggurath will attempt to pull that victim to the ground and flow across it. The

victim is allowed a strength save (CL 6+1 per successful bite above 3) to avoid this effect. If the save fails, the target falls to the ground, the flesh-spawn of Shub-Niggurath rolls over it in the same action, and next round it makes 12 bite attacks against the helpless opponent, which is held in the equivalent of a Challenge Level 9 grapple.

SPAWN OF SHUB-NIGGURATH (Plant, greater)

NO. ENCOUNTERED: 1-4 **SANITY:** 1d12/1d20
SIZE: Large **SAVES:** P
HD: 8d8 (34 hp) **INT:** Low
MOVE: 20 ft. **ALIGNMENT:** Neutral
AC: 20 **TYPE:** Plant
ATTACKS: 2 Slam (2d8) **XP:** 1080+8 (1352)

SPECIAL: Amorphous, Blend, Constrict, Darkvision 60 ft., Electrical Conversion, Twilight Vision, Immune to Fire (half), Resistance to Cold (see below), Regeneration 2

Shub-Niggurath does not only spawn creatures of flesh and viscera; she is also capable of spewing forth abominations consisting of plant matter, and often those composed of rotting vegetation are more deadly than their fleshy brethren. These spawn of Shub-Niggurath are large humanoid heaps of rotting plant life, possessed of sentience and incredible strength. Spawn of Shub-Niggurath are often found in dark marshes, swamp lands, fetid ponds, and other similar wetlands.

These creatures are able to merge with the environment in which they live. They can flatten themselves, altering shape so they appear as nothing more than an ordinary part of the landscape. They often pass themselves off as just more muck and weeds in the midst of a marshland.

COMBAT: Plant-spawn of Shub-Niggurath often surprise their foes, leaping from their hiding locations to attack when enemies are right beside them. They are fearless in combat, and are aware of their power, advantages, and vulnerabilities. They attack by slamming their opponents with their massive, trunk-like appendages. Spawn of Shub-Niggurath will use discretion to flee from combat when overmatched, if possible.

BLEND: A plant-spawn of Shub-Niggurath is virtually undetectable when lying still in a swamp. In these conditions, spawn of Shub-Niggurath hide as 15th level hooligans.

CONSTRICT: If a plant-spawn of Shub-Niggurath hits a single opponent with both slam attacks, that opponent is grabbed, and pulled to the creature. A successful strength save allows the victim to escape this grasp. Each round thereafter, a constricted victim suffers 1d8 points of damage, and then another strength save is allowed to attempt escape.

ELECTRICAL CONVERSION: A plant-spawn of Shub-Niggurath struck by an electrical attack suffers no damage. Instead, it thrives on the energy and grows larger, gaining 1 hit dice. This increase in hit dice provides additional hit points and



THE COMPLEAT BESTIARY

gives it an additional +1 bonus on all attacks and saves. It also increases the Challenge Level of all saves against the spawn of Shub-Niggurath's abilities by 1. This effect lasts for 20 rounds.

SUCCUBUS (MADNESS)

NO. ENCOUNTERED: 1 (1d6) **SANITY:** 1d6/1d8

SIZE: Medium

SAVES: M (in small form),
P (in large form)

HD: 6(d8) (25 hp)

INT: High

MOVE: 30 ft., 60 ft. (fly)

ALIGNMENT: Chaotic Evil

AC: 18

TYPE: Demon

ATTACKS: 2 claw (1d4), tail
(1d2), bite (1)

XP: 540+6 (690)

SPECIAL: Glamour, Immunity to Elements, Insanity, Sleep, Spell-like Abilities, SR 10

The madness succubus has two forms. In reality, she is a beastly creature, thin, malformed, and possessed of a horrible stench much like the smell of rotting fruit. Her face is drawn and narrow, barely containing her humanoid features. Her chest sags inward, bones protruding through the thin gossamer of her skin. Beneath her ribs, her stomach distends like a horrid pouch, filled with the souls of the unfortunates she has devoured. To most however, she does not seem so horrid, more like a beautiful woman, shapely and perfect. Her long hair covers her shoulders and her form she casts in folds of silk that tantalize the viewer. In either form, she has massive bat like wings, they unfold behind her, spreading out like two massive canopies, black and empty. Her wings are conduits to the outer planes, looking into their black depths is dangerous and many a man has gone mad doing so.

Two motives drive the madness succubus. She is continually hungry; desiring to eat the souls of humans more than anything else. They are driven by hate as well, for they know their race, spawned in the depths of the abyss, are failed and they long for what they are not, pure and whole. So they hate all things and the fact that they must disguise themselves to interact with other creatures drives their hate even further.

They are almost always alone, though on occasion they gather in the covers, pressed into service by a more powerful demon or devil, or by one of their own. Wizards in time are able to bind them, but this as is always is a dangerous endeavor, for these creatures are unadulterated evil. Like all of their kind, they are not able to forgive, they have no conscience, no feelings, are driven by no motives other than hunger and hate.

COMBAT: The madness succubus always attempts to charm its victim through its glamour. Casting herself as a beautiful maiden she calls the unfortunate for aid or succor. They travel with the victim if necessary, luring it into a sense of safety before they strike. They attempt to kiss the victim if they can, casting their sleep upon it. In any case they feed on it, slowly if they can, draining its life force. But if pushed into open combat, the succubus uses her spells to drive off or kill a foe.



When pressed, she reveals her true form, dropping the glamour, shifting into that horrible, stench laden shape.

GLAMOUR: The madness succubus can assume the form of a beautiful woman and keep that form indefinitely. If horribly pressed, the glamour falls away and the creature's true nature is revealed; spells such as true seeing remove the glamour as well. In death, the glamour falls away. The madness succubus possesses immunities to other form-changing effects unless they wish to be effected.

INSANITY: Whenever the madness succubus first opens her wings anyone viewing her from the front must make a successful wisdom save or the hypnotic patterns of darkness immobilize them. The wing's effects act in all manner as a hold person spell. The victim must make a saving throw each round. If they fail four consecutive saving throws, they suffer a mental lapse and lose their minds, becoming insane, collapsing to the ground, wailing, and weeping. Only a remove curse can bring them back. The madness succubus mostly keeps her wings spread, and the victim must maintain a clear line of site to the wings. Thrusting a shield, or any similar item, between the victim and the wings breaks the wing's effects.

SLEEP: If a madness succubus is able to kiss its victim on the lips, the victim must make a successful charisma save or fall into a deep sleep. They cannot be brought out of this sleep by ordinary means; rather a dispel magic, remove curse, heal or other similar spell must be applied.

SPELL-LIKE ABILITIES: *Emotion* (1/day), *hallucinatory terrain* (3/day), *hypnotic pattern* (1/day), and *tongue* (permanent). She casts as a 10th level caster.



SUCCUBUS (SIREN)**NO. ENCOUNTERED:** 1**SIZE:** Medium**HD:** 6d8 (20 hp)**MOVE:** 30 ft., 60 ft. (fly)**AC:** 18**ATTACKS:** 2 claws (1d4), bite (1d4) **XP:** 410+6 (530)**SPECIAL:** Create Shadow, Drain Life, Improved Grapple, Rake, Spell like abilities**SANITY:** 1d4/1d6 (only upon revelation of true form)**SAVES:** M**INT:** High**ALIGNMENT:** CE**TYPE:** Extraplanar (Demon)

The siren succubus is a vile creature, an abomination of everything that is natural. Once human women whose lust and vanity were so great as to drive them to live depraved lives of manipulation, deceit, and even murder, these women are transformed upon their deaths into demons of the Deeper Dark: Siren Succubi. For the rest of eternity, these demons roam the mortal realms seeking to corrupt and debase men (and, in some cases, women), eventually devouring the souls of these people. The Succubus delights in nothing more than she does the absolute corruption of an innocent and has been known to take years or even decades to do so, feeding upon the misery and agony caused by the gradual change in her victim's nature.

The Siren Succubus can be found in any part of the world, playing many different roles. They make excellent Madams in houses of ill repute. They often run opium dens and act if not as the heads of corporations, as the "power behind the throne," as it were, often maintaining a close bond with the corporate leaders of shadowy, powerful organizations. Their ability to drain the life of men, converting it into their own vitality, makes them powerful foes, and their high intelligence and canny nature allows them to develop resources unthinkable to most people. A Siren Succubus can be a dangerous foe indeed. Many may even have class levels added on to their base stats (adjusting their XP value accordingly)—Arcanist and Socialite are favorite classes of the Siren Succubus.

In her natural form, the Siren Succubus appears much as she did in life—generally a strikingly attractive female with pale skin and raven black or blood red hair. Her eyes are jet black or deep crimson, and her lips the same shade. She has elongated, razor sharp canine teeth, diamond-hard, claw-like fingernails, and leathery bat wings extend from her back, enabling her to fly. From beneath her hair jut two small, rounded horns. Siren Succubi in their true form also prefer to be naked, to appear all the more shocking, and truly the contrast between the stunningly beautiful and the horrific otherworldliness makes the Siren Succubus in her natural form a terror to behold.

In general, however, when encountered, the Siren Succubus will be using her Alter Self spell-like ability to appear as a normal human female—often with very similar features to her own, but hiding her otherworldly attributes such as her fangs, black or red eyes, horns, and wings. Only when injured or in need of defending herself does the Siren Succubus resume her true, horrifying form.

CREATE SHADOW: A Siren Succubus forever enslaves the souls of those victims she destroys through the use of her Drain Life power. These souls, she raises as Shadows (p. 66) under her absolute control. Defeating a Shadow under the command of a Siren Succubus, destroys the soul forever... but some may argue that oblivion is a better fate than being enslaved to and hopelessly in love with a Siren Succubus who has no more use for you save as a bodyguard or assassin.

DRAIN LIFE: When a Siren Succubus wishes to exercise absolute control over her victim, or to drain their soul utterly, she mates with the victim. This mating can cause one of two effects, at the discretion of the Siren Succubus:

The victim is completely dominated, as per the Charm Monster spell, save that the victim will be consumed by an all-abiding, passionate love for the Siren Succubus, and this effect is permanent unless the victim makes a saving throw allowed by the Siren Succubus commanding him to do something against his nature (as per the Charm Monster spell).

The victim suffers 2d10 damage to his Constitution score. If Constitution reaches zero, the victim is dead and cannot be brought back by any means, their soul forever destroyed. If the victim survives, Constitution damage is restored at the rate of 1d4 per day, but the Siren Succubus can thereafter drain additional Constitution damage just by kissing the victim, at a rate of 1d6 per kiss. It is rare for a Siren Succubus to kill from a kiss, however; she will always know how close the victim is to death, and will always wish to destroy the victim during the act of mating.

In either case, the victim may make a Charisma-based saving throw (CL 6) to resist the effect. Even in the case of a failed save, if the victim survives initial Constitution damage, he may make a save every time the Siren Succubus kisses him with the intent of draining further score. However, it should also be noted that the effects of the Siren Succubus' drain life power are erotic and addictive. Indeed the pleasure gained when the Siren Succubus mates with a victim or otherwise drains his life is nothing short of ecstatic.

For every point of Constitution drained from her consort, the Siren Succubus gains 1d4 hit points. These gained hit points can raise her beyond her normal maximum. For this reason, some ancient Siren Succubi maintain stables of devoted slaves who they drain slowly and regularly, leading them deeper and deeper into the dregs of corruption as the Siren Succubus becomes ever more powerful. This is a dangerous game to play, as victims have been known to break the Siren Succubus' hold over them, and destroy their erstwhile mistress when she least expects it.

The up side is that the Siren Succubus has no real special damage or spell resistance, and can often be destroyed with lead or steel just like most mortal foes.

COMBAT: When revealed, the Siren Succubus gives no quarter. She attacks viciously, attempting to latch on with both of her claws and tear at the throat of her victim.



THE COMPLEAT BESTIARY

IMPROVED GRAPPLE: If the Siren Succubus hits with both claws it automatically grapples its opponent. While grappled, the opponent loses his dexterity bonus to AC, is -4 to all attacks and strength or dexterity-based checks (except those made to escape the grapple), and is subject to automatic claw and bite damage from the creature each round. The creature, in turn, cannot attack any other victims while grappling, and loses its own dexterity bonus to AC. Escaping from the grapple requires a successful strength or dexterity check at a CL equal to the creature's hit dice..

RAKE: If the Siren Succubus hits with both claws, after she bites, she tears away from the victim, dealing an additional 2d6 damage.

SPELL-LIKE ABILITIES: A Siren Succubus can use the following spells at will: *Alter Self*, *Clairaudience/Clairvoyance*, *Command*, *Darkness*, *Detect Thoughts*, *Emotion*, *Fog Cloud*, *Hypnotic Pattern*, *Influence*, *Sleep*, *Suggestion*.

THE SIREN SUCCUBUS IN AMAZING ADVENTURES

There is a previous presentation of the Siren Succubus in the **Castles & Crusades** sourcebook, Monsters and Treasure of Aihrde. The version herein is very different from that one, and is geared more towards the idea of a seductive, pulp demon, structured more along the lines of classical demonology (and yes, drawn from earlier RPG source materials). The author feels it more in line with the tropes of Amazing Adventures. GMs should, however, feel free to use either presentation of the Siren Succubus in their games, if they own the C&C book. Indeed, it may be that there are “subraces” of Siren Succubus, that this breed of demon comes in different varieties and more variants could show up later in your game!

SPIDER

	Small	Medium	Large
NO. ENC:	2-5/10-20	2-5/1-10	2-5/1-10
SIZE:	Small	Medium	Large
HD:	1d4 (2 hp)	3d8 (12 hp)	5d8 (20 hp)
MOVE:	10 ft., 10 ft. (climb)	30 ft., 20 ft. (climb)	40 ft., 20 ft. (climb)
AC:	14	15	16
ATTACKS:	Bite (1d4) Poison,	Bite (1d6) Poison,	Bite (1d8) Poison,
SPECIAL	Web, Twilight Vision	Web, Twilight Vision	Web, Twilight Vision
SANITY:	None	0/1d4	1d4/1d6
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGN:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
XP:	11+1 (13)	52+3 (88)	240+5 (340)

Giant spiders are aggressive predators found in most temperate and tropical climates. They can be as small as a rabbit, or as

large as an antelope. On rare occasions they grow to monstrous sizes. There are as many species of giant spider as there are of their smaller kin and they are found in a variety of colors.

Giant spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.

POISON: A victim bitten by giant spiders must make a constitution save to prevent the immediate affects of the venom taking place. A successful save negates the affects of a small spider's poison and halves the listed damage on medium and large spiders. There are no affects in the following rounds. If the victim fails the first save, they take damage as indicated below. Further, in the following round, they must make another save to lessen the venom's continued affects. There are no further affects after the second round. A successful save in the second round halves indicated damage with no other affects occurring. A fail indicates full damage and the onset of the physical reaction indicated.

SIZE	FIRST ROUND	SECOND ROUND
Small	1d2 damage	1d2 damage, 1-2 points of strength loss for 1d12 hours
Med	1d6 damage	1d4 damage, paralyzation for 2d6 hours
Large	1d10 damage	1d8 damage, paralyzation for 3d6 hours

WEB: All types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature four times as large. Web-spinners can throw a web eight times per day. Webspinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

SWARM

NO. ENCOUNTERED:	1	SANITY:	1/1d4
SIZE:	Large group	SAVES:	P
HD:	10d8 (45 hp)	INT:	Low (animal)
MOVE:	30 ft., 40 ft. (if flying or swimming)	ALIGNMENT:	N
AC:	12	TYPE:	Vermin
ATTACKS:	Special		
SPECIAL:	Swarm (1d6/round), Alter Shape, Disease*, Poison*, Immunity to Physical Attacks*		
XP:	600+10 (1050), 1050+10 (1500), 1200+10 (1650), or 1650+10 (2100)		

*Not all swarms have this particular ability.

Swarms are dense masses of small creatures that would not be particularly dangerous in small groups, but can be terrible

foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature which takes up ten feet of space—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, wasp swarms, locust swarms, rat swarms, piranha swarms, ant swarms and spider swarms are just a few examples.

COMBAT: In order to attack, a single swarm surrounds an opponent, who gets a single free attack on the swarm as a result. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature that occupies a roughly ten-foot area.

ALTER SHAPE: Unlike other creatures, a swarm is shapeable. It can occupy almost any shape imaginable, and it can squeeze through any space large enough to contain one of its component creatures.

SWARM: A swarm inflicts 1d6 points of damage per round, automatically, to any creature that it currently surrounds. Once swarm's hit points is reduced to half, this damage is reduced to 1d4. Reducing a swarm to zero hit points does not mean every creature in the swarm has been destroyed; rather, it means the swarm has been driven off or reduced to a level whereby it is no longer a viable threat.

DISEASE/POISON: Some swarms may have special abilities such as disease or poison, depending on the nature of the creature making up the swarm. This poison can range from a Type 1 to Type 5 poison, depending on the creature involved.

IMMUNITY TO ATTACKS: Killing a swarm is difficult; a base swarm has 10d8 hit points and depending on the size of the creature may be exceptionally difficult to fight with physical attacks. GMs should adjudicate this based on the individual swarm. For example, a school of piranha or a swarm of rats could potentially be fought off with physical attacks, while a swarm of wasps is unlikely to take much damage from swinging swords, and would require a cloud of toxin or perhaps fire to damage. If a swarm is unable to be affected by physical attacks, treat this as a Type 3 special ability on the monster experience points chart.

To damage swarms that cannot be damaged by normal physical attacks due to their size, a lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit, while a lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

EXPERIENCE POINTS: Their XP Value is 600+10 for base swarms, 1050+10 for those with poison, 1200+10 for those unable to be affected by physical attacks, and 1650+10 for those with both poison and immunity to normal attacks.

TICK, GIANT

NO. ENCOUNTERED: 2–12 **SANITY:** 1d4/1d6
SIZE: Small **SAVES:** P
HD: 2 (d8) (8 hp) **INT:** Animal
MOVE: 10 ft. **ALIGNMENT:** Neutral
AC: 15 **TYPE:** Vermin
ATTACKS: Bite (1d4) **XP:** 20+2 (36)
SPECIAL: Blood Drain, Disease

The giant tick dwells both underground and in deep forest regions, hanging from cavern vaults or tree limbs to seek out its prey. Much larger than their mundane cousins (2.5 feet long), they are usually either a dull brown or unhealthy gray in coloration. Unlike their smaller relations, they tend to congregate in small groups of 2–12 ticks, especially in areas where the feeding is good and a lack of predators ensure the robust growth of these dire arachnids.

COMBAT: A successful hit from a giant tick indicates that their hypostome, the beaked tongue of the tick, has been inserted into the victim. They will automatically start draining blood on subsequent rounds.

BLOOD DRAIN: A giant tick that successfully manages to attach to a victim automatically inflicts 1d4 hit points of draining damage, which goes to feed and heal the tick. If a tick is able to drain a victim of hit points equal to its own hit point total, it will release the victim and crawl away. Being bloated with blood in this state, the giant tick will only be able to move at half speed and suffers a –3 to armor class and all checks/saves.

DISEASE: Any creature bitten by a giant tick has to make a successful constitution to avoid being infected by a blood disease from the arachnid's saliva.

TIGER

NO. ENCOUNTERED: 1–3 **SANITY:** None
SIZE: Large **SAVES:** P
HD: 5d8+5 (25 hp) **INT:** Animal
MOVE: 40 ft. **ALIGNMENT:** Neutral
AC: 14 **XP:** 180+5 (205)
ATTACKS: 2 Claw (1d4); Bite (1d10)
SPECIAL: Rake, Twilight Vision

Tigers are great predatory cats that inhabit tropical climates, particularly favoring mountainous jungles. They are generally solitary creatures, so if more than one is encountered, it will be a mating pair, or a mother and her two cubs. Tigers are the largest of the great cats and are aggressive hunters.



THE COMPLEAT BESTIARY

COMBAT: Tigers stalk their prey using the cover of the jungle for camouflage. They almost always begin an attack by springing on their prey from concealment, and biting and raking viciously in an attempt to make a quick kill. Once it has incapacitated its prey, a tiger will drag it into the foliage to be devoured.

RAKE: If a tiger successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d4+2 damage.

TOAD, GIANT

NO. ENCOUNTERED: 1–4 **SANITY:** 0/1d4
SIZE: Large **SAVES:** P
HD: 4 (d8) (16 hp) **INT:** Animal
MOVE: 20 ft., 40 ft. (jump) **ALIGNMENT:** Neutral
AC: 16 **TYPE:** Animal
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision, Swallow, Poison
XP: Non-poisonous: 90+4 Poisonous: 130+4 (96)

Giant toads are larger and have thicker skin than their cousins, giant frogs, and can inhabit a much greater range of terrain. They can be found almost anywhere, but are commonly encountered in forests and scrublands. Giant toads are usually solitary hunters, but they can occasionally be encountered in groups of up to four. Some varieties of giant toad are poisonous: they secrete a poison from mucus glands on their skin. There is a 10% chance that any given giant toad is poisonous.

COMBAT: Giant toads rely upon camouflage to surprise their prey. When an unfortunate victim passes by, a giant toad will strike with its gigantic tongue and drag the prey to its mouth to swallow it.

CAMOUFLAGE: Giant toads are incredibly difficult to spot in natural environments. When concealed, they have a +5 bonus to hide checks, and a +10 bonus to surprise rolls. This ability is negated at night if a light is flashed upon them. Their eyes are giant and bulbous, and will reflect the light shined upon them like beacons.

SWALLOW: If a giant toad strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the toad will instantly pull it into its maw and swallow it. Giant toads can only swallow small creatures, cats, rodents, birds and the like. If a giant toad successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant toad suffers 2d8 points of damage per round. A giant toad's gullet is too small to allow a swallowed victim to fight its way out.

POISON: If a giant toad is poisonous, any creature making direct contact with its skin must succeed at a constitution save, or fall helplessly into convulsions. The initial seizure lasts for 6 rounds, and then subsides. Thereafter, seizures will recur every 1d4 hours, and will last 1d6 rounds. This stage of the poisoning lasts for two days. After that, the seizures will recur every hour, and will last 1d12 rounds. This stage lasts for two more days. During the final stage, the seizures will recur every 10 turns, and will last for 1d4 turns. After four such seizures, the victim's heart will stop, causing death.

VAMPIRE

NO. ENCOUNTERED: 1 **SANITY:** 1d8/1d10
SIZE: Medium **SAVES:** M, P
HD: 8d12 (48 hp) **INT:** Average to Genius
MOVE: 40 ft., 60 ft. (fly), 20 ft. (climb) **ALIGNMENT:** Chaotic Evil
AC: 20 **TYPE:** Undead (Unique)
ATTACKS: Slam (1d6) **XP:** 1885+8 (2269)
SPECIAL: Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb

Vampires are legendary undead predators, feared and reviled by all. Formerly human, these foul creatures have become completely corrupted, lurking in a state between life and death, and requiring warm, fresh blood for sustenance. They prowl at night, through decrepit city streets, seeking healthy but unsuspecting victims. Unlike other undead, vampires are not ghastly or decayed in appearance. To most observers, they appear quite normal, and some are rather attractive. They often have pale skin that takes on a less pallid tone after they feed. All vampires must retreat to the safety of their lairs as the sun rises, as sunlight is fatal to them. They tend to make abandoned crypts and tombs their homes. They are vulnerable when resting during the day, sleeping in coffins and sarcophagi, and therefore rely on remote, avoided locations in which to lair. Up to four vampires may share a single location. However foreboding their chosen shelter, they always choose a place that is relatively close to cities and settlements. This provides them with easy access to a food supply.

Vampires are very intelligent, even if not very smart in life, and will not overfeed in a particular location. This helps prevent discovery and allows the hunting ground to be used for a longer period of time. Vampires are freakishly strong. This innate toughness enables them to turn aside mundane weaponry and they are susceptible only to silver, piercing weapons made entirely of wood, holy water and artifacts, and garlic.

COMBAT: Vampires are aggressive, but not foolhardy, when stalking prey. They stalk targets traveling alone, weak stragglers, drunkards, and other vulnerable targets. They are not favorably disposed to prolonged combats, as they realize dangers to them despite their own great power. To avoid battle, they will try to mentally dominate other creatures. If that fails,



and they are pressed, they will call their nocturnal allies to aid them in the fight. If a battle goes poorly for them, they will change shape and flee.

BLOOD DRAIN: If a vampire successfully strikes an opponent with its fists (slam), the target must succeed at a strength save or be held in the vampire's grip. If the save fails, a vampire will use its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a vampire will heal one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches. A vampire must use this ability every few weeks, or it will die.

ENERGY DRAIN: Along with the blood drain, living creatures hit by a vampire's bite attack instantly lose one level or hit die. Thereafter, for every round that the vampire is able to continue feeding, the victim loses one level or hit die until the creature has perished. This loss is permanent unless reversed with a restoration spell or a wish. Vampires can choose not to drain energy, or to do so more slowly so as to prolong their feeding on a given subject.

CHILDREN OF THE NIGHT: Vampires are able to summon other night-time predators, having a special bond with these creatures. A vampire can summon a swarm of bats, rats, or 3d6 wolves. They can summon only once per day, but success is guaranteed. Summoned creatures will arrive 2d4 rounds after being called by the vampire. The summoned creatures obey the vampire without reservation, and remain until killed or released.

DOMINATE: The intense gaze of a vampire is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a vampire's eyes must make a charisma save at a -2 penalty. Failure results in the victim suffering the effects of a permanent duration charm person spell. However, a person charmed in this manner will defend the vampire at all costs, even against former allies.

CREATE SPAWN: If a vampire chooses, it can drain the blood or energy of a human victim in such a way as to bring the deceased into unlife as a vampire spawn. This spawn is under the control of the slaying vampire. This ability is not automatic, but must be consciously used. An affected human loses all abilities, and gains the statistics of a vampire spawn (see below).

VAMPIRE SPAWN: These are essentially half-power vampires with 4 hit dice, 30 ft. movement, and only the following

special abilities: Blood Drain, Children of the Night, Dominate, Energy Drain, Alternate Form, and Electrical Resistance (Half). If a Vampire is killed, all of its spawn immediately become full vampires.

ALTERNATE FORM: Any vampire can assume the form of a large canine, of any non-magical or natural breed or species, and remain in that form indefinitely. A vampire can also assume the form of a large bat, and can remain in that form indefinitely. A vampire in either form retains all special qualities, but loses its special attacks. True seeing and other effects will not reveal a vampire in either of these forms, and these forms cannot be dispelled. However, a vampire killed in either form will become gaseous (see below). Vampires are immune to polymorph attacks unless the vampire wishes to be affected.

GASEOUS FORM: A vampire can assume the form of a thick cloud, at will, as the spell gaseous form. If a vampire in any form other than gaseous is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There, it will heal and prepare for another attack.

SPIDER CLIMB: Vampires are endowed with the supernatural ability to adhere to and climb any surface.

VAMPIRE VULNERABILITIES: Vampires retreat from garlic, reflective surfaces, or holy symbols of good deities. These objects cause vampires to recoil, and deal 1d4 damage per touch from a holy item or through contact with garlic. Fear of these items causes a vampire to delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampire is rendered powerless and unable to move or attack. It will begin to smolder, and after 6 rounds of exposure, a vampire will burst into flame and burn to ashes. This permanently destroys the vampire. If a vampire is ever immersed in running water, a vampire's flesh is rapidly degraded, killing it permanently in 3 rounds. Each round of immersion causes the vampire to lose one-third of its hit points. A stake driven through the heart of a vampire will kill it as long as the stake remains in place. If it is removed, the vampire awakens and functions normally. To permanently kill a staked vampire, its head must be removed, its mouth filled with holy wafers, and then the entire corpse must be buried in consecrated ground.

ENTOURAGE: A vampire may be encountered with up to 6 vampire spawn.

SPECIAL: Vampires always have the abilities of a socialite and/or raider of the same level as the vampire has hit dice. By adding the abilities of other classes and/or increasing the creature's hit dice, a vampire can become an exceptionally formidable recurring foe for a group of pulp adventurers.



THE COMPLEAT BESTIARY

VAMPIRES

To detail vampires is to begin with the details of their basest form: The spawn or thrall.

Vampires as described in the statistics above are among the weakest of their ilk. Typically they began their career as thrall or spawn to another vampire of greater power who was somehow destroyed or through great loneliness chose to destroy itself. The spawn of these beings typically turn upon one another like so many rats. The survivor becomes a vampire as described in the monster's base statistics here.

In some instances however, either through survival to great age, or through some greater inner power prior to their creation at the hands of an ancient vampire it is possible that a liv-

ing humanoid being with more than 8 HD retain the powers earned from their pre-existing classes rather than gaining the abilities of a fighter of equivalent HD. Although still under the command of their creator until that creator's destruction, these vampires are far more formidable foes.

Unlike vampire spawn, these vampires are not destroyed when their master is slain, but instead break free from the supernatural bond that their former master held over them and may then strike forth on their own.

Although they can no longer gain additional class levels in their former life's profession, such vampires grow stronger as they age, becoming deadlier as their flesh hardens to damage, and their Hit Dice grow with their insatiable blood lust.

ANCIENT VAMPIRES

AGE CATEGORY	TYPE	HD	AC	DAMAGE	INT*	SPECIAL
200-400 Mature	Grave Knight	+2	21	Slam (1d8) Bite (1d4)	+2	
401-600 Old	Thirst Lord	+2	22	2 slams (1d8) Bite (1d4)	+2	2 rounds Daylight Resistance, -3 Charisma save vs. Vampire Domination
601-800 Very Old	Crimson Baron	+2	23	2 slams (1d10) Bite (1d6)	+1	Immune to Garlic
801-1000 Archaic	Sanguine Prince	+2	26	2 slams (1d10) Bite (1d6)	+1	3 rounds Daylight Resistance.
1001+ Ancient Lord	Blood King	+4	30	2 slams (2d6) Bite (1d8)	+1	, Immune to Holy Symbol Helplessness**, -4 Charisma save vs. Vampire Domination, 5 rounds Daylight Resistance

*If the base intelligence of the base vampire is higher than 12 at creation, the vampire gains +1 intelligence per age category.

**This Immunity, is not an immunity to turning, merely an immunity to the brandishing of holy symbols.



VAMPIRE SPAWN (LESSER VAMPIRE)

NO. ENCOUNTERED: 1-10

SANITY:

SIZE: M

SAVES: P

HD: 4d12 (24 hp)

INT: Avg. to High

MOVE: 30 ft.

ALIGNMENT: CE

AC: 20

TYPE: Undead

ATTACKS: Slam (1d6) or by weapon **XP:**

SPECIAL: Alternate Form, Blood Drain, Children of the Night, Energy Drain, Electrical Resistance (half)

Vampire Spawn, or lesser vampires, are those mortals who are turned into a vampire by the kiss of a full vampire. They are completely in the thrall of their undead masters so long as the master exists, though they are also generally aware that they are under said control.

Master vampires have a telepathic and empathic link with their creations; they can always sense where their spawn are and find them wherever they may be. They can also sense their spawn's pain and suffering, and will know immediately if their spawn is killed, and who killed them. Some vampires only create spawn from mortals they hand-pick out of love or value. Others create spawn indiscriminately in an effort to have a wealth of cannon fodder or an undead army to command.



For some vampire spawn, this un-life is enough; they grow to love their master in much the same way as a prisoner suffering from Stockholm syndrome falls in love with their captor. In other cases, however, the spawn seeks freedom from their master's leash. There are two ways for this to happen. The master (or mistress) vampire can choose to release their spawn, thus freeing them from control and immediately effecting transformation into a full vampire. The other way for a spawn to gain freedom is the destruction of their master. If the controlling vampire is slain, the spawn becomes a full vampire with normal statistics.

COMBAT: Similar to their full-fledged masters, vampire spawn are aggressive, but not foolhardy, when stalking prey. They prefer lone targets, weak stragglers, drunkards, and other vulnerable victims. They prefer not to engage in direct combat, as they realize dangers to them despite their own great power. Often, they will try to manipulate potential victims into destroying their master, for it only in this way that they can become full-fledged vampires. Still, they are less able to control their bloodlust than are full vampires and so can find themselves in a feeding frenzy once combat begins, and if this happens, they will fight like a rabid animal, to the death.

ALTERNATE FORM: Any vampire can assume the form of a large canine, of any non-magical or natural breed or species, and remain in that form indefinitely. A vampire can also assume the form of a large bat, and can remain in that form indefinitely. A vampire in either form retains all special qualities, but loses its special attacks. True seeing and other effects will not reveal a vampire in either of these forms, and these forms cannot be dispelled. However, a vampire killed in either form will become gaseous (see below). Vampires are immune to polymorph attacks unless the vampire wishes to be affected.

BLOOD DRAIN: If a vampire successfully strikes an opponent with its fists (slam), the target must succeed at a strength save or be held in the vampire's grip. If the save fails, a vampire will use its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a vampire will heal one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches. A vampire must use this ability every few weeks, or it will die.

CHILDREN OF THE NIGHT: Vampires are able to summon other night-time predators, having a special bond with these creatures. A vampire can summon a swarm of bats, rats, or 3d6 wolves. They can summon only once per day, but success is guaranteed. Summoned creatures will arrive 2d4 rounds after being called by the vampire. The summoned creatures obey the vampire without reservation, and remain until killed or released.

ENERGY DRAIN: Along with the blood drain, living creatures hit by a vampire's bite attack instantly lose one level or

hit die. Thereafter, for every round that the vampire is able to continue feeding, the victim loses one level or hit die until the creature has perished. This loss is permanent unless reversed with a restoration spell or a wish. Vampires can choose not to drain energy, or to do so more slowly so as to prolong their feeding on a given subject.

ELECTRICAL RESISTANCE: Vampires take half damage from all electricity-based attacks, mundane or magical. If an effect allows a save for half damage, the vampire takes no damage on a successful save.

VAMPIRE VULNERABILITIES: Vampires retreat from garlic, reflective surfaces, or holy symbols of good deities. These objects cause vampires to recoil, and deal 1d4 damage per touch from a holy item or through contact with garlic. Fear of these items causes a vampire to delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampire is rendered powerless and unable to move or attack. It will begin to smolder, and after 6 rounds of exposure, a vampire will burst into flame and burn to ashes. This permanently destroys the vampire. If a vampire is ever immersed in running water, a vampire's flesh is rapidly degraded, killing it permanently in 3 rounds. Each round of immersion causes the vampire to lose one-third of its hit points. A stake driven through the heart of a vampire will kill it as long as the stake remains in place. If it is removed, the vampire awakens and functions normally. To permanently kill a staked vampire, its head must be removed, its mouth filled with holy wafers, and then the entire corpse must be buried in consecrated ground.

WIGHT

NO. ENCOUNTERED: 2-16 **SAVES:** M
SIZE: Medium **INT:** Average
HD: 4d12 (26) **ALIGNMENT:** Lawful Evil
MOVE: 30 ft. **TYPE:** Undead (Extraordinary)
AC: 15 **TREASURE:** 5
ATTACKS: Slam (1d6) **XP:** 120+4 (224)
SPECIAL: Create Spawn, Energy Drain, Darkvision 60 ft.
SANITY: 1d4/1d6

Wights are humanoid undead. They were once human, but are now cursed to haunt the world, living in seclusion, for some foul act of greed. They hate all life. Far more than zombies or ghouls, a wight maintains its body, ragged and unkempt as it may be. They are pale, death-like, with skin stretched thin. Their fingers are unnaturally long, capped by thick nails that serve as claws. They inhabit barrows, crypts and other places where the dead linger and are found anywhere and in any clime. They avoid sunlight as it can kill them. Like vampires (q.v.), they will often live near settlements and graveyards, but the most dreadful similarity to vampires is the connection to the negative material plane, which makes their touch deadly. Up to 16 wights can be encountered at once.



THE COMPLEAT BESTIARY

COMBAT: A Wight engages an opponent to maim, hurt, and cripple. They delight in taking what is not theirs, and killing to collect more. They despise all living things and need no provocation. They attack with clawed fingers, draining the life from their victims.

ENERGY DRAIN: Living creatures hit by a wight's attack lose one level. For each such level lost, the wight heals five hit points.

CREATE SPAWN: A human victim killed by the wight's energy drain can be brought back to unlife, as a wight, under the control of the slaying wight. The slaying wight must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wight. Spawn created in this way are only half strength; they have 2 hit dice, instead of 4, and lose the ability to create spawn, but are otherwise identical.

WOLF

NO. ENCOUNTERED: 4-24 **SANITY:** None
SIZE: Small-Medium **SAVES:** P
HD: 2d8 (9 hp) **INT:** Animal
MOVE: 50 ft. **ALIGNMENT:** Neutral
AC: 13 **TYPE:** Animal
ATTACKS: Bite (1d6) **XP:** 10+2 (28)
SPECIAL: Trip, Scent, Twilight Vision, Track

Wolves range in size from small to medium. They are ferocious predators and often hunt in packs. They will bring down any prey they sense is weak or alone. There is always a dominant male and female in wolf packs. At times worgs or winter wolves lead large packs of wolves. They are found in many environments. Wolves have a superior sense of smell and can use it to track prey with a Wisdom check. For purposes of scent tracking only, treat Wisdom as a Prime attribute.

COMBAT: Wolves always attack in groups. Usually one or two distract their prey while two or three others bite its feet and legs, trying to bring it down. If the prey falls the whole of the pack falls upon it, often feeding before the prey is wholly dead.

WOLF, GHOUL

NO. ENCOUNTERED: 1 or 2-12 **SANITY:** 1d4/1d6
SIZE: Medium **SAVES:** M
HD: 3 (d12) (12 hp) **INT:** Low
MOVE: 40 ft. **ALIGNMENT:** Chaotic Evil
AC: 14 **TYPE:** Undead (Extraordinary)
ATTACKS: Bite (1d8 + paralysis) **XP:** 90+3 (126)
SPECIAL: Darkvision 60 ft., Paralysis, Scent

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is an oozing, sickly gray where its fur is torn away. Its eyes are stark white.

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to



shreds. These creatures are most often found haunting desolate moors and marshes.

COMBAT: Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.

PARALYSIS: Any living creatures that are clawed or bitten by a ghoul wolf must make a Strength save or be paralyzed. This paralysis lasts 1d4+1 turns, or until a remove curse or remove paralysis spell is cast upon the victim.

TRIP: A ghoul wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a Dexterity save to resist being pulled to the ground, automatically losing initiative the next round.

WOLF, SHADOW

NO. ENCOUNTERED: 1 or 2-12 **SANITY:** 1d4/1d6
SIZE: Medium **SAVES:** M
HD: 3 (d12) (12 hp) **INT:** Low
MOVE: 50 ft. **ALIGNMENT:** Chaotic Evil
AC: 13 **TYPE:** Undead (Extraordinary)
ATTACKS: Incorporeal Bite (Strength Drain) **XP:** 90+3 (126)
SPECIAL: Blend, Create Spawn, Darkvision, 60 ft., Scent, Strength Drain, Incorporeal, Sunlight Vulnerability

This creature appears as a large black hound formed of wispy shadows. Its eyes burn with a crimson fire.

Shadow wolves are nocturnal hunters and hate all living crea-



tures. Their eyes flash with a luminescent greenish fire when prey is sighted.

COMBAT: Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

STRENGTH DRAIN: The bite of a shadow wolf is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1-3 points of Strength; creatures without Strength scores suffer a -1 to -3 penalty to attack rolls, effectively losing 1-3 hit dice (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities.) If the victim survives the encounter, lost Strength returns at the rate of 1 point every 2d4 turns.

CREATE SPAWN: A creature reduced to 0 Strength by a shadow wolf's Drain attack is slain. The deceased rises again as a normal shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a shadow is forever dead, and cannot be restored to life by any means short of a wish. The shadow is considered free-willed and not bound to the wolf that created it.

BLEND: In darkness, a shadow wolf is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If several bright light sources are used (3 or more lanterns or the equivalent), or magical light is cast forth, a shadow can be seen and combated normally.

SUNLIGHT VULNERABILITY: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

WOLF, VAMPIRIC

NO. ENCOUNTERED: 1 **SANITY:** 1d4/1d8
SIZE: Medium **SAVES:** M, P
HD: 6 (d12) (12 hp) **INT:** Average
MOVE: 60 ft. **ALIGNMENT:** Chaotic Evil
AC: 18 **TYPE:** Undead (Unique)
ATTACKS: Bite (1d8 + **XP:** 1650+6 (1800)
 Energy Drain)

SPECIAL: Blood Drain, Darkvision 60 ft., Create Spawn, Energy Drain, Gaseous Form, Entourage, Electrical Resistance (half), Scent, Spider Climb, Trip, Turn Resistance, Scent, Vampire Vulnerabilities

This creature resembles a wolf with silky black fur, and yellow, hate-filled eyes. Its fur appears matted around the muzzle, as if it has recently drank something.

Vampire wolves are horrible undead predators that delight in hunting living creatures, catching them, and drinking their blood. These creatures are most often found haunting trade routes through dark, dismal forests.

COMBAT: Vampiric wolves hunt alone, circling their prey and running them to exhaustion.

BLOOD DRAIN: If a vampire wolf successfully strikes an opponent with its teeth (bite), the target must succeed at a strength save or be held in the vampire's jaws. If the save fails, a vampire wolf uses its great strength to hold the target fast, and drain it of blood. This attack automatically inflicts 1d6 points of damage per round. For each point drained from a victim, a vampire wolf heals one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it does not struggle to escape the vampire wolf's bite. A vampire wolf must use this ability weekly, or it dies.

ENERGY DRAIN: Along with the blood drain, living creatures hit by a vampire wolf's bite attack instantly lose two levels or hit die. Each round thereafter that the vampire is able to continue biting, the victim loses one level or hit die until the target has perished. This loss is permanent unless reversed with a cleric's restoration spell or a wish.

CREATE SPAWN: If a vampire wolf chooses, it can drain the blood or energy of a human victim in such a way as to bring the deceased into unlife as a vampire spawn. This spawn is under the control of the slaying wolf. This ability is not automatic, but must be consciously used. An affected humanoid loses all abilities, and gains the statistics of a vampire spawn (p. 78).

GASEOUS FORM: A vampiric wolf can assume the form of a thick, gaseous mist, at will, as the spell gaseous form. If a vampiric wolf in any form other than gaseous is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its den. There, it heals and prepare for another attack.

SPIDER CLIMB: Vampiric wolves are endowed with the supernatural ability to adhere to and climb any surface, just as a standard vampire.

ENTOURAGE: A vampiric wolf may be encountered with up to 6 human vampire spawn.

TRIP: A vampiric wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a CL 3 Dexterity save to resist being pulled to the ground, automatically losing initiative the next round.

VAMPIRE VULNERABILITIES: Vampiric wolves retreat from holly berries, reflective surfaces, or holy symbols of good deities. These objects do not harm the wolves, but causes them delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampiric wolf is rendered powerless and unable to move or attack. It instantly begins to smolder, and after 3 rounds of exposure, such a wolf bursts



THE COMPLEAT BESTIARY

into flame and burns to ashes, permanently destroying the wolf. If a vampiric wolf is ever immersed in standing (not running) water, it is slain in 3 rounds. Each round of immersion causes the wolf to lose one-third of its hit points. A stake driven through the heart of a vampiric wolf will kill it as long as the stake remains in place. If it is removed, the wolf awakens and functions normally. To permanently kill a staked wolf, its head must be removed, its mouth filled with holly berries, and then the entire corpse must be immersed in standing water (such as a grotto pool, pond, etc).

WRAITH

NO. ENCOUNTERED: 1-4 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** M
HD: 5d12 (33 hp) **INT:** High
MOVE: 30 ft., 60 ft. (fly) **ALIGNMENT:** Lawful Evil
AC: 15 **TYPE:** Undead (Extraordinary)
ATTACKS: Incorporeal Touch (1d6)

SPECIAL: Energy Drain, Create Spawn, Incorporeal, Darkvision 60 ft., Daylight Powerlessness, Unnatural Aura

TREASURE: 5 **XP:** 280+5 (450)

Wraiths are powerful wights (q.v.) who have forged a more powerful bond with the negative material plane. A wraith is incorporeal, having shed all connections of the flesh. They haunt only the darkest of shadows and never venture near sunlight or the open. Dungeons or deep crypts are their most common haunts. Like their weaker cousins, wraiths despise all living things, and being filled with a great wrath towards the living are always bent on destroying it.

COMBAT: A wraith is normally insubstantial like a ghost or spectre and thus only magical weapons of +1 or better can affect her ectoplasmic form. A wraith attacks by passing through objects to attack their foes unawares. They strike, disappear back through an object, and return again. They slowly whittle a foe to death.

ENERGY DRAIN: Living creatures hit by a wraith's attack lose one level. For each such level lost, the wraith heals five hit points

CREATE SPAWN: A human victim killed by the wraith's energy drain can be brought back to life as a wraith, under the control of the slaying wraith. The slaying wraith must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wraith. Spawn created in this way are only half strength; they have 3 hit dice, instead of 5, and lose the ability to create spawn, but

are otherwise identical.

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so; they remain panicked as long as they are within that range.

ZOMBIE

NO. ENCOUNTERED: 1-10 **SANITY:** 1d6/1d8
SIZE: Medium **SAVES:** P
HD: 2d8 (8 hp) **INT:** None
MOVE: 20 ft. **ALIGNMENT:** Neutral Evil
AC: 12 **TYPE:** Undead (Common)
ATTACKS: Slam (1d8) or grapple and bite (1d6 + 1d4/round—see special) or by weapon
SPECIAL: Slow, Feed, Create Spawn (only certain varieties)
XP: 15+1 (23) or 25+1 (33) (species that can create spawn)

Zombies are undead humanoids, reanimated corpses that stalk the earth with little purpose or reason. They typically appear as shambling, rotting bodies, complete with ragged clothes and rusted mail. They are unable to use complicated weapons like guns, cast spells, or even communicate, though they can use rudimentary clubs, blades, and other primitive stabbing and bashing weapons. They possess only a vague instinct to gather in groups, find living creatures, and kill them. They are shambling and slow, but have a powerful attack. A zombie is mindless, fearless, and only seeks to kill and devour living flesh.

SLOW: A zombie never gains initiative and always acts last in any given round.

FEED: Following a successful grapple check, a zombie bites its victim for 1d6 damage. Thereafter, every round the grapple is maintained, the zombie automatically deals another 1d4 damage from chewing on the flesh of its victim. A victim may break the grapple with an opposed Strength check.

CREATE SPAWN: In some campaigns, zombies may be able to infect others with their bite, slowly turning the infected into zombies. In such a case, the victim bitten must make a constitution save at -2 or be infected. Infected victims will lose 1d4 points of strength and constitution each day until one of the two abilities reaches 0, at which point the victim dies, rising within 1d4 minutes as a new zombie unless the body is destroyed (often through decapitation or other destruction of the head)



APPENDIX: MONSTERS OF MYTHOLOGY

All of the monsters in this section originally appeared in Troll Lord Games' *Of Gods and Monsters* sourcebook for the *Castles & Crusades* roleplaying game. We reproduce them here as an excellent reference source of monsters from various mythologies around the world, any of which could be encountered by your pulp heroes as they explore abandoned ruins, track down ancient prophecies, and battle deranged and twisted mystery cults. We also recommend the *Of Gods and Monsters* sourcebook, which is 100% compatible with *Amazing Adventures*, as an excellent resource to expand the mythological elements in your game!

In addition, Troll Lord Games is currently producing a series of sourcebooks based on real world mythology. The first two releases in this series, *Codex Celtarum* and *Codex Nordica*, are available to further enhance your use of actual mythology in your pulp games.

AMERICAN INDIAN

UKTENA (CHEROKEE)

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 9 (d10) **ALIGNMENT:** Neutral
MOVE: 40 ft., 90 ft. (fly) **TYPE:** Magical Beast
AC: 25
ATTACKS: Wing Buffet (2d8), Horn Gore (2d8)
SPECIAL: Constriction

Uktena is a one-hundred-foot-long, winged snake that roams the material plane attacking the bravest of hunters. It com-

monly comes from other planes, flying out of portal caves and ravaging the countryside, eating the best of hunters from the surrounding tribes. Its magical feathers resist all normal missile attacks.

COMBAT: The creature flies out of the sun and pounces on its prey. With every successful horn gore strike, the uktena can attempt to constrict the prey with its tail and do 2d8 in construction damage. The prey is allowed a strength save to get out of the coils, failing that, the uktena automatically constructs until the prey is dead or escapes.

At rare times when the feeding is unusually good for the uktena, it lays a clutch of ten eggs and watches over its cave nest. Woe to the land where these ten hatch as the young uktenas fly out and attack all tribes within several hundred miles of the cave. Not just hunters are taken as the young feed constantly for several years.

TLANUWA (CHEROKEE)

NO. ENCOUNTERED: 1-6 **SAVES:** P
SIZE: Large **INT:** High
HD: 6 (d10) **ALIGNMENT:** Lawful Good
MOVE: 30 ft., 120 ft. (fly) **TYPE:** Magical Beast
AC: 18
ATTACKS: 2 Talon (1d10/1d10), Beak (2d10) **XP:** 180
SPECIAL: Immune to Missiles, Dive, Twilight Vision, Improved Sight, Detect Falsehood

The tlanuwa is a huge eagle-like creature with the ability to speak all the Indian dialects. The giant avian eats predator creatures including evil Indians. It has been put on the material plane to help make Indian tribes prosper. All Indian



APPENDIX: MONSTERS OF MYTHOLOGY

deities use the tlanuwa to deliver messages to the shaman of villages in need of divine aid. Often, the creature gives feathers from its body to the bravest and most lawful of Indians. These feathers act as luck stones to the wearer.

COMBAT: The Tlanuwa swoops down in a dive and scoops up its prey.

DIVE: A dive attack is at a +4. A successful dive strikes with both talons and this dive does maximum damage.

MISHIPISHU – WATER PANTHER (GREAT LAKES INDIANS)

NO. ENCOUNTERED: 1-10 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 15 (d8) **ALIGNMENT:** Neutral
MOVE: 30 ft., 60 ft. (Swim) **TYPE:** Magical Animal
AC: 20 **XP:** 1900
ATTACKS: Tail Swipe (5d8), Bite (3d10)
SPECIAL: Scent, Trample

The mishipishu is a stegosaur dinosaur ninety feet long with the characteristic spear-shaped fins running along its back. The indian version is amphibious and attacks from springing out of the water. This version is a voracious meat eater and can quickly kill off huge numbers of the deer and other prey animals the local tribes hunt. This causes food problems that need to be quickly countered by the hunters of the area or the entire tribe could starve.

COMBAT: After the mishipishu has eaten all of the local fish in a river, it begins attacking animals coming to drink on the shore. Its hide is extremely tough and totally

resistant to normal nonmagical weapons. The mishipishu bites as a primary attack (3d10). Tail attacks are used when more than one attacker is fighting with the mishipishu.

SCENT: When hunters are able to do the mishipishu damage, it is able to track them back to their camps and it looks to take its revenge on those hunters.

TRAMPLE: The mishipishu can flatten anything smaller than itself, so that the victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one-half.

ONE-EYED GIANT (PLAINS INDIANS)

NO. ENCOUNTERED: 1-8 **SAVES:** P
SIZE: Large (16') **INT:** Average
HD: 10 (d8) **ALIGNMENT:** Neutral
MOVE: 40 ft., 20 ft. (burrowing) **TYPE:** Giant
AC: 24 **XP:** 1200 +10
ATTACKS: 2 Fists (2d8), Wooden Club (2d6 +6)

SPECIAL: Rock Throwing, Darkvision 60 ft., Twilight Vision

The giant is dressed in rough furs and uses its fists and rough clubs for weapons. It's a ravenous eater and preys on buffalo, but when it can't get that, the giant comes into villages, raids the food stocks of the tribes, and eats the horses and dogs that come into its hands.



COMBAT: One-eye only takes out its club when it's fighting armed, indian warriors and does 2d6 +6 with two attacks a round. It likes to kill its prey in its bare hands.

ROCK THROWING: The giant often picks up a sack full of boulders and uses them in missile attacks. Its one eye gives it a depth disadvantage causing each throw to be at a -3.

These monsters live in huge burrows they have dug under the rolling hills of the plains.

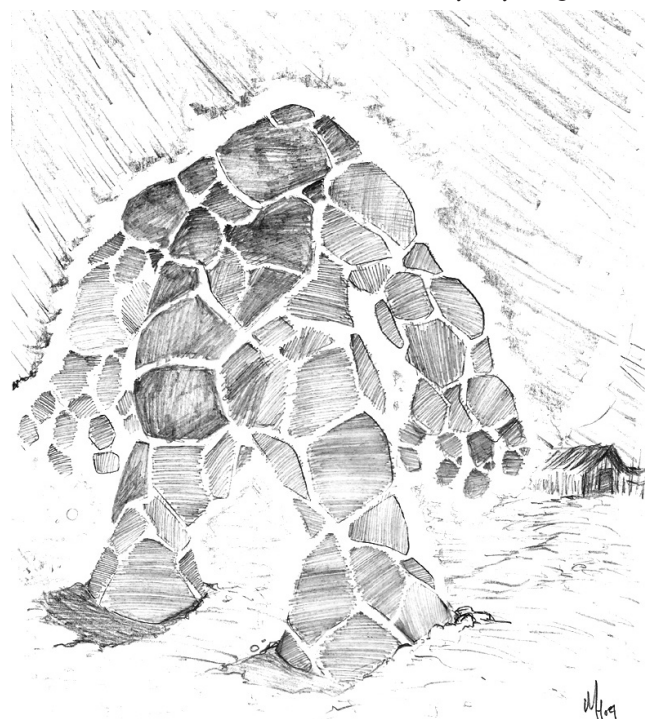
LIGHTNING GIANTS (IROQUOIS)

NO. ENCOUNTERED: 1d4 **SAVES:** P
SIZE: 15' **INT:** Average
HD: 14d6 **ALIGNMENT:** Chaotic Evil
MOVE: 60 ft. **TYPE:** Giant
AC: 29 **XP:** 5,000
ATTACKS: 2 fists (1d10/1d10)
SPECIAL: Stone Flesh, Rock Throwing, Twilight Vision

These giants are actually made of stone and come off cliff faces as lighting strikes the mountains. The gods send them as a curse to a rich indian tribe that needs to be brought down because of their greed and foolishness. Standing fifteen feet tall, the giant is attracted to valuables of all types; seeking to steal them and take them back to its cave lair.

STONE FLESH: Weapons with edges or points have no effect on lightning giants and shatter 75% of the time as they strike the flesh of the giants.

COMBAT: The giant strikes with its fists of stone and on natural 19s and 20s is able to kill or destroy anything it hits.



ROCK THROWING: Lightning giants can hurl boulders up to 600 feet. Successful attacks inflict 1d20 points of damage.

GIANT WATER SNAKE (IROQUOIS)

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large (100 foot) **INT:** Low
HD: 10 (d10) **ALIGNMENT:** Chaotic Evil
MOVE: 40 ft., 30 ft., (climb), 60 ft. (swim) **TYPE:** Magical Beast
AC: 19 **XP:** 600 + 600
ATTACKS: Bite (1d12), Coil (2d10)
SPECIAL: Constrict, Swallow Whole

An evil shaman seeking advantage for his people summons the giant water snake. He sends the monster to attack other tribes and other fisherman. The same monster eats the fish that other tribes would try and catch. The monster is indestructible to normal attacks and only magical attacks and magical weapons will touch the monster's hide.

COMBAT: When the monster successfully coils around a victim, it attempts to swallow the prey whole and failing that it makes an attempt to constrict and do 3d10 points of damage. A strength save reduces the damage to half and allows the prey to escape the coils.

SWALLOW WHOLE: A swallowed victim takes 10 points of damage as they try to escape the stomach acids the monster makes. Thirty points of damage rips the inner flesh of the monster and allows the victim to escape.



APPENDIX: MONSTERS OF MYTHOLOGY

AZTEC

CIVATATEO

NO. ENCOUNTERED: 2d4

SIZE: Medium

HD: 8 (d10)

MOVE: 20 ft., 20 ft. (fly)

AC: Special, only magic weapons

ATTACKS: Withering Touch

SPECIAL: Keening

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

XP: 250 + 765

Civatateo are noble women who have died in childbirth and now roam as undead looking to punish the living. They begin haunting temples and need to be driven from those places. If they are not killed then, they move to the towns where they died and haunt the night, killing people with their withering touch. They appear as zombies with a white visage and fangs for teeth and talons for hands.

COMBAT: The Civatateo floats about, often appearing as a crying woman in a dark corner, only to spring up to show her horrible undead form and attack. Normal weapons have no effect on her body. Her withering touch ages anything by 10 years. People permanently lose a dexterity point and six hit points with each successful touch.

Keening: When faced with many foes the Civatateo begins a keening attack. Those within twenty feet of the keening must make an intelligence save or be driven from the area for five hours. It will continue to keen until there is only one foe to face and then she attacks with her touch.

RED SNAKE

NO. ENCOUNTERED: 1 **SIZE:** Large

HD: 10 (d10) **MV:** 40 ft., (climb), (swim)

AC: 17 **ATTACKS:** Bite (1d8), coil (2d9)

SPECIAL: Constrict, Fire breath

SAVES: M

INT: Animal **ALIGNMENT:** Low

TYPE: Magical Beast

XP: 1,200 + 900

The red snake is an omen sent by the gods to warn people that terrible danger is approaching. The people are supposed to harden themselves as they get rid of the red snake so that they are prepared to battle things that are even more horrible. The snake glows red with the sun and comes to the edges of villages and cities and feeds on single people moving at the fringes of civilization. Ninety feet long, the skin of the snake



is used for powerful armor once it is finally killed. The red snake's lair is newly-formed caves, and often there is a trail of bones leading to the cave.

COMBAT: This snake seeks combat and delights in killing hunters. When fighting multiple foes, the snake is able to breathe fire for 10 points of damage in a ten-foot area in front of its mouth.

Constriction: A successful bite or coil attack allows the snake to try a constriction attack. In the round following the successful attack, the victim must make a strength save. Failing the save, the victim takes 2d6 in constriction damage per round. Additional strength saves can be made once per round.

XIUHCOATL, FIRE LIZARD

NO. ENCOUNTERED: 1d6

SIZE: 25'

HD: 10 (d10)

MOVE: 60 ft.

AC: 26

ATTACKS: bite (2d10), tail slap (1d12)

SPECIAL: Fire Breathing

SAVES: M

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

XP: 700 +300

Deities send numbers of this terrible monsters down from the mountains and into the towns of worshipers who have not been diligent enough in their faith.



The fire lizard is a huge creature with a rough hide and a long snout. It has bright red flesh and is burning hot to the touch. It moves quickly on four stumpy legs and sports an unusually long tail that is constantly whipping about.

COMBAT: In combat, the creature attempts to kill victims with just its tail attack. When that proves difficult it will bite in the same round.

Fire Breathing: When faced with multiple foes the creature can breathe up to five gouts of fire in a 24-hour period. It is hesitant to do this however as it loses 10 hit points with every fiery breath.



CELTIC

HOODED SPIRITS

NO. ENCOUNTERED: 3 **SPECIAL:** Whip, See Details
SIZE: Medium **SAVES:** Mental
HD: 10 (d10) **INT:** High
MOVE: 50 ft., 100 ft. (fly) **ALIGNMENT:** Chaotic Evil
AC: 20 **TYPE:** Monstrous Humanoid
ATTACKS: Talons (1d4/1d4) **XP:** 1600

The hooded spirits come in threes and come to avenge a slight given to a deity. Whether it's a sacrifice not made, or a statement not appreciated, the spirits come to kill that person. Their only hope is to stand and fight. If they survive the battle and kill the spirits, they are allowed their lives. The spirits can be sent at the urging of druids to see to an evil that needs destroying and they don't have the power themselves to do the deed.

The spirits come flying out of the night sky. They have dark robes and large hoods. All that can be seen are shadows and two glowing white eyes in the hoods.

COMBAT: At first, the spirits come slashing with their talons and hope to kill the victim with just those attacks. If the victim fights back and does well, the enchanted whips come out. These are enchanted weapons 1d4 +3 and when they successfully strike, they have the chance to paralyze the victim if they don't make a wisdom check.

Holy ground or a house with virgins inside will stop the spirits from coming inside a dwelling. In this case, they hover every night and call out the name of the victim they intend to kill.

KELPIE

NO. ENCOUNTERED: 1 **SAVES:** Mental
SIZE: Variable **INT:** Average
HD: 10 (d10) **ALIGNMENT:** Chaotic Evil
MOVE: 60 ft., 90 ft. (swim), 60 ft. (fly)
AC: 18 **TYPE:** Magical Beast
ATTACKS: Hooves (1d8/1d8) **XP:** 1600
SPECIAL: Suggestion Spell

The kelpie is a water spirit that delights in drowning innocent beings of all types. At first, it appears in the water as a large horse. It talks to those who come down to the water. It wants to get the victims to get on its back for a friendly ride. In the case of human maidens, it can appear to them as a white unicorn, or a winged pegasus. If guile and pretty speeches won't work, the kelpie is capable of casting a suggestion spell once a day to try and get the victim to mount. Once the being is on the kelpie's back, long hairs bind the feet and legs to the kelpie and it leaps into the water and drowns the victim.

Any valuables the victims might have the kelpie strips from the body and puts in a water cave at the edge of the water.

COMBAT: The kelpie is a coward and dives into the deep water when faced with real fighters.

LEPRECHAUN

NO. ENCOUNTERED: 1d4 **SAVES:** Mental
SIZE: Small **INT:** High
HD: 6 (d8) **ALIGNMENT:** Chaotic Neutral
MOVE: 40 ft. **TYPE:** Magical Humanoid
AC: 12 **XP:** 408 +60
ATTACKS: Blackthorn Shillelagh (Special)
SPECIAL: Spells

Not your pleasant little fairies, the Celtic leprechaun while small, is massively strong and stout appearing more like a fantasy dwarf. He greatly enjoys fixing things and can work secretly at night for just the pay of a good meal. He doesn't like being seen or talking to mortals and works hard to stay out of sight.

He does have a pot of gold that can be given up if the leprechaun is caught. However, once given up, the leprechaun will travel unseen with the foe that took his gold and bedevil that character until all the leprechaun's gold is spent on fixing broken things like cut saddle straps, broken wagons, and very leaky roofs.

COMBAT: The blackthorn shillelagh can come instantly to the hand of a leprechaun that didn't seem to have a weapon a moment ago. The magical club does 2d8 and the leprechaun can strike twice a round with the weapon. With every successful strike, the victim must make a dexterity check or fall on their face.

Leprechaun's hate the undead and their weapons do double damage versus such creatures.

All leprechauns have the following spells useable once per day: bless, light, darkness, freedom of movement, jump, invisibility, see invisible, and fog cloud.

A leprechaun colony will have 10-1000 entities and generally be dug into the side of a hard-to-reach cliff face. Each leprechaun has a pot of gold worth 5,000 gold pieces.

FIR BOLGS

NO. ENCOUNTERED: 1d10 **SAVES:** Physical
SIZE: Large (12") **INT:** High
HD: 10 (d12) **ALIGNMENT:** (Chaotic Neutral)
MOVE: 50 ft. **TYPE:** Giant
AC: 20 **XP:** 600 +9
ATTACKS: two fists (1d10/1d10), Weapon 4d10
SPECIAL: Rock Throwing, Twilight Vision

Fir bolgs were a giant race of highly-intelligent people living in the hills and mountains of the land when the Celts came to Ireland. Whether they were the people of the bogs, or the people of the spear, they were tough opponents and it took god-like power to reduce them in numbers.



APPENDIX: MONSTERS OF MYTHOLOGY

Well armed and armored, a community holds thirty individuals with a shaman cleric of at least the tenth level. Occultist fir bolgs work with master weapon smiths to manufacture enchanted spears and shields for the warriors to use.

COMBAT: In combat, the giant uses a +3 spear (1d12 +3). They begin battle by hurling rocks at the enemy. A successful rock attack inflicts 2d10 points of damage. They are able to hurl these stones 400 feet.

Fir bolg giants have packs of large dogs around all of their hill forts.

MASSIVE GUARD DOG (*neutral*), HD 3d8, HP 24, AC 15, MV 40 ft. *Primary Attribute: physical. They bite at their foes (2d6 +3).*

The dogs follow special training and can sense invisible beings. It howls a warning before it attacks a foe. These beasts have a heavy, spiked collar making it impossible for other creatures to wound them in the neck.

EGYPTIAN

MINION OF SET

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d8)

MOVE: 40 ft.

AC: 15

ATTACKS: Two Talons (1d6/1d6), Cobra bite (1d6 + poison)

SPECIAL: See Text

The Minion appears in all battles where the forces of Set are trying to win against the forces of law. These creatures stand man-tall and appear as bare-chested humans with the proportional-sized head of a cobra.

The minions are given as servants to worshipers of Set and the greater the power of the worshiper, the more minions they have to use. The creatures are summoned with a command word from their masters and they appear. The minion can serve for up to six hours, and then vanishes to be summoned again after twenty hours have passed. When minions take damage and go back to their dimen-



SAVES: M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

XP: 762 +125



sion, they have all of their hit points restored. Minions are to do whatever they are ordered to the best of their ability. They do not have their own agendas and fight or work to the death, if so ordered.

COMBAT: The minions fight with their talons and with every successful talon strike, they are allowed an attempt to bite with their fangs. The injected poison forces a constitution save of the victim takes 20 hit points of damage. The minion can only do five poison strikes per 24-hour period.

FIRE SNAKE

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d8)

MOVE: 40 ft.

AC: 19

ATTACKS: Fire Strike (4d6)

SPECIAL: Nil

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

XP: 762 +125

The six-foot long adult fire snake has golden scales and has been created by the Egyptian gods to guard treasures and inner sanctums in their temples. The snake regenerates two points a round if there is gold in the area for the creature to magically leech from.

COMBAT: Every other attack round, it is capable of breathing a gout of flame doing 15 hit points of damage in a five-foot area in front of the snake. There is no saving throw for the damage, but beings with fire resistance abilities only take half damage.

The snake often hides in the piles of gold and attacks looters with surprise. It will not attack those who belong in the treasure area and are rightfully adding or taking away treasure.



GREEK

GREEK TITAN

NO. ENCOUNTERED: 1 **SAVES:** M, P
SIZE: Huge, 100 feet tall **INT:** Genius
HD: 30 (d10) **ALIGNMENT:** Chaotic Variable
MOVE: 100 ft., 300 ft. (flying), 250 ft. (swimming) **TYPE:** Extraplanar
AC: 38 **XP:** 9,700 +30
ATTACKS: 10 (d10 always hitting)
SPECIAL: Spell-like abilities, Spells, Darkvision 100 yards, SR 15

Greek Titans appear as perfectly-formed, one-hundred-foot-tall males in armor or females in the classic Greek tunic. Male Titans were Titanes and the females were Titanides. Each Titan is a massive elemental force with complete control over some elemental feature: time, water, nature, earth, heat, air and the like. They ruled over the material plane in their own ways for thousands of years until the Olympian gods trapped them in a specially-prepared, dimensional pocket. Even then, one or two of them were constantly escaping to the horror of gods and men alike.

The Titans didn't have trouble talking with mere mortals, but they didn't have much use for them either.

COMBAT: While Titans never miss with their weapon strikes, there are other more massive problems in combating Titans. A foe must consider the gifts of the Titan before they start a fight. The Titan of the seas controls everything in the water. If the combatant is in the water, they are controlled as well. The Titan of the air controls everything in the air. When a foe is in their element, they are totally controlled, making it difficult to defeat such creatures.

SPELL-LIKE ABILITIES: Greek Titans can do the following at will: invisibility, flying, etherealness and protection from any alignment.

SPELLS: It takes a bit for a Titan to concentrate on spells, but when they do, they can cast spells like a 20th level wizard, cleric, illusionist, or druid.

HECATONCHIRE – HUNDRED-HANDED ONE

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: 150 feet tall **INT:** Low
HD: 30 (d12) **ALIGNMENT:** Neutral
MOVE: 100 ft. **TYPE:** Extraplanar
AC: 40 **XP:** 10,600 +31
ATTACKS: Special, see text
SPECIAL: Darkvision 100 yards, SR 17

Born of the earth Titans, these are the ultimate elemental forces of nature. Each had 100 arms and hands and fifty heads. They never slept, and when they first appeared, their father

tossed them into an elemental plane because he thought they were so ugly. It took Zeus to free them and then these creatures were responsible for defeating the Titans.

The biggest of giants, they were the most powerful of all creatures, but didn't have much intelligence to drive all of that power.

COMBAT: These creatures throw mountain-sized rocks at their enemies. The concept of hit points of damage is silly in the face of huge waves of mountain-sized rocks coming at a foe. Needless to say, their attacks overwhelmed the Titans and drove them to Tartarus.

CERBERUS

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Low
HD: 10 (d10) **ALIGNMENT:** Neutral Evil
MOVE: 90 ft. **TYPE:** Extraplanar
AC: 20 **XP:** 1950 + 10
ATTACKS: 5, see text
SPECIAL: Darkvision 100 yards, Immune to Nonmagical Weapons, Poison Attacks

Cerberus is the guardian of Hades. A twenty-foot-tall, three-headed wolfhound, it also had a mane of poisonous snakes as well as a tail with a poisonous sting. Hades loaned it out a time or two and Hercules stole it for a while. There is no telling where the creature can be found at any given time.

COMBAT: Cerberus bites with three bites each doing 4d8 +3. When a foe gets near enough to strike with a melee weapon one of the snakes on its mane will automatically bite for 1d6 plus a check versus constitution or the victim takes 15 points of poison damage. When the creature has lost half its hit points it begins taking things seriously and starts using its tail with the poison sting for 2d8 + constitution save or die from the poison.



APPENDIX: MONSTERS OF MYTHOLOGY

INDIA

VIRTRA, 3-HEADED SNAKE

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Low
HD: 10 (d10) **ALIGNMENT:** Chaotic Evil
MOVE: 60 ft., 40 ft. (climb) **TYPE:** Magical Beast
AC: 20 **XP:** 900 +10
ATTACKS: 3 bites (1d12/1d12/1d12)
SPECIAL: Glare, Swallow Whole

Several hundred feet long and ten feet wide, this three-headed serpent was able to swallow entire rivers, destroying them in the process. Each head is twenty-feet wide and the fangy mouths can easily swallow an elephant. Virtra has a golden pattern of scales that burns glaringly in the sun or even in the light of a full moon. Its flesh is so tough that it only takes half the damage a weapon delivers to its body. Its lairs were many and filled with treasures of all types. Many deadly magical beasts came to serve the creature and guard its lairs.

COMBAT: Virtra bites three times a round and if it is unsatisfied with this form of attack, it has a glare that forces an intelligence check. Failing that check the victim is paralyzed and helpless.

SWALLOW WHOLE: When a head makes a natural attack of 18 or higher, there is a chance of being swallowed whole. If the dexterity save -5 isn't made, the victim is swallowed.



Once swallowed, the victim is in a crushing, acidic, digestive system. Each round they take 1d20 +10 in damage. Thirty points of damage to the inside of the creature causes a rip that can be escaped through.

GOLD ANTS

NO. ENCOUNTERED: 100-600 **SAVES:** P
SIZE: Medium **INT:** Animal
HD: Worker 1 (d8), soldier 2 (d10), Queen 5 (d12) **ALIGNMENT:** Neutral
MOVE: 80 ft., 50 ft. (climb) **TYPE:** Animal
AC: 19 **XP:** 20 +2 for each soldier
ATTACKS: Soldier bites 1 (d12)
SPECIAL: Acid Sting, Spell Immunity

The ants have a golden hue to their flesh. They are the size of a large dog and their pincers are several feet wide. The nests always spring up around large deposits of gold. As the ants create their tunnels, they bring up the gold and pile it around their nests. Large masses of ants rush out to attack anyone wanting to take the raw gold and raw gems around their nests.

COMBAT: The warriors are fearless and bite at intruders. When a bite is successful, they twist their bodies and sting. Some mystical nature of the ants makes them immune to the effects of 0th-3rd level spells.

ACID STING: This attack does 2d6 in acid damage. There is a constitution check, that saves to half from the acid.

SNAKE DRAGON

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 15 (d12) **ALIGNMENT:** Neutral
MOVE: 60 ft., 50 ft. (burrowing), 50 ft. (climbing)
AC: 20 **TYPE:** Magical Beast
ATTACKS: Bite (3d12) **XP:** 2,800 +15
SPECIAL: Constriction, Swallow Whole

The mountains are filled with these creatures. Each adult is two hundred feet long with a thin body no more than four-feet wide unless it has fed on an elephant lately. Adults have a huge red crest along the head and part of its back. There is a diamond pattern of black marks all along its brown back. The head is massive at twenty feet wide and easily capable of swallowing an elephant whole. The creature is lightning fast and delights in burrowing under caravans and eating the entire pack train. It is also capable of leaping a hundred yards during attack attempts.

COMBAT: These snakes delight in combat and are fearless, taking on any number of humans or other creatures. Commonly, the snake will take on the largest prey first and not stop until everyone around it is eaten.



CONstriction: A successful bite can lead to constriction. In the round following the bite, the victim must make a strength save. If this save fails, the victim is wrapped in snake coils for 2d6 points of damage per round. Additional strength saves can be made every round to escape. These saves suffer a cumulative -2 penalty for each round after the first failed save.

SWALLOW WHOLE: When a head makes a natural attack of 18 or higher, there is a chance of being swallowed whole. If the dexterity save -5 isn't made, the victim is swallowed. Once swallowed, the victim is in a crushing, acidic, digestive system. Each round they take 1d20 +10 in damage. Thirty points of damage to the inside of the creature causes a rip that can be escaped through.

KALIYA, 5-HEADED JEWEL SNAKE

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Animal
HD: 10 (d6) **ALIGNMENT:** Neutral
MOVE: 50 ft., 30 ft. (burrowing), 30 ft. (climbing)
AC: 25 **TYPE:** Magical Beast
ATTACKS: Bite (2d12) **XP:** 900 +10
SPECIAL: Unusual armor class, poison

The snake is five feet long and when it rises up and spreads all of its heads, it's ten feet wide. The snake has a very colorful pattern to its flesh. The older the snake is, the more jewels it has fastened to its scales. The snake is particularly attracted to treasure troves of all types and once there, it moves in and out of the jewels it finds, affixing those gems to its body with its sticky saliva.

The creature senses gems of all types and burrows its way to them. It will then spend years moving its body through the gems and forcing them to adhere to its scaly flesh. These stuck gems pick up a contact poison that forces a save just as if the victim was bit by the snake.

COMBAT: 50% of the time, weapon strikes hit a diamond or other raw gem and do no damage. The creature is capable of biting at five different targets if they present themselves in melee. Each successful bite forces a constitution save to half of the poison damage that does 2d10.

GARUDA BIRD

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** High
HD: 15 (d20) **ALIGNMENT:** Chaotic Good
MOVE: 40 ft., 120 ft. (flying) **TYPE:** Magical Beast
AC: 30 **XP:** 2,800 +15
ATTACKS: 2 Talons (2d20/2d20), Beak (35 points)
SPECIAL: -

The giant, 90-foot-tall, eagle-shaped bird has the face of a hu-



man female with an eagle's beak. It has thick golden feathers that reduce all damage to five points per strike from whatever weapon is used. The Garuda bird hates nagas and dragons and attacks them on sight.

COMBAT: It strikes first with its talons and will use its beak if a talon strikes. It's immune to the effects of dragon breath. Many of the gods helped the bird against its enemies and the bird allowed itself to be used as a mount for the gods and their avatars.

APPENDIX: MONSTERS OF MYTHOLOGY

JAPAN

WHITE TIGER

NO. ENCOUNTERED: 1 **SAVES:** P

SIZE: Large

INT: Low

HD: 5 (d10) +10 HP

ALIGNMENT: Chaotic Good

MOVE: 60 ft.

TYPE: Magical Beast

AC: 17

XP: 220 +5

ATTACKS: 2 Claw (1d6/1d6); Bite (1d12)

SPECIAL: Rake, Dark Vision

The intelligent creature comes to the aid of good aligned temples in the mountains all over the world. Often, these tigers guard the front portals of the temple. These white tigers are bigger and stronger than normal tigers. They eat very little and no one as ever seen them drink.

Back through history there were many more white tigers in the high mountains and mountain passes, but champions and wizards learned that the paws of the white tiger contained a magical +1 effect on the success of spells and the accuracy of a warriors missile weapon attempts. Soon the tigers were hunted down and their feet taken from them to be made into powerful magical items.

Just the sight of the white tiger's stuffed head is said to be enough to cause humanoids like orcs, goblins, and kobolds to flee from a battle field as they determine that the warrior who could hunt down and kill a white tiger was more than a match for even a small army of orc warriors.



The fur of the white tiger is said to have powerful curing properties. Wrapping a dying man in the fur will keep him alive for at least ten hours longer than they would have normally lived. That gives allies time to present other healing methods to the wounded victim.

COMBAT: A white tiger will always attack the most powerful spell caster in any enemy group.

RAKE: If a tiger successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d6 +3.

GASHADOKURO

NO. ENCOUNTERED: 1

SPECIAL: Undead

SIZE: Large

SAVES: P

HD: 10 (d12)

INT: Low

MOVE: 60 ft.

ALIGNMENT: Chaotic Evil

AC: 20

TYPE: Undead

ATTACKS: Bite 2d20

XP: 900 +10

Gashadokuro are created from gathering bones from people who have died of starvation. The only way a gashadokuro can be detected before it appears is by hearing a ringing in one's ears. It surprises victims and continues to follow prey as long as some are alive. It seeks to bite the heads off of each victim before it passes on to the next prey. The skeleton is thirty feet tall, its dried old bones are hard, and more like stone than bone.

COMBAT: The creature bites trying for the head of its prey.



NORSE

BEARSEKERS “BEAR SHIRTS”

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large **INT:** Average
HD: 10 (d8) **ALIGNMENT:** Chaotic Good
MOVE: 30 ft. (human form), 50 ft. (bear form) **TYPE:** Shape Changer
AC: 19 **XP:** 600 +10
ATTACKS: 2 Claw (1d6/1d6), bite (2d8)
SPECIAL: Alternate Form, Bear Empathy, Dark Vision, Regeneration (5)

These are Norse worshipers above the fifth level of experience who have sacrificed gold to Odin. They are given a magical “Bear Shirt” that clings to their naked flesh and can never be taken off once it is put on. The shirt allows them to transform into a huge bear any time they wish. Transforming back doesn’t happen until the light of a full moon. The transformed bear is smart enough to know friend from foe, but is more bear-like than human.

In human form, these characters are considered blessed by the gods and deemed very lucky.

COMBAT: These bears claw and bite. When they transform, they heal all hit points in the process.

ALTERNATE FORM: In bear form, they are barely intelligent, but can recognize friend from foe.

BEAR EMPATHY: Bears tend to congregate around the Bearersekers. These characters are immune to polymorph attacks or the disease of Lycanthropy.

ETIN GIANT

NO. ENCOUNTERED: 1-4 **SAVES:** P
SIZE: Large (30') **INT:** High
HD: 20 (d10) **ALIGNMENT:** Chaotic Evil
MOVE: 70 ft., 100 ft. (climb) **TYPE:** Giant
AC: 29 **XP:** 3,250 +20
ATTACKS: 2 Fists (2d12/2d12), Giant Hammer (3d10)
SPECIAL: Rock Throwing, Darkvision 100 ft., Spell Abilities

Etins are the strongest of giants and live on Jotunheimr. Etins have been known to fight on the side of the gods as they are moved through bribes. The older ones have the abilities of tenth level cleric and magical spell casters. The giants stand 30 feet tall and while appearing humanoid, have unusual muscles making their arms and legs huge, even for giants.

COMBAT: These giants love a good battle and like to fight with huge war hammers. They throw rocks for 5d8 in damage at a range of 1,000 feet.



APPENDIX: MONSTERS OF MYTHOLOGY

ROMAN

CACUS GIANT

NO. ENCOUNTERED: 1-6 **SAVES:** P
SIZE: Large (12') **INT:** Average
HD: 12 (d12) **ALIGNMENT:** Chaotic Evil
MOVE: 50 ft., 60 ft. (burrowing) **TYPE:** Giant
50 ft.
AC: 23 **XP:** 950 +12
ATTACKS: 2 Fists (1d12/1d12)
SPECIAL: Rock Throwing, Immunity to Magic, Dark Vision

The Cacus giant only appears when earthquakes open large caverns in the ground; otherwise, they are a subterranean race of giants. Primitive cave dwellers, they crave cows and sheep and when exposed to the surface, they are ravenous hunters of these herds. They are massively-muscled with strong talons that allow them to dig quickly into the earth. Their tunnel complexes are vast, well-built, and never collapse on their own.

COMBAT: The giants usually fight close-up with their fists or talons. They are very aggressive and numbers of foes don't bother them at all. They often begin a battle stomping their feet to call other cacus giants to help in a battle.

ROCK THROWING: Cacus giants hurl boulders up to 540 feet. A successful attack inflicts 2d12 points of damage and there are always boulders in their caves.

FAUNS

NO. ENCOUNTERED: 1-5 **SAVES:** P
SIZE: Medium **INT:** Average
HD: 3 (d6) **ALIGNMENT:** Neutral
MOVE: 40 ft. **TYPE:** Fey
AC: 16 **XP:** 20 +3
ATTACKS: Head Butt (2d6), Magical Weapon
SPECIAL: Faun Hooting, Twilight Vision, Blend, Immune to Magic

A faun is a forest spirit living in an untamed section of the woodland. Fauns have their lower bodies that of goats with goat hooves and their upper naked bodies that of humans.

Their heads have a set of rounded and powerful horns on the males and females. Their flesh changes to match the color of the woods around them.

Female fauns are unusually attracted to mortal men and try to mate with them as it creates a much stronger breed of faun.

BLEND: Fauns are virtually undetectable in their home woods, knowing the terrain intimately. They hide in these environments as a 20th level rogue.

COMBAT: Fauns are normally armed with +3 darts and small +3 javelins. They enjoy attacking from a distance and do not like closing to melee.

GENIUS LOCI

NO. ENCOUNTERED: 1 **SAVES:** M
SIZE: Large (10 ft.) **INT:** Low
HD: 5 (d8) **ALIGNMENT:** Neutral
MOVE: 60 ft. **TYPE:** Magical Beast
AC: 15 (see text) **XP:** 120 +5
ATTACKS: Incorporeal Touch (1d6)

SPECIAL: Dexterity Damage, Darkvision, Incorporeal Blend

This creature appears when a relative dies in the household. The genius loci appears as a ten-foot-long snake with a gray, ghostly appearance. When the creature is attacked, it forms into the dead image of the relative and continues its attacks. The genius loci guard the largest amount of treasure in the home/castle/dungeon. It never appears to the family, but makes itself known to invaders.

COMBAT: The Genius Loci uses its lack of solidity to their advantage. They will walk through walls, crawl up to the victim from the floor, and attack from dark shadows. Their touch does slight physical damage, but it also drains a point of dexterity. Creatures that are drained to 0 dexterity die no matter how many hit points they have. If the victim survives the encounter, the lost dexterity returns at a rate of 1 point every 24-hours.

BLEND: In darkness, a shadow is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If there are several light sources in the chamber, the creature can be seen.



APPENDIX 2: MONSTERS AS PLAYER CHARACTERS

Inevitably there will come a time when a player wants to run a monster as his or her character. This is generally inadvisable as monsters are created specifically to be threats to PCs. Not only that, and particularly in a game like *Amazing Adventures*, monsters will have a very hard time navigating the normal world.

GMs who allow players to run monsters should not pull punches as far as the panic that a monster will cause when revealed in public, or the violent bigotry it will face from human beings. Such a creature may not even be seen to have civil rights, as it is not human and thus not subject to those “inalienable human rights” we all like to profess.

Remember, while the point of a role playing game is to have fun, you are running in the world of the 1920s through 1950s, a period in history where we were more naïve and less accepting of diversity than we are today. Hell, even today we have a long way to go.

That being said, inevitably, at some point, you may be inclined to allow such a thing. The following guidelines should apply.

HIT DICE

A monster as a player character does not start out with the full hit dice of a member of its species, unless said hit dice are lower than the average level of the other characters in the group. Thus, a monster with 4 HD begins play with 1 HD unless the average level of the party is 4, in which case it can begin with 4HD. Likewise, if the average level of the party is 2 or 3, it will begin with 2 or 3 HD, respectively.

ABILITY SCORES

Monster player characters generate ability scores as any other player, with a few restrictions. Firstly, monsters must have enough intelligence to speak and reason, to function as player characters. You cannot play a giant centipede or a wolf as a player character. For the most part, only humanoid-shaped monsters make viable PCs.

When it comes to Primary Attributes, monster player characters gain only two Primes, rather than three. Normal members of a monster species have, effectively, three primes. This is for ease of play on the GM’s part. They are also, however, robbed of other benefits such as ability score bonuses on checks. Player characters will have more detail and usability in other areas, and will have access to special abilities that human player characters cannot gain, so they gain only two Primes.

The choice of Primes and ability bonuses are limited and somewhat determined by the monster’s listed saves:

MONSTERS WITH PHYSICAL (P) saves choose one physical ability score to increase by +2 at character generation, and one mental ability score to decrease by -2. They must choose Primary attributes only from their physical ability scores.

MONSTERS WITH MENTAL (M) saves choose one mental ability score to increase by +2 at character generation, and one physical ability score to decrease by -2. They must choose Primary attributes only from their mental ability scores.

MONSTERS WITH BOTH PHYSICAL AND MENTAL (P,M) saves choose any two ability scores, one of which gains +2 at character generation and the other of which gains -2. They may choose any two attributes as Prime.

LEVEL ADVANCEMENT

Monsters cannot pick up a level in a normal class until they have all of their normal starting hit dice. Until that point, they are considered a monster class. Each time they advance a level on the following table, they gain another hit die, and the appropriate bonuses to ability checks. At no time can a monster ever gain more levels in a monster class than its base hit dice. For example, a creature listed in this book as a 5 HD creature, can advance five levels as a monster class, but no further. After it reaches 5 levels, it must transition to a player character class.

MONSTER ADVANCEMENT

EXPERIENCE	LEVEL/HD
0	1
1,001	2
2,001	3
4,001	4
8,001	5
16,001	6
32,001	7
64,001	8
128,001	9
256,001	10
+250,000	+1

MONSTROUS ABILITY PROGRESSION

Determining when a monster gains special abilities listed for its species (natural weapons, poison, petrification, spell-like abilities, etc.) is tricky, and the GM and player must work together to determine the advancement. In general, Special abilities that fall under the “I” category can be gained between levels 1 and 3. Special abilities under the “II” category are gained at levels 4-6, and those under the “III” category can be picked up at levels 7 and above, unless the monster in question has fewer than 7 hit dice, in which case any “III” category abilities should be gained at its maximum level.

Assigning these abilities requires some judgment calls on the part of the GM, who should try to evenly distribute the gaining of monster special abilities while keeping party balance in



APPENDIX 2: MONSTERS AS PLAYER CHARACTERS

mind. Such abilities as darkvision, twilight vision and the like are viable for starting characters. Natural weapons and magical attacks should never be granted right off the bat, as these may create an unbalance in the group. Things like poison, petrification and death attacks are certainly high-level abilities. In the end, it is up to the GM to determine which special abilities will allow the monster player character to remain balanced with the rest of the group.

USING MONSTROUS ABILITIES

Monster player characters who want to use special abilities should, in general, be required to make an ability check for them to work. This check will be at an attribute chosen by the GM but appropriate to the ability in question, and will always be at a CL equal to the hit dice or level of the target/victim. If the ability use is successful, the target or victim then gets any applicable save.

Consider, for example, a player who is running a Medusa as a character. The monster's book statistics say that anyone who meets the gaze of the Medusa must make a saving throw or become petrified. For a player character Medusa, the player should be required to make an ability check (say, Charisma) to use the ability, at a CL equal to the level or hit dice of the victim. If the ability works, the victim then has to make their save as standard.

On one hand, this makes player character monsters a bit less effective than their non-player counterparts, but that is deliberate. If you need to justify it, consider that the monster leaves something behind of itself by choosing to join human culture, and its natural abilities are somewhat weakened as a result.

On the other hand, this rule allows monsters to be far more playable. It's much easier to play a medusa if you are able to have conversations with people and only use your petrification ability when you choose to do so. Of course, the player may decide that it is always active and wear a veil or whatnot: that's their choice.

MONSTERS AND AC

Monsters generally do not benefit from an AC granted by Pulp costumes. In general a monster's AC is the same as any standard member of its species, plus the player character's Dexterity bonus (if any). However, if the AC granted by a pulp costume would be higher than the monster's standard AC, the GM can decide at his or her option, to grant the costume's AC in lieu of the monster's normal one.

ALIGNMENT

Alignment, if used, is strictly at the discretion of the player character. Just because a monster in the book is listed as chaotic evil does not mean a PC representative of that race has to be the same alignment. However, the player should be ready to fully justify an alignment that is the polar opposite of, or even far removed from a normal member of the species.

For example, if you want to play a renegade demon who is neutral good instead of chaotic evil, have at it, but be prepared to have a really strong justification as to why your character is so opposite nearly every other member of its species.

CHARACTER CLASS

After a monster character reaches its maximum hit dice/level in its monster class, it must pick up a normal player character class. The rules for doing so are identical to any multiclassed characters. See *Amazing Adventures* p. 47. When they choose a character class, the Primary attribute for that character class *must be one of the monster's chosen Primes* (see "Ability Scores," above).

Monsters always gain all standard monster abilities as listed in the monster's entry, but are restricted in multiclassing as follows:

MONSTERS WITH PHYSICAL SAVES cannot take the Arcanist, Mentalist or Socialite character class.

MONSTERS WITH MENTAL SAVES must take the Arcanist, Mentalist, Hooligan, Socialite or Raider character classes.

MONSTERS WITH BOTH PHYSICAL AND MENTAL saves can take any class they like.

GENERIC CLASS ABILITIES

As a rule, monsters cannot pick up Generic Class Abilities until they reach their maximum level and choose a Player Character Class. However, if the GM permits, it may be possible to swap out monstrous special abilities for Generic Class Abilities. Keep in mind, however, that the loss of these innate abilities robs the monster of its flavor, of its...monster-ness. It is thus not recommended that monsters be allowed to lose natural abilities for Generic Class Abilities.

BACKGROUNDS, TRAITS, AND KNOWLEDGES

As with all player characters, allowing monsters to choose backgrounds, traits and knowledges is solely at the discretion of the Game Master, and any of these features chosen should be well justified in the history of the character, which should also address why it is so unusual compared to other members of its species.

WEAPONS

Monsters gain weapon proficiency in a set of weapons based on their listed Prime Saves:

MONSTERS WITH PHYSICAL (P) saves are proficient in small and medium melee weapons, archaic ranged weapons, handguns, sub-machineguns, rifles and shotguns.

MONSTERS WITH MENTAL (M) saves are proficient in small and medium melee weapons, archaic ranged weapons and handguns

MONSTERS WITH PHYSICAL AND MENTAL (P,M) saves are proficient in all weapons.

