

SUPPLEMENT #1

MOAR MONSTERS



**Swords
&
Wizardry**
BY MATT FINCH



MOAR MONSTERS

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ABOLETH

Hit Dice: 9

Armor Class: 3 [16]

Attacks: 4 tentacles (1d6 + slime)

Saving Throw: 6

Special: Charm monster (3/day), Phantasmal force (3/day), Mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour).

Move: 9/12 (swimming)

Alignment: Chaos

Number Encountered: 1 (01-90%), 2 (91-98%), 2 + 1d4 young (99-00%)

Challenge Level/XP: 12/2,000

The aboleth is a revolting, fish-like amphibian, primarily subterranean, roughly the size of a killer whale. It vaguely resembles a catfish, but has four long tentacles and four orifices along its belly. The tentacles can be used to drag its bulk across dry land. These horrid abominations are extremely intelligent: an aboleth can cast charm monster three times per day, and create a phantasmal force three times per day. In the water, an aboleth surrounds itself with a cloud of mucus that requires anyone inhaling it to make a saving throw or become unable to breathe air for 3 hours. Finally, the slime on an aboleth's tentacles causes disease if a saving throw fails. Those afflicted suffer a change to their skin, which must be immersed in water every hour, or the victim suffers 1d6 points of damage.

ANKHEG

Hit Dice: 3-8

Armor Class: 2 [17]

Attacks: 1 bite (3d6)

Saving Throw: By hit dice

Special: Spits acid

Move: 12/6 (burrowing)

Alignment: Neutrality

Number Encountered: 1 (or one adult and 1d4 young). Areas might be rife with several such groups, but they would probably be territorial.

Challenge Level/XP: By hit dice

Ankhegs are huge insects, 10 to 20ft long, resembling grasshoppers with vicious mandibles. They burrow through the ground, often in farmlands as well as in caverns. Once per day, an ankheg can squirt digestive acids for 5d6 points of damage (save for half), but this is a defense not used in normal hunting.

Ankheg (3HD): HD 3; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 14; AL N; CL/XP 4/120XP; Special: Spits acid 5d6 (1/day, save for half).

Ankheg (4HD): HD 4; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 13; AL N; CL/XP 5/240XP; Special: Spits acid 5d6 (1/day, save for half).

Ankheg (5HD): HD 5; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 12; AL N; CL/XP 6/400XP; Special: Spits acid 5d6 (1/day, save for half).

Ankheg (6HD): HD 6; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 11; AL N; CL/XP 7/600XP; Special: Spits acid 5d6 (1/day, save for half).

Ankheg (7HD): HD 7; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 9; AL N; CL/XP: 8/800XP; Special: Spits acid 5d6 (1/day, save for half).

Ankheg (8HD): HD: 8; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 8; AL N; CL/XP: 9/1100XP; Special: Spits acid 5d6 (1/day, save for half).

ARANEA

Hit Dice: 4

Armor Class: 6 [13]

Attacks: 1 bite (1d6 + poison);

Saving Throw: 13

Special: Webs, Spells.

Move: 12

Alignment: Chaos

Number Encountered: 1 or 1d6+1. If younger ones are in the encounter, they might not be magical, being treated as small giant spiders.

Challenge Level/XP: 7/600

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an

aranaea resembles a big spider, with a hump-backed body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An aranea weighs about 150 pounds. A hump on its back houses its brain.

Araneas can cast webs at a single opponent at a range up to 40ft (saving throw). The victim is entangled, but can break free within 1d6 rounds. These horrid creatures are spellcasters, able to cast one second level and two first level magic-user spells. Usually, an aranea is prepared with 2 *charm person* spells and a *mirror image* spell; or, alternatively, with 1 *charm person*, 1 *sleep* spell, and *invisibility*.

BAT, GIANT

Hit Dice: 4

Armor Class: 7 [12]

Attacks: 1 bite (1d10)

Saving Throw: 13

Special: 10% chance of disease

Move: 4/18 (flying)

Alignment: Neutrality

Number Encountered: 1 or 1d6

Challenge Level/XP: 5/240

Giant bats are massive, man-sized cousins of the bat; they do not suck blood, but their bite is nonetheless deadly. One in ten carries disease.



BEHIR

Hit Dice: 12

Armor Class: 4 [15]

Attacks: 1 bite (1d8)

Saving Throw: 3

Special: Constrict and claw, lightning breath

Move: 15

Alignment: Chaos

Number Encountered: 1d3 (if 3 are encountered, one is young with 1d6+2 hit dice and half damage on all attacks)

Challenge Level/XP: 13/2,300

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long. Most are a deep blue color. Behirs attack by biting, and will swallow prey whole on a natural roll of 20. They also lash their bodies around prey (to hit), and on the first round following this attack they can bring 6 claws into play (6 attacks, 1d6 hit points per attack).

Behirs also have a breath weapon – they can spit a bolt of lightning once per 10 rounds, inflicting 24 points of damage (2 per hit die, for smaller or larger behirs). A successful saving throw indicates half damage.

CAT, FERAL UNDEAD

Hit Dice: 1d4 hit points

Armor Class: 8 [11]

Attacks: 2 claws (1 hp)

Saving Throw: 18

Special: Paralyzing scratch (after first 3 hits)

Move: 12

Alignment: Chaos

Number Encountered: 1d3+1 or 3d6+3

Challenge Level/XP: B/10

Feral undead cats look like they were created by zombie-raising magic, but they are actually things quite unlike normal animated undead such as skeletons or zombies. These undead cats are possessed of an animal cunning akin to that of ghouls (although with less intelligence), and they are not slow moving as zombies are. Like ghouls, they tend to form into packs. If a person is scratched more than three times by undead feral cats (not necessarily the same one), he must make a saving throw or be paralyzed for 1d6 turns. After the first set of three scratches, every subsequent scratch requires a saving throw.

Author: Matt Finch



CRAB MAN

Hit Dice: 2
Armor Class: 4 [15]
Attacks: 2 claws (1d4)
Saving Throw: 16
Special: None
Move: 9/9 (swimming)
Alignment: Neutrality (usually)
Number Encountered: 2d6 or 1d100+10
Challenge Level/XP: 2/30

Crab men are bipedal creatures with a crab-like exoskeleton and a pincer at the end of each arm. They are tribal creatures, found living near water (including subterranean lakes and rivers).

DARKMANTLE

Hit Dice: 1+2
Armor Class: 4 [15]
Attacks: 1 Grab (1d4)
Saving Throw: 17
Special: Suffocation, Create Darkness
Move: 3/3 (flying)
Alignment: Neutrality
Number Encountered: 1d4 or 3d6+3
Challenge Level/XP: 2/30

Darkmantles are flying, octopus-like creatures with skin textured and colored to resemble limestone. They ambush prey by sticking to cavern ceilings, and dropping to the attack (they are clumsy fliers). If a darkmantle hits, it attempts to suffocate its prey by folding its tentacles (and the webbing between the tentacles) around the victim's head. If a darkmantle misses its attack, it will flap heavily into the air to make another attempt. When a darkmantle hits, the victim makes a saving throw to avoid having his head enfolded in the darkmantle's octo-

poid clutches. If the saving throw succeeds, no damage is inflicted. If the saving throw fails, the darkmantle has attached and inflicts 1d4 points of damage, continuing to suffocate the prey for an automatic 1d4 points each round thereafter. Darkmantles have the ability to create darkness in a radius of 15ft.

DEMON PRINCESS, TERATASHIA

Demon-Princess of Dimensions

Hit Dice: 31 (130 hit points)
Armor Class: -6 [25] or -8 [27]
Attacks: 4 claws (2d6)
Saving Throw: 3
Special: Magic resistance (85%), +2 or better weapon to hit, regeneration in darkness, improved AC (speed) in light, necklace of skulls, demonic powers
Move: 12/24 (flying)
Alignment: Chaos
Challenge Level/XP: 42/11,000

The Demon-Princess Teratashia's dark palace in the depths of the Abyss is a nexus of countless gaps between dimensions, a warren of tunnels worming their way deep into a multitude of other realities. From the center of this web of connections, Teratashia sends her minions creeping and slithering through the planes of existence to do her bidding. Teratashia resembles a huge, female-headed cockroach with a feral visage, wearing a necklace of human skulls. This necklace is a powerful artifact (see, "The Necklace of Skulls," below). She is often known as the Mistress of Dimensions, and her servants include many demons and other creatures that hunt and hide in the dark non-places between the true planes of existence.

At will, Teratashia can cast charm monster, clairvoyance, continual darkness, dimension door, dispel magic, ESP, insect swarm (3/day), fear, read languages, read magic, telekinesis (1,000 pounds of weight), teleport, suggestion, and wall of stone. In darkness, she regenerates 2 hit points per round, and in the light she moves with preternatural speed, her armor class improving to -8. Only weapons with an enchantment of +2 or more can damage her.

Teratashia's Necklace of Skulls has 25 charges, and recharges itself within 25 hours (one charge per hour). Each round (until the charges are expended) the necklace can perform one of the following actions in addition to Teratashia's other abilities).

- *Cone of Cold* (3 charges)
- Cure the wearer of 2d8 hit points of damage (2 charges)
- *Darkness 30ft radius* (1 charge)
- *Death spell* (5 charges)
- *Fireball* (2 charges)
- *Knock spell* (1 charge)
- *Wizard lock* (1 charge)

Teratashia seldom involves herself in the quarrels of the other great demons, being far more interested in controlling the nooks and crannies between dimensions than with her political status in the Abyss.



Dog

	Guard or War Dog	Pet or Wild Dog
Hit Dice:	2	1
Armor Class:	7[12]	7 [12]
Attacks:	1 bite (1d6)	1 bite 1d3]
Saving Throw:	16	17
Special:	None	None
Move:	14	15
Alignment:	Neutrality	Neutrality
Number Encountered:	1 or 1d6+1	1 or 1d6+1
Challenge Level/XP:	2/30	1/15

Guard dogs and war dogs are large, trained dogs. Dogs kept as pets, and wild dogs, are smaller.

EEL, GIANT

	Giant Electric	Giant Moray
Hit Dice:	2	4
Armor Class:	8 [11]	7 [12]
Attacks:	1 bite (1d3)	1 bite (2d6)
Saving Throw:	16	13
Special:	Electric shock	None
Move:	0/9 (swimming)	0/9 (swimming)
Alignment:	Neutrality	Neutrality
Number Encountered:	1d4	1d4
Challenge Level/XP:	4/120	4/120

The statistics below are for giant eels about ten feet in length. Larger eels would have correspondingly greater hit dice. The electric shock generated by a giant electric eel causes 3d6 points of damage in the surrounding water (40ft radius), with no saving throw. See also, "Lampreys," which are also eels.

Giant Electric Eel: HD 2; AC 8[11]; Atk 1 bite (1d3); Move 0 (Swim 9); Save 16; AL N; CL/XP 4/120; Special: Electric shock.
Giant Moray Eel: HD 4; AC 7[12]; Atk 1 bite (2d6); Move 0 (Swim 9); Save 13; AL N; CL/XP 4/120; Special: None.



ETTERCAP

Hit Dice: 5

Armor Class: 6 [13]

Attacks: 2 claws (1d3), 1 bite (1d8 + poison)

Saving Throw: 12

Special: Poison bite, traps

Move: 12

Alignment: Chaos

Number Encountered: 1d2 or 2d4

Challenge Level/XP: 6/400

Ettercaps are a strange race of spindly, long-armed bipeds about seven feet tall. They have spider-like spinnerets, and are often found in the company of giant spiders. Ettercaps are flesh-eating predators who use their spinnerets to create traps of various kinds such as web-filled pits or deadfall traps with silken ropes.

EXCLOSURES

Hit Dice: Begins at 1 and gains 1 hit die per round to a maximum of 6

Armor Class: varies by rounds of extrusion

Attacks: varies by rounds of extrusion

Saving Throw: varies by rounds of extrusion (17, 16, 14, 13, 12, 11)

Special: See below

Move: 9

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 10/1,400

Exclosures are a category of duo-dimensional creatures whose outer shells are encountered on the material plane of existence. Since volume is not consistent across planes of existence, the shell's interior (and its ectoplasmic inhabitant) are considerably larger than the shell would seem to indicate in the material plane. This mismatch in size can cause nasty surprises for anyone who breaks the seal on an exclosure's material shell. The creatures inside the shell are

attracted to the material plane, and will gush outward in a gelatinous gout of ectoplasm.

The common characteristic of these creatures is that they change somewhat when crossing the barrier between planes of existence, generally starting out with strong protection while they are still mostly resident in the dual-dimension, then becoming progressively more vulnerable but *much* stronger as they emerge fully into the material plane.

All exclosures have the following defensive characteristics as they emerge:

Round 1: Immune to all damage other than spells. Armor class 2[17]

Round 2: Immune to all damage other than spells and magic weapons (any type). Armor class 3[16]

Round 3: Immune to all damage other than spells, magic weapons, and bladed weapons. Armor class 4[15]

Round 4: Immune only to blunt weapons. Armor class 5[14]

Round 5: Half damage from blunt weapons; all other damage types are normal. Remains at armor class 5[14].

The appearance of an exclosure's "outer" shell can vary greatly; the names are suggestive but do not necessarily indicate the actual container. The tempest in a teapot, for example, might reside in a shell that looks like a cask or small box.

The exclosure's burgeoning attack power is listed for each type. It is not a cumulative list: the creature only has the attack powers listed for a particular round.

CAN OF WHOOPASS

The can of whoopass, when its shell is opened, begins to pour forth the ectoplasm within, a creature that flails around with pseudopods but which has no non-physical attacks. It eventually reaches the volume of a globe 10ft in diameter, but the pseudopods have a reach of 20ft.

Round 1: 1 attack for 1d4 hit points

Round 2: 2 attacks for 1d6 hit points

Round 3: 3 attacks for 1d6 hit points

Round 4: 3 attacks for 1d8 hit points

Round 5: 4 attacks for 1d8+1 hit points

Round 6+: 5 attacks for 1d8+2 hit points

FIRE IN THE HOLE

The fire in the hole is, like all of the enclosures, an ectoplasmic creature, but it is wreathed in an increasing amount of fire as it continues to emerge from its dual-dimensional shell.

Round 1: 1 attack for 1d4 hit points

Round 2: 1 attack for 1d6 hit points, and target must make a saving throw or extinguish fires for 1 round (if this is not done, the target continues to receive automatic damage of 2 hit points per round until they spend 1 round putting out the fire. Extinguishing fire takes one round for each time the character was hit, even if the fire in the hole made both hits in the same round.

Round 3: 2 attacks as described in round 2.

Round 4: 3 attacks as described in round 2

Round 5: 3 attacks as described in round 2, but inflicting 1d6+2 hit points of damage on the initial hit and 3 hit points per round if the fire is not extinguished.

Round 6+: 3 attacks as described in round 2, but inflicting 1d8+2 hit points of damage on the initial hit and 3 hit points per round of not extinguished.

LIGHTNING IN A BOTTLE

Lightning in a bottle is an ectoplasmic extrusion that sparkles and glitters with the electrical charge and current flowing through the ooze-like creature. The lightning in a bottle initially throws off only sparks of powerful static, but as it continues expanding into the material plane these sparks take on the characteristics of actual lightning bolts as described below.

Round 1: 1 spark (to hit roll) for 1d4 hit points

Round 2: 1 spark +2 to hit for 1d4+1 hit points

Round 3: 2 sparks at +4 to hit for 1d4+1 hit points

Round 4: 2 bolts, automatic hit but save for half, 1d6+2 hit points

Round 5: 2 bolts, automatic hit but save for half, 1d8+2 hit points

Round 6+: 3 bolts, automatic hit but save for half, 1d10+2 hit points

TEMPEST IN A TEAPOT

The tempest in a teapot is an ectoplasmic ooze, but its bizarre, shifting organic geometry causes wind-tunnels to strike forth from the body. The tempest controls the wind tunnels and uses them to hurl people around as described below.

Round 1: 1 wind tunnel, which hits automatically. The target must make a saving throw or be slammed into another person or into a wall (only if the character is the tempest's only available target or if no characters are closer than 10ft to each other). If the saving throw fails, *both* characters take 1d2 points of damage. Walls inflict 1d3 points of damage.

Round 2: 2 wind tunnels as described in round 1

Round 3: 2 wind tunnels that inflict 1d3 points of damage, with walls inflicting 1d4 points

Round 4: 3 wind tunnels as described in round 3

Round 5: 3 wind tunnels that inflict 1d4 points of damage each, with walls inflicting 1d6

Round 6+: 3 wind tunnels that inflict 1d6 points of damage each, with walls inflicting 1d6+1.

FLYING JELLYFISH, GIANT

Hit Dice: 16

Armor Class: 8 [11]

Attacks: Up to 8 tentacles (2d6+paralysis)

Saving Throw: 3

Special: Discharge spell energy, paralysis

Move: 0/9 (flying)

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 19/4,100

As its name suggests, the giant flying jellyfish is a marine life form that has adapted to existence in the skies. It is a hazard to sky-travelers and flying creatures, as it is almost translucent and is also known to hide in clouds. The giant flying jellyfish is partially gaseous in nature, and flies by means of jetting air. The giant flying jellyfish attacks by trailing its tentacles onto the decks of ships, into the space occupied by flying opponents, or through settlements when it hunts across the ground. It can make up to 2 attacks per 10ft cubic space occupied by opponents, to a maximum of 8 attacks. Each tentacle causes 2d6 damage, and may cause paralysis lasting 1d4 days (saving throw negates). It has also evolved a distinctive defence against magic. Any spell or similar attack against it builds up a charge in the creature, if it makes its saving throw. This charge is equal to 1 point per spell level, to a maximum equal to the jellyfish's hit dice. In any round, in addition to making tentacle attacks, the giant flying jellyfish can discharge from 1 to 4 energy charges with the following effects: (1) All spell-casting beings within 50ft suffer intense mental distress for 1d3 rounds per charge, making it impossible to cast spells during this time. (2) All creatures and vessels flying via magic within 30ft have their movement rate halved for a period of 2 rounds per charge. (3) All creatures within 10ft of the giant flying jellyfish suffer -1 to all die rolls per charge expended for 1d2 turns. If severely threatened, the giant flying jellyfish may expend a blast of 8 charges, with effects as if 4 charges had been expended, but doubling the effective ranges of the blast's effects. This massive expenditure of power also allows the jelly-

fish to quadruple its flying movement rate for 4 rounds in order to escape. Most specimens are 20-40ft in diameter, with 40-80ft long tentacles. Larger versions, of 24 or even 32 HD, may also exist, particularly in the ethereal realities or in the voids between the moons.

Author: Scott Wylie Roberts ("Myrystyr")

FLYING SQUIRREL, CARNIVOROUS

Hit Dice: 1d4 hit points

Armor Class: 7 [12]

Attacks: 1 bite (1d2)

Saving Throw: 18

Special: Glide silently

Move: 6/12 (gliding)

Alignment: Neutrality

Number Encountered: 1d8+1

Challenge Level/XP: A/5

These squirrels, larger than normal flying squirrels, are carnivorous. They may attack humans if provoked, enchanted, or in sufficient numbers to feel confident of success.

FLYTRAP SHAMBLER

Hit Dice: 3

Armor Class: 4 [15]

Attacks: 1 bite (2d6) and 1 polearm (1d8+1)

Saving Throw: 14

Special: Immune to piercing weapons

Move: 6

Alignment: Neutrality

Challenge Level/XP: 4/120

Flytrap shamblers are mobile plants about the bulk of a horse, but they shuffle along the ground on thick, tentacle-like vines. The body is leafy and sometimes blooms with orchid-like flowers; the head rises on a fibrous stalk topped with the wide mouth of a venus flytrap, which can deliver a powerful bite. It is common for them to carry a polearm or spear in their front vines, for they can use such weapons in tandem with the bite. Despite their appearance, flytrap shamblers are relatively intelligent and often posted as guards by villains with the ability to control plants. Their value in this sort of role is somewhat compromised by the fact that they cannot talk.

Flytrap shamblers are capable of seeding themselves, but are almost always found as a result of direct cultivation by powerful villains who possess the knowledge and skill to breed such vegetation. The creation of a flytrap shambler involves magic, alchemy, and the skillful cultivation of several different flowering plants, some of which are not commonly found. There are manuals and librams describing the process, but these are for the most part forgotten lore.

The leafy body of a flytrap shambler is immune to damage from piercing weapons, but cutting and bludgeoning weapons inflict normal damage.

Author: Matt Finch



GIANT SLUG OF P'NAHK

Hit Dice: 8

Armor Class: 7 [12]

Attacks: 1 bite [2d8]

Saving Throw: 8

Special: Surprise on 1-3, blast of insanity, immune to blunt weapons

Move: 9

Alignment: Chaos

Number Encountered: 1d2

Challenge Level/XP: 11/1,700

P'Nahki slugs are massive, translucent creatures. The only clearly visible part of the slug's anatomy is the disturbingly human-looking brain suspended in the slug's body, appearing at first glance to be floating in the air. These creatures originated in a forgotten place called P'Nahk; whether this was a ruined city, a lost world, or an entirely different dimension is not known.

The giant slugs of P'Nahk are highly intelligent, although this intellect is seldom put to use in a way that can be related to human motivation or logic. All P'Nahki slugs have ESP ability. Three times per day, a giant P'Nahki slug can issue forth a blast of insanity in a cone shape 60ft long, expanding to a width of 60ft at the far end. Anyone within the area of the blast must make a saving throw or be affected as follows:

01-25: frozen by fear for 1d4+1 rounds; the character will (and must) fight back against a direct assault but can take no other action

26-50: insane rage for 1d4+1 rounds; the character attacks any former allies in a frenzy of hatred

51-75: self-hatred for 1d4+1 rounds; the character drops any held items and claws at his/her own body, inflicting 1hp of damage per round.

76-00: adoration for 1d4+1 rounds; the character drops all held items, falls to the floor, and grovels in worship of the slug.

Because of their translucency, giant slugs of P'Nahk surprise opponents with a 1-3 on 1d6. Their rubbery bodies are immune to damage from blunt weapons.

Author: Matt Finch



GIBBERING MOUTHER

Hit Dice: 4+4

Armor Class: 1 [18]

Attacks: 6 mouths (1hp)

Saving Throw: 13

Special: Gibbering, spit, pull prey underneath.

Move: 3

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 6/400

Gibbering mouters are amorphous blobs of flesh with multiple eyes and mouths appearing and disappearing from the quivering mass of the body as it moves along. The mouths gibber and babble meaningless, speechlike noises; the monster is perpetually accompanied by this disturbing and inhuman sound except when it is waiting to ambush prey, in which case the eyes and mouths are all kept closed, and the monster appears to be nothing more than an oozy pile of earth. When the mouter spots prey, it begins gibbering loudly, causing anyone within 60ft to make a saving throw or become confused (per the spell). Each round spent listening to the mouter requires another saving throw. In any given round, the mouter will have six mouths available either to spit or to bite. The creature's spittle flashes brightly upon impact with most surfaces, causing anyone nearby to make a saving throw or be blinded for one round. The mouter's bites are not particularly deadly in and of themselves, but once a mouth hits it fastens on and continues to do automatic damage thereafter. Also, if a character has 3 or more mouths fastened to him, there is a risk of slipping and being covered by the mouter (which allows the mouter to attack with 12 additional mouths on its underside). The chance of slipping is 5%, and if more than 3 mouths are attached the chance increases by 5% per additional mouth. The ground around a gibbering mouter, in a radius of 5ft, will be soft and mud-like, for the mouter changes the consistency of the ground beneath itself.

HAG

Hags are a broad category of creatures that range from less-magical varieties (probably related to ogres and giants) all the way to highly-supernatural ones such as the night hag (see separate entry).

HAG, ANNIS

Hit Dice: 8

Armor Class: 1 [18]

Attacks: 2 claws (2d8), 1 bite (1d8)

Special: Hug and rend, polymorph, call mists

Move: 12

Saving Throw: 8

Alignment: Chaos

Number Encountered: 1 or 3

Challenge Level/XP: 10/1,400

Annis Hags are giantesses, horrid looking females as large as ogres. They lust for human flesh to eat, and often polymorph themselves into human form to hunt (an old lady being a common shape), or to lure their prey from places of safety. Strong as a bear, the annis can attack in similar fashion; if she hits with both claws, the victim is held and the annis inflicts automatic damage with all three attacks thereafter. The victim isn't helpless, but cannot break free unless he is as strong as a giant. Annis are somewhat magical; they can summon mists to hide themselves and their rank lairs; some are also witches with the ability to cast spells (such being left to the Referee's determination, if witch-hags are to be encountered).



Hawktoad

HAWKTOAD

Hit Dice: 2

Armor Class: 7 [12]

Attacks: 2 claws (1d2), tongue (strangles)

Saving Throw: 16

Special: Strangling tongue

Move: 3/12 (flying)

Alignment: Neutrality

Number Encountered: 2d6

Challenge Level/XP: 3/60

Hawktoads are levitating amphibians with the body of a very large toad but with long, clawed front legs and no back legs at all. The hind end of a hawktoad is a foot-long tail, like that of a tadpole; the full length of a hawktoad is three feet. These bizarre creatures move by lashing through the air with their tadpole-like tails, and attack by swooping in at opponents, scratching with their tiny claws and lashing out with their long tongues. A hawktoad's tongue does no damage, but if the attack succeeds the tongue has whipped around the character's neck. If this happens, the hawktoad lands at the back of the victim's neck; it holds tight with its tiny claws and begins to strangle the opponent, using its muscular tongue as a garrotte. When a hawktoad is attached in this way, the strangling character will find it difficult to reach around and attack, of course.

Each round thereafter, the character must successfully roll a d20 under his constitution score or fall unconscious; each round a cumulative +1 is added to the d20 roll, making it harder and harder to avoid passing out. Once the character passes out, the toad strangles him to death in three rounds.

Author: Matt Finch

HYENA

	Hyena	Giant Hyena
Hit Dice:	1	5
Armor Class:	7 [12]	6[13]
Attack:	1 bite (1d3)	1 bite (2d6)
Special:	None	None
Move:	16	18
Saving Throw:	17	12
Alignment:	Neutrality	Neutrality
Number Encountered:	1d6+4	1d6+1
Challenge Level/XP:	1/15	5/240

Hyenas are pack-hunters and scavengers, known for the eerie laughing sound they make. They are not normally much of a threat, although they may attack weak-looking foes if they have sufficient numbers.

Giant hyenas stand 8ft tall at the shoulder, and are more aggressive than their normal cousins. They might serve as mounts for tribes of gnolls in prehistoric or sword & sorcery campaigns.

IMP

Hit Dice: 2

Armor Class: 2 [17]

Attacks: 1 sting (1d4 + poison)

Saving Throw: 16

Special: Poison tail, polymorph, regenerate, hit only by magic weapons

Move: 6/16 (flying)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 6/400

Imps are demonic creatures sent or summoned into the material plane. They are about a foot tall, and have small but functional wings. An imp can polymorph itself into one or two animal forms: a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by silver or magical weapons (or by animals with 5+ hit dice). In some cases, they may be forced to serve as a familiar to a powerful and evil magic user.

JACKAL OF DARKNESS

Hit Dice: 4

Armor Class: 4 [15]

Attacks: 1 bite (1d6)

Saving Throw: 13

Special: Black fire

Move: 14

Alignment: Chaos

Number Encountered: 1d10

Challenge Level/XP: 5/240

These creatures resemble jackals with black fur, lined with a dark fire that sheds no light and burns black when the jackal emerges from the darkness. They haunt long-abandoned tombs, possibly being shackled to them as guardians by ancient magics - the relation of the jackals to their tomb-lairs is not known. They seem to be undead, in that they can be turned (as mummies), but do not appear to rot, nor do they seem to be incorporeal in any way. The black fire around the jackal acts almost like an independent creature; when the jackal is in combat, the black fire streams forth and can envelop one opponent (within 50ft of the jackal), causing 1 hit point of damage per round. The jackal can move the black fire where it wishes.

Author: Matt Finch

KHEPH

	Warrior	Priest	Mage	Elder
Hit Dice:	8	9	10	11
Armor Class:	3 [16]	5 [14]	6 [13]	4 [15]
Attacks:	2 scimitars (1d8)	1 scimitar (1d8)	1 scimitar (1d8)	1 scimitar (1d8)
Saving Throw:	8	6	5	4
Special:	+2 to hit	Spells as level 9 cleric, symbol of pain, plane shift	Spells as level 10 magic-user, symbol of fear, plane shift	Spells as level 11 magic-user and level 11 cleric, symbol of death, plane-shift
Move:	12	12	12	12
Alignment:	Chaos	Chaos	Chaos	Chaos
Number Encountered:		1d6	(mixed group)	
Challenge Level/XP:	8/800	12/2,000 13/2,300	15/2,900	

The Kheph are jackal-headed humanoids with a sleek black covering of body fur. Below the neck, the form of a Kheph's body is very much like that of a muscular and well-proportioned human being, although they are larger (averaging 7 feet tall). The Kheph are an ancient species, older than mankind, and they revere evil gods forgotten or never known by most living races. Their supernatural link to planes of existence beyond material reality is very strong, and Kheph leaders are said to be able to shift between planes of existence with ease.

Warrior kheph have 8HD but no magical abilities. They usually fight with scimitars, attacking twice per round, but may (20%) be armed with bows or (20%) with polearms. Kheph priests cast spells as a cleric of 9th level, and in addition can (as an innate ability) cast *symbol of pain* and *plane shift* once per day. Kheph Magi cast spells as a magic user of 10th level, and in addition can (as an innate ability) cast *symbol of fear* and *plane shift* once per day. Kheph elders have the spell casting abilities of an 11th level cleric and magic user, and in addition can (as an innate ability) cast *symbol of death* and *plane shift* once per day.

Author: Matt Finch

LYNX, GIANT

Hit Dice: 2

Armor Class: 6 [13]

Attacks: 2 claws (1d2), 1 bite (1d4)

Saving Throw: 16

Special: Rear claws, surprise

Move: 12

Alignment: Neutrality

Number Encountered: 1d4

Challenge Level/XP: 2/30

If a giant lynx hits with both of its front claws, it can make 2 more attacks with its rear claws. These large cats are found in the cold wilderness, where they hide in trees waiting for prey, then leap to the attack. They are highly intelligent, and can communicate with each other when coordinated action is needed. As with the common lynx, giant lynx are well camouflaged, and if waiting in ambush they will surprise opponents (5 in 6 chance).

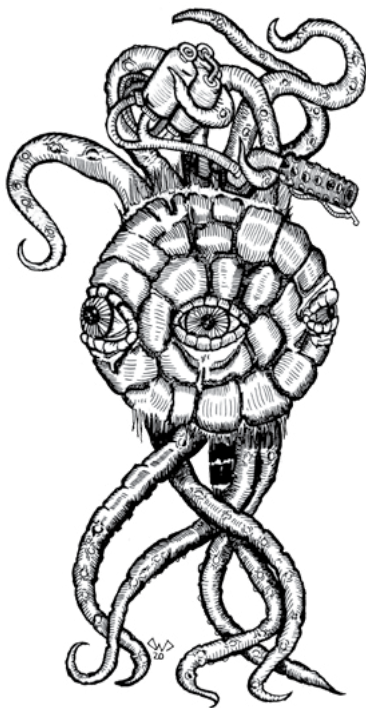
LUNORMIAN

	Warriors	Mystics
Hit Dice:	3+3	7
Armor Class:	3[16]	2[17]
Attacks:	2 weapons (1d8)	2 weapons (1d8)
Saving Throw:	14	9
Special:	Special weapons	Special Weapons and Spells
Move:	6 (planetary surfaces)	12 (moons)
Alignment:	Chaos	
Number Encountered:	See below	
Challenge Level/XP:	5/240	9/1100

Lunormians are highly civilized and build great towers of crystal and moon-rock on their native asteroids, moons, and rock-islands in the highest reaches of the sky. Many lunormian societies construct vehicles capable of reaching the "Lands Below," and become reavers or traders on the surfaces of planets.

Their moons and rock-chunks usually have lower gravity than the Lands Below, rendering them slower-moving when encountered on planetary surfaces. However, they compensate for this weakness with bizarre technological items that can apparently only be built in the low-gravity, thin atmospheres of their native, desolate homes.

The vast majority of lunormians do not find the fertile soil, abundant moisture, and thicker air of the Lands Below to be at all palatable, so



conquest in the lands of humans is almost never their objective. In rare cases, outcasts or exiles may take up permanent residence away from the lunormian moons, but this is usually with the objective of accumulating enough wealth and power to return.

Lunormian society is definitely an agent of cosmic Chaos, and the interactions of the lunormians amongst each other is almost impossible for humans and their ilk to understand. Lunormian mystics commune with creatures of greater and more primordial Chaos, and it is this communication that permits the creation of lunormian sky-vehicles, crystal edifices, and weaponry. One reason for lunormian piracy in the lands below their moons is to capture humans for sacrifice back on the moons, to entice greater and greater visions from the Chaos-creatures that commune with the lunormian mystics.

The two main classes of lunormian society, warriors and mystics, are relatively similar to each other, although the distinctions are clear. Warriors have a roughly spherical body with five eyes spaced evenly, girdling the creature's middle. They have a set of five tentacles on top, used to hold tools, and a set of five tentacles on bottom, used for walking. The central body contains buoyant air-sacs that make it almost weightless, allowing the foot-tentacles to sup-

port the lessened weight of the creature. Priests have the same gas-sacs and foot-tentacles as the warriors, but have a more conical main body, three eyes arranged vertically to create a "front side," and their five arm-tentacles are arranged in a horizontal line, evenly spaced, around the body rather than being clustered at the top.

Warriors attack with 2 swords and defend themselves with 2 shields when in melee combat, and two longbows (no shield) during missile combat. One out of every three warriors in a battle-group of lunormians will be carrying a special weapon (see below). The first special-weapons warrior will carry a spell-off sprayer, and the remainder will alternate between deoxygenators and grenade launchers.

Special Weapons:

Deoxygenator: This weapon fires a deoxygenation cone that extends 30ft in length to a width of 30ft at the end. Inside the cone, oxygen solidifies to hail-like pebbles, causing any oxygen-breather in the area to make a saving throw or fall unconscious. Regardless of success on the saving throw, oxygen-breathers sustain 1 point of damage from the sudden effect of the cone. Since more oxygen is likely to fill in the area, unconscious victims will regain their senses after 2 rounds. Oxygen pebbles created by this device of Chaos-science are cold, but not dangerously so, and can be swept up for later use. These devices can be used by humans, but require special charging after every 5 uses.

Grenade Launcher: These weapons have a range of 500 yards outside (500ft inside). In order to achieve this range, the grenades themselves are not particularly deadly, causing 1d4+4 points of damage to anyone within 50 ft of the blast's epicenter. A saving throw is permissible for half damage. These are ordinarily used to suppress spellcasters.

Spell-off Spray: These weapons spray liquid from a tank, which dispels spell effects of spells 5th level and below, and renders any magic item inoperable for 1d4+3 rounds. A tank holds 5 squirts, each of which fills a cone 40ft long to a width of 20 feet at the end. These can be used by humans, but can only be manufactured on moons by lunormian mystics.

MACAW GIANT

Hit Dice: 5

Armor Class: 5 [14]

Attacks: 1 beak (1d10)

Saving Throw: 12

Special: None

Move: 6/20 (flying)

Alignment: Neutrality

Number Encountered: 1d8

Challenge Level/XP: 5/240

Giant macaws are not predators, but they are highly territorial and very dangerous, being as large as a tall man. They have brilliant green, blue, or red plumage, and are generally found in tropical regions. The giant macaw attacks with a wickedly powerful beak. They are ordinarily found in mated pairs, and their feathers can usually be sold for a tidy sum.

Author: Matt Finch

MAMMOTH

Hit Dice: 12

Armor Class: 5 [14]

Attacks: 1 trunk (1d10), 2 gore (1d10+4), and 2 trample (2d6+4)

Saving Throw: 3

Special: None

Move: 12

Alignment: Neutrality

Number Encountered: 1 or 2d6

Challenge Level/XP: 13/2,300

Mammoths are huge, shaggy precursors to elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow-barbarians. If a lone mammoth is encountered, there is a 50% chance that it is sick or old (no more than 4hp per HD) and a 50% chance that it is a young bull (no fewer than 4hp per HD).



NAGAS

"Naga" is the Sanskrit word for dragon or snake. In mythology, the naga are benevolent and very powerful, equivalent to Asian dragons. The nagas portrayed here are more serpentine and less powerful; all have the body of a snake, although the head is not necessarily that of a serpent. All kinds of interesting abilities may be found in "unusual" nagas designed by the Referee, from breathing fire to moving in and out of strange planes of existence.



NAGA, GUARDIAN

Hit Dice: 11

Armor Class: 5 [14]

Attacks: Bite (1d6 + poison)

Saving Throw: 4

Special: Spit poison, constriction, spells.

Move: 18

Number Encountered: 1

Alignment: Law

Challenge Level/XP: 13/2300

The largest and noblest of the naga, guardian nagas are from 20 to 25 feet in length. They do not necessarily have a humanlike head, but some characteristic (a flowing mane of hair, for instance) will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils they automatically cause 1d8 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1). A sample selection of spells for a guardian naga might include: level 1: *Cure light wounds* x2; level 2: *hold person*, *silence 15-foot radius*; level 3: *cure disease*; level 4: *cure serious wounds*.

NAGA, HANU-

Hit Dice: 5-6

Armor Class: 5 [14]

Attacks: 1 bite (1d8 + poison) and 1 constrict (1d6)

Saving Throw: 12

Special: Monkey-summoning dance, poison bite, control simians

Move: 12/9 (in treetops)

Alignment: Chaos

Number Encountered: 1d4

Challenge Level/XP:

5HD: 6/400

6HD: 7/600

Hanu-nagas are a predominantly tropical and subtropical form of naga, less magical than the human-headed variety. Rather than a human-headed giant snake, hanu-nagas have a feral monkey head upon a great serpentine body. These nagas lair in jungles and rainforests, haunting forgotten temples and ancient ruins, where many are worshipped by tribes of wild monkeys and/or apes. The most intelligent of hanu-nagas may have followings of tribesmen or cavemen. The stylized, writhing dance of a hanu-naga allows it to exert a mystic control over apes and monkeys within a radius of 300ft. These controlled creatures will act at the naga's mental command. It is not necessary for the apes to actually see the naga's dance to fall under its control; indeed, when a hanu-naga begins its dance, simian creatures within one mile (to a maximum of 20 apes) will immediately begin moving at top speed to the dancing naga's presence. The naga may dance and attack at the same time. The bite of a hanu-naga is poisonous, and if the naga hits with its constricting attack it will inflict automatic damage of 1d6 per round until killed.

Author: Matt Finch

NAGA, SPIRIT

Hit Dice: 9

Armor Class: 5 [14]

Attacks: Bite (1d3 + poison)

Saving Throw: 6

Special: Poison, charm gaze, spells.

Move: 12

Alignment: Chaos

Number Encountered: 1d3

Challenge Level/XP: 13/2300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a *Charm Person* spell, their bite is poison, and they cast both Magic-User spells (4/2/1) and Cleric spells (2/1). A sample spell selection for a spirit naga might be: Magic-User spells level 1: *Charm Person* x2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*. Cleric spells level 1: *Cure Light Wounds* x2; level 2: *Silence 15-foot Radius*. Such nagas are from 10 to 20 feet in length, and have a human head.



NAGA, WATER

Hit Dice: 7

Armor Class: 5 [14]

Attacks: Bite (1d4 + poison)

Saving Throw: 9

Special: Poison, spells

Move: 12/20 (swimming)

Alignment: Any

Number Encountered: 1d3

Challenge Level/XP: 10/1400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas they will have some physical attributes separating them clearly from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15ft long. Water nagas cast magic-user spells (4/2/1). A sample spell selection for a water naga might be: level 1: *charm person* x2, *magic missile*, *sleep*; level 2: *mirror image*, *web*; level 3: *protection from normal missiles*.

NIGHT HAG

Hit Dice: 8

Armor Class: 8 [11]

Attacks: 1 bite (2d6)

Saving Throw: 8

Special: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities

Move: 10

Alignment: Chaos

Number Encountered: 1 or 1d4+1

Challenge Level/XP: 11/1,700

Night hags come from beyond the material plane: perhaps from the realms of dream, perhaps from the demonic pits of the underworlds. These creatures prey upon the souls of those who are evil/chaotic: they can cause enchanted sleep once against such individuals (saving throw, affects up to 12th level), or visit the victim's dreams nightly (no saving throw) to leech away a point of constitution per night until the attribute reaches 0 and the hag can steal away the soul. In combat, night hags can magically weaken an opponent to half normal strength (saving throw) three times per day; additionally, they can use a spell that automatically inflicts 2d8 points of damage against a single opponent. Both of these abilities have a range of 100ft. A hag can also become ethereal and incorporeal at will, summon a demon ally once per day (with only a 50% chance of success), and cannot be hit by weapons with a magical bonus of +2 or less. They are highly resistant to magic, as well.

NIGHT-MARE

Hit Dice: 7

Armor Class: -4 [23]

Attacks: 1 bite (1d8), 2 hoofs (2d6)

Saving Throw: 9

Special: Breathe smoke, ride between planes/realities

Move: 18/35 (flying)

Alignment: Chaos

Number Encountered: 1 or 1d4+1

Challenge Level/XP: 10/1,400

Nightmares are the steeds of night hags and other demons; black horses with flaming hoofs and mane. Their breath is a cloud of brimstone smoke, which causes any nearby opponent to attack at -2 (saving throw applies). These horrible creatures can become incorporeal and travel between the planes of existence bearing their evil/chaotic riders.

ORIGAMI WARRIOR

Hit Dice: 2

Armor Class: 5[14]

Attacks: 1 spear (1d6)

Saving Throw: 16

Special: Magic resistance 10%, half damage from blunt weapons, immune to piercing weapons, +1 damage from cutting weapons, double damage from fire.

Move: 12

Alignment: Neutral

Number Encountered: 1d10

Challenge Level/XP: 3/60

The origami warrior is a creation made of intricately folded paper, in the shape of a full sized human warrior. They move with lightning speed (accounting for the armor class), and blunt weapons inflict only half damage against them. Piercing weapons pass through the paper construction without causing any damage at all, but cutting weapons inflict +1 damage and fire inflicts double damage. Origami warriors wield normal spears. They are generally found in the service of powerful sorcerers, and have magic resistance of 10%.

Author: Matt Finch

OTYUGH

Hit Dice: 7

Armor Class: 3 [16]

Attacks: 2 tentacles (1d8), bite (1d4+1)

Saving Throw: 9

Special: Disease

Move: 6

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 8/800

Otyughs live underground, hiding in piles of refuse, for they are scavengers. These bizarre creatures are slightly larger than a human, a mass of flesh mounted on three squat, elephant-like legs. The otyugh has a sensory-organ stalk, and two rough, bone-ridged tentacles used for attacking enemies. Anyone bitten by an otyugh's mouth has a 90% chance of contracting a fatal disease (death in 3d6 days unless cured). Although they are relatively stupid, otyughs use rudimentary telepathy to communicate with each other (and other telepathic beings, if they are encountered).

PERYTON

Hit Dice: 4

Armor Class: 6 [13]

Attacks: 1 antler gore (2d8)

Saving Throw: 13

Special: Immune to non-magic weapons

Move: 9/24 (flying)

Alignment: Chaos

Number Encountered: 1d8

Challenge Level/XP: 6/400

Perytons have the body of a giant eagle, the head of a stag (but with sharp teeth), and cast the shadow of a man. They eat the hearts of their victims, and lair in high mountain aeries. Perytons are magical creatures (of medieval folklore), and consequently a magical weapon is required to hit them.



PIXIE

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: 9/18 (flying)

Saving Throw: 17

Special: Invisibility

Move: 9/18

Alignment: Neutrality

Number Encountered: 10d10

Challenge Level/XP: 2/30

Pixies are nasty, treacherous creatures of the fey, resembling small, winged people. They are naturally invisible, and do not become visible when they attack. After one round of attacks, the general location of the pixies may be discerned while they keep fighting, and they may thus be attacked (although with a -4 to the attacker's die rolls to hit them). There may certainly be similar fairies that are more powerful than ordinary pixies – these might have arrows that cause sleep, and attack with a bonus of +4 when using arrows.

REEF WALKER

Hit Dice: 7

Armor Class: 6 [13]

Attacks: 1 arm (1d6 + paralysis)

Saving Throw: 9

Special: Paralysis

Move: 9

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 8/800

Reef walkers are a cluster of anemones with a rudimentary intelligence, shaped into a large bipedal "body" covered all over in the stinging tentacles characteristic of anemones. They walk slowly through coral reefs, stopping often to flatten out into a less threatening shape and wait for schools of fish to approach. Their random meanderings sometimes take them onto land, where they can survive for up to two hours or so, and they continue hunting along the coastline before returning to their reefs. If a reef walker should stumble upon a coastal village, it may return several times to find more prey, for a village full of humans is an excellent hunting ground. If a reef walker hits an opponent, its stinging tentacles inject a paralytic poison (-3 save).

Author: Garrett Finch



SHROOM

Hit Dice: 6+1

Armor Class: 6 [13]

Attacks: 1 weapon (1d8)

Saving Throw: 11

Special: Spells, control plants, plant growth

Move: 9

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 8/800

Shrooms are evil geniuses, toadstool creatures with considerable magical powers. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them

are knowledgeable in various forms of arcane study of other kinds, such as alchemy. Many, too, will surround themselves with strange minions that they have created, grown, or bred.

Shrooms are highly individual, and the Referee should feel free to invent all kinds of these sinister malefactors. Most will have the spell-casting abilities of at least a fourth level magic user, and all have strange powers to create and shape the plants of their environments (growing and controlling them). Although these powers take time to employ and will not be relevant in combat, they can be used to create a considerably hazardous lair.

The flesh of a Shroom is delectable, but deadly. Any person eating Shroom-flesh must make a saving throw versus poison or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. The effects of the toxin can actually turn out to be beneficial in the long run; there is a 5% chance that a feebleminded character who has been healed or restored will permanently gain a point of intelligence from the effects of the Shroom-flesh.

Author: Matt Finch

SQUID, GIANT AERIAL

Hit Dice: 12

Armor Class: 7 [12] (head and tentacles); 3 [16] (body)

Attacks: 8 tentacles (1d8+1), 1 beak (5d4)

Saving Throw: 3

Special: Constrict

Move: 0/20 (flying)

Alignment: Neutrality

Number Encountered: 1d2

Challenge Level/XP: 14/2,600

Giant aerial squids are cousins of the normal giant squid, but their bodies are filled with lighter-than-air gases that allow them to float in the air. In general, they are found in mountains, where they pick mountain goats and goblins off the slopes as food. Giant aerial squid can grow up to 60ft in length. The squid's tentacles constrict for 1d8+1 points of damage after the first hit, and they are used to pull food to the sharp beak. When a tentacle hits, roll 1d6: 1= both arms pinned, 2= right arm pinned, 3= left arm pinned, 4-6= arms are not pinned. The tentacles can take 10hp of damage before being severed, but attacking tentacles does not affect the squid's actual hit point total – only attacks to the body and head affect the squid's true hit points. These creatures are not good mounts, for they have a tendency to reach back and eat their riders.

Author: Matt Finch

TOAD, GIANT ICE

Hit Dice: 5

Armor Class: 5 [14]

Attacks: 1 bite (1d10+2)

Saving Throw: 12

Special: Radiates cold

Move: 9 (hop 10ft)

Alignment: Neutrality (occasionally Chaos)

Number Encountered: 1d8 or 4d100

Challenge Level/XP: 6/400

These bizarre creatures are as intelligent as humankind (perhaps more so), and use their long, unwebbed fore-toes to carve structures and tunnels in the ice. They use tools, but do not bother with weapons, for their toothy mouths are quite deadly. An ice toad can radiate intense, damaging cold (10ft) once every second melee round, causing 2d6 points of damage. They can also hop to attack, as giant toads do. In the wilds of the arctic regions, in the deserts of snow and ice, there may be entire cities of these unusual beings, perhaps even civilizations remaining from times before known history.

TUNNEL PRAWN

Hit Dice: 1

Armor Class: 4 [15]

Attacks: 2 pincers (1d2)

Saving Throw: 17

Special: Climbing

Move: 6

Alignment: Neutrality

Number Encountered: 2d6

Challenge Level/XP: 1/15

Tunnel prawns are scavengers resembling very large lobsters, with a hard, rocklike shell. These creatures wander through subterranean caverns eating bugs and fungi from the wall, floor, and ceiling. A tunnel prawn can scale walls and move along ceilings with no more difficulty than walking along a floor. These dungeon vermin are easily antagonized, and will attack any living beings venturing near. One tunnel prawn can provide the equivalent of a day's rations. The meat is tough and very chewy, and keeps for only one day, but is actually quite delicious. Some taverns, usually those located near dungeon entrances, serve tunnel prawn as an item on the bill of fare, and will pay up to 3 gps for a fresh tunnel prawn. The prawns weigh about 20 lbs each.

Author: Matt Finch



WERE-MIST

Hit Dice: 3+3

Armor Class: 4 [15]

Attacks: 1

Saving Throw: 14

Special: Immune to non-magic weapons, transform and enslave

Move: 9

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 5/240

Despite its name, a were-mist is not a form of true lycanthropy, but is a monster than can inflict involuntary shapechanging upon other creatures. The were-mist attacks by enveloping and attempting to transform an opponent. The creature surrounded by the were-mist must make a saving throw or be transformed into a ravaging beast (similar in appearance to a werewolf) that will attack at the were-mist's directions. The were-mist remains wrapped around the victim, but it can be attacked independently without risk to the controlled creature. The were-mist itself can only be harmed by silver or magical weapons (or with spells), but the beast-form of its slaves may be damaged normally.

When the were-mist's slave is weakened by combat, the mist will attempt to move on to a new victim. As soon as it departs from a victim, the spell is broken and the slave returns to normal shape and self-control. In battle, the were-mist will attempt to move from victim to victim, causing them to attack their allies, and discarding one puppet when it becomes weak, moving to the next strongest potential victim.

Were-mists are solitary due to their rarity, rather than due to an unwillingness to congregate; in rare instances there might be lairs containing more than one of these creatures. Since they do not appear to reproduce, such better-populated lairs might exist closer to whatever "source" creates the mists.

Author: Matt Finch

WHIPSNOUT

Hit Dice: 3

Armor Class: 4

Attacks: 1 claws (1d4) and snout

Saving Throw: 14

Special: Dehydration

Move: 9

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 4/120

Whipsnouts resemble giant weasels; but they have no fur, and the head extends into an extremely long, whiplike snout. These desert creatures burrow their snouts deep into the sand to locate water and suck it into the creature's digestive tract. The prehensile organ draws water toward it with great power, siphoning moisture from the sand in an area of several cubic yards at a time. It can also be used as a weapon, for if it strikes exposed flesh it can draw out great quantities of water in a fraction of a second. If the snout strikes any living creature the target must make a saving throw or move at half normal speed until it has a chance to drink water (which may be done over the course of 2 rounds). A second hit and failed save will drop the target to a quarter of normal speed, but the effect is not cumulative thereafter.

XOLE

Hit Dice: 8+4

Armor Class: 2 [17]

Attacks: 1 two-handed mace (1d10+5) and tail (2d6)

Saving Throw: 8

Special: Constriction, immune to fire and cold

Move: 12

Alignment: Chaos

Number Encountered: 1d6

Challenge Level/XP: 10/1,400

Xoles bear a close physical resemblance to the salamanders of the elemental plane of fire, having a somewhat human head, human arms, and a serpentine body. Rather than being crea-



tures of fire, however, the xoles are creatures of stone, being native to the elemental plane of earth. As such, they are immune to fire and cold, and can be affected by *protection from evil*.

A xole is only slightly larger than a salamander; the torso of a xole is equivalent to that of a seven-foot tall, but massive, person. The tail is almost ten feet in length, which is the reason xoles are categorized as "Large" size. Xoles generally carry heavy stone maces as weapons; even xoles can only wield these weapons two-handed, and they cannot be lifted by any creature not from the elemental plane of earth. If one of the weapons is dropped to the ground, it will dissolve into the stone after a period of a year and one day. If a xole hits successfully with its tail, it inflicts automatic constriction damage thereafter.

Xoles can move through solid rock or earth, although it takes a full round to enter solid stone.

There is no allegiance between xoles and xorns beyond the fact that both types of creatures are native to the elemental plane of earth. Xoles, obviously, are more organized than xorns, and are generally found on the prime material plane in the service of some evil purpose, as contrasted to the neutral and relatively purposeless wanderings of the xorns.

Author: Matt Finch



XORN

Hit Dice: 7

Armor Class: -2 [21]

Attacks: 3 claws (1d3), 1 bite (4d6)

Saving Throw: 9

Special: Immune to fire and cold, half damage from electricity, travel through stone

Move: 9

Alignment: Neutrality

Number Encountered: 1d4

Challenge Level/XP: 8/800

Xorn are bizarre creatures, originally from the elemental planes of earth, which eat precious metals and other minerals. They have a rock-like consistency, granting an extremely good armor class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies.

These creatures are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. Phase Door spells will utterly destroy a xorn that is traveling through rock or readjusting its composition.

Xorn are particularly vulnerable to spells that affect earth and stone. Move Earth spells may be used to hurl a xorn backwards 30ft and stun them for a full round. Stone to flesh and rock to mud spells weaken the xorn's elemental structure, increasing the creature's AC to 8 until the xorn concentrates for a full round to readjust its composition. Passwall spells inflict 1d10+10 points of damage with no saving throw.



YITH, HOUND OF

Hit Dice: 3

Armor Class: 1 [18]

Attacks: 1 bite (1d6+1)

Saving Throw: 14

Special: Baying, harmed only by magic/silver weapons, fly, magic resistance 10%

Move: 18/25 (flying)

Alignment: Chaos

Number Encountered: 1 or 2d4

Challenge Level/XP: 7/600

Hounds of Yith are supernatural creatures of the night, resembling large dogs (most say). They are, perhaps, originally denizens of another plane of existence, and they are summoned to the hunt by powerful and malign beings. The baying of the hounds causes fear within 100ft (per the spell). Normal weapons do not damage the hounds of Yith: silver weapons inflict only 1hp damage per hit, and magical weapons inflict 1hp per point of to-hit bonus. The hounds have 10% resistance to magic.



ZOMBIE RAVEN

Hit Dice: 1d6 hit points

Armor Class: 8 [11]

Attacks: 1 bite (1d3)

Saving Throw: 18

Special: Immune to sleep and cold

Move: 1/6 (flying)

Alignment: Neutrality

Number Encountered: 4d6

Challenge Level/XP: B/10

Zombie Ravens are the rotting, undead bodies of ravens. As with other zombies, they have no independent intellect and move very slowly.

Author: Matt Finch

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