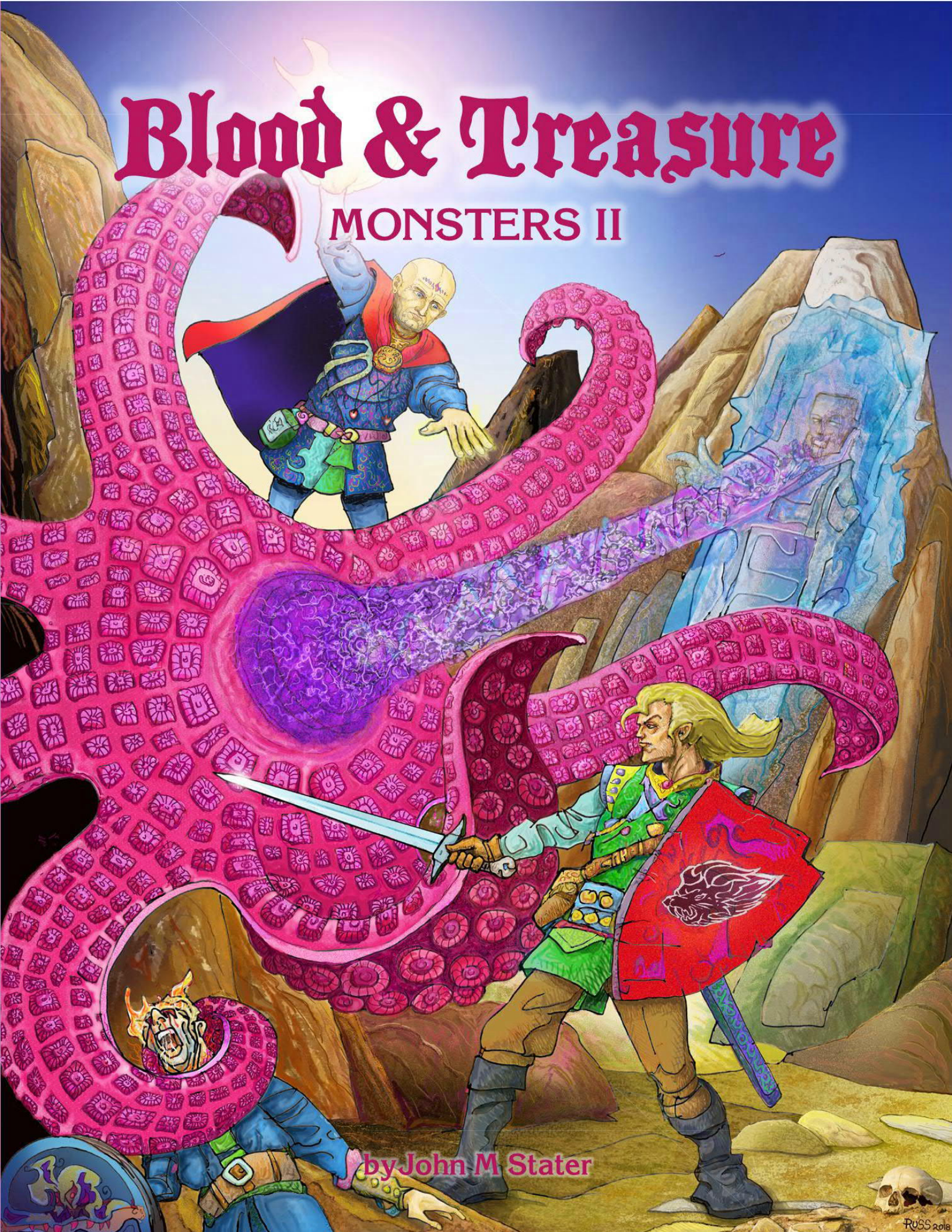


Blood & Treasure

MONSTERS II



by John M Stater

Blood & Treasure

MONSTERS II

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Reading the Stats

Monsters are defined by the following statistics.

Type

Monsters are given a classification based on a number of shared characteristics. Some of these monster types provide special defenses for monsters, so it is important to make note of them.

Aberration

Aberrations are monsters that often defy description. They are unearthly creatures with alien minds. Aberrations have darkvision to a range of 60 feet.

Animals

Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals have darkvision to a range of 30 feet. They never have more than animal intelligence, and are always Neutral in alignment.

Constructs

A construct is an animated object or an artificially constructed creature. Constructs are immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromantic magic, ability damage and drain and energy drain. They do not need to eat, sleep or breathe.

Constructs cannot be healed with traditional healing magic (i.e. *cure* spells), but can be repaired with some spells or by some artisans. Constructs are not truly alive, so they cannot be raised, resurrected or reincarnated.

Dragons

Dragons are reptilian horrors that walk on two or four legs and usually have wings and a host of supernatural powers. They have darkvision to a range of 120 feet and are immune to magical sleep and paralysis effects.

Elemental

Elementals are formed from the basic building blocks of the fantasy universe: Air, earth, fire and water or other materials and energy. Elementals are immune to poison, sleep effects, disease and paralysis.

Elementals have darkvision to a range of 60 feet. Although elementals are alive, they have no souls, and thus cannot be raised, resurrected or reincarnated. They

can be restored to life, however, with *limited wish*, *wish* and *miracle*. Elementals do not eat, sleep or breathe.

Fey

The fey are magical beings, usually humanoid (and often grotesque or beautiful) that are tied to nature. They usually have supernatural powers and the ability to cast spells. The fey have darkvision to a range of 60 feet.

Giants

Giants are humanoids grown to unnatural size. They all have darkvision to a range of 60 feet.

Humanoids

Humanoids include humans, demi-humans (elves, dwarves, gnomes, halflings) and the more mundane humanoid monsters like orcs, goblins, hobgoblins and gnolls. Humanoids other than humans have darkvision, usually to a range of 60 feet.

Monsters

Monsters are creatures drawn from folklore, fairy tales and literature that do not fit into another category. They are typically grotesque or monstrous animals or humanoids. They have darkvision to a range of 60'.

Oozes

Oozes are protoplasmic creatures. Since they are mindless, they are immune to all mind-affecting effects. They are also immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

Outsiders

Outsiders are creatures that come from beyond the mortal, material world which we and our fictional adventurers call home. They include angels, devils and demons. Outsiders have darkvision to a range of 60 feet. They do not have souls separate from their bodies, and so follow the same rules as elementals concerning being brought back to life. Outsiders breathe, but do not eat or sleep, unless they wish to.

Plants

Plant monsters are plants with the ability to move of their own volition. Some are mindless, while others are quite intelligent. Most plant monsters have darkvision to a range of 30 feet. Plants breathe and eat, but do not

sleep. They are immune to poison, sleep effects, paralysis, polymorph and stunning attacks.

Undead

The undead category includes corpses re-animated to a semblance of life by magic and the spirits of deceased creatures that still haunt the world. Undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy drain, as well as fatigue. The undead are damaged by *cure wounds* spells and healed by *inflict wounds* spells, and are unaffected by *raise dead* and *reincarnate* spells. *Resurrection* spells turn them back into the living creatures they were before they became undead. The undead do not breathe, eat (except ghouls, ghosts and vampires) or sleep. Undead creatures are subject to clerical turning.

Vermin

Vermin are animals of the lowest orders, like insects. Vermin are usually mindless, and thus immune to mind-affecting effects. They have darkvision to a range of 60'.

Size

A creature's size is defined as follows:

Length or Height	Size
Up to 1 foot	Tiny
2 to 4 feet	Small
5 to 9 feet	Medium
10 to 21 feet	Large
22 or more feet	Huge

Creatures have a tactical advantage (see *Blood & Treasure Rulebook*) over opponents that are one size smaller than they are, but lose that advantage if their opponent is more than one size smaller than they are, in which case their opponent enjoys the tactical advantage.

Hit Dice (HD)

This is the number of d6 the monster rolls for hit points as well as the monster's attack bonus in combat. A monster with 6 Hit Dice, for example, would roll 6d6 to determine their hit points and gets a +6 bonus to its attack roll. A monster with ½ HD rolls 1d4 for hit points and adds +0 to attack rolls.

Some monsters have a "+" after their hit dice. The monster adds this amount to their rolled hit points.

Armor Class (AC)

A monster's Armor Class is the number needed to hit it in combat. If the monster usually wears armor, this is noted after the monster's unarmored AC value.

If the Armor Class value is followed by [Silver], it means the monster can only be hit by silver or magical weapons. If it is followed by a [+1], it means the monster can only be hit by +1 or higher magic weapons. Likewise if it is followed by [+2] or [+3], it can only be hit by +2 or +3 or better magic weapons. Lesser weapons pass through the monster's flesh and bone harmlessly.

Attacks

This is the number and type of attacks the monster can make each round, along with the damage they inflict.

Movement

This is the number of feet per round the monster can move at normal walking speed. Special forms of movement (burrow, climb, fly, and swim) are listed after the base land speed.

Saving Throw

This is the monster's saving throw value. A monster's saving throw works the same as for characters.

If the monster has special saving throw bonuses, these are noted after their saving throw value.

Hit Dice	Saving Throw
½	17
1-2	16
3-4	15
5-6	14
7-8	13
9-10	12
11-12	11
13-14	10
15-16	9
17-18	8
19+	7

Intelligence

A monster's intelligence rating is intended to help TKs role play the monster and determine the tactics they might employ in combat.

Rating	Intelligence Score
Non-Intelligent	0
Animal intelligence	1-2
Low intelligence	3-8
Average intelligence	9-12
High intelligence	13-18
Super intelligence	19+

Non-intelligent monsters cannot be targeted with mind-affecting effects. Super intelligent monsters have a +2 bonus on saving throws vs. illusions and mind control.

Alignment

Alignment works the same for monsters as it does for player characters. See the *Blood & Treasure Rulebook* for more information on alignment.

Number Appearing

Following the monster's intelligence rating is the number of monsters present in random encounters. When designing or running an adventure, a TK should feel free to use as many monsters as he thinks are appropriate.

XP Value and Challenge Level

This is the number of experience points earned by defeating the monster in combat, divided among the combatants who defeated the monster. A monster's XP is determined by its Hit Dice and any special abilities it has.

Special Abilities	XP Value	Challenge Level
None	HD x 50	= HD
Minor	HD x 100	= HD + 1
Lesser	HD x 300	= HD + 2
Greater	HD x 500	= HD + 3

Special powers are rated as follows:

Minor: Ability Damage, Blindsight, Breath Weapon (up to 6 dice or up to 20 points of damage), Damage (3 or more dice), Disease, Energy Resistance or Immunity, Flight, Magic Resistance (up to 50%), Multiple Attacks (3 or more), Paralysis, Poison, Regeneration, Rend, Spells (up to 4th level), Swallow, Trample, Weapon Resistance and Weapon Immunity (Silver).

Lesser: Ability Drain, Breath Weapon (7 or more dice or more than 20 points of damage), Energy Drain, Etherealness, Incorporeal or Invisibility (Natural), Magic Resistance (51% or more), Petrification, Spells (5th to

8th level or higher), Weapon Immunity (+1 or +2) or four or more minor abilities.

Greater: Death Magic or Abilities, Weapon Immunity (+3 or higher), or four or more medium abilities.

Special Abilities

Ability Damage: The monster can damage the ability scores of its victims. This ability damage is not permanent. Lost ability score points return at the rate of one point per day.

Ability Drain: The monster can drain the ability scores of its victims. Ability drain is permanent unless reversed by powerful magic.

Blindsight: A creature with blindsight can sense creatures and objects without actually seeing them.

Bleed: A bleeding attack deals 1 point of damage each round until the wound is staunched or healed.

Blood Drain: When a monster capable of draining blood latches on to a victim, it deals 1d4 points of Constitution damage per round until stopped.

Breath Weapon: A breath weapon is expelled from a monster's mouth in place of an attack. The breath weapon may be a line, cone or even a gaseous cloud. All creatures within the area of effect suffer the effects of the breath weapon. A saving throw can be made to negate the effect or halve the damage.

Constrict: A creature that can constrict usually does so with a tail or tentacle attack. When this attack is successful, the victim must pass a saving throw or be squeezed for automatic damage from the source of the constriction during each round it remains in the monster's grasp. The victim can escape by rolling 1d20 under her Strength score or by making a successful grapple attack against the constricting monster. While a monster uses an appendage to constrict it cannot make other attacks with that appendage.

Disease: The monster can infect victims with disease.

Energy Drain: The monster can drain the life energy of its victims. Each point of energy drain reduces the victim's level or Hit Dice by one or more. If the victim has experience levels, their XP total is reduced to the minimum amount for their new level. This is permanent, and can only be reversed by certain powerful spells.

Gaze: Some monsters can affect or attack a character simply by looking at them. This is a gaze attack. To avoid

the monster's gaze, the character must close or cover their eyes. This grants the monster a +4 bonus to attack the character, and imposes a -4 penalty on the character to attack the monster.

Grapple: If "grapple" is listed as part of an attack's effects, then when that attack is successful the target must pass a saving throw or be grappled as well as suffering the attack's other effects.

Immune: A monster that is immune to an attack form suffers no ill effects from it, including damage) and need not save against it.

Incorporeal: An incorporeal creature dwells on the Ethereal Plane, and appears as an insubstantial, ghostly creature to people on the Material Plane. Incorporeal creatures can move through solid objects and can only be harmed by creatures on the Material Plane when they use silver or magic weapons and some magic spells (*bolt of glory, chill touch, cure wounds* spells, *disrupt undead, enervation, forcecage, ghoul touch, harm, heal, inflict wounds* spells, *magic missile, touch of fatigue, wall of force, waves of fatigue*). Silver weapons harm incorporeal creatures, but only inflict half normal damage, while magical weapons deal full damage to them. Incorporeal undead can also be harmed by holy water.

Magic Resistance: Magic resistance protects a monster from magic spells and effects. This is in addition to a saving throw. When magic is directed against such a monster, the spell caster rolls d% and attempts to roll higher than the monster's magic resistance value. If the spell-caster's roll fails, the magic has no effect on the monster. If the roll is successful, the monster still gets a saving throw to resist the effect. A monster's magic resistance, if any, is listed as "MR" next to the save value.

Magic Use: The monster can cast spells from the cleric, druid or magic-user spell list. The monster's entry tells the highest level of spells the monster can use. The monster can cast two spells of each spell level that it can cast, chosen by the TK on the fly.

Poison: The monster can inject its victims with a poison. The type of poison is listed in the monster description, and corresponds with the poison types described in the *Blood & Treasure Rulebook*.

Regenerate: A creature that can regenerate heals 1d4 points of damage automatically each round on their turn. In addition, it can replace body parts that have been severed by holding them up to its stump for 1 round. Body parts re-grow in 24 hours.

If attack forms are listed after the word regenerate, it means that damage from those attack forms cannot be regenerated by the monster.

Rend: A creature with a rending attack must hit his opponent with both of its claw attacks to activate it. It then sinks those claws into the victim's body and draws them downward, creating a gory wound. In essence, the monster gets to roll its damage twice against the victim.

Resistance: Resistance to an energy type or weapons means that the monster suffers only half damage from that energy or from weapons.

Spells: A monster that can cast a set list of spells casts those spells innately. It does not need to speak or move to activate such a spell, and it does not need any special expensive components to do so. The monster casts these spells as a spellcaster with a level equal to the monster's number of Hit Dice. If the spell can only be cast a limited number of times per day, this is indicated by a number of "•"s after the name of the spell.

Surprise: Creatures are noted for their increased ability to surprise foes, usually on a roll of 1-3 on 1d6, or their decreased ability to be surprised, on a roll of 1 on 1d6.

Swallow: A swallow attack is made during a creature's bite attack. If the bite attack roll is a natural '20', the victim suffers bite damage and is swallowed by the creature, ending up in their belly. While inside the creature, the victim suffers the equivalent of bite damage plus an equal amount of acid damage each round. A swallowed creature can attack the interior of his foe (AC 15) with a dagger or knife.

Trample: Some large creatures can trample their foes in place of making an attack. The trampling creature just moves over his foes, scoring damage automatically. Victims can make a saving throw to halve the damage or can stay in the path and attack with a +2 bonus to hit.

Trip: If "trip" is listed as part of an attack's effects, then when that attack is successful the target must pass a saving throw or be tripped and knocked prone as well as suffering the attack's other effects.

Vulnerable: A monster that is vulnerable to a specific attack or energy suffers double damage from it.

Note: In cases where a monster's special attack form is in a cone, only the length of the cone is given. The width at the base of the cone is equal to half the length.



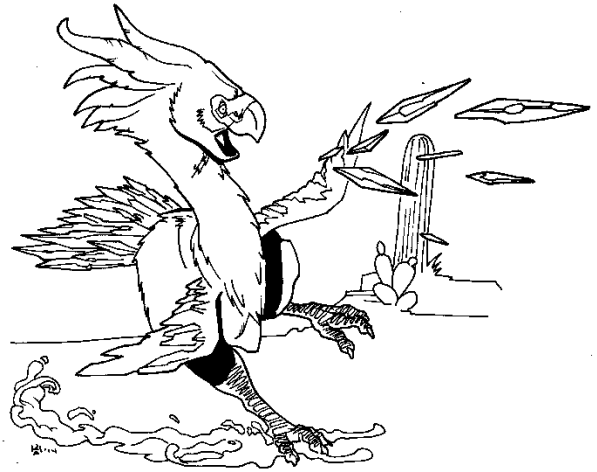
Abatwa

Type: Humanoid
Size: Tiny
Hit Dice: ½
Armor Class: 16
Attack: Spear (1d4 + Poison III) or short bow (1d3)
Move: 10'
Save: 17
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 50/1

SA—Surprise (3 in 6)

Abatwa are humanoids that stand 2' tall. Abatwa have skin in various shades of brown and black hair. Most abatwa shave their heads. The abatwa come from Bantu folklore. They are very sensitive about their height and do not hesitate to attack people who reference it. They are hunter-gatherers skilled at tracking and survival.

Abatwa tribes number 2d10 x 10 warriors plus three times as many non-combatants. For every 20 ant folk warriors, there is one sub-chief (1 HD). Tribes are commanded by chiefs (3 HD). Warriors carry spears and short bows with poisoned arrows into battle. 20% of warriors are mounted on riding ants (HD 2, AC 15, ATK Bite (1d6), MV 30 (C 20, B 10), SV 16, XP/CL 100/2).



Achiyalatopa

Type: Outsider
Size: Large
Hit Dice: 5
Armor Class: 20
Attack: Bite (2d4) or feather burst (200'/1d8)
Move: 30'
Save: 14; MR 10%
Intelligence: Low
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 1,500/7

SD—Immunity (electricity), resistance (acid)

The achiyalatopa is a large, flightless bird with thick legs and feathers like flint knives. These monsters from Zuni mythology are native to the Elemental Plane of Earth, and can also be found roaming the grasslands and wastelands of the Material Plane.

Mildly intelligent, the achiyalatopa is a crude and brutish force for good, though its bumbling and impetuous nature often causes as many problems as it solves.

An achiyalatopa can throw its flint feathers. The feathers are devilishly sharp and in fact can be used as knives (1d3+1 points of damage) if they are harvested from the monster's body.

Once per day, an achiyalatopa can call down a burst of heavenly lightning from a clear blue sky. The bolt strikes the bird and is reflected from it to strike up to five targets. Each target must be within 10' of the monster. The lightning deals 2d6 points of electricity damage.

Once per day an achiyalatopa can emit a low, undulating sound from its throat. This sound has the same effect as the *protection from evil II* spell.

Actaeon

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 15
Attack: Antlers (1d8) or weapon
Move: 40'
Save: 14; MR 30%
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 600/7

SA—*Surprise (4 in 6)*

The actaeon are fey guardians that look like muscular elves with the antlers and eyes of a stag. Actaeons stand 7' to 8' in height and weigh 200 to 220 pounds. They dress as woodsmen. Actaeon always carry longbows, quivers of 40 arrows and swords.

The actaeon are based on the Greek myth of Actaeon, a famous hero of Thebes. A hunter, he was trained by the centaur Chiron, like Achilles and Hercules. While it is not known how Actaeon offended Artemis, offend her he did. In revenge, the goddess changed him into a stag and set his own hounds upon him.

Actaeons protect fey woodlands from over-hunting. They rarely have contact with non-actaeons. Actaeons move silently and secretly to ambush their enemies. People under the protection of actaeons are often unaware that they are being protected.

When an actaeon is at least 100' away from opponents it can unleash a rain of arrows. Every creature within a 10' diameter area suffers 1d8 points of damage (saving throw for half damage) from the arrows.

When an actaeon is nearer to its opponents, it can shoot three arrows per round. Actaeons suffer no penalties when shooting arrows in a woodland setting.

Actaeons have an aversion to canines. When in the presence of dogs, an actaeon must pass a saving throw or be frightened.



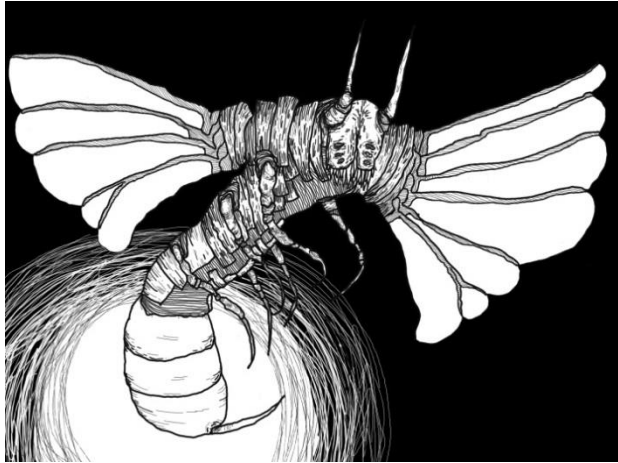
The body and equipment of an actaeon turns into forest debris (old branches, moss, dried vines) when the creature is killed, so traces of actaeons are rare.

Adze

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: Bite (1d6 + blood drain + disease)
Move: 20' (Fly 50')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 1,500/7

SP—*augury* ●●●, *bestow curse* ●●●, *ethereal jaunt* ●, *magic jar* ●, *speak with animals* ●●●, *suggestion* ●●●

In its natural form the adze looks like a large firefly with a grotesque face. The monster has brilliant green eyes and a mouth full of fangs. Adzes feed on coconut water, palm oil and blood, especially the blood of children.



When an adze locates an isolated settlement, it starts working on separating children from their parents. Often, an adze takes a pleasant, unassuming form, telling children stories while they are working in the fields or gathering firewood. Eventually, it lures them deeper into the woods and strikes. If necessary, an adze can possess a human being to integrate themselves into human society, entering people's homes at night to feast on their blood, and spreading sickness as they do.

An adze can possess a sentient creature within 30'. If the target fails the saving throw, they are possessed by the adze. All who pass a saving throw are immune to possession for 24 hours. A possessed creature retains its own physical form and Armor Class, but attacks with the adze's attack bonus and all of its spells. While possessed, the victim's alignment is Chaotic (CE).

Adzes can change shape once per day.

Akshi

Type: Aberration

Size: Medium

Hit Dice: 9

Armor Class: 18

Attack: 4 tentacles (1d4 + constrict), by weapon

Move: 30'

Save: 12; MR 55%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 2,700/11

SD—Resistance (acid, cold, electricity, fire, sonic energy)

SA—Telepathy (100')

SP—astral projection •, E.S.P. •, levitate •, suggestion •

The akshi are the insane hybrids of eye monsters and mind blasters. Bitter exiles from both species, they sometimes form cults dedicated to madness or become warlords, dominating lesser creatures and waging war on mind blasters and eye monsters alike.

Akshi look like humanoids with green skin, long arms and a head composed almost entirely of a massive eye. Four long tentacles are set around the eye. The akshi has no mouth, feeding instead on life energy. Akshi communicate telepathically in a domineering, imperious "voice" with an unmistakably bitter edge.

Akshi see magic emanations naturally, per *detect magic*. They possess a repertoire of attacks with a range of 60' and requiring line of sight.

Psionic Blast: The akshi's psionic blast has the following effect on the target based on their intelligence:

Target Int	Effect
3-4	Save or die
5-7	Save or comatose for 1d6 days
8-12	Save or stunned for 1d6 turns
13-15	Save vs. confusion
16-17	Save vs. feeblemind
18	Save vs. madness, permanent
19+	Save vs. madness, lasts for 1d6 days



Burn (Eye Attack): The akshi projects a cone (15' x 5') of blazing energy that deals 6d6 points of fire damage.

Charm (Eye Attack): One creature within 30' must pass a save or consider the akshi their friend.

Daze (Eye Attack): One creature within 30' must pass a saving throw or lose their next turn.

Drain (Eye Attack): A swirling black double helix ray hits one creature, inflicting 5d6 points of damage, and healing the akshi of an equal amount of damage.

Paralyze (Eye Attack): The akshi projects a cone (20' x 10') of pale green energy that looks like static. All within who fail a save are immobilized for 10 minutes.

Sleep (Eye Attack): The akshi's eye glows and throbs with energy, causing 2d6 levels worth of targets within sight of the eye to fall asleep.

Weaken (Eye Attack): The akshi projects a cone (30' x 15') of vivid jade energy. All within who fail a save have their strength score reduced to 3 for 1 minute.

Alphyn

Type: Monster

Size: Large

Hit Dice: 6

Armor Class: 13

Attack: 2 claws (1d4 + rend), bite (1d6 + trip)

Move: 40'

Save: 14

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1d6

XP/CL: 600/7

SA—Track prey (95%)

SD—Immunity (fear)

Alphyns are creatures with the hind legs of lions, the forelegs of eagles and the bodies and heads of wolves. The creature has a long tail that is always knotted. Its mouth contains not only an impressive set of teeth, but also a long, flicking tongue like that of a snake.

Alphyns serve in fairy courts as executioners or as mounts for fairy knights on the hunt. In the wild, they are fierce hunters of the highlands and woodlands.

An alphyn bays when it is tracking prey. This baying can be heard for up to 6 miles. When a person within 100'

hears the baying, they must pass a saving throw or become frightened.

Amazons

	Amber	Black
S/T:	Medium Humanoid	Medium Humanoid
HD:	2+1	1+1
AC:	As armor	As armor
Attacks:	By weapon	By weapon
Move:	40'	40'
Save:	16	16
Int:	Average	Average
AL:	Neutral (N)	Neutral (N)
NA:	1d8	1d8
XP/CL:	200/3	100/2

	Jade	Magenta
S/T:	Medium Humanoid	Medium Humanoid
HD:	1+1	1+1
AC:	As armor	As armor
Attacks:	By weapon	By weapon
Move:	10' (Swim 50')	30'
Save:	16	16
Int:	Average	Average
AL:	Neutral (N)	Neutral (CN)
NA:	1d8	1d8
XP/CL:	100/2	100/2

	White	Yellow
S/T:	Medium Humanoid	Medium Humanoid
HD:	1+1	1+1
AC:	As armor	As armor
Attacks:	By weapon	By weapon
Move:	30'	40'
Save:	16; MR 10%	16
Int:	Average	High
AL:	Neutral (N)	Chaotic (NE)
NA:	1d8	1d8
XP/CL:	100/2	100/2

Amber Amazons

SD—Resistance (fire)

Amber amazons have thick, wavy hair of black or dark brown and blue or bluish eyes. They have amber skin and angular faces. Amber amazons are tall and thin. They dwell in desert oases. Amber amazons get a +1 bonus to attack with scimitars and javelins, increasing this to a +2 bonus when they attack from horseback.

Amber amazon villages contain 1d10x10 amazons and children equal to 100% of the amazons. They are led by a queen (5th to 7th level fighting-woman) and one dame (3rd to 4th level fighting-woman) for every 20 amazons.

Amber amazon armies are armed as follows:

D%	Unit
01-05	Scalemail, composite bow, scimitar, light warhorse
06-12	Scalemail, buckler, light lance, light warhorse
13-20	Padded armor, shield, javelin, scimitar, light warhorse
21-25	Padded armor, light lance, light warhorse
26-30	Chainmail, shield, 2 javelins, scimitar
31-35	Chainmail, spear, longsword
36-60	Padded armor, hand axe
61-80	Padded armor, buckler, glaive
81-00	Light crossbow, hand axe

Black Amazons

SP—cause fear •

The black amazons have dark skin and black hair. They live in a matriarchal society like most amazons, but unlike other amazons they allow men to live in their villages with them. Men in black amazon society work as craftsmen, farmers and fishermen. Villages are split in half between men and women, and while the amazons can enter the male side at will, the men are forbidden entrance to the amazon side of the village.

Black amazon villages contain 1d10x10 amazons and males and children equal to 100% of the amazons. Villages are led by a queen (5th to 7th level fighting-woman) and one dame (3rd to 4th level fighting-woman) for every 20 amazons.

Black amazon armies are armed as follows:

D%	Unit
01-45	Buckler, scimitar, dagger
46-65	Hide armor, glaive, scimitar, dagger
66-90	Light crossbow, scimitar, dagger
91-00	Musket, scimitar, dagger

Jade Amazons

SA—Ranger class abilities

Jade amazons are shaped like mermaids. They have sea green skin, jade scales on their fishy tails and hair that ranges from silver to gold. They dwell in clans in uneasy alliances; a jade amazon's only real loyalty is to those sisters of hers that are blood relatives.

Jade amazons dwell in sea caves that they fortify with blocks of stone and the wreckage of old ships. A jade amazon village is populated by 1d10x10 amazons and children equal to 50% of the amazons. Villages are led by a queen (5th to 7th level fighting-woman) and one dame (3rd to 4th level fighting-woman) for every 20 amazons.

Jade amazons are often mounted on giant manta rays that are tattooed with the warrior's personal crest. Jade amazons have the abilities of 1st level rangers.

Jade amazon armies are armed as follows:

D%	Unit
01-10	Shellycoat armor (AC 13), light lance, giant manta ray
11-20	Shellycoat armor (AC 13), trident, net, giant manta ray
21-40	Shellycoat armor (AC 13), trident, dagger
41-75	Shagreen armor (AC 11), spear, dagger
76-00	Light crossbow, dagger

Magenta Amazons

SD—Resistance to psionics powers (50%)

Magenta amazons can be found on the Astral Plane. They make a living as pirates, mercenaries or traders. They have magenta skin and platinum blonde hair.

Space amazons travel in sleek ivory ships with decks of golden hawthorn and wings made of starched muslin cloth over wooden frames.



These ships are fueled by quintessence on the Astral Plane, but rely on more wind and oars in the water. These ships have crews of 1d6 x 5 amazons, and are commanded by captains (5th to 8th level duelists) and first mates (1st to 4th level duelists).

Space amazon warriors wear leather armor and carry cutlasses, daggers and hand crossbows. Leaders might be (15%) armed with ray guns and other scientific items.

White Amazons

SD—Resistance (cold)

The white amazons are native to cold lands near the poles or in high mountains. They are known to the dwarves, with whom they sometimes war, as *bansheeri*. White amazons have porcelain skin, auburn or blonde hair and fiery red eyes.

White amazon villages contain 1d8x25 amazons and children equal to 100% of the amazons. Villages are led by a queen (5th to 7th level fighting-woman) and one dame (3rd to 4th level fighting-woman) for every 25 amazons. The queen and her dames sometimes (35%) ride into battle on war mammoths.

White amazon armies are armed as follows:

D%	Unit
01-02	Platemail, bastard sword, dagger
03-10	Chainmail, shield, battle axe, dagger
11-20	Chainmail, shield, longsword, dagger
21-30	Chainmail, buckler, spear, short sword
31-40	Scalemail, shield, short sword, longbow
41-50	Leather armor, buckler, light crossbow, short sword
51-65	Padded armor, buckler, throwing axe, short sword
66-80	Padded armor, shield, spear, dagger
81-00	Shield, throwing axe, dagger

Yellow Amazons

SP—cause fear •, detect magic •, touch of fatigue •

Like most amazons, the yellow amazons are paragons of feminine strength and pulchritude. They are tall, well muscled and have bright yellow skin and hair the color of burning embers.

Yellow amazons delight in taunting and tormenting men, and using their frustrated passions against them. Their island homes look like giant castles erupting from the sea. They employ female hobgoblins to serve as their rank-and-file soldiers.

The typical yellow amazon wears fitted leather armor. Her sorcerous abilities allow no heavier armor than that if they are to cast their spells, though yellow amazons have been known to wear heavier armor when they enter mass combat. They carry wooden staves or wands, as well as short swords, footman's maces and various sorts of daggers.

Yellow amazon lairs contain 1d10x20 amazons and double that number of female hobgoblins. Communities are commanded by a witch-queen. If the tribe contains 100 or fewer amazons, the witch-queen has magic use (M3). Tribes of more than 100 amazons have witch-queens with magic use (M4). Each witch-queen has a personal coven of 1d6+2 yellow amazons with magic use (M1). For every ten yellow amazons in a tribe, there is one sub-commander with 3 HD.

Yellow amazons channel their magic through staves. They cannot channel their magic through metal (though they can channel spells while holding metal), nor can they cast spells without holding a wooden implement.

Amputator

Type: Undead

Size: Large

Hit Dice: 8

Armor Class: 14

Attack: 2 pincers (2d4 + amputate)

Move: 30'

Save: 13

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 2400/10

An amputator is a manufactured undead monster formed from the body of a gorilla or other suitably large primate. These corpses are shaved and covered with mystic sigils and runes. The gorilla's hands are removed and replaced with metal pincers.

Amputators are used as guardians by high level necromancers, and they sometimes wander in dungeons, their masters dead but their will to inflict pain eternal.

When an amputator's pincer attack is a natural roll of '20', the target suffers double damage and must pass a saving throw or have an arm twisted off. Naturally, the arm to be ripped off should be rolled randomly.



If the target is wearing armor, the armor first makes an item saving throw. If successful, the target's arm remains attached to their body. If the item saving throw fails, the armor is torn off the arm and the arm is now in danger of being torn off by another such attack.

When an adventurer's arm is torn off, they are left stunned for 1d6 rounds, wracked by unbelievable pain.

Angels

Angels are the highest servants of the Lawful powers. They dwell on good-aligned planes, but might enter the Material Plane to proclaim the Lawful alignment or to do battle with the fiends.

Cherub

Type: Outsider
 Size: Large
 Hit Dice: 20
 Armor Class: 25 [+3]
 Attack: 2 kicks (4d6)
 Move: 60' (Fly 120')
 Save: 7; MR 55%
 Intelligence: Super
 Alignment: Lawful (LG/NG/CG)
 No. Appearing: 1
 XP/CL: 10,000/23

SA—*Magic use (C9)*

SD—*Immunity (cold, electricity, fire, energy drain, magic missile, mind effects, petrification, poison, surprise, trap*

the soul), see invisible creatures, discern lies, protection from evil II and true seeing always active

SP—*animate object, blade barrier •••, change self, commune, comprehend languages, control weather •, cure blindness/deafness, cure disease •••, cure serious wounds •••, detect evil, detect magic, dimensional anchor, dispel magic, earthquake •, ego whip •, feeblemind •, fire storm •, flame strike •••, heal, holy word •, insect plague •, intellect fortress •, invisibility II, limited wish •, mental barrier •, mind blank •, mind thrust •, polymorph any object, psionic blast •, psychic crush •, raise dead •••, random action •, read magic, remove curse, remove fear, resist cold, restoration •, shape change •, speak with dead, symbol (any) •, teleport without error, thought shield •, tower of iron will •, wind walk*

The cherubim are the second highest in rank among the angels after the solars. Called "great, mighty and blessed", they appear as huge shedu with four wings and four faces: An angel, a dragonne, a gorgon and a gold dragon. They guard the passages from the Astral Plane to the upper planes, keeping fiendish beings out.

The dragonne head of a cherub can, four times per day, emit a powerful roar that forces all within 120' to pass a saving throw or fall unconscious for 1d4 rounds.

The gold dragon head of a cherub can, three times per day, breathe forth a 60' long cone of fire that deals 6d6 points of damage, or a similar cone of weakening gas that has the same effect as a *ray of enfeeblement*.

The gorgon head of a cherub can, five times per day, breathe a 60' long cone of gas that turns creatures that fail a saving throw into salt, even if they are astral or ethereal.

If a solar should be destroyed, a cherubim is transformed into a new solar to take his place in that rank.

Ophan

Type: Outsider
 Size: Huge
 Hit Dice: 18
 Armor Class: 25 [+3]
 Attack: Slam (5d6) or trample
 Move: 60' (Fly 150')
 Save: 8; 50%
 Intelligence: High
 Alignment: Lawful (LG/NG/CG)
 No. Appearing: 1
 XP/CL: 9,000/21

SA—*Magic use (C9, MU6 - conjuration spells only)*



SD—Immunity (cold, electricity, fire, energy drain, magic missile, mind effects, petrification, poison, sleep, trap the soul), see invisible creatures, discern lies, protection from evil II and true seeing always active

SP—astral projection ••, blade barrier •••, commune, comprehend languages, control weather •, cure blindness/deafness, cure disease •••, cure serious wounds •••, detect evil, detect magic, disintegrate •, dispel magic, ego whip •, etherealness •••, feblemind •, fire storm •, flame strike •••, heal, hold monster, holy word •, intellect fortress •, invisibility II, limited wish •, mental barrier •, mind blank •, mind thrust •, polymorph any object, psionic blast •, psychic crush •, raise dead •••, random action •, read magic, remove curse, remove fear, resist cold, restoration •, speak with dead, symbol (any) •, teleport without error, thought shield •, tower of iron will •, wind walk

Ophanim, also called thrones or elders, are living symbols of justice and divine authority. They appear as beryl-colored wheels within wheels. The rim of the outer wheel is covered with hundreds of eyes and the entire angel is wreathed in divine radiance that heals the good and harms the wicked.

The space within the ophan's wheels can be occupied by another creature, usually an angel. In this manner, the ophanim are used as mounts.

The radiance surrounding an ophan heals Lawful creatures of 5d6 points of damage once per day. It also deals 3d6 points of fire damage per round (double to undead) to non-lawful creatures.

An ophanim on the ground can trample a creature by rolling over it, dealing 6d6 points of damage. When flying, it can rotate so rapidly as to cause a whirlwind like that created by an air elemental for one minute.

Ophanim can emit up to four rays per round from the eyes on their rim. They can choose from the following:

Eye Ray	Effect
Amethyst	Command
Silver	Hold monster
Gold	Polymorph
Sapphire	6d6 cold damage
Emerald	Cure serious wounds
Ruby	6d6 fire damage
Platinum	Fear
Diamond	6d6 electricity damage

Seraph

Type: Outsider
 Size: Huge
 Hit Dice: 16 [Regenerate]
 Armor Class: 25 [+3]
 Attack: Bite (4d6 + constrict)
 Move: 40' (Fly 120')
 Save: 9; MR 75%
 Intelligence: High
 Alignment: Lawful (LG/NG/CG)
 No. Appearing: 1d3
 XP/CL: 8,000/19

SA—Magic use (C9)

SD—Immunity (cold, electricity, fire, energy drain, magic missile, mind effects, petrification, poison, trap the soul), see invisible creatures, discern lies, protection from evil II and true seeing always active

SP—animate object, blade barrier •••, change self, commune, comprehend languages, control weather •, cure blindness/deafness, cure disease •••, cure serious wounds •••, detect evil, detect magic, dispel magic, earthquake •, ego whip •, feblemind •, fire storm •, flame strike •••, heal, holy word •••, insect plague •, intellect fortress •, invisibility II, limited wish •, mental barrier •, mind blank •, mind thrust •, polymorph any object, psionic blast •, psychic crush •, raise dead •••, random action •, read magic, remove curse, remove fear, resist cold, restoration

- , *shape change* •, *speak with dead*, *symbol (any)* •, *teleport without error*, *thought shield* •, *tower of iron will* •, *wind walk*

The seraphim are burning serpents with burnished gold scales and six copper wings. They are messengers from the upper planes and foot soldiers of virtue.

Creatures within 30' of a seraph suffer 2d6 points of fire damage from intense heat unless they are Lawful in alignment, in which case they are unharmed.

A Chaotic creature constricted in its coils must roll 1d20 under their Wisdom score or have their alignment shifted to neutral for 3d6 days. This power does not work on chaotic outsiders, but it does leave them *confused* for 1d6 rounds.

A seraph can breathe a cone of divine fire that is 120' long and deals 6d6 points of fire damage to most creatures, but 9d6 to chaotic creatures and 12d6 to the undead.

Malak

Type: Outsider
 Size: Medium
 Hit Dice: 5
 Armor Class: 22 [Silver]
 Attack: +1 *longsword*, +3 vs. *chaos* (1d8+3 or +5)
 Move: 40' (Fly 90')
 Save: 14; MR 15%
 Intelligence: High
 Alignment: Lawful (LG/NG/CG)
 No. Appearing: 1d8
 XP/CL: 1,500/7



SD—*Immunity (cold, electricity, fire, paralysis, poison), protection from evil always active*

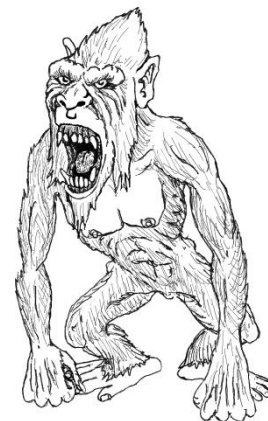
SP—*bless, chant, cure disease* •••, *cure light wounds* •, *detect evil, detect invisibility, dimension door* •, *ethereal jaunt* •, *shapechange* •, *shield of faith* •, *spiritual weapon* •

The malakim are the foot soldiers of Heaven. They work as messengers to the Material Plane and as guardians of innocent Lawful beings. They appear as beauteous humanoid beings with sable wings and dusky skin, eyes of opal and hair of spun gold. Most are armored in +2 chainmail, and they carry two items; a golden sword that attacks as a *longsword* +1, +3 vs. *chaos* and a holy chalice that is always filled with holy water, and which, if imbibed, acts as a *heal* spell once per day.

Malakim are encountered in small bands of 2d6, or in myriads of 2d6 x 50 under the command of hound archons or astral devas.

Ape of Ymir

Type: Monster
 Size: Medium
 Hit Dice: 5+1
 Armor Class: 15
 Attack: 2 claws (1d4 + disease), bite (1d6)
 Move: 30' (Climb 20')
 Save: 14
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d8
 XP/CL: 500/6



SD—*Immunity (cold)*

The apes of Ymir are among the foulest creatures in creation. They look like gaunt gorillas with dirty yellow fur and crimson skin, and are always to be found screaming, cursing and fighting. They dwell in filthy caverns filled with objects they have stolen or plundered and then destroyed.

An ape of Ymir's gaze causes despair in humanoids. Characters with class levels must pass a saving throw or suffer a -2 penalty to attacks and saving throws while fighting the ape, while non-classed creatures must pass a saving throw or become frightened.

Applejack

Type: Monster
 Size: Medium
 Hit Dice: 5
 Armor Class: 17
 Attack: 2 fists (1d6 + knock back + stun + *confusion*)
 Move: 40'
 Save: 14
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 1,500/6

SD—*Immunity (mind effects, pain), resistance (weapons)*

A halfling witch of antiquity, miffed at not being invited to a moot, concocted in her rage a magic parasite that could withstand fermentation. The witch introduced this

parasite to an apple orchard, and from there into the halfling community, and finally into other communities.

After ingesting a parasite, a humanoid must pass a saving throw vs. disease or begin a startling transformation. The victim gets a wild look in their eye and falls to the ground, writhing in pain while they are transformed into a monstrous version of themselves called an applejack. Applejacks attack everyone in sight. The transformation and behavior last for one hour.

Applejacks look like humanoids with red skin, bloodshot eyes and lips curled to bare their gnashing teeth. They have wild, unkempt hair and often tattered clothing.

If an applejack's attack deals maximum possible damage, the victim of the attack is knocked 6' backwards and stunned for 1d4 rounds.

When a person comes out from under the influence of the applejack parasite, they fall into a deep sleep and transform back to normal, though they retain a ruddy hue to their face. They rarely (5%) remember the transformation, but those who do gain the ability to go into a berserker rage once per day for about 30 days.

Asanbosam

Type: Undead

Size: Medium

Hit Dice: 3+1

Armor Class: 15

Attack: 2 claws (1d6 + constrict), bite (1d6)

Move: 10'

Save: 15

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 300/4

SA—Surprise (1-3 on 1d6)

Asanbosams are ghouls from Ashanti folklore. They are humanoids covered in thick black hair. Asanbosams have bloodshot eyes, iron teeth and iron hooks for feet that allow them to hang from branches. They are often found in graveyards or haunting well-traveled roads at night. The monsters hang upside down in the branches of trees, waiting for unsuspecting people to walk beneath them.



If an asanbosam hits a foe with a claw attack, it hooks them and inflicts automatic claw damage each round from constriction until pried off with a grapple attack or rolling 1d20 under one's strength score. The monster's iron claws and teeth are capable of sundering weapons.

Astarions

The cosmos hides many dangers, none greater than the astarions, a race of star-shaped creatures that roam from world to world in search of slaves and sustenance. The astarions have no concept of danger and thus fear nothing. It is said they once attempted to conquer Hell itself, seeing its demons and devils as no more fearsome than a human peasant or king.

There are four types of astarions: Star mothers, starlings, star killers and star lords. When the astarions enter a new dimension, the first to be seen is the star mother. Her brood, the starlings, soon appears and carries out their purpose of conquering the minds of the creatures that call the dimension home. Some of these starlings alter the chemistry of their hosts, turning them into the dreaded star killers and one of these star killers can further change into a dreaded star lord, who rules a dimension until it is drained of resources and the collective must begin anew the cycle of conquest.

Star Mother

Type: Aberration
Size: Huge
Hit Dice: 12
Armor Class: 18
Attack: 2 slams (2d8 + Poison II)
Move: 20' (Climb 20')
Save: 11; MR 25%
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 3,600/14

SA—*Eyebite aura*

SP—*planeshift* (1/week)

A star mother looks like a huge sea star, with black, coarse flesh and a pink underbelly. It is usually encountered in a cool cavern, its great bulging eye atop its body, its legs flexed that it might deposit hundreds of small translucent eggs on the ground. These eggs hatch in a few days, producing starlings. Star mothers are powerful combatants due to their size and flexibility.

Star mothers are surrounded by a 60' radius aura that has the same effect as the *eyebite* spell.

Starling

Type: Aberration
Size: Tiny
Hit Dice: ½
Armor Class: 14
Attack: Bite (1 + Poison I)
Move: 10' (Climb 10', Fly 40')
Save: 17
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 2d6
XP/CL: 150/2

SA—*Natural invisibility*

Starlings look like tiny, transparent sea stars. They are stealthy, and it is their purpose to leave their mother's nest and seek out sentient victims. Waiting until the victim is sleeping the starling attaches itself to the target's spine. From this position, it uses its powers to bend the person to its will, pressing them to visit the cave, gather other starlings and distribute them among other folk, especially folk known to be powerful, influential or capable of entering places in secret.

Starlings have transparent flesh. Treat this as natural *invisibility II*. Starlings rarely enter combat, preferring instead to sneak up on victims while they are sleeping. They then attach themselves to a spot just beneath the base of the neck that is easily hidden by clothing, and use their magical powers to dominate their victims (per *dominate person* as a 6th level spellcaster). The dominate ability requires contact with the target.

Star Killer

Type: Aberration
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: 2 slams (1d4 + Poison II), bite (1d6)
Move: 20' (Climb 20', Fly 50')
Save: 15
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d8
XP/CL: 400/5

One starling in six can change their host into a star killer. Star killers look like seven-armed sea stars with coral-colored flesh and a large central eye. This eye is composed of various colors, each corresponding to a different type of ray which the monster can use a limited number of times per day. Star killers are covered in chitin, and they are capable of flight.

Each star killer has a large, central eye that can, once per day, emit a ray 120' in range. The color of the eye corresponds to the type of ray it can fire:



Eye Ray	Effect
Deep Maroon	As the <i>sleep</i> spell (one target only)
Emerald Green	As the <i>hold person</i> spell
Golden Brown	As the <i>color spray</i> spell
Icy Blue	Inflicts 1d8 points of force damage
Lurid Violet	Inflicts 1d8 points of cold damage
Vibrant Crimson	As the <i>slow</i> spell

Star Lord

Type: Aberration
 Size: Large
 Hit Dice: 8
 Armor Class: 16
 Attack: 2 slams (1d6 + Poison II), bite (1d8)
 Move: 20' (Climb 20', Fly 100')
 Save: 13; MR 15%
 Intelligence: High
 Alignment: Chaotic (NE)
 No. Appearing: 1
 XP/CL: 800/10

SA—Levitate

One star killer is destined to grow to large size and add four new arms. Its flesh becomes deep crimson and its eye becomes multifaceted, allowing it to use multiple eye rays (as a star killer) at the same time.

Star lords are the rulers of their people. They gain mind control over any humanoid controlled by one of its brother starlings. They command their slaves to provide the Astarions the resources at their command. When a plane's resources are depleted, the astarions move on, their star mother shifting into a new dimension while its children dry into dust and blow away.

A star lord's multifaceted central eye can fire up to three eye rays per round, and each type of ray once per day.

Astral Psychic (V'lyar)

Type: Outsider
 Size: Medium
 Hit Dice: 2
 Armor Class: 12 [Silver]
 Attack: By weapon
 Move: 30' (Fly 30')
 Save: 16
 Intelligence: Super
 Alignment: Neutral (LN)
 No. Appearing: 1d6
 XP/CL: 600/4

SD—No need to breathe or eat, semi-ethereal

SP—E.S.P., forceful hand •, mage hand •••, material projection •, mirror image •••, telekinesis •*

** As astral projection, except it sends them into the material plane in a semi-material state*

The v'lyar are more commonly known as astral psychics. They are tall, lanky humanoids with chalk white skin, bald mushroom-shaped heads and large amethyst eyes. Astral psychics are never more than semi-material, as they are composed as much of thought as of matter.

The astral psychics dwell in great clouds of imagination that float across the Astral Plane, clouds that are formed of the disordered and half-forgotten notions that appear briefly in people's minds and then disappear before they can be fully realized. The astral psychics forge these raw thought patterns into cities of glass and steel that are cold, geometric and precise.

Astral psychics project themselves into the Material Plane to acquire items they cannot generate themselves. When encountered on the material plane they are armed with long, curved swords and wear suits of mail so fine that they almost appear to be composed of fabric.



When encountered on the Material Plane, astral psychics are semi-material, so they can only be struck by silver or magical weapons. If they are killed on the Material Plane, they are driven back to the Astral Plane and must remain there for 24 hours before returning. On the Astral Plane, astral psychics can only be harmed by magic weapons.

The astral psychics are technically ethereal and can pass through matter at half their normal speed.

Once per day, an astral psychic can send out a pulse of psychic static that forces all within 10' times their own intelligence score (i.e. 90' if a target has an intelligence of 9, or 180' if they have an intelligence of 18) to pass a saving throw or be stunned for 1d6 rounds.

Atomic Juggernaut

Type: Monster
Size: Large
Hit Dice: 10 [Regenerate]
Armor Class: 18
Attack: 2 fists (2d6)
Move: 40' (Leap 120')
Save: 12
Intelligence: Low
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (disease), resistance (acid, cold, electricity, fire, sonic)

Should adventurers ever see a hulking form making its way across a wasteland, they may want to turn around and head in the other direction. Atomic juggernauts are ogre-like beings created in the wake of catastrophes that involve massive amounts of energy. They appear as large humanoids with brutish faces, greyish-green skin and hair and bloodshot eyes.

Atomic juggernauts are solitary creatures. Although prone to growling when enraged, atomic juggernauts can speak simple words in Common. They are usually docile and require no food for sustenance. They are wasteland wanderers who above all else desire solitude and peace. If disturbed, annoyed or attacked, they fly into a rage that does not end until its enemies are vanquished.

While raging, a juggernaut increases its number of Hit Dice by +1 per round, gaining additional hit points and modifying its attack bonus and saving throws as it does.



In combat, an atomic juggernaut can clap its massive hands together, causing a *sound burst* (as the spell). An atomic juggernaut can also *stomp* (as the spell) once every four rounds.

Axe Bear

Type: Undead
Size: Large
Hit Dice: 7
Armor Class: 16
Attack: 2 axes (1d6+1),
bite (1d4)
Move: 40'
Save: 13
Intelligence: Animal
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 700/8

SP—gust of wind •••

Axe bears are necromantic perversions. They are re-animated bear corpses that have had their front paws replaced with axe heads. The bears walk upright and are especially savage and nihilistic. They can use their axes for attacking, of course, but also to slice the wind, creating the effect of a *gust of wind*.



Azeban (Tanuki)

Type: Fey
Size: Small
Hit Dice: 1
Armor Class: 14
Attack: Bite (1d4)
Move: 20' (Climb 20')
Save: 16; MR 10%
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 100/2

SP—audible glamer •••, change self •••, invisibility •, mage hand •••, phantasmal force •, pyrotechnics •••, ventriloquism •••

Azebans look like large raccoons with intelligent eyes. They are believed to be born from the spirits of bold and rascally raccoons. Azebans are extremely mischievous, but they are not malevolent. They enjoy tricking animals and humanoids into performing services for them, especially giving them food. Azebans are found in temperate woodlands, though they have been known to steal into villages at night or during the winter, seeking out magicians and elves who might take them in exchange for being taught the spells they know.

Because of their love of pranks and their unserious nature, azebans and gnomes get along well, though more than a few azebans have overstayed their welcome with gnomes due to their appetites or when they proved to be the superior tricksters.

Azebans speak their own tongue, the language of animals, and gnome, elf and the sylvan tongue of the fey. Most also know a smattering of the common tongue.

Tanuki

The tanuki is a creature from Japanese folklore that resembles the azeban. They appear as humanoid raccoons or raccoon dogs, often wearing bamboo hats and carrying bottles of spirits and empty purses, purses that they would like to fill. A tanuki's bamboo hat grants it a +2 bonus to attack and to saving throws while it is worn, but grants the opposite effects to others who wear the hat unless it has been freely given.

Azpinai

Type: Elemental (Air)
Size: Medium
Hit Dice: 2 (Incorporeal)
Armor Class: 14 [Silver]
Attack: Envelope (Poison*)
Move: Fly 60' (Swim 40')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 600/4

SA—Telepathy 600'

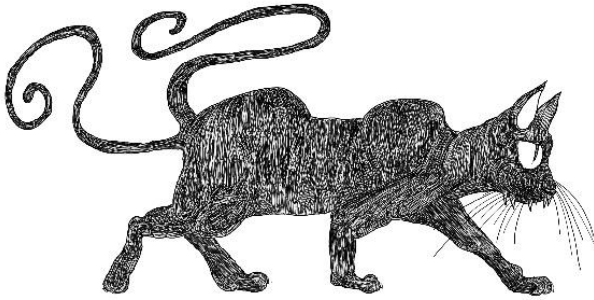
SD—Immunity (poison), resistance (cold, electricity)

The azpinai are quasi-elemental beings who appear as clusters or strings of bubbles. They can arrange their appearance as they like, and can change their molecular structure into any form of gas, including poisons.

When azpinais attack, they do so by taking the form of poisonous gas and enveloping their foes. They are generally peaceful folk, and so they usually try to disable their foes rather than kill them.



B



Bakeneko

	Bakeneko	Nekomata
	Small Monster	Medium Animal
HD:	3	6
AC:	13	15
ATK:	2 claws (1d4), bite (1d3)	2 claws (1d6), bite (1d4)
Move:	40' (Climb 20')	40' (Climb 20')
Save:	15	14
Int:	Average	High
AL:	Neutral (CN)	Neutral (CN)
NA:	1d6	1d4
XP/CL:	300/4	600/7

SP—enlarge (self) •, phantasmal force II •, polymorph (self) •

Bakenekos appear to be normal domestic cats. They are inquisitive and regal creatures that have many of the mannerisms of normal cats. Bakenekos live in the homes of humans and demi-humans, becoming close to these people if treated well and working out a complicated, terrible revenge if they are not. Bakenekos can also form clowders in the wilderness, lairing in caves.

Bakenekos cast their spells by twitching their tails. When an ancient bakeneko's tail splits into two, it becomes a *nekomata* (see below).

A bakeneko can animate a fresh corpse into a zombie under its control by jumping over it. They have been known to do this with dead owners to gain access to food while they look for new lodgings.

Nekomata

SP—enlarge (self) •••, invisibility •, jump •, mage hand •, phantasmal force •••, phantasmal force II •, polymorph self •, shocking grasp •, silence •, spectral force •

Since nekomatas have an extra tail, they are capable of casting two spells at a time.

Baku

Type: Outsider
 Size: Large
 Hit Dice: 10
 Armor Class: 17 [+1]
 Attack: 2 claws (2d6), gore (2d8)
 Move: 30'
 Save: 12; MR 25%
 Intelligence: High
 Alignment: Lawful (NG)
 No. Appearing: 1
 XP/CL: 3,000/12



SP—astral projection, bless •••, daze, dream •, ethereal jaunt, remove curse, sleep •••, sleep II •, teleport •

Bakus are astral creatures that devour dreams and nightmares. A baku is a large creature with a trunk and tusks like those of an elephant, the tail of an ox, the body of a tiger and the eyes of a rhinoceros (i.e. poor eyesight). The creature's coat is multi-hued and spotted or striped, and it has a thick mane of vibrant, curly hair.

When a baku feels a particularly strong vibration on the Astral Plane, it travels to the dreamer on the Material Plane and consumes their dream. Since bakus are kindly creatures, they prefer to feast on nightmares, making the nightmare disappear as they do. Pleasant dreams are only consumed as a last resort, for bakus hate to rob people of their pleasant dreams.

Bakus are especially fond of and protective of children. When a child is tormented by nightmares inspired by the actions of an adult, a baku goes to battle for that child.

A baku constantly projects a *protection from evil II* effect around itself. They can dispel nightmares (including the spell *nightmare*) with a touch of their trunk.

Bakus are capable of entering and traveling through the Astral and Ethereal Planes at will, and they suffer no combat penalties there.

Barbed Woman (Harionago)

Type: Undead
Size: Medium
Hit Dice: 5
Armor Class: 14
Attack: 6 hair barbs (1d4 + paralysis)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,500/7

These ghouls appear as lovely women with extremely long hair. Their hair is tipped with barbs and can be controlled by the harionago and used to attack and grapple opponents. A barbed woman's favorite prey is young men. When a harionago encounters a young man, she laughs at him. If the young man laughs back, the barbed woman attacks. Otherwise, they leave the man alone. Barbed women always eat the people they kill.

Barbed woman attack with their hair spikes or, if they are unable to employ them, their claws. Either attack forces a saving throw to avoid paralysis (per a ghoul).

Once per day, a barbed woman can spin her hair at rapid speed, creating the equivalent of a *blade barrier* with a 15' diameter. A barbed woman can do this for 4 rounds.



Basajaun

Type: Humanoid
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: By weapon (+2 damage)
Move: 40' (Climb 20')
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6*
XP/CL: 300/4

SP—detect poison •, know direction •, magic stone •, pass without trace •, shillelagh •

The basajauns are an ancient race of hairy humanoids that dwell in forests. They have long, red hair on their heads that reaches to their knees and lighter, shorter fur covering the rest of their bodies. Basajauns are 7' to 10' tall. They understand druidic magic and are known to have built many rings of standing stones. Most dwell in cavern systems within woodlands.

Basajauns are incredibly strong, inflicting +2 points of damage per attack. They are on good relations with the animals who dwell near them and can rely on them as messengers and spies. All basajauns can understand the speech of woodland animals.

A basajaun clan consists of 4d6 warriors and three times as many noncombatants. For every 10 warriors, there is one sub-chief with 4 HD, and clans are led by a chieftain with 6 HD who deals +3 damage on melee attacks. For every warrior in the clan, there is a 5% chance of a clan female serving as a priestess. This priestess has magic use (D3) and 1d4 assistants with lesser magic use (D1). Warriors arm themselves with throwing axes and clubs.

Basajaun Characters

Ability Modifiers: Strength +2, Intelligence -2

Darkvision to a range of 60'

+2 bonus to task checks involving climbing and hiding

If Wisdom is 13+, can use the following spells: *Detect poison •, know direction •, pass without trace •*

Basan

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 13
Attack: 2 talons (1d6), peck (1d8)
Move: 30'
Save: 13; MR 20% vs. divine spells
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 800/9

SD—Resistance (fire)

SP—teleport without error •

Basans look like reptilian roosters that stand 10' tall. They have plumage of crimson and gold and fiery red crests. A basan's legs are bright yellow and their eyes are emerald green. They dwell in bamboo groves, but visit villages to hunt. The basan is carnivorous. Powerful lords and wizards have been known to subdue basans and use them as mounts.

A basan can breathe a cone (20' long, 10' wide at base) of ghost-fire three times per day. Ghost-fire is bright red flame that burns a creature's soul or spirit rather their flesh. A creature cannot catch fire from ghost-fire and resistance and immunity to fire are useless against it. A basan's ghost-fire inflicts 3d6 points of damage.

When a basan flaps its wings, it makes an odd sound. Humanoids that hear this noise must pass a saving throw or the basan vanishes from their sight. This is not invisibility, but rather a form of hypnotic suggestion. This invisibility lasts until the monster attacks.

Basilisk Rex

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 16
Attack: Bite (2d6 + constrict)
Move: 20' (C20', S20')
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 4,000/11



SA—Petrifying gaze

This is the more powerful cousin of the basilisk. A basilisk rex has the body of a giant constrictor snake with dull scales that absorb light, creating a greyish twilight in a 30' radius around the monster. Its gaze turns victims to stone permanently, even if they are ethereal or astral. This gaze has a range of 60'. After turning a creature to stone, the monster coils around it and attempts to crush it into little pieces. The "statue" must pass an item saving throw each round it is squeezed to avoid shattering.

Bee Woman

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor +2
Attack: By weapon
Move: 30' (Fly 60')
Save: 16; 10 vs. mind effects and fear
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 3d4
XP/CL: 100/2



SA—Surprised (1 in 6)

Bee women resemble female humanoids with segmented eyes, antennae, wings and chitinous flesh colored yellow and black. They are xenophobic creatures, but can only mate with non-bee women. They live in hives of 1d12 x 4 bee women under the rule of a queen. Bee women can breed with humanoid creatures, the issue always being bee women. They do not permit mates anywhere near their hive or children. Bee women are armed with pellet crossbows. Their explosive pellets deal 1d6 points of damage. They also carry barbed whips and spears.

Belial's Breath

Type: Plant
Size: Large
Hit Dice: 4
Armor Class: 12 (Vines 13)
Attack: 6 vines (1d4 + 1d6 fire + constrict)
Move: 0'
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 400/5

SD—Immunity (fire), vulnerable (cold)

Belial's breath, or salamander vine, is a plant monster that grows in volcanic regions, sending roots deep into the earth to tap into pockets of heat. The plant appears as a clump of vines that range from 4' to 8' in length. The vines are 1" thick and black. They have large leaves that are black on top and crimson underneath, and yellow flowers that exude a rotten odor.

The vines of Belial's breath are covered in a substance that is sticky and flammable. When the vines detect a creature by the vibrations it causes on the ground, they wriggle out and attempt to grab them. The sticky vines give them a +2 bonus to grapple attacks.

If a grapple is successful, the vine bursts into flame. This flame deals 1d6 points of fire damage to its victim as well as to the vine. Each vine has 10 hit points. When a vine's hit points are reduced to 0, it is severed from the plant. The plant's hit point total is not reduced by damage sustained by the vines.

To kill a Belial's breath, one must deal damage to the large, crimson bulb a few inches beneath the soil and from which the vines emanate.

Beetle Man

Type: Monster
Size: Medium
Hit Dice: 1
Armor Class: 16
Attack: By weapon
Move: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 100/2



SD—Immunity (disease)

Beetle men look like bipedal beetles with two legs and two arms. They have rust-colored carapaces that become black at the ends of their legs and armor and on their heads. Their eyes are beady and white. Beetle men are inveterate scavengers that can consume even the most rotten carrion without becoming ill.



Belle Dame sans Merci

Type: Undead
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: 2 flailing fists (1d6) or gaze (see below)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,500/7

SP—protection from good

A belle dame sans merci appears as a skeleton wrapped in black leather, sometimes studded with spikes, that has been padded to simulate a feminine shape. The padding is a rare form of fungus cultivated by death cults and wicked alchemists. The dame has onyx eyes.

Belle dames are kept as guardians in chaotic temples, shrines and dungeons. They can be created by anti-clerics with the help of an alchemist or slightly sinister druid to handle the poisonous fungus.

The belle dame can focus its withering gaze on any one target within 30'. They target must pass a saving throw or their strength is reduced to 3 for one hour.

Once per day, a belle dame can breathe a cone (15' long, 5' wide) of spores that play on a person's mind. Roll 1d4 and consult the table below to determine the effect:

D4	Effect
1	Frightened
2	Enraged (as the spell <i>rage</i>)
3	Confused (as the spell <i>confusion</i>)
4	Despair (as the spell <i>crushing despair</i>)

All creatures within the cone must pass a saving throw vs. poison or be affected by the spores. The spore effect lasts for one minute

Bhoot

Type: Undead
Size: Medium
Hit Dice: 6
Armor Class: 16
Attack: 2 claws (1d4 + constrict)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 1,800/8

A bhoot looks like a haggard person in a long white robe. The robe is worn to hide their feet, which are turned backwards, and to hide the fact that they float about 1' above the ground. Bhoots are unable to cross into the Land of the Dead because they suffered a violent death, had unfinished business on the Material Plane or because proper funeral rites were not followed when they were buried. Bhoots haunt the land of the living in corporeal form, feeding on blood.

Bhoots do not cast shadows and they speak in a nasally twang. These two clues are often enough to reveal that the person you are dealing with is not human. Bhoots are often encountered near the place they dwelled while they were alive, or in dark places that allow them maximum opportunity to surprise their prey.

A bhoot can *shapechange* three times per day into any form of animal or vermin (including swarms) from tiny size to large size. When a bhoot is killed in any of these forms, it automatically resumes its normal shape.

A creature struck by the monster's claw attacks must pass a saving throw or be held and constricted. A bhoot attempts to bite a creature it is holding. The bite deals no

physical damage, but drains one level and ages the bhoot's victim 1d6 years.

A creature that loses all of its levels to a bhoot's energy drain rises as a bhoot 10 minutes later under the control of the bhoot that created it.

Bhoots fear water, iron, earth, soil and the smell of burnt turmeric. Iron and steel weapons inflict double damage on bhoots. The smell of burnt turmeric and the touch of earth and water force them to save or be frightened.

Bird Man

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor
Attack: Scratch and peck (1d3) or by weapon
Move: 30' (Fly 90')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 100/2



Bird men are winged, feathered, oviparous humanoids. They have hollow bones, so they are very light and rarely wear armor or carry heavy weapons that would interfere with their ability to fly.

Bird men dwell in aeries, with mated pairs establishing nests that they occupy with their 1d6 chicks. A bird man village contains 10 to 20 nests. Bird men have no leaders.

Bird men favor the use of the javelin, which they wield to great effect in dive bomb attacks. These attacks inflict +1d6 points of damage when they hit, but are made at a -2 penalty to attack.

Bird Men as Characters

Ability Modifiers: Strength -1, Intelligence -1, Wisdom +2

Darkvision to a range of 60'

Fly speed of 60' per round (half if encumbered)

Find secret doors on a roll of 1-2 on 1d6

Black Cat

Type: Monster
Size: Tiny
Hit Dice: 1
Armor Class: 14
Attack: Claws and bite (1)
Move: 30' (Climb 20')
Save: 17; MR 10%
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 1d3
XP/CL: 300/3



SD—Resistance (fire)

A black cat looks like a normal cat with black fur, but it has a fiendish mind and the ability, once per day, to breath forth ethereal winds that rip at people's souls, negating the abilities of clerics, druids and paladins for one hour and dealing 1d6 points of Charisma damage.

Black Door

Type: Undead
Size: Large
Hit Dice: 5
Armor Class: 18
Attack: Tendril (20'/2d4 + constrict)
Move: 0'
Save: 14; MR 10%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 500/6

SD—Vulnerability (fire)

A black door is by all appearances a normal dungeon door, but is in fact possessed by an evil spirit and serves as a portal to terrible dimensions.

When a person approaches a black door, it flies open, potentially surprising them. Behind the door there is a weird dimension of cascading shades of grey and black. From this portal, a long, thick, black tendril uncurls, seeking a victim to grab.

If a black door's tendril constricts an opponent, it begins to drag them into the portal. Each round thereafter, the victim must pass a strength check or be dragged 5' towards the portal.

Once a creature passes into the portal, it finds itself either on a lower level of the dungeon, on the Negative Energy Plane, in Hell, or in some other strange and wicked dimension. All creatures that pass through the door during the same combat end up in the same place.

Black Master

Type: Fey
Size: Large
Hit Dice: 9
Armor Class: 16
Attack: Club (2d8) or fists (1d6)
Move: 20'
Save: 12; MR 25%
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,700/11

SD—Immunity (fear)

SP—augury •••, calm animals •••, divination •, hold monster •••, quest •

A black master is a fey guardian of the wilderness. It looks like a black-skinned giant with a single eye, a single leg, and a large staff.



Once per day, a black master can summon 30 HD of animals, dragons and monsters common to their wilderness home to serve them. Each kind of creature called arrive 1d6 rounds after the black master puts out its telepathic call and serves loyally for one hour.

Blemmye

Type: Monster
Size: Medium
Hit Dice: 1+1
Armor Class: 12
Attack: Bite (1d4) or by
 weapon
Move: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 100/2



SA—*Surprised (2 in 6)*

SD—*Immunity (sonic)*

Blemmyes are humanoids that lack heads, but have faces on their chests. They have no ears, and thus are deaf. The typical blemmye warrior wears leather armor and carries a spear with a flint head or club and a shortbow with 10 arrows in a quiver.

Blemmyes live in small bands of 1d6 x 10 warriors plus and twice as many non-combatants. They survive by hunting and gathering and are generally primitive in their technology. Tribes with 60 or more members have a 15% chance of having a shaman with magic-use (D2).

Blemmyes have been known to eat sentient humanoids, so one must take care when interacting with them.

Blot

Type: Aberration
Size: Medium
Hit Dice: 5
Armor Class: 16 [+1]
Attack: Bite (2d8)
Move: Fly 40'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,500/7

SA—*Surprise (1-5 on 1d6 in darkness)*

SD—*Resistance to weapons*

Blots are composed of liquid shadow. They look like irregular black spheres 4' in diameter with large, red eyes and a large mouth full of sharp teeth. Hair-like tendrils hang from the bottoms of their bodies.

Blots may be remnants of the void before creation. They are wicked, contemptible and ill-tempered, always looking for a fight, seemingly incensed that anything exists and especially angry that anything might be happy.

When a blot closes its eyes and mouth, it is almost impossible to detect in darkness or shadows. Blots can see through normal and magical darkness.

Blots can jump from one shadow to another at will, as though using the *dimension door* spell.

Because they are composed of liquid shadow, blots can flow around people and objects, tainting them with negative energy. Victims of envelopment that succeed at a saving throw only suffer 1d8 points of damage, while victims that fail their saving throw lose one level to energy drain. People and items that have been flowed over by a blot are drained of color for 1d4 days. Colorless people cannot heal naturally until their color returns.



Boggle

Type: Monster
Size: Small
Hit Dice: 3
Armor Class: 16
Attack: 2 slams (1d4 + constrict)
Move: 40' (Climb 30')
Save: 15; MR 5%
Intelligence: Low
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 900/5

SP—dimension door •••

Boggles are monsters with squat, pot-bellied bodies and large grotesque faces. They are childish and destructive. Boggles can be befuddled with riddles (save or stunned for 1d6 rounds). Their rubbery, oily bodies make them difficult to grapple (+2 to save vs. grapple maneuvers). A boggle can track by scent like a hound.

Bolt

Type: Monster
Size: Small
Hit Dice: 2+1
Armor Class: 17
Attack: Bite (1d4 + blood drain)
Move: Fly 30'
Save: 16
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 600/4

SD—Immunity (electricity)

Bolts look like flying lampreys with bluish white flesh. They are surrounded by a field of static electricity that makes one's hair stand up on end.

Bolts fly through dungeons latching on to the creatures they find and feeding on their vital fluids. Once every thousand or so years, a single bolt queen is born. After she grows to enormous size, she lays thousands of eggs that look like large sapphires. These eggs can lie dormant for hundreds of years before hatching, and they can easily be mistaken for real sapphires by adventurers. To hatch, a bolt egg must be subjected to electricity.

Bonnacon

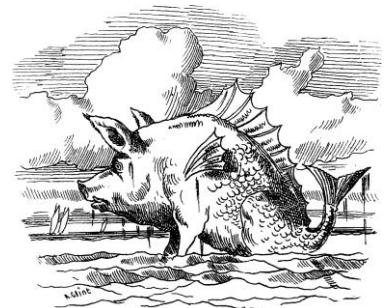
Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: Bite (1d4) or kick (1d6) or dung blast
Move: 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 300/4

The bonnacon is a species of bison native to the steppe. It has curled horns, a short grey coat with a dark grey or black mane on the males, and a most unpleasant form of self-defense.

Bonnacons live in small herds, with two or three animals on guard while the others graze. When they are attacked, they immediately turn and flee, expelling a cone of burning dung to discourage pursuit. The "dung blast" is a cone 100' long and 20' wide that deals 1d6 points of damage to all it hits. Creatures that are hit by the dung suffer 1 additional point of damage each round thereafter as the steaming, acidic dung adheres to the skin. It can only be removed by washing.

Borwhal

Type: Monster
Size: Large
Hit Dice: 12+1
Armor Class: 20
Attack: Gore (3d6)
Move: 5' (Swim 60')
Save: 11
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,200/13



Borwhals are among the more ill-tempered monsters of the sea. They resemble a cross between a boar and a scaled whale, and mostly lurk near coasts. When a boat draws near, they swim towards it underwater, and then slash at the hull with their massive tusks. These tusks have a 75% chance of piercing the hull of a small boat, a 35% chance of a mid-sized craft and a 15% chance of piercing a large ship, like a galleon.



Brazen Godling

Type: Outsider

Size: Large

Hit Dice: 9

Armor Class: 17

Attack: 2 fists (1d8) or 1 to 5 tentacles (2d6)

Move: 40'

Save: 12; MR 25%

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 4,500/12

Brazen godlings are formed from the heroic frustrations of the weak and cowardly, forming on the Astral Plane and then falling in a sheath of bronze in wastelands on the Material Plane. Bronze godlings are universally handsome and terribly insane. They challenge all whom they come across, desperate for conquest and glory.

Brazen godlings attack with their fists or, when they have lost their fists (see below), the black tentacles that lie beneath their bronze "flesh". Every brazen godling is really a black, tentacled demon heart encased within the bronze humanoid body.

Attacks against a brazen godling that inflict damage have a chance on a d20 equal to that damage of tearing away a bit of the monster's outer shell. Roll on the table below to discover what it has lost.

D12 Body Part

- | | |
|----|--|
| 1 | Leg, left lower |
| 2 | Hand, left |
| 3 | Posterior |
| 4 | Arm, right lower |
| 5 | Leg, right thigh |
| 6 | Arm, right, upper |
| 7 | Leg, left thigh |
| 8 | Arm, left lower |
| 9 | Hand, right |
| 10 | Leg, right lower |
| 11 | Arm, left upper |
| 12 | Head (reveals tentacle, giving an extra attack each round) |

When head and limbs have been removed, the next attack destroys the torso and permits the demon within to be attacked directly. It has 30 hit points and the same stats presented above, except that it can only be damaged by magic weapons. The demon heart has five black tentacles (one hidden in each limb, and one curled up in the head), which continue to ooze the creature's black tears (see below).

A brazen godling, while it retains its head, seeps tears of black ichor that have the same properties as unholy water. In melee, these tears may land on attackers, forcing them to pass a save or fall into despair (-2 to attack and save) for 24 hours. When the monster's outer bronze shell is removed, the demon heart continues to secrete this ichor in battle.

Bulldragon

Type: Monster

Size: Large

Hit Dice: 8

Armor Class: 15

Attack: Gore (3d6) or trample

Move: 50'

Save: 13

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 3d6

XP/CL: 2,400/10

SD—Immunity (poison), resistance (fire)

Bulldragons look like lizards with splayed legs and horned heads. They have scales of rust or burnished copper and ivory horns. Their tails are long and thick, and a ridge of triangular bony plates runs from their necks down to the tip of their tails.



A bulldragon can charge for triple damage or choose to trample its foes. Once per day it can snort fire into the face of a melee opponent, dealing 1d6 points of damage.

Bulldragons primarily graze on grass, but they are not averse to eating meat. Most dwell near volcanoes. They are milked by fire giant maids, who make a spicy cheese from the milk. Fire giants sometimes use bulldragon skin to make boots and other leather goods.

Busaw

Type: Undead
 Size: Medium
 Hit Dice: 2
 Armor Class: 15
 Attack: Bite (1d6)
 Move: 30'
 Save: 16
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 200/3

Busaws are a form of ghoul that appear like normal human beings except for their sharp teeth. During the day, they pose as simple human farmers. At night, however, busaws hunt for people, carrying them home to roast them. A busaw can create an illusion that makes a corpse look like a roasting pig. Anyone they tempt into eating this swine must pass a saving throw or turn into a busaw. Busaws are kept at bay by the smell of vinegar, smelly herbs and salt.

Butterfly Man

Type: Outsider
 Size: Medium
 Hit Dice: 2
 Armor Class: 16
 Attack: By weapon
 Move: 40' (Fly 120')
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d12
 XP/CL: 200/3

Butterfly men hail from a sub-dimension of fairyland, but they are sometimes found on the Elemental Plane of Summer. Butterfly men look like lithe, athletic men with glossy black skin, segmented eyes and antennae. They have large, colorful wings of violet, orange and gold. Butterfly men wear white loincloths and silver belts, and carry footman's maces, bucklers and short bows.

A butterfly man's antennae can, once per day, send out a wave of vibrations that act as a *wave of fatigue* spell. When a butterfly man flaps his wings, he can (once per day) create a *gust of wind*. Three butterfly men can use their wings to (once per day) *control weather*. Finally, seven butterfly men working in concert can (once per day) summon a medium air elemental to defend them.



a

Calygreyhound

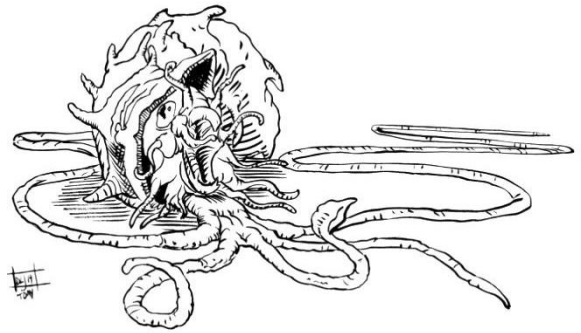
Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 18
Attack: 4 claws (1d4), 2 bites (1d6)
Move: 100'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 900/5

Calygreyhounds have the bodies of antelopes, the heads of wild cats, the antlers of deer, the forelegs of eagles and the hind legs and tails of lions. They are exceptionally quick animals, and in this respect are very similar to the *enfield*, a creature with the head of a fox, chest of a greyhound, body of a lion, hindquarters of a wolf and the forelegs of an eagle. One can use the same stats for the calygreyhound and enfield.

Due to their speed, calygreyhounds and enfields make two complete attack routines each round. Once per day the monster can dash at five times its normal speed through a group of creature or merely past a single creature. This creates a sonic boom; all within 5' of the monster suffer 1d4 points of sonic damage and they must pass a saving throw or be knocked prone.

Camelopardis

Type: Animal
Size: Large
Hit Dice: 4
Armor Class: 12
Attack: Head butt (2d4), bite (1d8)
Move: 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 200/4



The camelopardis looks like short-necked giraffe with large ossicones on its head and sharp teeth in its mouth.

Carcolh

Type: Aberration
Size: Large
Hit Dice: 9
Armor Class: 15
Attack: 1d6 tendrils (1d4 + constrict) or bite (2d6 + swallow)
Move: 20'
Save: 12
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,700/11

SA—Surprise (1-4 on 1d6)

The carcolh is a giant terrestrial mollusk covered in sticky slime. Around its beak-like mouth the creature has dozens of long tendrils, some of them as long as a mile. The monster dwells in a cave or chamber. It unfurls its tendrils into the countryside or through-out a dungeon. When a creature comes near a tendril, it is grabbed and pulled back to the monster's mouth.

Most encounters with a carcolh are with its tendrils, and present a wonderful opportunity for a TK to introduce a dungeon to a party of adventurers the hard way, by dragging them through a pre-assigned route that they will not have time to map, since they'll be trying to save a friend or themselves. 90% of random carcolh encounters are with a lone tendril.

If a carcolh's tendril successfully attacks, it wraps around its victim quickly, constricting and dragging them back to the creature's mouth at a speed of 30 feet per round. Constricted creatures that reach the monster's mouth are attacked at a +5 bonus. Carcolh tendrils have an Armor Class of 13 and can be severed by inflicting 20 points of

damage. Damage to a carcolh's tentacles does not count towards the monster's hit point total.

Caterpillar Man

Type: Monster
Size: Medium
Hit Dice: 6
Armor Class: 14
Attack: Fists (1d4)
Move: 20'
Save: 14; MR 15%
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 600/7

SP—choke, clairsentience, detect magic, dominate •••, ego whip, ESP, invisibility, mental barrier •••, message, psychic crush •, suggestion, telepathy •••

These bizarre creatures look like fat, pale yellow caterpillars covered in swirls of blue and black. They have the faces of rotund, sunken-eyed men and their stubby legs end in human hands.

Caterpillar men lurk in dungeons enslaving whatever lesser humanoids and monsters they can to use as scavengers and guards. Their first priority is their own safety, and to this end they do not hesitate to kill adventurers that get too close. Beyond that, they use their powers to enslave members of the party that they think may be useful to them, or failing that, try to turn the party members against one another. Caterpillar men are usually encountered with 3d4 orcs (or similar humanoids) whom they employ as guards.

Caterpillar men are obnoxious creatures that are very intelligent and hopelessly addicted to the sound of their own voices. They fancy themselves profound thinkers and spend most of their lives at rest, using their mental abilities to send other creatures to fetch them food and drink. They especially enjoy hallucinogenic mushrooms and when encountered there is a 4 in 6 chance they are smoking or dining on these delicacies. While such mushrooms cause hallucinations in most creatures, they relax caterpillar men and fuel their mental powers.



A caterpillar man's drug-induced reverie permits it to travel per *astral projection* in the form of pale skinned men with amethyst eyes called Astral Psychics (q.v.). Caterpillar men are the larval form of the astral psychics.

Caterpillar men can be questioned, but their answers are given as riddles. To understand these riddles, the questioner must roll 3d12 under his intelligence score.

Catshee

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: 2 claws (1d3 +
rend), bite (1d6)
Move: 40' (Climb 20')
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 300/4



The catshee, or fairy cat, looks like a domesticated cat that is as large as a wolf and terribly fierce. They are completely black, save for a white spot on their breasts. Catshees haunt hills and dales in search of victims. They understand the sylvan tongue. A person who is kind to a catshee receives a 24-hour *bless* spell in return.



Ceiling Creep

Type: Aberration
 Size: Medium
 Hit Dice: 3
 Armor Class: 14
 Attack: Strike (20'/1d4 + constrict)
 Move: 20' (Climb 20')
 Save: 15
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 300/4

SD—Resistance (slashing weapons, cold and fire)

Ceiling creeps are oozes with a vaguely humanoid shape. Their bodies are gelatinous and colored an unpleasant chartreuse. Ceiling creeps adhere to ceilings, dangling down their long elastic arms to grab their prey. Victims

of ceiling creeps are hoisted to the ceiling and pressed into the oozy flesh to be suffocated.

A creature grappled by a ceiling creep is pulled towards it at a rate of 10' per round. Those that are pressed into the monster's flesh suffer 1d4 points of damage per round and might suffocate (see the rules for drowning).

Ceiling creeps struck by electricity become semi-solid. They lose their ability to adhere to surfaces, stretch their arms and their weapon resistance. In addition, a semi-solid ceiling creep's Armor Class is reduced to 12. This lasts for a number of rounds equal to the electricity damage that was inflicted on the ceiling creep.

Centaur

Eland Centaur

Type: Monster
 Size: Large
 Hit Dice: 5
 Armor Class: 16
 Attack: Gore (2d4) or by weapon
 Move: 70'
 Save: 14
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d10
 XP/CL: 500/6

Eland centaurs have the bodies of elands with human torsos. Their heads are horned. They are less hostile than most centaurs, but they sometimes supplement their hunting and gathering with plunder or trade. Eland centaurs are nomadic and non-territorial.



Eland centaurs are known for their speed, which they use it to best effect during combat. They attempt to circle their prey, casting javelins at them and keeping on the move until their foes are weakened. At that point, they charge in to finish them off with their gore attacks.

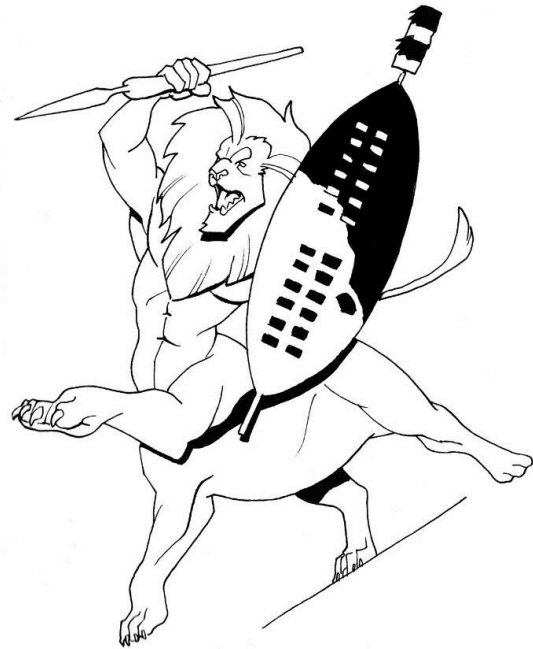
When an eland centaur charges and gores, it inflicts double damage with a successful attack.

Eland centaur bands number 1d6 x 5 warriors plus twice as many non-combatants. They arm themselves with shields, javelins (5) and daggers.

Giraffe Centaur

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 16
Attack: 2 kicks (1d8) or by weapon
Move: 50'
Save: 14
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 300/6

Giraffe centaurs have the bodies of giraffes with human torsos. Their heads are topped by knobby ossicones that are mostly useless in combat. Their height gives them a superior attitude towards others. Giraffe centaurs roam in nomadic bands and hunt beasts that are feared by smaller centaurs. They carry shields and spears, which they can throw as javelins.



Giraffe centaurs rarely develop close bonds. They dwell in loose bands dominated by the strongest males, who cultivate harems of females. For each band of giraffe centaur hunters, assume they each have 1d4 females at home, with 50% of them tending a young giraffe centaur.

Giraffe centaurs are as prone to violence as hippo-centaurs. They favor a drink made from fermented milk and the blood of their prey.

Lion Centaur

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 15
Attack: 2 claws (1d6 + rend), by weapon
Move: 40'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 500/6

Lion centaurs have lion heads, human torsos and arms and the lower bodies of tawny lions. They are known for their ferocity in combat, dwelling in prides of 1d8 or extended clans of 1d8 x 3. Each pride is governed by a king and queen (they insist on the titles), and these royals form a loose council in clans. Kings are 7 HD monsters with the class abilities of fighters, and queens are 6 HD monsters with the class abilities of rangers.

Zebra Centaur

Type: Monster
Size: Large
Hit Dice: 3
Armor Class: 16
Attack: 2 hooves (1d6) or by weapon
Move: 50'
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 150/3

Zebra centaurs have the bodies of zebras with human torsos. They are the most organized of the centaurs. Zebra centaurs are well-trained and drilled warriors who are not only raiders and conquerors, but also herders of cattle. When zebra centaurs claim a territory, they make other tribes pay them tribute or leave.

Zebra centaurs live in tribes of 1d6 x 10 warriors plus twice as many non-combatants. They build circular villages with large barns for their herd animals. They surround these barns with ramparts of packed earth and brambles. Surrounding these barns are the lean-tos that serve as their simple shelters, with a larger structure reserved for the king and his harem.

A zebra centaur king is a 5 HD monster who is always accompanied by his royal guard of 2d6 elite centaurs (4 HD). Warriors (elite or otherwise) are armed with shields, hand axes and javelins.



Chipekwe

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 16
Attack: 2 claws (1d6),
gore (2d6)
Move: 30' (Swim 20')
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 800/9



The chipekwe, or "*killer of elephants*", is a massive beast that dwells in marshes and swamps. It has four stout legs that end in massive claws, a single horn on its snout and short fur banded brown and black. Chipekws are territorial and aggressive.

Cicatrix

Type: Undead
Size: Medium
Hit Dice: 2 [Regenerate*]
Armor Class: 11
Attack: Slam (1d6)
Move: 20'
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 200/3



Cicatrices, or scabrous cadavers, are zombies that regenerate when they suffer damage from slashing and piercing weapons. This regeneration takes the form of thick scar tissue that covers their bodies.

Cicatrix zombies are not only raised by magic-users and clerics using their dark, unwholesome powers, but also steeped in a concoction of bitter herbs, bodily humors (bile features prominently) and rare unguents to gain their powers. These ingredients must be placed in a copper cauldron with the zombie, the cauldron sealed with wax and then left to steep in a cool place untouched by the sun for one month. This process not only gives them their regenerative abilities, but always generates zombies with maximum hit points.

Cicatrices regenerate damage, growing thick scar tissue over their flesh, when they are cut or pierced. This

regeneration is 1d4 hit points for slashing attacks and 1d2 points for piercing attacks. For every 2 hit points of regeneration, the cicatrix increases its AC by +1, to a maximum of 20.

Crabomination

Type: Aberration
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: 4 claws (2d6 + constrict)
Move: 40' (Swim 30')
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 500/6

Crabominations dwell in dank caverns and shallow underground seas. Although sentient, they appear to have no concept of civilization, striving only to fill their bellies and satisfy their murderous urges. They resemble giant crabs with pyramid-shaped shells supported by masses of misshapen arms ending in crab claws. The shells are dotted with hundreds of tiny black eyes. Crabominations have a large feeding tube located beneath their shells and hidden by the arms.

A crabomination can see through any sort of darkness, including magical darkness.

A creature constricted by a crabomination's claws for more than one round is passed to the monster's feeding tube, through which it is swallowed whole.



Swallowed creatures are held in the beast's carapace for 3 rounds, long enough to eat away their skin, and are then disgorged from the monster covered in a weird, purple slime. This slime renders the creature immune to acid and renders them insane. These insane creatures erupt in a berserk rage and attack any living thing other than the crabomination that created them. Treat them as berserkers with their normal number of Hit Dice, but without any of the special abilities they possess that require conscious thought to activate.

Crane Maiden

Type: Fey
Size: Medium
Hit Dice: 2
Armor Class: 14
Attack: Strike (1d4)
Move: 40' (Fly 60')
Save: 16; MR 30%
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 600/4

SD—Resistance (fire)

Crane maidens are elusive fey related to nymphs. They appear as women with fierce eyes and rugged good looks. Crane maidens make their lairs around natural springs, favoring hot springs where they may wile away the day soaking. Their fondest wish is solitude.

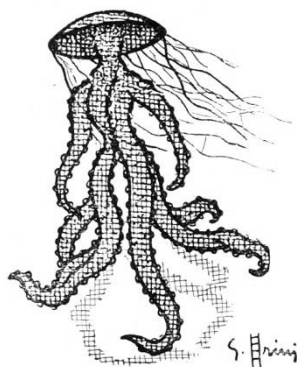
Crane maidens can change themselves into cranes twice per day. When a crane maiden transforms, she heals herself of 1d6 points of damage.

Crane maidens have two unique powers. When their eyes turn scarlet, they cause the water around them in a 20' radius to boil, inflicting 1d6 points of fire damage per round to those in the water with them.

When their eyes turn purple, the water around them in a 20' radius becomes as solid as concrete for 3 rounds. Despite this solidity, the crane maidens can move through the water without difficulty, and often use this ability to escape from danger.

Criderian (Jellyfish Folk)

Type: Aberration
Size: Medium
Hit Dice: 1
Armor Class: 13
Attack: 7 tendrils (1d3 +
stun)
Move: 10' (Swim 40')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 300/3



SA—Telepathy 240'

SD—Resistance (cold)

SP—charm animal •••, E.S.P. •••

Criderians are the traders of the sea. A nomadic people, they live “the Romany life”, using sea animals as beasts of burden to move their wares. Their telepathy and quirky, sparking personalities help them in their work.

Criderians look like jellyfish with glowing yellow brains within their diaphanous bodies. Their hides and tendrils are thicker than those of a normal jellyfish, and have a pink, purple or greenish hue. A criderian’s tendrils can be used to attack or grasp. Criderians have psionic powers that allow them to read minds, control animals and communicate telepathically at a range of 240’.

Crystal Sentinel

Type: Elemental (Earth)
Size: Large
Hit Dice: 9
Armor Class: 19 [+1]
Attack: 2 slams (2d6)
Move: 30'
Save: 12
Intelligence: Low
Alignment: Neutral (LN)
No. Appearing: 1d4
XP/CL: 2,700/11



SA—Surprised (1 on 1d6)

SD—Immunity (electricity), vulnerability (sonic energy)

SP—amber ray (see below) •••, crystalize •••, daylight •••, continual light •••

Crystal sentinels are elemental creatures that have three forms. The first, its natural form, is as a pane of crystal that looks like stained glass that gleams even in low light and has colors that shift over time. In this form it retains its hit points and AC, but cannot fight. The second form is as a 12’ tall humanoid composed of crystal. In this form, it fights using the stats above. In its third form, it can disincorporate into thousands of grains of glass, flowing like water elemental and capable of whipping itself into a whirlwind like an air elemental. In its whirlwind form, it causes blindness as well as normal damage.

Sentinels can communicate telepathically to a range of 100’ with non-earth elementals and 1 mile with earth elementals. Electricity aimed at the sentinel rebounds from it to the total range of the attack and strikes one random creature within that range.

Gems in the presence of a crystal sentinel must pass an item saving throw or be turned to clumps of clay.

Amber Ray

Level: Druid 8, Magic-User 9
Range: Close (30')
Duration: Permanent (see below)

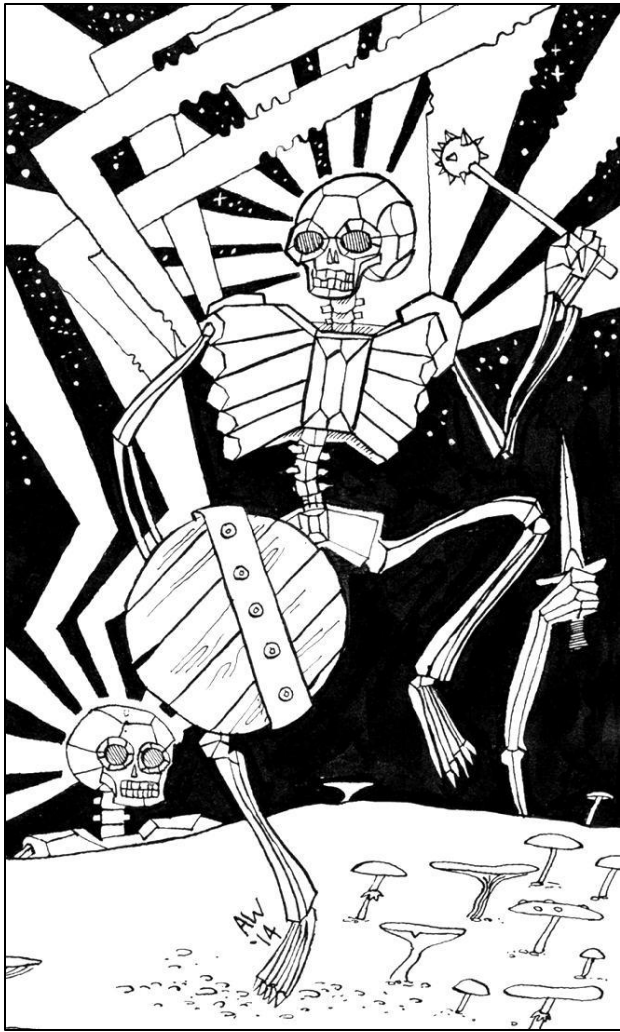
This spell takes the form of a ray of amber light. Any object that is struck by the ray must pass an item saving throw or become no stronger than crystal. After 10 minutes, the item can attempt another item saving throw (using its old hardness) to regain its former strength. If this save fails, it becomes permanently brittle.

Crystal Skull

Type: Undead
Size: Medium
Hit Dice: 13
Armor Class: 18 [+1]
Attack: 2 claws (1d8) or spell
Move: 30'
Save: 10; MR 30%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 6,500/16

SD—Immunity (acid, electricity, fire, illusions, mind-affecting spells), resistance (slashing weapons), vulnerable (sonic)

SP—dancing lights, hypnotic pattern, prismatic sphere •, prismatic spray •••, searing light, sunbeam •••, sunburst •



A crystal skull is a skeleton composed of a crystalline substance as hard as steel. Their bones glow with a light as powerful as that produced by a lantern. Despite this cheery glow, crystal skulls are thoroughly wicked.

Crystal skulls possess many powerful abilities, though they are not undead. Instead, they are created by exceptionally powerful magic-users from the bones of undead monsters with 8 or more HD that are not incorporeal (and, of course, which have bones). The bones are ground down, worked into ground crystal, and then shaped into a skeleton. *Hold monster*, *create undead*, *daylight* and *permanence* are cast over the bones.

Crystal skulls have magic resistance 50% against spells involving darkness. If the monster's light is extinguished, it loses its spell-like abilities until it is lit again.

Cushee

Type: Monster
 Size: Medium
 Hit Dice: 4
 Armor Class: 14
 Attack: Bite (1d6 + trip)
 Move: 50'
 Save: 15
 Intelligence: Low
 Alignment: Lawful (NG)
 No. Appearing: 1d4
 XP/CL: 400/5

SA—Surprise (1-4 on 1d6)

The cushee, or fairy hound, is the size of a calf, with shaggy fur that can be red, black, white or green. Cushee make no noise unless they wish to, and they leave no trace of their movement. Their bark can be heard for miles. It forces chaotic creatures to pass a saving throw or become frightened.

Custard

Custard is a template that can be added to oozes. Custard oozes have +1 Hit Dice and +1 Armor Class.

Custards lose an ooze's immunity to certain types of weapons, but not if the ooze can only be harmed by silver or magic weapons.

Custards, though not as flexible as most oozes, can still move through cracks and small spaces, but reduce their movement rate by half when doing so.

Custards have resistance to cold damage.

Custards cannot divide or engulf, but they do cling. When creatures are struck by custards and suffer damage, they must pass a saving throw or the ooze clings to them. This allows the ooze to inflict automatic damage each round and entangle the victim. The ooze can be cut away or the victim can free herself by rolling 1d20 under their strength score, but some of the ooze remains clinging to the victim and, more importantly, begins to use their body heat to grow. If the adventurer is wearing armor, it is assumed that the custard is clinging to the armor. In this case, the armor must make an item saving throw vs. acid each round. If successful, the armor holds up; the adventurer suffers no acid damage and the ooze does not begin to grow. If an item save fails, the armor in that spot is ruined and the custard deals damage and grows.

Each round that the clinging custard deals damage to the character, it grows by 1 HD. This process can be stopped in the following ways. The ooze can be scraped away with a blade, the ooze can be burned away with fire or the ooze can be defeated with *cure disease*.

If using a blade, the victim suffers 1d3 points of damage with each attempt and the custard gets a saving throw to resist. When the custard fails a saving throw the scraping has been successful.

Fire damage works the same way, though the damage is 1d4 points of damage per round. If using a fire spell that deals more damage, impose a penalty to the ooze's save equal to -1 per 1d4 damage.

Blackberry Custard (Black Pudding)

Type: Ooze
 Size: Huge
 Hit Dice: 11
 Armor Class: 12
 Attack: Slam (2d6 + 2d6 acid + cling)
 Move: 20' (Climb 20')
 Save: 11
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 3,300/13

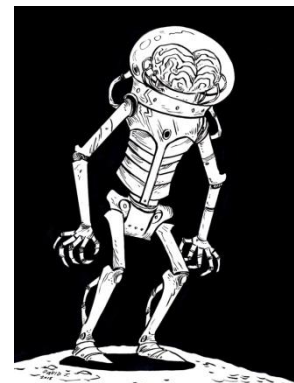


SD—Immunity (mind effects), resistance (cold)

The typical blackberry custard measures 15' across and 2' thick. It weighs 22,000 pounds. It secretes a digestive acid that dissolves organic material (50 points of damage per round) and metal (20 points of damage per round), but does not affect stone. Any hit by the monster deals acid damage, and the target's armor and clothing dissolve and become useless immediately unless they succeed on an item saving throw. A metal or wooden weapon that strikes blackberry custard dissolves unless it passes a saving throw. Blackberry custard that strikes a victim clings to it (see above).

Cybot

Type: Monster
 Size: Medium
 Hit Dice: 5
 Armor Class: 18
 Attack: Fist (1d6+1)
 Move: 20'
 Save: 14; MR 10%
 Intelligence: Super
 Alignment: Neutral (CN)
 No. Appearing: 1d6
 XP/CL: 1,500/7



SD—Resistance (acid, cold, fire, sonic), vulnerability (electricity)

SP—detect magic, dispel magic ••, hypnotic pattern •••, invisibility •••, lightning bolt ••, magic missile, sleep •••, wall of fire •

Cybots are high level sorcerers from another dimension who have had their brains encased in crystalline domes atop automaton bodies. Their arch-rivals are the idsects (q.v.), with whom they war in their dimension and in many others for goals outside the ken of normal folk.

A cybot is possessed of a powerful kung-fu grip, giving it a +2 bonus to attack and +2 to damage with grapple attacks. When damaged by electricity, a cybot must pass a saving throw or be stunned for one round.

D

Dead Eyes

Type: Undead
Size: Medium
Hit Dice: 5
Armor Class: 16 [Silver]
Attack: 2 claws (1d4)
Move: 30'
Save: 14; MR 10%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,500/7

A dead eyes looks like a beautiful man or woman with eyes as black as night and completely absent of the spark of life. They lurk in caves or ruins, startling people first from the surprise appearance of a beautiful stranger in the wilderness and then by the attack that follows.

A dead eyes hates beauty and joy, and does what it can to destroy it. It can attack physically, even though it is semi-insubstantial, but its more potent attack is its gaze. The gaze of a dead eyes causes first physical numbness in the extremities and then spiritual numbness.

The physical numbness takes the form of halving the character's movement rate and a -2 penalty to attack rolls and to Armor Class. The spiritual numbness takes the form of a -2 penalty to saving throws against magic, then paralysis in the next round and finally the loss of one level to energy drain.

Deer Woman

Type: Fey
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: Strike (1d4) or hooves (1d8)
Move: 30' (40' in deer form)
Save: 15
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1
XP/CL: 300/4

SP—charm person •••, suggestion •

Deer women are shapeshifting fey that prey on foolish men. They appear as lovely maidens, wizened crones or white-tailed deer depending on their mood. Even in human form, a deer woman has hooves for feet.

They appear to men in the woods, seeking aid and succor and using their great doe eyes to charm a man and win his protection. Once under a man's protection, a deer woman attempts to get everything she can from the man and to turn him away from his family and friends. Once the man has given all he can and has been separated from those who would protect him, the deer woman attacks him, attempting to stomp him to death. She then leaves his body to rot in the wilderness.

Deer women can shift their shape each round to that of a beautiful maiden, a wizened crone or a white-tailed deer. They retain their spell abilities in whatever form they take, but gain a deer's greater speed and antler attack when in white-tailed deer form.

Deer women are warded away by tobacco smoke.

Demon Doll

Type: Construct
Size: Tiny
Hit Dice: 1
Armor Class: 13
Attack: By weapon
Move: 40'
Save: 16; MR 15%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 300/3



SD—Immunity (electricity), resistance (acid and fire)

SA—Surprise (see below)

Demon dolls are small, ordinary-looking dolls that are possessed and animated by wicked souls. Most demon dolls are armed with knives, which they hide in the folds of their clothing. They are notorious for preying on children or other innocent creatures. They need not have anything but a normal, wholesome appearance, although animals are unsettled and nervous around them.

Because they look harmless, demon dolls surprise their victims on a roll of 1-3 on 1d6 unless a player specifically mentions that they are wary of the doll.

Demon dolls can communicate telepathically with a single person that is no more than 1 mile away. If the person responds in any way, the demon doll can establish a permanent telepathic link through which they may attempt one *suggestion* (as the spell) each day with creatures of high intelligence (13+), two per day with creatures of average intelligence (9-12) and three per day with creatures of low intelligence (3-8).

Demon dolls can mask their movements with a potent illusion. While they are watched, the watcher receives a +5 bonus on a saving throw to note the doll's movement. Otherwise, the movement is ignored or rationalized away. A demon doll cannot use this ability to attack, but it can use it to get into position to backstab.

When a demon doll animates and attacks, humanoids must pass a saving throw or be frightened.

Demon dolls can backstab as a thief for +1d6 damage.

Demons

Demons are chaotic evil outsiders from the Lower Planes who predate the creation of the cosmos. As the children of primordial chaos, they are highly destructive. Demons are the implacable foes of Law, Order and Creation, serving as relentless agents of entropy.

Most demons are immune to electricity and poison and they can communicate telepathically with sentient beings up to 100' away. Many can summon other demons with varying chances of success. Unless otherwise noted, demons speak Common and Infernal.

Demon Possession

Some demons can possess sentient non-outsiders. Any demon that can only be struck by magic weapons is capable of possessing a sentient creature within 30'. The demon must select a single target, though the TK should require all players to roll a saving throw to keep the real target a secret. If the actual target fails the saving throw, they are possessed by the demon. All who succeed are immune to demonic possession for 24 hours. A possessed creature retains its own physical form and Armor Class, but attacks with the demon's attack bonus and all of the demon's powers that are possible given its new form (e.g. a poisonous bite no longer works). While possessed, the victim's alignment is Chaotic (CE).



Lilitu (Class VIII Demon)

Type: Outsider
Size: Medium
Hit Dice: 5
Armor Class: 14 [Silver]
Attack: Bite (1d6 + 1 energy drain)
Move: 40'
Save: 14; MR 10%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 2,500/8

SD—Immunity (electricity, poison)

SP—bane, cause disease •, charm person, darkness, gust of wind •••, summon swarm •••, wind wall •

Lilitus are demons of the night wind. They appear as beautiful women with clawed feet that they hide beneath long skirts or dresses. They subsist on blood, and their human features allow them to live among humans without raising suspicion. Lilitus hunt in the guise of harlots, luring men into dark, lonely places and then attacking when the man's guard is down. Lilitu also prey on infants, pregnant women, the sick and the elderly.

Lilitus are repelled by holy symbols as are vampires. In combat, a lilitu uses her strength (20) to grapple a victim. She then rips out their throat with her bite attack, lapping up the blood with her long, sinuous tongue.

A victim that suffers maximum damage from the lilitu's bite must pass a saving throw or lose one level.

A lilitu can attempt to summon another lilitu demon once per day with a 45% chance of success.

Screeching Demon (Class IX Demon)

Type: Outsider
Size: Medium
Hit Dice: 3
Armor Class: 16 [Silver]
Attack: 2 fists (1d4), gore (1d6)
Move: 30' (Climb 50')
Save: 15; MR 5%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 900/5

SD—Immunity (electricity, poison)

Screeching demons look like blue baboons with curled ram horns and long forked tongues. They are as unpleasant as one might guess, being not only terribly noisy, but also malodorous in the extreme. They are used as expendable soldiers by demon lords.

A screeching demon's scream acts as both a *sonic blast* spell and it causes fear. It can scream once per day. Once per day, a screeching demon can attempt to summon another screeching demon with a 25% chance of success.

Storm Demon (Class VII Demon)

Type: Outsider
Size: Large
Hit Dice: 8
Armor Class: 19 [+1]
Attack: 2 slams (1d6),
mandibles (1d8)
Move: 30' (Fly 30')
Save: 13; MR 45%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,400/10



SD—Immunity (electricity, poison), resistance (cold)

Storm demons look like giant crickets with glossy blue-black carapaces. They have six limbs, the bottom two providing them with an impressive jump.

Storm demons are a plague in the nether dimensions. They are natural bullies that like to push weaker creatures around to make room for more of their own kind and gluttons who lay waste to an environment by their incessant eating and the constant storms and floods that wrack any place they call home.

A storm demon's jump carries them up to 50' forward or backward. They are capable of jumping and attacking in the same round in the manner of charging.

The demon's four upper limbs are used for combat, the uppermost for attacking and the lower for generating lightning bolts (see below) or attacking with weapons.

Storm demons can generate *lightning bolts* by rubbing their hands together. They must rub their hands for at least one round and can then release the lightning in the round after. The lightning bolt has a 100' range and does a number of dice of damage equal to the number of rounds the demon spends generating it, to a maximum of 10d6 points of damage.

When flying, the demon's wings disrupt the atmosphere, summoning fierce lightning storms in a mile radius.

Once per day, a storm demon can attempt to summon another storm demon with a 10% chance of success.

Devils

Devils are angels that rebelled against their Creator and, when defeated, were flung into Hell and imprisoned. Their allegiance to evil twisted and changed them from beautiful celestials into ugly fiends.

Most devils are immune to fire and poison. All can see perfectly in darkness of any kind, including magical darkness. Some devils possess the ability to summon others of their kind. Most devils can communicate telepathically to a range of 100'. Devils speak Common and Infernal.

Devil Possession

Devils can possess mortal, sentient creatures in the same manner as demons, with the single difference being that the victim's alignment changes to Chaotic (LE).

Empusa

Type: Outsider
Size: Medium
Hit Dice: 9
Armor Class: 18 [+1]
Attack: 2 slams (1d6) or kick (2d8)
Move: 40'
Save: 12; 10 vs. magic
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 2,700/11

SA—*Surprise (1-3 on 1d6), see in darkness, telepathy*

SD—*Immunity (fire, poison)*

SP—*blink •••, cause fear •••, etherealness •, hold person •, spectral force •••*

The empusa is a monstrous servant of Hecate, goddess of black magic. Empusas look like human women with the legs of an ass. They can also take the form of a black wolf, donkey or ox. When an empusa hears an insult, she must pass a saving throw or flee in terror, uttering a high-pitched scream that stuns all within 30' for 1d6 rounds.

Devilkins

Many adventurers have encountered the screaming devilkin, the most numerous of the devilkins, and told harrowing tales of them. Fewer have encountered their cousins, the cackling, moaning and roaring devilkins.

Cackling Devilkin

Type: Monster
Size: Small
Hit Dice: 3
Armor Class: 18
Attack: Tail-barb (1d4)
Move: 10' (Fly 30')
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/4

Cackling devilkins have faces twisted into masks of sorrow with drooping, yellow eyes. They are smaller than screaming devilkins. Cackling devilkins have golden hides and bat wings of deep, lustrous russet. Their constant cackling goads people into a mad fury, forcing

them to pass a saving throw each round or attack with whatever weapons are on hand.

Moaning Devilkin

Type: Monster
Size: Small
Hit Dice: 2
Armor Class: 18
Attack: Tail-barb (1d4)
Move: 10' (Fly 30')
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 200/3

Moaning devilkins have lavender scales, tiny, pinched faces with cavernous mouths and black wings. They are gaunt and long of limb, though their arms and legs are no more usable than those of other devilkins. Their constant moaning is not only unnerving, but severely depressing. Those who hear it must pass a saving throw or fall into a funk, dropping their weapons and collapsing to the ground sobbing. After three rounds of sobbing, they must pass an additional saving throw or fall into a deep sleep.



Roaring Devilkin

Type: Monster
Size: Small
Hit Dice: 4
Armor Class: 18
Attack: 2 claws (1d4)
Move: 10' (Fly 30')
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 400/5

Roaring devilkins have leonine faces atop long torsos. Their legs are squat and twisted while their arms are long and end in large, clawed hands. Their bodies are deep violet lightening to blue around their mouths. Roaring devilkins unleash their existential pain as thunderous roars. They can do this once every three rounds. This roar causes 1d6 points of damage and forces one to save vs. deafness.

Screaming Devilkin

Type: Monster
Size: Small
Hit Dice: 3
Armor Class: 18
Attack: Tail-barb (1d4)
Move: 10' (Fly 30')
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/4

A screaming devilkin is reddish-brown with black eyes. A screaming devilkin howls continuously. Anyone within 60' must pass a saving throw or be dazed and unable to act. They can attempt a new save each round to break the effect. Spellcasters in the area must succeed on a saving throw each time they try to cast a spell. *Silence* negates the devilkin's roar for the duration of the spell.

Dhampir

Type: Humanoid
Size: Medium
Hit Dice: 2+1
Armor Class: As armor
Attack: By weapon
Move: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 600/4

SD—Immunity (electricity, poison), resistance (cold)

In Balkan folklore, male vampires can produce children with human women. These children, dhampirs, often become professional vampire hunters. Dhampirs look like humans except for one facial feature that might be considered odd, such as a large nose, eyes, ears or teeth.

Dhampirs can detect vampires on sight. They have soft, flexible bones that give them the ability to squeeze into tight spaces (2' x 2' x 2') and wriggle out of ropes and chains 75% of the time. Dhampirs can kill vampires by reducing their hit points to zero. For this reason alone, vampires have a terrible hatred of dhampirs. Vampires cannot regenerate damage inflicted by dhampirs except through magical means, or by normal healing rules.

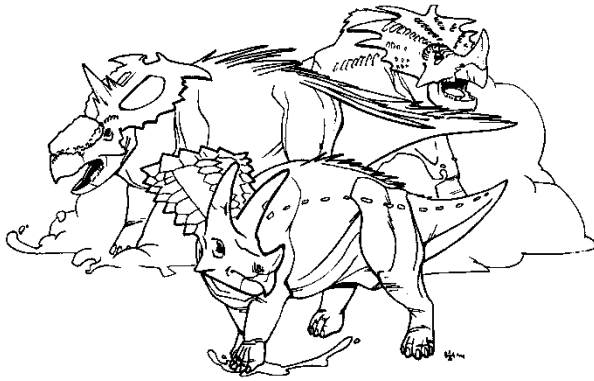
Dinosaurs

The category of "dinosaur" in this book denotes not only true dinosaurs, but also other prehistoric creatures that might be encountered in a "lost world" setting. Dinosaurs are of the animal type, animal intelligence and are always Neutral in alignment.

Ceratopsian

	Large	Huge
HD:	8	16
AC:	18 (14 back)	19 (15 back)
ATK:	Bite (1d8) or trample	Bite (2d6) or trample
MV:	30'	30'
SV:	13	9
NA:	1d6	1d6
XP/CL:	800/9	1,600/17

Ceratopsians are herbivorous beaked dinosaurs with head fringes and horns. They lived during the Cretaceous. It is important to note that their horns are hollow and thus for show, not combat.



Example ceratopians are the large chasmosaurus, medusasaurus, styracosaurus and xenoceratops and the huge diabloceratops, torosaurus and triceratops.

Ichthyosaur

	Medium	Large	Huge
HD:	6	11	20
AC:	13	13	13
ATK:	Bite (1d8 + swallow)	Bite (1d10 + swallow)	Bite (2d6 + swallow)
MV:	Swim 90'	Swim 90'	Swim 90'
SV:	14	11	7
NA:	1d6	1d6	1d6
XP/CL:	600/7	1,100/12	2,000/21

The ichthyosaurs were aquatic reptiles that resembled mammalian dolphins in body shape. They originated during the Mesozoic Era and survived into the early Cretaceous. Some could swim as fast as 25 mph. Examples are the medium ichthyosaurus, the large eurhiosaurus and ophthalmosaurus and the huge shastasaurus, shonisaurus and temnodontosaurus.



Mosasaur

	Large	Huge
HD:	7	15
AC:	15	16
ATK:	Bite (2d6)	Bite (2d8)
MV:	Swim 60'	Swim 60'
SV:	13	9
NA:	1d6	1d6
XP/CL:	700/8	1,500/16

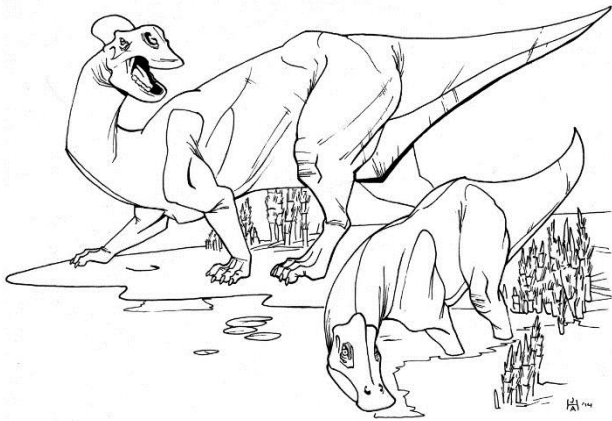
Mosasaur are large marine reptiles first discovered in Germany. During the Cretaceous period, when the ichthyosaurs and plesiosaurs died out, they became the dominant marine predators on the planet. Mosasaurs were powerful swimmers that lived in warm, shallow seas. They breathed air and gave birth to live young. Mosasaurs had a body shape not unlike modern monitor lizards, but were more streamlined for swimming. They propelled themselves with webbed feet. Examples are the large platecarpus and the huge hainosaurus, mosasaurus and tylosaurus.



Ornithopod

	Medium	Large	Huge
HD:	4	7	14
AC:	14	13	13
ATK:	Bite (1d6)	Bite (1d8), tail (2d6)	Bite (2d6), tail (3d6)
MV:	60'	50'	40'
SV:	15	13	10
NA:	3d6	2d6	1d6
XP/CL:	200/4	350/7	700/14

Ornithopods are bipedal herbivorous dinosaurs. The earliest were fast-running grazers, filling the same niche as antelopes. In time, they became very large, reaching their apex in the duck-billed hadrosaurs.



Examples are the medium hypsilophodon, the large talenkauen and huge charonosaurus, hadrosaurus, iguanodon, saurulophusa and shantungosaurus.

Pachycephalosaur

	Small	Medium	Large
HD:	2	3	6
AC:	12	12	13
ATK:	Butt (1d6)	Butt (1d8)	Butt (2d6)
MV:	30'	30'	30'
SV:	16	15	14
NA:	3d6	3d6	2d6
XP/CL:	200/3	300/4	600/7

Pachycephalosaurs are technically ornithopods, but they are different enough from the other ornithopods to rate their own monster entry. These dinosaurs have thick skulls, some domed and several inches thick, others flat or wedge-shaped. It is believed that these animals attacked with head butts. Pachycephalosaurs deal double damage when they charge and ram things with their craniums. Creatures so struck must pass a saving throw or be knocked prone.



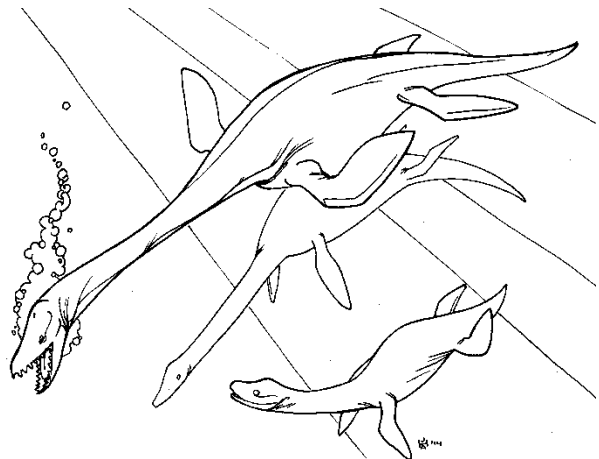
Examples of pachycephalosaurs include the small stegoceras, the medium stygiomoloch and the huge dracorex and pachycephalosaur.

Plesiosaurs

	Medium	Large	Huge
HD:	5	10	20
AC:	14	13	12
ATK:	Bite (2d6)	Bite (2d8)	Bite (2d10)
MV:	20' (S50')	20' (S50')	20' (S50')
SV:	14	12	7
NA:	1d6	1d6	1d6
XP/CL:	500/6	1,000/11	2,000/21

Plesiosaurs are marine reptiles that first appeared in the Triassic, became common in the Jurassic, and died out in the Cretaceous. Plesiosaurs look like the terrestrial sauropods, but with flippers instead of legs. Some had long necks and small heads, while others short necks and large heads. The earliest plesiosaurs still had functional legs, but all plesiosaurs are believed to have been able to move on land, albeit slowly.

The stats above depict the long-necked plesiosaurs. Short-necked plesiosaurs are faster (+20' movement), less maneuverable (-2 AC) and have a more damaging bite attack (+3 damage). Examples of plesiosaurs include the medium thalassio-dracon, large plesiosaurus and huge elasmosaurus, kronosaurus, thalassomedon.





Pterosaur

	Small	Medium	Large
HD:	2	5	10
AC:	15	16	17
ATK:	2 claws (1d3), bite (1d8)	2 claws (1d4), bite (2d6)	2 claws (1d6), bite (3d6)
MV:	20' (Fly 60')	20' (Fly 60')	20' (Fly 60')
SV:	16	14	12
NA:	1d10	1d10	1d10
XP/CL:	200/3	500/6	1,000/11

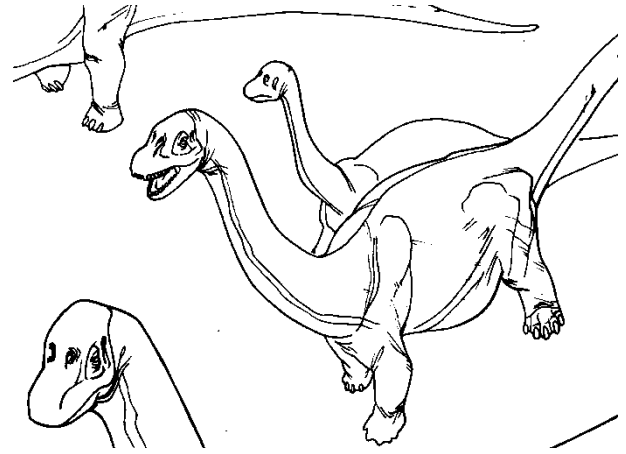
Pterosaurs are flying reptiles with wings formed from skin membranes stretched from ankle to finger. Early pterosaurs had long tails and teeth, while later models reduced their tails and some had no teeth at all and more bird-like beaks. Some pterosaurs had fancy crests on their heads. Pterosaurs were quadrupeds when they weren't flying. Examples include the small pterodactyl, medium pteranodon and large quetzalcoatlus.

Sauropod

	Huge	Colossal	Gargantuan
HD:	13	25	35
AC:	13	13	13
ATK:	Stomp (3d10), tail (3d6) or trample	Stomp (4d10), tail (4d6) or trample	Stomp (5d10), tail (5d6) or trample
MV:	20'	20'	20'
SV:	10	7	7
NA:	1d8	1d8	1d6
XP/CL:	1,300/14	2,500/26	3,500/36

Sauropods are massive quadrupeds with long necks, long tails, small heads and thick legs. Sauropods were among the largest animals to have ever lived on Earth. Sauropods lived from the Jurassic to the late Cretaceous. They were herbivores. Some had armor or bony osteoderms covering portions of their bodies (+2 AC), while others had small clubs on their tails. All sauropods

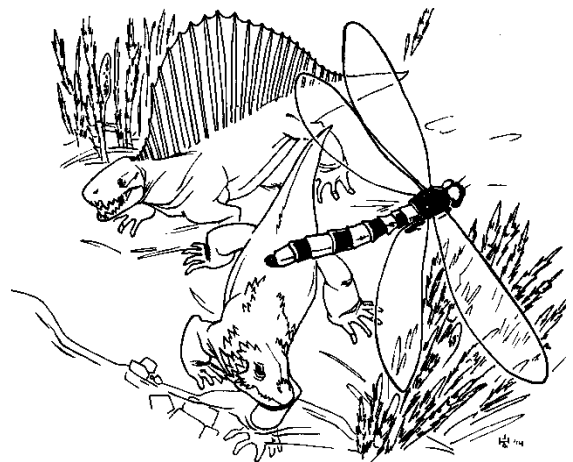
were huge, but they could range in size from 20' to 115' in length. For our purposes, we will class the larger sauropods as "colossal". Examples include the huge europasaurus, the colossal brachiosaurus, brontosaurus and diplodocus and the gargantuan argentinasauros.

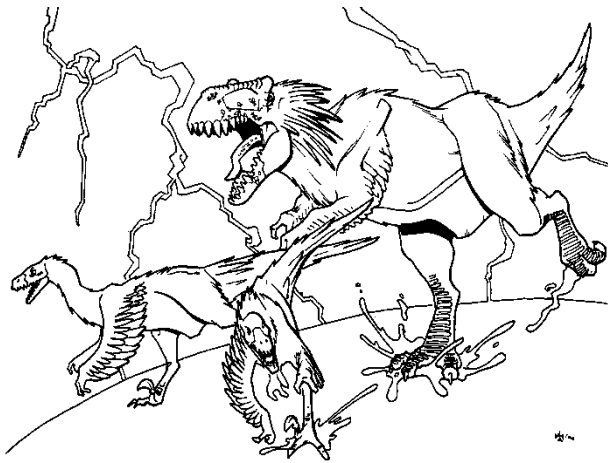


Sphenacodont

	Medium	Large	Huge
HD:	4	7	14
AC:	14	14	14
ATK:	Bite (1d8)	Bite (2d6)	Bite (3d6)
MV:	30'	30'	30'
SV:	15	13	10
NA:	1d6	1d6	1d6
XP/CL:	0/0	0/0	0/0

Sphenacodonts are not dinosaurs, but a group of mammal-like reptiles that ruled the Permian Age. They are swamp dwellers, and the most prominent had sail fins running down their back. Examples include the medium secodontosaurus and the large dimetrodon and sphenacodon.





Theropod

	Medium	Large	Huge
HD:	5	9	18
AC:	16	15	15
ATK:	2 claws (1d8 + rend), bite (1d8)	Bite (3d8 + constrict)	Bite (4d8 + constrict)
MV:	50'	40'	40'
SV:	14	12	8
NA:	1d2	1d2	1d2
XP/CL:	500/6	900/10	1,800/19

Therapods were bipedal predators with small forelegs and mouths filled with sharp teeth. While most are presumed scavengers, some were predators. Therapods lived from the Jurassic to the Cretaceous and eventually evolved into modern birds.

When a theropod bites its prey, it grabs the victim in its jaws (if it is at least two size categories larger than them), shaking and chewing for automatic damage in subsequent rounds (treat as constriction). Victims with shells, bone frills, or spines can halve the horrendous tearing damage with a successful save.

Examples include the medium velociraptor, the large deinonychus, megalosaurus and ornithomimus and the huge allosaurus, gigantosaurus and tyrannosaurus rex.

Therapsid

	Small	Medium	Large
HD:	2	4	8
AC:	13	13	13
ATK:	Bite (1d6 + bleed)	Bite (1d8 + bleed)	Bite (2d6 + bleed)
MV:	30'	30'	30'
SV:	16	15	13
NA:	1d2	1d2	1d2
XP/CL:	200/3	400/5	800/9

Therapsids are strange animals from the Permian period that evolved from the sphenacodonts. Therapsids have heads reminiscent of reptiles, but their legs are placed under their bodies, and some are believed to have been covered in fur. They had powerful jaws and large teeth or tusks for puncturing and tearing.

The sabre teeth of most therapsids are designed to slash and puncture flesh. Creatures that suffer damage from the monster's bite attack must pass a saving throw or have their bodies slashed or punctured, and fight for the rest of the battle as though they were fatigued until their wounds are bound or they receive magical healing. Creatures wearing armor can opt to instead attempt an item saving throw for their armor. If this fails, the armor is torn open, reducing its protection by half. A second failed save ruins the armor completely.

Example therapsids include the small lycosuchus, the medium biarmosuchus and pristerognathus and the large estemmenosuchus and inostrancevia.



Thyreopheran

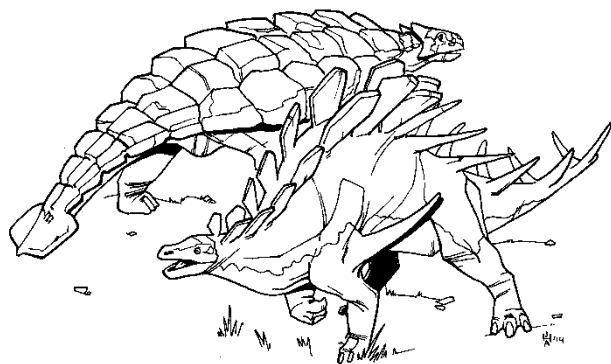
	Large	Huge
HD:	8	15
AC:	17 (15)	17 (15)
Attacks:	Bite (1d6), tail (3d6) or trample	Bite (1d8), tail (4d6) or trample
Move:	20'	20'
Save:	13	9
NA:	1d8	1d8
XP/CL:	800/9	1,500/16

Thyreopherans are quadruped dinosaurs with armor and spiked or clubbed tails called "thagomizers". Two of the suborders of this type of dinosaur are the Ankylosauria and Stegosauria. Ankylosauria represent the beasts covered in bony armor. Stegosauria have their bony plates along their backs, and thus have a slightly lower

Armor Class (see above, in parentheses). Both types were herbivores that lived during the Jurassic and Cretaceous in light woodlands and scrub grasslands.

Victims hit by a thyreophoran's tail must pass a saving throw or be knocked prone.

Examples of ankylosaurs include the large acanthopholis and polacathus and the huge ankylosaurus. Stegosaurs include the large kentrosaurus and the huge stegosaurus.



Dragons, Black

Arsenic Dragon

Type: Dragon
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8 + Poison III)
Move: 20' (Glide 50')
Save: 14
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 0%
Sleeping: 50%
XP/CL: 1,800/8

SD—Resistance (acid), immunity (sleep, spells)

The arsenic dragon is small and serpentine, with short clawed legs that allow it to scamper and climb. Frills along its sides allow it to glide at a speed of 50' for a distance equal to 3' x the height at which it began its flight. Arsenic dragons dwell in dank woodlands and wooded swamps.

Arsenic dragons can always speak and are in fact very talkative. They cannot cast spells because of their immunity to magic. They dwell in small places, being able to curl up into a surprising small ball (3' in diameter), and they stash their treasure throughout their territory in tiny parcels wrapped in animal skins.

Bistre Dragon

Type: Dragon
Size: Huge
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d8), bite (2d6)
Move: 20' (Swim 60')
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 90%
Spellcasting: 25%
Sleeping: 50%
XP/CL: 2,400/10

SA—Magic use (M2)

SD—Resistance (acid), immunity (sleep)

These massive dragons dwell in large rivers and occupy a niche similar to whales. They are graceful swimmers, but lumbering brutes on land. One often finds them floating on their backs in a river daydreaming. Bistre dragons are sagacious beasts with acerbic personalities. They are not as evil as black dragons, but have a disdain for others only overcome by their need to dominate them.



A bistre dragon's saliva does not affect flesh. It corrodes all forms of metal (per the touch of a rust monster). Creatures spat at must pass a save or one piece of metal equipment they carry (chosen randomly) must pass an item saving throw or disintegrate.

Charcoal Dragon

Type: Dragon
Size: Large
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 20' (Burrow 10', Fly 60')
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 45%
Spellcasting: 5%
Sleeping: 50%
XP/CL: 2,100/9

SA—Magic use (M1)

SD—Resistance (acid), immunity (sleep)

These dragons despise life. They dwell alone on desolate moors, rarely interacting with other dragons and often turning chance meetings into fights to the death. Charcoal dragons dwell in smoke-filled burrows.

Charcoal dragons are surrounded by a miasma of fumes that burn the eyes and throat. They can vomit up an acidic tar that sticks to anything and deals 1d6 points of damage per round until it is scraped away. One must roll 1d20 under their strength score to remove the acid.

Liver Dragon

Type: Dragon
Size: Huge
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d10), bite (2d6)
Move: 30' (Fly 60')
Save: 13
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d4
Speech: 45%
Spellcasting: 5%
Sleeping: 50%
XP/CL: 2,400/10

SA—Magic use (M2)

SD—Resistance (acid), immunity (sleep)

Liver dragons are tall beasts reminiscent of reptilian giraffes. They are quick runners with narrow heads, downward curving horns and large eyes.

Liver dragons despise pretense and have a puritanical love of severity and honesty. They can see through all illusions. Their breath weapon is a cone of black energy that strips people of their pretenses. Those struck are incapable of lying and deceiving in any way for 24 hours. Victims must also pass a saving throw or have their appearance altered to represent their inner selves (it is up to the player and TK how this works out). This change in appearance is permanent unless one can be *polymorphed* or magically altered back to normal.

Onyx Dragon

Type: Dragon
Size: Large
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 20' (Fly 60')
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 65%
Spellcasting: 15%
Sleeping: 50%
XP/CL: 2,100/9

SA—Magic use (M2), telepathy (120')

SD—Resistance (acid), immunity (sleep)

Onyx dragons have glistening black scales, short, thick necks, faces reminiscent of pit bulls and four horns, two curving upward and the two other downward. They are stocky, with long, powerful tails that they use in combat to knock their opponents off balance.

Onyx dragons are lazy, physically and mentally, and extremely arrogant. They consider themselves the most intelligent of creatures, when in fact their ignorance is monumental. When forced into discourse, onyx dragons prattle on about this and that, uttering streams of jargon and referencing obscure texts that prove nothing.

During each round of melee, those who fail to hit an onyx dragon must pass a saving throw or be knocked prone.

The acidic breath of an onyx dragon seeps into one's bloodstream and affects the mind. Those hit by the breath must pass a saving throw vs. poison or suffer hallucinations (per *confusion*).

Taupe Dragon

Type: Dragon
Size: Small
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d6 + 1 acid), bite (1d8 + 1 acid)
Move: 30' (Fly 60')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 25%
Spellcasting: 5%
Sleeping: 40%
XP/CL: 1,800/8

SA—*Magic use (M1)*

SD—*Resistance (acid), immunity (sleep)*

Taupe dragons are quick and persistent. They ooze acid from their teeth, claws and scales. Taupe dragons are very territorial and mark their territory by rubbing their acidic bodies against trees to eat away the bark. Pools they frequent are mildly acidic. Taupe dragons are more obsessed with treasure than most black dragons, using precious metals as bedding because they are immune to their acids.

Touching a taupe dragon's body causes 1d4 points of acid damage, and normal weapons used against a taupe dragon might be eaten away (item saving throw or ruined after a successful attack). Each time a victim suffers acid damage from a taupe dragon, their armor must also pass an item saving throw or be ruined.

Dragons, Blue

Azure Dragon

Type: Dragon
Size: Medium
Hit Dice: 9
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 40' (Burrow 20', Fly 150')
Save: 12
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 100%
Sleeping: 30%
XP/CL: 2700/11

SA—*Magic use (M1)*

SD—*Immunity (sleep), resistance (electricity)*

An azure dragon's sense of self-worth is as majestic as the color of its scales. Azure dragons are mesa dwellers, haughty and self-satisfied. They control the weather over their domains, keeping it dry as dust to discourage large interlopers from approaching and then, when fools do enter their domain, causing downpours and flash floods.

An azure dragon has lofty white horns that curl and nearly meet above its head. Azure dragons are always capable of speech (usually a throaty, superior baritone) and magic, and they always use spells.

An azure dragon can *control weather* (per the spell) over an area 9 miles in radius around their lairs.

Cerulean Dragon

Type: Dragon
Size: Medium
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 40' (Fly 150')
Save: 13
Intelligence: High
Alignment: Neutral (LN)
No. Appearing: 1d4
Speech: 65%
Spellcasting: 15%
Sleeping: 30%
XP/CL: 2,400/10



SA—Magic use (M1)

SD—Immunity (electricity, sleep)

Cerulean dragons are small blue dragons with oversized wings. They are gregarious, vivacious and the least wicked of their kind, though they are as self-centered as any other dragon and prefer to be the center of attention.

Electricity runs up and down a cerulean dragon's scales and their bodies give off an electric hum. Touching an azure dragon inflicts 1d4 points of electricity damage.

Cerulean dragons are capable of controlling electromagnetic forces around their body (treat as a *telekinesis* spell that only works on ferrous objects). Most cerulean dragons keep dozens of steel blades around their lairs, whipping them into a *blade barrier* when necessary. The blade barrier has a radius of 20' and inflicts 8d6 points of damage to anyone who passes through the barrier.

Glaucous Dragon

Type: Dragon

Size: Small

Hit Dice: 8

Armor Class: 18

Attack: 2 claws (1d4), bite (1d6)

Move: 40' (Fly 180')

Save: 13; MR 10%

Intelligence: High

Alignment: Chaotic (NE)

No. Appearing: 1d4

Speech: 65%

Spellcasting: 15%

Sleeping: 30%

XP/CL: 2,400/10

SA—Magic use (M1)

SD—Resistance (electricity), immunity (sleep)

Small, wiry and suspicious, the glaucous dragon likes to toy with its prey. It always acts as though it is incapable of speech and magic use, and always pretends to be sleeping when first encountered.

Glaucous dragons breathe a heady gas as thick as pea soup that forces those that inhale it to pass a saving throw or be affected by the *slow* spell and age 1d6 years per round until a new saving throw has been passed (roll a save each round). The cloud covers an area 20' in radius. The aging can be reversed with a potion consisting of the offending dragon's blood mixed with blueberries, and stirred with a copper wand.

Indigo Dragon

Type: Dragon

Size: Large

Hit Dice: 10

Armor Class: 17

Attack: 2 claws (1d8), bite (1d10)

Move: 20'

Save: 12

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d4

Speech: 45%

Spellcasting: 15%

Sleeping: 70%

XP/CL: 3,000/12

SA—Magic use (M2)

SD—Immunity (electricity, sleep)

Indigo dragons are large and lazy, almost floppy. They have vestigial wings on their shoulders, terrific maws filled with sharp teeth and two elephantine tusks that jut out of their mouths. Indigo dragons are gluttonous and boorish. When they can speak they rarely have anything interesting to say.

Indigo dragons radiate an aura of static electricity down the spines on their back. This electricity arcs to any creature within 10', inflicting 2d6 points of damage per

round on characters not carrying metal and 4d6 damage for a character in metal armor wielding a metal weapon.

Sapphire Dragon

Type: Dragon
Size: Medium
Hit Dice: 9
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 40' (Burrow 30', Fly 150')
Save: 12; MR 15%
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d4
Speech: 60%
Spellcasting: 100%
Sleeping: 30%
XP/CL: 2,700/11

SA—*Magic use (M1), telepathy (120')*

SD—*Resistance (electricity), immunity (sleep)*

Sapphire dragons have brilliant scales that look like tiny jewels. They live underground and are fastidious and picky about their surroundings. All sapphire dragons can assume human shape as they wish, usually taking the form of stately men or women with blue-black hair and sapphire blue eyes. Sapphire dragons enjoy adulation, and thus cultivate cults of beautiful people.

Their breath is a sapphire ray that can be directed at a single victim. The ray causes all of the victim's synapses to fire, stunning them for 1d6 rounds and leaving them with a pounding headache for the next 24 hours. While suffering from the headache, spellcasters have a 10% chance of their spells failing to work.

Ultramarine Dragon

Type: Dragon
Size: Large
Hit Dice: 10
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 40' (Fly 150')
Save: 12
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d4
Speech: 65%
Spellcasting: 15%
Sleeping: 35%
XP/CL: 3,000/12

SA—*Magic use (M2)*

SD—*Resistance (electricity), immunity (sleep)*

Ultramarine dragons are large, powerful specimens with deep blue scales that gleam in the light and absolutely sparkle in the moonlight. They have large, knowing eyes and long, overlapping fangs.

Ultramarine dragons are imperious, overbearing and vulnerable to flattery. They are uncommonly fond of intoxicating beverages and have been known to keep bartenders in their lairs to mix wondrous concoctions.

Ultramarine dragons spit *chain lightning* (as the spell). Damage is normal on the first target and half normal on all others. Saving throws to halve damage are permitted. If multiple targets fail this saving throw, their minds are switched by the mystic lightning.

Dragons, Green

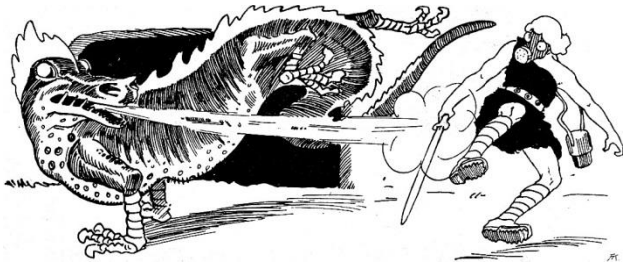
Beryl Dragon

Type: Dragon
Size: Large
Hit Dice: 9
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 40' (Fly 120')
Save: 12
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d4
Chance of:
Speech: 45%
Spellcasting: 20%
Sleeping: 40%
XP/CL: 2,700/11

SA—*Magic use (M1), telepathy (100')*

SD—*Resistance (acid), immunity (sleep)*

Beryl dragons are large, overbearing know-it-alls. More neutral than evil, they are always capable of speech, though rarely capable of interesting speech. Beryl dragons are sages with a pedantic, superior attitude. They stock their lairs with scrolls and books and sometimes resort to chaining humanoid sages to the walls as a sort of living reference source. Beryl dragons are severely near-sighted.



The gas exhaled by a beryl dragon is vivid green and covers a diameter of 30'. Creatures within the gas must pass a saving throw or suffer memory loss for 24 hours. During this time, the victim's effective class level and hit points are reduced by one half (i.e. they retain some of their skill, but not all of it).

Celadon Dragon

Type: Dragon
 Size: Medium
 Hit Dice: 8
 Armor Class: 17
 Attack: 2 claws (1d6), bite (1d8)
 Move: 40' (Climb 30', Fly 80')
 Save: 13
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 Speech: 100%
 Spellcasting: 0%
 Sleeping: 40%
 XP/CL: 2,400/10

SD—Resistance (acid), immunity (sleep)

These beasts dwell in tree tops. They have sinuous bodies like constrictor snakes, with stubby legs tipped with long claws. Celadon dragons have two rows of spines on their back that are connected by a thin membrane. When held close to their body, they nearly disappear, but when unfurled they look like sails and allow the beast to glide and fly. Celadon dragons are ill-tempered brutes that kill as much for the fun of it as for practical reasons.

Celadon dragons' poisonous cloud breath (50' diameter) causes half normal breath weapon damage and also robs people of 1d4 points of Strength, Dexterity and Constitution as it sears their lungs. While the hit point damage from a celadon dragon's breath cannot be reduced with a saving throw, the ability score damage can be negated with a successful saving throw. Lost ability score points are regained at the normal rate. Points not regained after one week are lost permanently.

Chartreuse Dragon

Type: Dragon
 Size: Large
 Hit Dice: 9
 Armor Class: 17
 Attack: 2 claws (1d8), bite (1d10)
 Move: 40' (Fly 150')
 Save: 12
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 Speech: 85%
 Spellcasting: 5%
 Sleeping: 40%
 XP/CL: 2,700/11

SA—Magic use (M2)

SD—Resistance (acid), immunity (sleep)

Chartreuse dragons are large brutes with tortoise-shaped bodies (but no shell) and wicked senses of humor. Chartreuse dragons enjoy luxury and decadence; the heady scent of exotic perfumes, rare delicacies, soft silk cushions, etc. Their eyes, large and golden, can hypnotize and command humanoids (as *charm monster*). People enslaved by them are used to construct wooden palaces in hard-to-find places.

Their breath is an acidic fog that covers a 60' diameter area and deals 1d6 points of damage per round to everything in the cloud. Affected items must pass item saving throws each round or they are ruined. Magical items are unaffected by this acid.

Harlequin Dragon

Type: Dragon
 Size: Medium
 Hit Dice: 7
 Armor Class: 17
 Attack: 2 claws (1d6), bite (1d8)
 Move: 40' (Fly 150')
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 Speech: 55%
 Spellcasting: 0% *
 Sleeping: 40%
 XP/CL: 2,100/9

SD—Immunity (sleep, poison)

Harlequin dragons are small, feral beasts that dwell in caves overlooking woodlands. Harlequin dragons always look like they're grinning, but this is a trick of their anatomy. They are really somber creatures.

All harlequin dragons can summon the local wildlife, such as 1d3+3 wolves or 1d3 brown bears once per day, and they can command and speak with plants. The dragon's breath is a cone of gas that causes *hideous laughter* (as the spell) in its victims.

Moss Dragon

Type: Dragon
Size: Medium
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 40' (Fly 100', Swim 60')
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 25%
Spellcasting: 10%
Sleeping: 40%
XP/CL: 2100/9

SA—*Magic use (M1), surprise (3 in 6), water breathing*

SD—*Resistance (acid), immunity (sleep)*

The moss dragon is a small green dragon with a serious inferiority complex. It lurks near rivers and streams, its mottled scales of gray and green looking like a moss-covered boulder, and then jumps out at travelers demanding their money.

Moss dragons dwell in burrows dug into river banks. The entrance to the burrow is submerged, while the main cave is above the water table.

Moss dragons breath a pale green vapor that condenses on the skin (or armor) as green slime. The cloud is 30' in diameter. All within must pass a saving throw or be struck by a green slime (with all the fun that that entails).

Viridian Dragon

Type: Dragon
Size: Medium
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 30' (Fly 120')

Save: 13
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 55%
Spellcasting: 10%
Sleeping: 40%
XP/CL: 2400/10

SA—*Magic use (M1)*

SD—*Resistance (acid), immunity (sleep)*

These dragons live among rock-strewn places in small caves, curling their snake-like bodies into a coil. They are greedy and paranoid, though not entirely evil. Some even become boon companions to equally greedy people, provided the dragon always gets the first choice and largest share of discovered treasure. Viridian dragons bury their treasure in multiple locations around their lair and cannot be forced to divulge its location by anything less than a *wish* (and a saving throw applies here to force the truth out of them).

A viridian dragon's breath is like a powerful drug. It is a cone that besets people who fail a saving throw with powerful hallucinations (per the *nightmare* spell, only while awake). These effects last for 2d6 hours and are then followed by withdrawal symptoms for 1d6 days minus a victim's constitution bonus. Withdrawals include chills, nausea and an aching neck and shoulders.

Dragons, Red

Carnelian Dragon

Type: Dragon
Size: Large
Hit Dice: 10
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 20' (Fly 60')
Save: 12
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 50%
Sleeping: 20%
XP/CL: 3000/12

SA—*Magic use (M3), telepathy (120')*

SD—*Resistance (fire), immunity (sleep)*

The carnelian dragon has scales like brilliant, sparkling gemstones. The carnelian dragon is always intelligent, but they are never capable of physical speech. They communicate telepathically in a screeching voice that raises the hairs on the nape of the neck.

A carnelian dragon can produce a psychic pulse that disrupts the synapses of the brain. All within 30' of the dragon when it emits its pulse must pass a saving throw or be affected. For the next six rounds, whenever the victim wants to perform an action other than running away or dodging blows, they have only a 1 in 6 chance of performing that action.

Crimson Dragon

Type: Dragon
Size: Huge
Hit Dice: 11
Armor Class: 17
Attack: 2 claws (1d10), bite (2d6)
Move: 20' (Fly 40')
Save: 11
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 55%
Spellcasting: 0%
Sleeping: 30%
XP/CL: 3300/13

SD—Immunity (sleep), resistance (fire)

The crimson dragon is a ponderous beast with a short snout and heavy eyes. Being fairly stupid, they never speak or use magic. Crimson dragons relish inflicting pain on things that are smaller than they, and they are as often on the prowl as they are in their lairs.

A crimson dragon can breathe a blast of scorching wind that destroys water (i.e. reduces all water stores by half), withers plant life (10d6 damage to plant creatures) and sucks the moisture from other living creatures (5d6 points of damage to other living things).

Florid Dragon

Type: Dragon
Size: Large
Hit Dice: 10
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 30' (Fly 60')
Save: 12
Intelligence: High

Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 75%
Spellcasting: 20%
Sleeping: 20%
XP/CL: 3000/12

SA—Magic use (M3)

SD—Immune (sleep), resistance (fire)

The florid dragon is an ill-tempered brute, with shiny scales and small, saw-like teeth in their mouths. They radiate a wave of punishing heat. The heat causes 1d6 points of damage per round to creatures within 10' of the dragon, 1d4 points to creatures from 10 to 20' away from the dragon and 1 point of damage per round to creatures within 20 to 40'. Wearing metal armor increases this damage by +1. The dragon can maintain this heat for 10 minutes per day.

Ginger Dragon

Type: Dragon
Size: Medium
Hit Dice: 9
Armor Class: 17
Attack: 2 claws (1d6+1), bite (1d8)
Move: 30' (Fly 60')
Save: 12
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 20%
Sleeping: 20%
XP/CL: 2700/11

SA—Magic use (M2)

SD—Resistance (fire), immunity (sleep)

Lonely and sensitive, the ginger dragon's evil nature manifests itself in flashes of murderous rage when rejected or criticized. When not murderously angry, the florid dragon is a welcoming companion.

Where the florid dragon radiates intense heat, the ginger dragon absorbs heat, making the area around him very cool, and thus his warm presence (think of him as a radiator with a 5' radius range) all the more pleasant. Within 100' of the dragon, the air is absolutely frigid and people unprotected from the cold suffer 1d6 points of damage per turn from the frost. Within 1 mile of the dragon, things are notably cold, though not damaging.

Sanguine Dragon

Type: Dragon
Size: Medium
Hit Dice: 9
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 30' (Fly 60')
Save: 12
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 100%
Sleeping: 20%
XP/CL: 2700/11

SD—Immunity (fire, sleep)

SA—Magic use (C2)

These infernal cousins of the red dragon are in league with the dark powers of Hell, acting as their messengers and assassins. They are small for red dragons, and have black branching antlers that are lovely to behold if they are not gouging out your eye or plucking out your liver.

Sanguine dragons breathe a cone of hellfire that numbs the soul and robs one of their common decency. Those hit must pass a saving throw or be drained of one level. Those drained of a level must pass a second saving throw or have their alignment move one step towards Chaotic (CE) for the span of one month.



Vermilion Dragon

Type: Dragon
Size: Large
Hit Dice: 11
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 30' (Fly 60')
Save: 11
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d4
Speech: 100%
Spellcasting: 20%
Sleeping: 20%
XP/CL: 3300/13

SA—Magic use (M4)

SD—Immunity (fire, sleep)

The noble vermillion dragon replaces the fury of the red dragon with a sense of superiority and disdain for others. They are as close to benevolent as a red dragon can get.

A vermillion dragon's cone of fire causes full damage on Neutral creatures, double damage on Chaotic creatures and half damage on Lawful creatures. Lawful creatures struck by the breath also have all curses and diseases removed from their person and any drained level has a 50% chance of being restored if drained in the last year.

Dragons, White

Achromatic Dragon

Type: Dragon
Size: Medium
Hit Dice: 5
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 20' (Fly 80')
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 20%
Spellcasting: 5%
Sleeping: 60%
XP/CL: 1500/7

SD—Resistance (cold), immunity (sleep)

These small, feral cousins of the white dragon are covered in hides like that of a rhinoceros, with swept

back antlers and cruel, gnashing teeth in long snouts. Achromatic dragons hunt in the manner of crocodiles, lurking under the snow and then lunging out at victims.

Achromatic dragons never speak or use spells, but they are capable of breathing a swirling vortex of snow that acts as an air elemental's whirlwind ability and inflicts 1d6 points of cold damage each round for 10 rounds.

Cinereous Dragon

Type: Dragon
Size: Medium
Hit Dice: 5
Armor Class: 17
Attack: 2 claws (1d4), bite (1d6), gore (1d6), tail (1d4)
Move: 20' (Fly 80')
Save: 14
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1d4
Speech: 65%
Spellcasting: 15%
Sleeping: 50%
XP/CL: 1500/7

SA—*Magic use (M1)*

SD—*Immunity (cold, sleep)*

Also called the ashen dragon, the cinereous dragon is a small cousin of the white dragon with an especially vicious streak. A cinereous dragon has an ash gray hide, black eyes, a purple tongue and mouth and hundreds of jagged teeth. Atop its head are two black horns and it has a cluster of black spikes on the tip of its thick tail.



A cinereous dragon's presence steals all the warmth and kindness from an area. Creatures within 20' of the beast must make a saving throw each round or suffer 1d6 points of cold damage. All creatures within 50' of the beast must pass a saving throw any time they wish to do something unselfish or kind (e.g. a cleric using a healing spell on someone other than themselves).

Ghastly Dragon

Type: Dragon
Size: Large
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Move: 20' (Fly 60')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
Speech: 15%
Spellcasting: 15%
Sleeping: 55%
XP/CL: 1800/8

SA—*Magic use (M1)*

SD—*Immunity (disease, poison, sleep), resistance (cold)*

Ghastly dragons are unwholesome cousins of white dragons. They have scales the color of dead flesh covered with purple and grey blotches reminiscent of decay. Ghastly dragons have stubby spikes that run from their heads to their tails and bloated bodies that waddle about on four stubby legs.

The ghastly dragon dwells on abandoned battlefields in the frozen north, where much blood has been spilled. It feeds on corpses, like a raven, and can whip up the echoes of the agony experienced by men that died in battle. These echoes appear as maelstroms of screaming spirits that cover an area 60' in diameter around the dragon and force the people within to pass a saving throw or suffer 1d6 points of Wisdom damage.

Isabelline Dragon

Type: Dragon
Size: Large
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d8), bite (1d10)
Move: 30' (Fly 80')
Save: 13
Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d4

Speech: 100%

Spellcasting: 45%

Sleeping: 60%

XP/CL: 2100/9

SA—*Magic use (M1)*

SD—*Immunity (sleep), resistance (cold)*

Isabelline dragons are large, regal monsters with delicate, dull white scales and long, swan-like necks. Isabelline dragons have petite heads, large sapphire eyes and swirling horns reminiscent of alicorns.

Isabelline dragons dwell in vaults beneath snowy mountains. They are capable, while holding their breath, to pass through solid earth as easily as air, giving them an effective burrowing speed equal to their flying speed for up to 5 rounds. Their palaces are wondrous and luxurious, with all of the dragon's riches spent on creature comforts and works of art. They have one-tenth the normal coins in their horde and triple the art objects.

In place of a breath weapon (how crude and vulgar!) they can sap the color from themselves and their inanimate surroundings within 300'. Everything in range becomes stark white, granting the dragon the equivalent of *improved invisibility* and forcing those who linger in the area for more than 3 rounds to pass a saving throw or suffer from "snow blindness" for 1d3 hours.

Ivory Dragon

Type: Dragon

Size: Large

Hit Dice: 6

Armor Class: 17

Attack: 2 claws (1d6), bite (1d8)

Move: 30' (Fly 60')

Save: 14

Intelligence: High

Alignment: Chaotic (NE)

No. Appearing: 1d4

Speech: 20%

Spellcasting: 0%

Sleeping: 60%

XP/CL: 1800/8

SD—*Immunity (sleep), resistance (cold)*

Ivory dragons dwell in cold woodlands in icy caves obscured by the boughs of pine trees. It is said they smell like pine needles, making detecting them difficult even

for creatures with a powerful sense of smell. They have ivory colored scales of varying sizes, with two ridges of bony, fan-shaped protrusions running down their backs (in the style of a stegosaurus), long necks, small, quick heads (they have a +1 bonus to initiative rolls) and whip-like tails. Two long, ivory tusks jut out of their mouths, giving them a powerful bite attack.

Ivory dragons eschew money for collections of books, armor, weapons, jewels, hourglasses or some other such nonsense. Their ill-tempers drive them to scatter coins atop tall, forbidding mountains just to keep them from the hands of folk who do value such objects.

An ivory dragon's breath weapon is a cone, like that of a normal white dragon, but instead of cold damage it has a *hold monster* effect (saving throw negates) that lasts 1 hour. While held, a creature's skin takes on an ivory sheen, making them look like a statue.

Pearl Dragon

Type: Dragon

Size: Large

Hit Dice: 7

Armor Class: 17

Attack: 2 claws (1d6), bite (1d8)

Move: 20' (Fly 100')

Save: 13

Intelligence: High

Alignment: Neutral (N)

No. Appearing: 1d4

Speech: 0%

Spellcasting: *

Sleeping: 35%

XP/CL: 2100/9

SD—*Immunity (cold, sleep), telepathy (120')*

SP—*ego whip •, E.S.P. •••, psionic blast •*

Pearl dragons are aquatic dragons that dwell in polar oceans, surfacing only to torment humanoids and demand tribute from them. Pearl dragons are shaped like elasmosauruses. Their hemispherical scales gleam like pearls and their eyes shine with malevolence.

Pearl dragons can use telepathy to summon a pod of 1d6 orcas with a 50% chance of success once per day.

In place of a breath weapon, a pearl dragon can implant a phobia inside a person's mind. People fighting a pearl dragon must pass a saving throw or suffer from one of the following fears:

D6 Phobia

- 1 Fear of boats or ships
- 2 Fear of pain
- 3 Fear of open spaces
- 4 Fear of wind
- 5 Fear of water
- 6 Fear of magic

The phobia lasts for 1 hour, with a 1% chance of it becoming permanent. When presented with the phobia, a character must pass a saving throw vs. fear or suffer a panic attack, losing their turn, breathing heavily and attempting to flee from the source of the phobia. If they cannot flee, they become catatonic until the phobia disappears from their mind.

Dragon Bones

Type: Undead

Size: Medium

Hit Dice: 6

Armor Class: 16

Attack: 2 claws (1d4) or weapon

Move: 30'

Save: 14; MR 5%

Intelligence: Low

Alignment: Chaotic (LE)

No. Appearing: 1d6

XP/CL: 1,800/8

SD—Immunity (illusions, mind effects, energy), resistance (edged and piercing weapons)*

Dragon bones are skeletons grown from chromatic dragon teeth that have been planted in the ground. The skeletons rise fully armed and armored, with scale mail (the color approximates the color of the dragon to whom the teeth belonged), shield and longsword or battle axe.

Dragon bones are loyal to the person that planted them, provided that person says the proper words when he or she does the planting. The words are as follows:

“Child of the dragon, I, [insert name here], sew you in the ground that you may smite my enemies when you arise.”

If these words are spoken, the dragon bones is under the command of the planter. If not, the dragon bones can do as it pleases when it rises (and killing pleases it).

Dragon bones are immune to the energy type or poison breathed by their draconic "parent".



Once per day, a dragon bones can cause its claws to exude the energy of its parent dragon (i.e. an aura of cold, tongues of flame, dripping acid or poison, etc.). This energy persists for 1d4 rounds and deals an additional 1d6 points of energy damage on while it is present.

Dragon Man (Drakkar)

Type: Humanoid

Size: Medium

Hit Dice: 1+1

Armor Class: As armor +2

Attack: Bite (1d4 + 1 energy) or weapon

Move: 40'

Save: 16

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d8

XP/CL: 100/2

SD—Resistance (energy)*

Drakkars are lizardmen with dragon blood in their veins. They are slightly larger than lizardmen and have hides in the chromatic dragon colors. Drakkars are more intelligent and civilized than lizardmen. They dwell in settlements composed of bronze domes surrounded by gardens of colored stones and hardy succulents.

Dragon man warriors arm themselves with axes, spears and bows. They wear the heaviest armor they can find.



Dragon man villages house 1d10 x 5 warriors plus twice as many noncombatants. For every 10 dragon men, there is one sub-chief with 2+1 HD. Villages are ruled by chiefs with 3+1 HD. Villages with 80 or more dragon men are ruled by warlocks of 2nd to 5th level.

Dream Demon

Type: Monster

Size: Tiny

Hit Dice: ½

Armor Class: 13 [Silver]

Attack: None

Move: 10' (Fly 100')

Save: 17; 15 vs. mind effects; MR 35%

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 150/2

Dream demons are tiny monsters with long beaks and beady eyes that sometimes strike one as cruel or callous, and other times as curious. They have hummingbird wings where a man's arms would be and lithe bodies in pleasant, subdued colors of dusky rose, marmalade and the blue-grey of a threatening storm.

Dream demons appear at night and settle down on a person to sup on the nectar of their fitful dreams. Dreams of isolation or rejection please them most; night terrors sate them quickly, but leave them unsatisfied. They hover and stare, and touch their snouts to the

person's temples or forehead, remaining for a few minutes. The dreamer has the best rest of his life. If he was nursing a psychic wound (such as damage to a mental ability score), he heals at twice the normal rate for the dream demon's presence.

If the dream demon is threatened by one who knows not what it is or by one who cherishes his dreams, fair or foul, it flits back and disgorges nightmares from its snout. These nightmares are illusions, but hard to disbelieve (-2 to save). They work like one of the following spells:

D10 Nightmare

- 1-2 Black tentacles (solidifying from black mists)
- 3-4 Phantasmal killer (often a wild-eyed version of one's close relatives/lovers/self)
- 5-6 Shapechange (into something one would not want to be)
- 7-8 Flesh to stone (a slow transition, from feet to head)
- 9-10 Insect plague (but not always insects)

The victim has a chance to disbelieve the illusion each round, but only if the player declares they disbelieve it. The saving throw against the nightmare begins at -2, but the penalty increases by -1 each round as the victim is drawn further into the nightmare. The nightmare ends after six rounds, by which time the dream demon has moved on to dine on blacker psyches.

Dwarf, Maggot

Type: Humanoid

Size: Small

Hit Dice: 1

Armor Class: As armor

Attack: By weapon

Move: 20'

Save: 16

Intelligence: Average

Alignment: Chaotic (NE)

No. Appearing: 2d6*

XP/CL: 100/2

SD—Resistance (acid, fire)

Maggot-dwarves are portly folk that stand 4' tall. They have pallid, rubbery skin and are completely hairless. Maggot-dwarves dress in patchwork clothes and are regarded by most other dwarves as uncouth. They are thoqqua herders, controlling those monsters with a rhythmic rapping on stone with the butts of picks.

The maggot-dwarves have a natural knack for alchemy. They are more interested in finding chemicals than

precious metals and gems, and use their alchemical knowledge to brew poisons, explosives, potions and even monsters. The average maggot-dwarf has a 35% chance of having a random magic potion on his person.

Maggot-dwarf communities number 2d4 x 10 warriors and twice that number of non-combatants. They dwell in caverns, with tunnels dug by their thoqqua herds. The maggot-dwarves built simple stone huts in the center of large caverns, and then excavate chambers along the exterior where they bake their bread, process ore, forge weapons and brew alchemical horrors in copper vats

Dwarf, Slime

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
(+ disease)
Move: 20' (Climb 20')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6*
XP/CL: 100/2



SD—Immunity (disease), resistance (acid)

Slime dwarves are shy folk who dwell in swamps and fungus-laden caverns, doing their best to avoid other life. They are coated in muck and slime and smell awful.

Once per day, a slime dwarf can assume the form of a small black pudding (HD 3, 1d6 acid damage), small ochre jelly (HD 2, 1d6 + 1 acid damage) or small gray ooze (HD 1, 1d6 + 1d6 acid). Re-roll hit points when the slime dwarf makes its transformation into an ooze, and then when it turns back into a dwarf.

Slime dwarves are miners. They keep large vermin and tend to fungi. Those that live in swamps live in huts made of wood and vines and packed with mud, while those who dwell underground live in simple caves. They primarily drink mushroom tea and make stews and soups out of fungi, root vegetables and whatever meat they can catch or kill. These villages are home to 2d10 x 60 warriors and twice that number of non-combatants.



Dwarf, Snow

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: As armor +2
Attack: By weapon (+1 cold)
Move: 20' (Skiing 120')
Save: 16
Intelligence: Average
Alignment: Lawful (NG)
No. Appearing: 1d10
XP/CL: 100/2

SD—Immunity (cold)

A snow dwarf, or barbegazi, is covered with downy, white fur. They have long feet that they use for walking through snow and skiing. Snow dwarves have large fists and flinty eyes that ignore the glare of the noontday sun on the snow that covers their mountain homes.

Snow dwarves dwell in large, extended families of 1d10 x 3 warriors with an equal number of noncombatants. Like other dwarves, they dwell in underground fortifications tunneled into mountain sides. Unlike other dwarves, they spend as much time outside as they do underground, traveling through the thick snow using their long feet as skis or snowshoes.

They are only active during the winter, collecting wild herbs, fishing in icy streams and culling weak animals unlikely to survive the winter. They keep herds of mountain sheep, which they use for meat and wool.

Snow dwarves do not have other dwarves' lust for gold and gems, but they do mine for more practical stuff.

In the summer, snow dwarves hibernate underground, doing only light work and tending their mountain sheep.

The snow dwarves are kind people, warning travelers about impending avalanches and helping shepherds find their lost sheep. Outside their homes they are encountered in bands traveling from one community to another. These bands are armed with clubs and darts.

Each band of snow dwarves is led by a sturdy lord and lady, the lord having 3 HD (10% chance of being a 3rd to 6th level fighter) and his lady having 2 HD with magic use (M2). While common snow dwarves are armed with clubs and darts, 20% of a clan wear studded leather armor and carry battle axes and short bows.

Dwarf—Utu

Type: Humanoid

Size: Small

Hit Dice: 1

Armor Class: 15

Attack: By weapon

Move: 20'

Save: 16

Intelligence: Average

Alignment: Neutral (LN)

No. Appearing: 3d6*

XP/CL: 100/2

SA—*See in darkness*

Utu dwarves have pitch black skin and eyes and small beards of wiry, black hair. They are capable of seeing through both normal and magical darkness and their skin is as hard as granite. Warriors carry shields and short swords made of wood studded with shards of jade.

The utu dwarves worship Khnum, the divine potter and creator of the universe and the creatures who inhabit it. They are experts at working with wood and clay and are practiced in the art of conjuring spirits, from whom they gain knowledge that they record on their clay tablets.

Utu clans are led by priests. These priests can commune once per month when the stars are aligned. Once in a century an utu priest makes contact with Khnum himself and delivers a great prophecy. On these occasions the utu sound their drums and blow long horns made from hollowed trees to call all the clans together to hear the divine prophecies.

An utu clan numbers 1d6 x 15 warriors and three times as many non-combatants. The clan has one priest for every 10 warriors. These priests have magic use (D2).



E

Edimmu

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 3
Armor Class: 18 [Silver]
Attack: Brush (1d4 Dex + 1 energy level)
Move: Fly 40'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 900/5

SD—Vulnerability (sonic)

SA—Natural invisibility

An edimmu is an invisible wind spirit that sucks the life from human beings. Edimmu are the special servants of the demon prince of evil air elementals, Pazuzu.

Edimmus are especially dangerous because they are naturally invisible. One can only discern their presence by feeling a warm wind brush across their bodies. In a warm, windy environment this would hardly be noticed. In other environments, it is a tell-tale sign. Assume that in these cases creatures have a 1 in 6 chance of noticing.

The first time a creature is successfully struck by an edimmu they feel as though something has poked or scratched them. The monster's touch causes light-headedness and numbness in the extremities, inflicting 1d4 points of dexterity damage. A creature whose dexterity is reduced to 3 falls prone and cannot stand without assistance. An edimmu's attack cannot reduce a victim's dexterity below 3. In addition, the victim must pass a saving throw or suffer one level of energy damage. Creatures reduced to 0 levels or Hit Dice die and their spirits rise as edimmu 1d4 days later.

See also bhuta and jiangshi in this volume

Electric Head

Type: Construct
Size: Tiny
Hit Dice: 2
Armor Class: 15
Attack: Touch (1d8 electricity) or bolt (60'/1d8 electricity)
Move: Fly 50'
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 600/4

SD—Immune (electricity), resist (cold), vulnerable (sonic)

Electric heads are strange constructs manufactured by magic-users for use as guardians. An electric head is a bronze sculpture of a head. Most are modeled after the magic-user who made them or a historical figure.

The manufacture of an electric head requires a bronze sculpture made by a master. A gemstone worth at least 500 gp must be placed inside the head and wrapped in golden wire that connects it to the bronze. The object must then be enchanted by the magic-user with *animate object*, *E.S.P.*, *lightning bolt*, *levitate* and *permanency* while the magic-user is in contact with the electric head, permitting his own psyche to be impressed on the gemstone within the electric head.



Electric heads *levitate* and *fly* at will. They are capable of discharging, once per round, a 60' long lightning bolt from their foreheads. When an electric head makes a touch attack, it ignores any Armor Class bonus derived from metal armor.

Some magic-users add *magic mouths* to their electric heads so that they can laugh maniacally or say demoralizing things while they zap their foes.

Elementals

Elementals are creatures composed entirely of inert materials, like water, stone or gasses, or energy like fire. The principal elementals are air, earth, fire and water, but there are many other lesser elemental monsters.

Some elementals can form into whirlwinds and whirlpools. Creatures trapped in a whirlwind or whirlpool cannot move except to go where the elemental carries them or to escape by rolling 1d20 under their strength score. Spell casters in an elemental must pass a saving throw each round to cast a spell. The elemental can eject creatures whenever it wishes, depositing them wherever it happens to be. A summoned elemental always ejects creatures before returning to its home plane. An elemental in whirlwind or whirlpool form cannot make slam attacks.

Acid Elemental

Type: Elemental (Earth, Water)
Size: Large
Hit Dice: 10
Armor Class: 18 [+1]
Attack: Slam (1d8 + 1d8 acid)
Move: 20' (Swim 50')
Save: 12
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (acid)

Acid elementals look like water elementals, except that they are yellowish in color and give off foul fumes that cause creatures within 30' to become sickened. They can form themselves into whirlpools once every 10 minutes. Creatures that have been sucked into an elemental's body must roll an item saving throw for all exposed pieces of equipment to keep them from being destroyed.

Ash Elemental

Type: Elemental (Fire, Negative)
Size: Medium
Hit Dice: 9
Armor Class: 17 [+1]
Attack: Slam (3d6)
Move: 30'
Save: 12
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,700/11

SD—Immunity (cold, negative energy), vulnerability (fire)

Ash elementals appear as clouds of ash and soot, sometimes with motes of light appearing for a brief moment and then fading. They can absorb heat in a radius of 30', dealing 1d6 points of cold damage per round and extinguishing open, non-magical flames. Creatures engulfed by ash elementals may suffocate.

Dust Elemental (Dust Devil)

Type: Elemental (Earth, Negative)
Size: Large
Hit Dice: 12
Armor Class: 21 [+1]
Attack: Slam (3d6)
Move: 30'
Save: 11
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,600/14

SD—Immunity (negative energy)

Dust devils look like swirling, billowing clouds of dust with seething voices and glowing eyes. A creature engulfed by a dust devil suffers 2d6 points of damage each round from disintegration, as the monster attempts to incorporate their molecules into its own form. A dust devil can form into a whirlwind.

Laser Elemental

Type: Elemental (Fire) (Incorporeal)
Size: Large
Hit Dice: 8
Armor Class: 20 [+1]
Attack: Touch (1d8 fire) or laser ray (120'/2d6 fire)
Move: Fly 200'
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,400/10

SD—Immunity (fire)

SP—mirror image •••

Laser elementals look like humanoid vectors of light. They are incorporeal, but can deal fire damage to creatures they touch, or those they strike with their fearsome laser rays. Once per day, a laser elemental can transform into a single laser beam, allowing them to move at a speed of 300' per round. If they pass within 5' of a creature in this form, that creature must pass a saving throw or suffer 1d6 points of fire damage.

Magma Elemental

Type: Elemental (Earth, Fire)
Size: Large
Hit Dice: 10
Armor Class: 18 [+1]
Attack: Slam (2d8 + 1d6 fire)
Move: 20' (Burrowing 20')
Save: 12
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (fire)

Magma elementals look like magma flows. They can temporarily cool portions of their body into basalt to slam into their foes. They can flow like an ooze, and engulf creatures in their path, dealing 3d6 points of fire damage as they do and perhaps suffocating them. Magma elementals can engulf creatures and suffocate them, and creatures within 10' may become mired in the elemental's form, cutting their movement rate in half.

Muck Elemental

Type: Elemental (Earth, Water)
Size: Medium
Hit Dice: 6
Armor Class: 17 [+1]
Attack: Slam (2d6)
Move: 20'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

Muck elementals dwell in the borderlands between earth and water planes. They take the form of living mudflows and are sometimes streaked with growths of mold (5% chance of brown mold or yellow mold). They move like an ooze and can seep through cracks and crevices. Muck elementals can engulf creatures and suffocate them, and creatures within 10' may become mired in the elemental's form, cutting their movement rate in half.

Plasma Elemental

Type: Elemental (Air, Fire)
Size: Medium
Hit Dice: 6
Armor Class: 17 [+1]
Attack: Slam (1d8 + 1d6 fire)
Move: Fly 120'
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

SD—Immunity (fire)

Plasma elementals take the form of super-hot clouds of gas. They are incredibly fast, and are capable of engulfing foes, dealing 3d6 points of fire damage per round. Once every 10 minutes that can form into a whirlwind.

Radio Elemental

Type: Elemental (Fire)
Size: Large
Hit Dice: 12
Armor Class: 20 [+1]
Attack: Radio burst (30' radius/3d6 + fatigue)
Move: Fly 120'
Save: 11
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,600/14

Radio elementals are naturally invisible, though those with astral or ethereal sight might see them as wavy spheres 10' in diameter. These spheres are never still. They bounce around or shift in the air constantly, moving at least 5' per round in one direction or another. Once per day, a radio elemental can give off an anti-magic burst in a 60' radius. This burst ends all spells and magical effects for 1 minute and prevents spellcasters from creating new magical effects for 1 minute.

Salt Elemental

Type: Elemental (Water, Negative)
Size: Large
Hit Dice: 12
Armor Class: 19 [+1]
Attack: Slam (4d6)
Move: 10'
Save: 11
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,600/14

SD—Immunity (fire), resistance (cold)

Salt elementals appear as humanoids composed of giant salt crystals. They absorb all moisture within 80' of them, dealing 2d6 points of damage per round to living creatures, and 2d10 points of damage to plants. Immersing a salt elemental in water deals 3d6 points of damage to the elemental per round.

Smoke Elemental

Type: Elemental (Air, Fire)
Size: Large
Hit Dice: 8
Armor Class: 18 [+1]
Attack: Slam (1d6 + 1d6 fire)
Move: Fly 60'
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,400/10

SD—Immunity (fire)

SP—choke •••

Smoke elementals appear as roiling clouds of smoke. They encompass elements of air, earth and fire in their being, and represent a less pure form of elemental. Once every 10 minutes, it can form into a whirlwind.

Steam Elemental

Type: Elemental (Fire, Water)
Size: Medium
Hit Dice: 6
Armor Class: 16 [+1]
Attack: Slam (1d6 + 1d4 fire)
Move: Fly 40'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

Steam elementals look like vapor elementals (q.v.), but they are hotter and more violent. Like vapor elementals, they obscure the vision of people they have enveloped, and they deal 1d6 points of fire damage to enveloped creatures as well. Those in melee contact with them for more than three rounds must pass a save or be fatigued.

Summer Elemental

Type: Elemental (Fire)
Size: Medium
Hit Dice: 4
Armor Class: 15 [+1]
Attack: 2 light rays (200'/1d6 fire)
Move: 40' (Fly 60')
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,200/6

SD—Immunity (fire)

Summer elementals are creatures of heat and light, with heads like smiling suns and bodies composed of pure energy that makes one's vision ripple and shift. Flowers bloom around their feet and balmy breezes blow around them. Looking directly at a summer elemental causes blindness for 1d6 minutes.

Vapor Elemental

Type: Elemental (Air, Water) (Incorporeal)
Size: Medium
Hit Dice: 6
Armor Class: 19 [+1]
Attack: Slam (1d8)
Move: Fly 60'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

SP—shocking grasp •••

Vapor elementals appear as billowing clouds. While they cannot become whirlwinds, they do obscure the sight of those they envelope, and can deliver electrical shocks (1d6 points of damage) to those they touch. Once every 10 rounds a vapor elemental can form into a whirlwind.

Void Elemental

Type: Elemental (Air, Negative)
Size: Small
Hit Dice: 6
Armor Class: 22 [+1]
Attack: Slam (3d4)
Move: 90'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

Void elementals look like small black holes floating in the material world. They are surrounded by a constant gust of wind pulling towards the void elemental. These winds extend out 60' and deal 1d4 points of damage each round from small objects being sucked into the monster. Void elementals are instantly slain by wind spells cast by spell casters with seven or more levels.

Wine Elemental

Type: Elemental (Water)
Size: Medium
Hit Dice: 6
Armor Class: 17 [+1]
Attack: Strike (2d6)
Move: 20'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,800/8

Wine elementals look like purple water elementals that give off a heady aroma. Creatures engulfed by them become drunk unless they pass a saving throw vs. poison. A drunk creature suffers a -4 penalty to attack rolls and saving throws and they must move at no more than half their normal movement rate or they risk falling prone (roll 1d20 under dexterity score). Once every 10 minutes a wine elemental can form into a whirlpool.

Elf—Peri

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
Move: 40'
Save: 16; MR 15%
Intelligence: Average to High
Alignment: Lawful (NG)
No. Appearing: 3d6*
XP/CL: 100/2

SA—*Surprise (1-3 on 1d6)*

SD—*Immune to paralysis from ghouls*

SP—*confusion •, dancing lights, dimension door •, phantasmal force •*

Peris are elfin people who dwell in woodlands and river valleys. They are graceful and ebullient people, keen hunters and effective, though reluctant, warriors.

Peris live in bands of 2d10 x 10 warriors with non-combatants equal to 100% of the warriors. For every 50 peri warriors there is one fighter/illusionist of 3rd to 6th level. For every 100 peris there is a 6th to 8th level fighter/illusionist. The highest level peri is the prince or princess. Peri bands have 4d6 hunting dogs and there is a 5% chance they are allied with 1d6 giant eagles.

Eloko

Type: Monster
Size: Small
Hit Dice: 3
Armor Class: 15
Attack: 2 claws (1d3), bite (1d4 + swallow)
Move: 30' (Climb 20')
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/4

The eloko is a monster with hair like grass sprouting from all over their bodies, piercing yellow eyes, large snouts, mouths that can open impossibly wide, long claws and child-like voices. All eloko have magic bells.



Eloko dwell in the deepest woodlands in hollow trees or small caves. They are vicious in the extreme and eat only humans, demi-humans and humanoids. They dress in clothes of hides and leaves.

The sight of an eloko causes fear (as the spell *cause fear*).

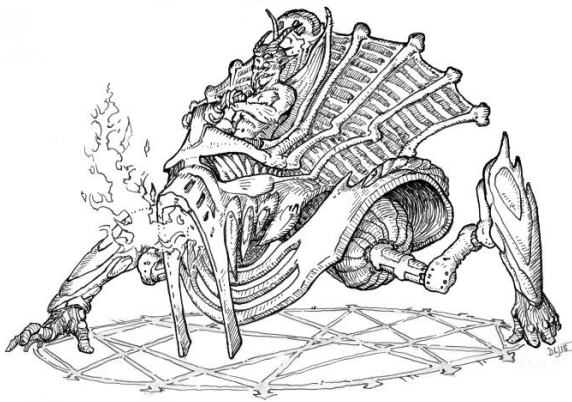
Eloko are capable of opening their mouths incredibly wide, allowing them to swallow small and medium creatures whole. A swallowed victim finds themselves in a fetal position within the monster and completely incapable of moving. An eloko that has swallowed a humanoid has movement reduced to 10' and AC 12.

The sound of an eloko's magic bell acts as a *suggestion* spell. It is so powerful that it can even force a victim to harm itself, dealing 1d4 points of damage per round.

Engine of Hell

Type: Construct
Size: Large
Hit Dice: 10
Armor Class: 20 [+1]
Attack: 2 claws (2d6)
Move: 20'
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 1,000/11

Engines of Hell are brazen constructs operated by imps. They are armored suits of bronze and brass, often of monstrous shape and form and glowing red hot. Smoke escapes from the nostrils fashioned on the engine's brazen head. The imp sits within, operating the construct with levers and chains.



Engines of Hell have no minds of their own. They are under the control of the imp. If the imp is removed, the engine stops. Attacks that affect the mind are directed against the pilot imp, who must save against them.

All engines of Hell have the above basic statistics. In addition, they have one of the following modifications from each category:

Hands	Effect
Cannon Arms	Slam (1d8) or cannon (100'/3d6) 1/day
Chains	Chains (10'/1d8)
Crushing Grip	2 claws (2d6 + constrict)
Jackhammers	Slam (1d8), shields must save or be destroyed
Helm	Effect
Battering Ram	Gore (1d8)
Flame Belcher	Cone of fire (10'/3d6), 3/day
Gnashing Jaws	Bite (1d8)
Laser Rays	Rays (100'/3d6 fire) 1/day
Feet	Effect
Pogo Boots	Jump 3/day
Quake Makers	Stomp 1/day
Raking Claws	2 claws (2d6 + rend)
Rocket Boots	Leap 100' long, 50' high 1/day

Exquisite Corpse

Type: Construct
 Size: Medium
 Hit Dice: 10
 Armor Class: 16
 Attack: Varies
 Move: 30'
 Save: 12
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 3,000/12

An exquisite corpse is perhaps the highest expression of the golem-maker's art, as it is composed not of bits of humanoids, but of bits of monsters that retain their special abilities after being patched together.

The process for making an exquisite corpse is mostly the same as for creating a flesh golem, except that it costs twice as much and the various golem bits must be anointed with *oil of gentle repose* when they are harvested. When the creature is stitched together, the following spells must be cast over the golem: *Intelligence*, *lightning bolt*, *animate dead* and *permanency*.

As with flesh golems, exquisite corpses must be controlled and might possibly go berserk.

An exquisite corpse never includes bits from more than three monsters, which must be humanoid in appearance. The exquisite corpse gains bite, claw, gore and tail attacks from the component monsters, as well as any special attacks and defenses they might have.





Eye Monsters

The eye of the deep and the eye of the dark are the most infamous of the eye monsters, weird creatures composed of a giant eyeball and toothy maw, but they are not the only ones of their kind.

Eye of Death

Type: Aberration
 Size: Large
 Hit Dice: 11
 Armor Class: 23 [Silver]
 Attack: Bite (3d6)
 Move: 5' (Fly 30')
 Save: 11; 25%
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 3,300/13

SA—*Incorporeal, telepathy (100')*

SD—*Resistance (acid, cold, electricity, fire, sonic energy)*

The eye of death is steeped in negative energy and necromantic magic. It has black flesh and a grey eyeball with a pale green iris. The eye of death sees magical auras naturally, and thus is always under the effects of *detect magic* and *detect invisibility*. It is also always under the effect of the *invisible to undead* spell.

The eye of death possesses many eye rays, but can only use one per round. It cannot maintain any specific eye attack for more than one round and must wait 1d4 rounds before activating that particular attack again. The monster's eye attacks have a range of 150' (line of sight).

Ray	Effect
Bite	Save vs. <i>eyebite</i>
Chill	Save vs. <i>chill touch</i>
Curse	Save vs. <i>bestow curse</i>
Death	Save vs. <i>inflict critical wounds</i>
Enervate	Save vs. <i>enervation</i>
Pain	Save vs. <i>symbol of pain</i>
Re-Animate	<i>Animate dead</i>
Slay	Save or die

Eye of Destiny

Type: Aberration
 Size: Large
 Hit Dice: 9
 Armor Class: 21
 Attack: Bite (2d6)
 Move: 5' (Fly 30')
 Save: 12; MR 35%
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 2,700/11

SD—*Resistance (acid, cold, electricity, fire, sonic energy)*

The eyes of destiny are the sages and oracles of their species, capable of perceiving past, present and future, and seeing beyond the material world. Like their kin, they can communicate with any sentient creature within 100', with their thoughts entering a person's mind like a tongue entering one's ear.

They are less dangerous in combat than their kin, but very useful to their kind. Most are treated as high priests, and are housed in temples with their zealous cultists.

Eyes of destiny see magical auras and emanations naturally (per *detect magic*). They are also constantly under the effects of *true seeing* and *detect good*.

Unlike their kin, the eyes of destiny do not possess eye attacks. Instead, they are capable of casting powerful divination powers. When they do so, they emit brilliant light from their great eye, with a different color of light connected to each of their abilities. Creatures within 30' of this light must pass a saving throw or have their emotional state altered for 1d6 hours (see below).

Each divination power can be used by an eye of destiny once per day, but no more than once every 1d4 rounds. Their powers are as follows:

Light	Effect
Moody Blue	Contact other plane + crushing despair
Intense Red	Discern location + rage
Pale Yellow	Foresight + waves of fatigue
Scathing Green	Legend lore + cause fear
Searing White	Probe thoughts + calm emotions
Lurid Purple	Vision + ray of enfeeblement

Eye of Frost and Flame

Type: Aberration
 Size: Medium
 Hit Dice: 5
 Armor Class: 18
 Attack: Bite (1d8)
 Move: 5' (Fly 40')
 Save: 14; MR 15%
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 1,500/7

SD—Resistance (cold, fire)

Eyes of frost and flame are smaller than most other eye monsters, and they are not as powerful. They look like most eye monsters, being spheres with toothy maws and a single large eye, as well as three additional eyes on long eye stalks. The eye of frost and flame is purple in color and its central eye fluctuates between red and blue.

The eye of frost and flame possesses many eye rays, and can use two per round. It cannot maintain any specific eye attack for more than one round and must wait 1d4 rounds before activating that particular attack again. The monster's eye attacks have a range of 120' (line of sight).

Ray	Effect
Fire cone	A swirling cone of fire 120' x 30' that deals 3d6 fire damage (save for half)
Freeze Ray	A blue ray that deals 6d6 cold damage to one target
Heat Ray	A red ray that deals 6d6 fire damage to one target
Ice cone	A howling wind of ice and frost in a cone 120' x 30' that deals 3d6 cold damage (save for half)
Icescape	A white ray that covers the ground in a 30' radius from the point of impact with slippery ice

Eye of Inquisition

Type: Aberration
 Size: Medium
 Hit Dice: 7
 Armor Class: 19
 Attack: Bite (1d8)
 Move: 5' (Fly 30')
 Save: 13; MR 15%
 Intelligence: High
 Alignment: Chaotic (NE)
 No. Appearing: 1d6
 XP/CL: 2,100/9

SD—Resistance (acid, cold, electricity, fire, sonic energy)

Eyes of inquisition are the spies of their kind. Smaller than their kin, they are capable of getting into tighter spaces. They are albinos, with pale flesh and pink irises in their great eyes. They communicate telepathically in a high-pitched drone that makes the eyes water.

Eyes of inquisition see magical emanations naturally and can always detect invisible creatures. They can turn *invisible* three times per day and *blink* once per day.

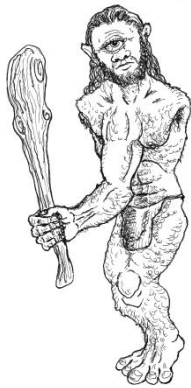
The eye of inquisition possesses eye attacks, but can only use one attack per round. It cannot maintain any specific eye attack for more than one round, and must wait 1d4 rounds before activating that particular attack again. The monster's eye attacks have a range of 90' (line of sight).

Ray	Effect
Burn	Save vs. <i>burning hands</i>
Charm	Save vs. <i>charm monster</i>
Confuse	Save vs. <i>confusion</i>
Hypnotize	Save vs. <i>hypnotism</i>
Paralyze	Save vs. <i>hold monster</i>
Probe	Save vs. <i>E.S.P.</i>
Sleep	<i>Sleep</i>
Weaken	Save vs. <i>ray of enfeeblement</i>

F

Fachan

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 16
Attack: By weapon (+2 damage)
Move: 20'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 3d6
XP/CL: 300/4



Fachans are monstrous humanoid beings with a single leg, arm and eye. A fachan moves by hopping. Its arm is incredibly strong, allowing it to wield heavy chains and clubs. The creature's appearance is terrifying, forcing creatures to save vs. fear or be frightened.

Fairy Dragon

Type: Dragon
Size: Tiny
Hit Dice: 2
Armor Class: 15
Attack: Bite (1d4)
Move: 10' (Fly 60')
Save: 16
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d6
XP/CL: 600/4

SA—*Magic use (D3, M5)*

SP—*audible glamer •••, dancing lights, faerie fire, invisibility, invisibility II •, irresistible dance •, phantasmal force •••, pyrotechnics •••, suggestion •, ventriloquism*

Fairy dragons are tiny dragons with purple flesh and brilliant butterfly wings. They are clever tricksters, always looking for a new victim to "entertain". A fairy dragon will not purposely harm a creature on whom they are playing a prank, and they hate to see people being bullied and thus them when they can.

Feathertop

Type: Construct
Size: Medium
Hit Dice: 2 (10 hp)
Armor Class: 14
Attack: Slam (1d6)
Move: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 100/2



Feathertops are scarecrows enchanted by witches and the better sort of wizards to guard their homes, work in their gardens, run errands and sometimes make mischief. They are tragic figures, for they do not know their true natures, believing themselves to be human.

Feathertops are prepared as are normal scarecrows, and each is given a pipe to smoke. Animating them requires the following spells: *Animate object*, *phantasmal force* and *permanency*. As long as the feathertop smokes his pipe, the illusion that he is a real human being (albeit a gangly one) is maintained.

The problem for feathertops is mirrors. If a feathertop gazes into a mirror, his true nature is revealed to him. When this happens, the feathertop must pass a saving throw or smash itself to bits rather than face not being a real human being.

Feathertops are not overly educated creatures, but they are loyal and earthy and have engaging personalities. Since most are farmers, they carry weapons like clubs, sickles and pitchforks.

Firbolg

Type: Giant
Size: Large
Hit Dice: 13
Armor Class: 18 (22 vs. missiles)
Attack: By weapon (+4 damage)
Move: 40'
Save: 10
Intelligence: Average to High
Alignment: Lawful (CG)
No. Appearing: 1d8
XP/CL: 1,300/14



SP—change self •, detect magic •, fool's gold •, modify memory •, reduce person (self) •

Firbolgs are tricky giants with raven hair and pale skin. Males cultivate long beards while females wear their hair in long braids. The firbolgs are fierce warriors who go berserk in battle. This gives them two attacks per round. They are armed with greatswords and spears and wear chainmail and shields. When a firbolg rolls a natural '20' on a greatsword attack, their foe has their weapon or shield sundered (no save except for magic or adamantite weapons) or their hand cut off (save to negate).

Fire Freak

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Slam (1d6)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 400/5

SD—Immunity (fire)

SP—burning hands •••, fireball (3d6, centered on self) •, heat metal •••, pyrotechnics •••

Fire freaks are the animated remains of pyromaniacs that died in the fires they set. They appear as charred, hairless corpses, their skin cracked and blistered, their smiles broad and unsettling and their eyes like lit matches. A smell of charred flesh emanates from them.

Fire freaks lurk in dungeons awaiting the arrival of flammable fuel. The fire freak attempts to draw people close to its body so that it can use its *fireball* spell, lighting as much material ablaze as possible. Fire freaks have no sense of self preservation – they just want to set the world and everything in it on fire.

The scent of fire freaks frightens normal animals that fail a saving throw. Even those who pass their saving throw are distressed at the presence of the monster.

Fire freaks retain their unnatural love of fire beyond death. When they have caused a large conflagration with their spell-like abilities, they must pass a saving throw or be fascinated by the fire for one minute.

Flower Fairy

Type: Fey
Size: Tiny
Hit Dice: ½
Armor Class: 13
Attack: Bite (1d3 + Poison III) or by weapon (1d4)
Move: 30'
Save: 17
Intelligence: Low
Alignment: Neutral (CN)
No. Appearing: 3d6
XP/CL: 150/2

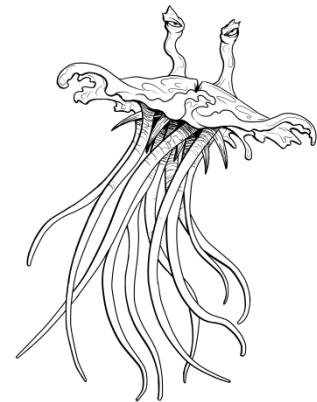


SP—sleep •

Flower fairies are graceful fey that are tied to flowers as dryads are tied to trees. Like most fey creatures they are mischievous and sometimes violent and cruel, and have very short attention spans. Flower fairies commonly possess the supernatural powers that are associated with their flower. Fairies of poisonous flowers have a bite attack that injects Poison III.

Flumph

Type: Aberration
Size: Small
Hit Dice: 2
Armor Class: 15
Attack: Slam (1d3 + 1d4 acid)
Move: 20'
Save: 16
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 1d12
XP/CL: 200/3



Flumphs are milky white creatures that dwell in secluded places far away from other beings. They float and fly up to 10' above the ground. They are inoffensive creatures and thoroughly virtuous.

The flumphs defend themselves by squirting a jet of foul-smelling liquid in the manner of skunks (saving throw or become frightened). If they are pressed into combat, flumphs can slam into creatures with their undersides, dealing both normal and acid damage. Acid damage from a flumph recurs for three rounds unless it is washed off.



Fly Man

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 14
Attack: By weapon
(+ disease)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d8
XP/CL: 400/5



SD—Immunity (disease)

Fly men look like humanoids with the heads of flies. They dress in piecemeal armor and carry whatever weapons they can lay their filthy hands on. Fly men are as intelligent as human beings, but they retain the fly's most loathsome habits.

Fly men were spawned in Hell. Their fiendish origins give them a leg up on most evil humanoids. While they do not gather in large numbers, it is not uncommon for them to have large followings of the goblins races.

Fly men feast on carrion, but they are not merely scavengers, for they enjoy killing prey. They take their victims' corpses to a safe place in a dungeon or cave to "season" before returning to sup on them.

Fly men can vomit on their opponents once every four rounds. This vomit is expelled in a 5' cone and inflicts 1d6 points of acid damage (save for half damage).

Fly men are uncommonly filthy and thus are surrounded by a wretched funk. All creatures within 10' of a fly man must pass a saving throw or be sickened for 1d4 rounds.

Flying Head (Kanontsistontie)

Type: Aberration
Size: Huge
Hit Dice: 10 [Regenerate]
Armor Class: 18 [+1]
Attack: Slam (2d8)
Move: Fly 40'
Save: 12; MR 15%
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,000/12



Kanontsistontie are flying heads that appear to be made of metal. They have unmoving faces and apparently sightless eyes, though they see all. Their mouths are agape and one can discern powerful energies within. The ultimate purpose of these entities is unknown. They seek sustenance from grain, cowering creatures and threatening them with destruction if they fail to pay tribute.

The kanontsistontie have an alien intelligence and come from strange dimensions unknown to mankind. While they are highly intelligent, the monsters can be tricked, for they are unfamiliar with the ways of man.

Kanontsistontie have a breath weapon they can use three times per day. The breath weapon is a cone 60' long and 30' wide at the base. It is composed of pure energy that deals 10d6 points of damage (save for half damage).

An object deposited in a kanontsistontie's mouth lingers for one round and then disappears in a cascade of colored sparks. Living creatures are transported into the "belly of the beast" and suffer 3d6 points of damage. If they survive this damage, they suffer another 1d6 points of energy damage per day as they are slowly processed and digested within the interior of the monster's head.

Flying Monkey

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: 2 fists (1d3 + grapple), bite (1d4)
Move: 30' (Climb 20', Fly 30')
Save: 16
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 200/3

Introduced in the Oz stories by L. Frank Baum, flying monkeys are large monkeys with feathered wings on their backs. Although they never wear armor, they do (thankfully) wear clothes. Many have a preference for fezes because they are so cool and urbane.

As in the Oz stories, flying monkeys tend to fall in with wizards and warlords, serving as their guards and spies. They are not particularly violent, but they are easily cowed and thus serve their master loyally.

If both of a flying monkey's attacks are successful, the monkey grabs its prey and flies away with it, gaining 10' of altitude per round. If a victim manages to inflict

damage on a flying monkey while being carried, the flying monkey instantly drops them.

Forlorn Grey

Type: Elemental (Air)
Size: Large
Hit Dice: 7
Armor Class: 16 [+1]
Attack: 3 tendrils (1d3*)
Move: Fly 30'
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 3,500/10



Sometimes that grey mist in a corridor or tunnel is water vapor. Other times, it is a monster called a forlorn grey. The forlorn grey appears as a grey fog 20' long and 10' wide. It is clammy and chilly to the touch, but an astute observer might notice that it does not leave a damp residue on people who walk through it.

A forlorn grey allows a group to get within it and then moves along with them. It obscures vision, so most folks think that they are just moving through a very long patch of fog. Each round that a person spends in the forlorn grey, their mind is attacked by the monster. They must pass a saving throw each round or lose a bit of their zest for living, not to mention suffer one level of energy damage. The TK should prepare several strips of paper outlining the apathy that has befallen a character that has failed a saving throw. Some examples might be:

"You don't really want to be in this stupid dungeon."

"Treasure isn't everything."

"That serving wench really wasn't all that attractive."

"It occurs to you that you don't really have any friends."

Once a creature within the forlorn grey reaches level 0, they take on a dull appearance. Their eyes turn grey and lose their spark of life. They become 0 HD monsters that are apt to wander aimlessly for the rest of their lives, begging for scraps and avoiding other creatures. They can be restored to vigor with *wish* or *restoration* and can otherwise be used as torchbearers by their former friends - they don't care one way or the other about it.

A forlorn grey can only be struck for full damage by magical edged weapons. Silver edged weapons deal half damage to it and bludgeoning and piercing weapons deal no damage to a forlorn grey, magical or otherwise. If actively fought, the forlorn grey manifests tendrils of super-chilled mist with which it can make physical attacks that, on a natural roll of '20', snake down people's throats, dealing double damage and forcing the victim to pass a saving throw or be stunned for 1d3 rounds. The creature can manifest three such tendrils.

Fox Fairy

Type: Fey
Size: Small
Hit Dice: ½
Armor Class: 14
Attack: Weapon
Move: 50'
Save: 17
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 50/1



SA—*Surprise (3 in 6), surprised (1 in 6)*

SP—*daylight •*

Fox fairies look like a combination of fox and halfling. They stand 3' to 4' in height and are covered in fur with a pattern like that of a red fox. Fox fairies dress in the simple clothing of a hunter and carry short swords, hand axes and short bows. They dwell in woodlands near human settlements. They are quick and agile and capable of quickly taking in a situation and then acting decisively.

Fox fairies are known for their playful sense of humor and sunny disposition. They enjoy cavorting with human and demi-human children and those adults that still know what it means to be a child.

Fox fairies are quick. They can attack three times every two rounds (i.e. they attack once in odd numbered rounds and twice in even numbered rounds).

A fox fairy's keen senses give them a 35% to find secret doors and a 55% chance to hear noises.

Fox fairy dens hold 3d6 of the creatures. If ten or more are encountered, they are led by a fox fairy with the abilities of a 3rd level fighter/thief.

Fox Fairy Characters

Ability Modifications: Dex +1, Wis +1, Int -2

Darkvision to a range of 60'

Find secret doors and move silently, +2 to task check

Surprised (1 on 1d6)

Languages: Common, Fey

Advancement: Up to 8th level

Multi-class: Fighter/thieves

Froglodyte

Type: Monster

Size: Medium

Hit Dice: 2

Armor Class: 14

Attack: 2 claws (1d3), bite (1d4) or tongue (grapple) or by weapon

Move: 30' (Swim 20', Leap 100')

Save: 16

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d12

XP/CL: 600/4

These creatures look like hunched humanoid frogs with clawed hands they drag on the ground and slavering jaws with sharp, crooked teeth. They rarely wear armor, but are often armed, especially with heavy weapons.

Once per day a froglodyte can open its mouth and belch out a fetid cloud of funk. Non-froglodytes and non-troglodytes within 30' of the monster must succeed on a saving throw or be fatigued for 10 rounds.



Froglodytes collect gemstones and jewels, and know the secret to growing them (i.e. from small to medium or medium to large) and energizing them, turning them into grenades that deal 1d6 points of damage in a 10' radius.

Full-Throated Screamer

Type: Undead

Size: Small

Hit Dice: 6

Armor Class: 16

Attack: Slam (1d4 + 1d4 cold) or scream (see below)

Move: Fly 30'

Save: 14; MR 15%

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 1,800/8

SA—*Surprise (3 in 6), surprised (1 in 6)*

Possibly the oddest of the manufactured undead, the full-throated screamer appears as three preserved heads encased in crystal spheres. The spheres float separately, but always stay within 5' of each other.

The heads used to create a full-throated screamer must have belonged to a fishwife, politician and braggart in life. They must be harvested from freshly deceased bodies, and then teleported into the pre-prepared crystal spheres. Before teleporting, each head has a wax seal stamped with a rune (per a scroll of *animate dead*) placed on its tongue. Once the heads are inside their spheres, the creator must cast the following spells over them: *Telepathic bond*, *fly*, *sound burst* and *permanency*.

The heads can slam into people or, once per day per sphere, issue a terrible scream that affects all within 30'. Those within range of the scream must pass a saving throw or their lowest mental ability score (intelligence, wisdom or charisma) suffers 1d6 points of damage. If this score is reduced to half of normal the victim becomes either a mindless berserker (wisdom; per *rage*), babbling fool (intelligence; per *feblemind*) or madcap dancer (charisma; per *irresistible dance*).

Once per day, the heads can spin around so rapidly that they create a sonic pulse. Treat this as a *sound burst* spell that affects all creatures within 30'.

G

Gemini

Type: Outsider
Size: Medium
Hit Dice: 4
Armor Class: 13 [Silver*]
Attack: Strike (see below)
Move: 30'
Save: 15; MR 25%*
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 2
XP/CL: 1,200/6

Gemini are graceful creatures with cold, calculating eyes. They always appear in pairs. One geminus is white on the left side and black on the right, while the other geminus is black on the left side and white on the right.

In combat, gemini are always mobile, with fluid movements meant to confuse and tire their enemies. They always attempt to maintain contact with either their white or black hands.

While gemini are in contact with one another, they suffer a -2 penalty to attack and to their Armor Class, but they gain magic resistance 25% and can only be harmed by silver and magical weapons.

When a geminus strikes with a black hand, the effect is *chill touch* (1d6 damage + 1 point of strength damage). With a white hand, it is *shocking grasp* (1d6 electricity).

In any round in which a person attempts an action within the sight of a geminus, they must pass a saving throw. If the save fails by 1 to 5 points, they hesitate and do nothing. If the save fails by 6 or more points, they do the opposite of their desired action.

Geometrons

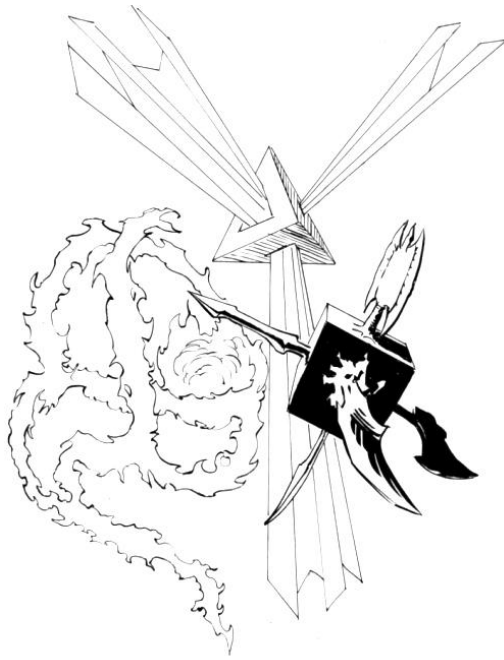
Geometrons are strange entities that haunt the more orderly dimensions in the cosmos, bringing a touch of malice to them. Geometrons are only semi-solid, bridging the material and ethereal planes.



To control a creature, a geometron must envelop its head. This counts as a grapple attack, which the geometron makes at a +2 bonus to attack. Once the geometron has enveloped its head, the target may attempt a saving throw to resist its control. If this save fails, the geometron is ejected from its head. Otherwise, the target is under the control of the geometron.

Battle-Prism

Type: Aberration
Size: Small
Hit Dice: 5
Armor Class: 18 [Silver]
Attack: 2 rays (60'/1d6 force)
Move: Fly 50'
Save: 14
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1d3
XP/CL: 1,500/7



Battle-prisms look like pyramids the size of a human head. Each face is a kaleidoscope of colors. They attack by firing rays of prismatic force from their surfaces and are also capable of taking control of living creatures.

A creature under a prism's control gains a +2 bonus to attack and to saving throws. The prism must remain on the creature's head to control it and can only be removed by a grapple attack (assuming somebody has silver or magical gloves or a net or such to catch it).

Attacks against a battle prism enveloping a creature's head score full damage on the prism and half damage on the creature enveloped. While enveloping a creature, a battle-prism continues to use its normal attacks in addition to its new minion's attacks.

Death-Cube

Type: Aberration
 Size: Small
 Hit Dice: 3
 Armor Class: 16 [Silver]
 Attack: 2 weapons (1d6 + 1d6 negative energy)
 Move: Fly 30'
 Save: 15
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1d3
 XP/CL: 900/5

Death-cubes look like black cubes the size of a human head. They attack by generating weapons composed of

negative energy from their surfaces and are also capable of taking control of living creatures (see above). A creature under a cube's control can use all of its natural abilities and is immune to electricity and poison.

Hell-Sphere

Type: Aberration
 Size: Small
 Hit Dice: 4
 Armor Class: 17 [Silver]
 Attack: 2 energy whips (10'/1d4 + 1d6 fire)
 Move: Fly 40'
 Save: 15
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1d3
 XP/CL: 1,200/6

Hell-spheres look like ruby colored spheres the size of a human head. They attack by extending energy whips from their surfaces and are also capable of taking control of living creatures (see above). A creature under a sphere's control can use all of its natural abilities and is immune to fire and poison.

Ghūl

Type: Monster
 Size: Medium
 Hit Dice: 4
 Armor Class: 15
 Attack: 2 claws (1d4 + paralysis 1d4+1 rd), bite (1d6)
 Move: 20' (Fly 60')
 Save: 15
 Intelligence: Low
 Alignment: Chaotic (NE)
 No. Appearing: 1d8
 XP/CL: 400/5

SD—Elemental endurance (see jann), resistance (fire)

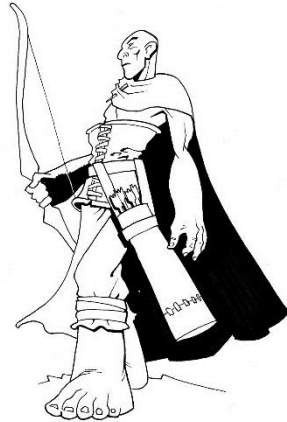
SP—blight •, enlarge/reduce •, ethereal jaunt (1 turn per day), invisibility ••

Ghūls (females are ghoulah) are monstrous hybrids of jann and ghouls, the specifics of their creation being best left a mystery. They are not undead, although they look like ghouls with faces that reminiscent of a hyena's. Because of this, they are sometimes mistaken for gnolls.

Ghūls can shapechange into hyenas or into the form of the person they have most recently eaten.

Giant, Forest

Type: Giant
Size: Large
Hit Dice: 9
Armor Class: 20
Attack: Scimitar (2d6) or
longbow (2d8)
Move: 30'
Save: 12; MR 5%
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d6*
XP/CL: 900/10



SA—*Magic use (D1)*

The forest giants are tall humanoids with grey skin, no hair and emerald eyes. They dress in tunics and leggings of green, brown, russet or grey, and wear cloaks. Forest giants are excellent bowmen, and carry longbows and scimitars. Forest giants have a love for ale and wine and gladly work as guides in exchange for intoxicants. They have the special abilities of 3rd level rangers and leave no trace of their passing as do druids.

Giant, River

Type: Giant
Size: Huge
Hit Dice: 12
Armor Class: 17
Attack: Slam (2d6) and beard (1d6 + constrict) or
boulder (60'/2d10)
Move: 30' (Swim 50')
Save: 11
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 3,600/14

SD—*Resistance (cold)*

River giants are the children of river gods. They have long grey mustaches and beards which seem to flow and ripple with a will of their own. River giants dwell in rivers in submerged caves. If the river is deep enough, they live in submerged strongholds with courts of nixies.

River giants are overbearing and manipulative. They always need to be the biggest and best at everything. They also covet any wealth they see in the hands of others. While many river giants dwell alone, some dwell in loose groups called gouts, especially in dangerous

areas where a single river giant might be cowed or defeated by the local monsters. They sometimes live with crocodiles (if they are native to the river in which they dwell) or other large river creatures.

In combat, a river giant can breathe a fetid mist once per day. The mist acts as the *obscuring mist* spell, and those trapped within the mist must pass a single saving throw or succumb to disease.

A river giant's mustache and beard can be used as tendrils to grab and constrict attackers.

Giant, Sea

Type: Giant
Size: Large
Hit Dice: 9
Armor Class: 17
Attack: By weapon (3d6), tail slap (2d6)
Move: 20' (Swim 60')
Save: 12
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 900/10

SD—*Resistance (cold)*



SP—control water •, control weather •, water breathing •••, shocking grasp •

Sea giants resemble giant mermen and mermaids. They have light brown skin and hair that ranges from snow white to sea green to shocking blue (the rarest). Males cultivate fine beards and swagger about bearing tridents or spears. All have tempers as stormy as the sea, though they are not evil. They can communicate with sea animals telepathically to a range of 300'.

Sea giants dwell in elaborate sea caves or castles built on the sea floor. In their lair, one finds an extended family of 3d6 sea giants, with 1d3 orcas kept as guard animals. Sea giants adore trophies and jewelry.



Glaistig

Type: Fey
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: 2 slams (1d4)
Move: 40'
Save: 14
Intelligence: Average
Alignment: Lawful (CG) or Chaotic (CE)
No. Appearing: 1
XP/CL: 500/6

Glaistigs (males are called glashtyn) look like beautiful women with jade skin, long golden hair and the hind quarters of black goats. They hide their legs under green robes. Some glaistigs are good while others are evil. They appear as equally beautiful men, with swarthy skin, dark, curly hair and sparkling eyes.

A person of the opposite sex that views a glaistig or glashtyn must pass a save vs. *charm person*. Those who are charmed follow them into the woods, where they are entertained if the creature is good, or are brutalized and possibly murdered if the creature is evil.

Gnome, Fire

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor
Attack: By weapon
Move: 20'
Save: 17; 15 vs. fire
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 2d8
XP/CL: 50/1

SD—Resistance (fire)

SP—burning hands •, light •, smoke image •

Fire gnomes are every bit as tricky as normal gnomes, but with a mean streak. They have red skin and blazing yellow hair and prefer clothing of red, black and gold. Fire gnomes make their homes in warm caverns in the foothills surrounding volcanoes.

When underground, fire gnomes note sloping passages, un-safe construction, approximate depth underground and direction of travel on a roll of 1-2 on 1d6.



A fire gnome with a charisma score of 10 or higher can cast the following spells, each once per day: *Burning hands*, *light*, and *smoke image*.

Fire gnomes live in clans of 1d10 x 20 warriors plus non-combatants equal to 50% of the warriors. For every 20 warriors in a band, there is a leader (usually a fighter or fighter/thief) of 3rd to 6th level. Clans with 100 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. The composition of a fire gnome army is as follows:

- 40% Leather and buckler (AC 13), dagger, 3 darts
- 30% Scale and buckler (AC 14), light crossbow, horseman's pick
- 15% Chainmail and shield (AC 17), footman's pick, 3 darts
- 10% Chainmail and shield (AC 17), spear, sling
- 5% Platemail and shield (AC 19), spear, short sword

Gnome, Jelly

Type: Monster
 Size: Tiny
 Hit Dice: ½
 Armor Class: 14
 Attack: Slam (1d2 + 1d4 acid)
 Move: 20' (Burrow 20')
 Save: 17; 15 vs. illusions
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 4d6
 XP/CL: 50/1



SD—Resistance (*bludgeoning weapons*)

SP—audible glamer •, dancing lights •, prestidigitation •

Jelly gnomes have lumpy bodies of dark blue slime and eyes that appear as silver sparkles. They have sticky fingers (pun intended) that can get anywhere, giving them a 75% chance to pick pockets. Their touch (and wit) is acidic, but they are decent folk just the same. They have the gnome's ability to cast spells and note sloping passages, etc., but can communicate with oozes and worms rather than burrowing mammals.

Jelly gnomes live in clans of 1d12 x 30 warriors plus non-combatants equal to 60% of the warriors. For every 30 warriors in a band, there is a leader (usually a fighter or fighter/thief) of 3rd to 6th level. Clans with 200 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. The composition of a jelly gnome army is as follows:

- 40% Club, dagger, sling
- 30% Light crossbow, short sword
- 15% Buckler (AC 15), morningstar
- 10% Shield (AC 16), spear
- 5% Ooze keeper with 1d4 gray oozes

Gnome—Pukwudgie

Type: Humanoid
 Size: Small
 Hit Dice: ½
 Armor Class: As armor +2
 Attack: By weapon
 Move: 20'
 Save: 17
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 2d6
 XP/CL: 50/1



SP—produce flame •, speak with dead •

Pukwudgies are small humanoids with grey skin, large noses and long fingers and ears. They are related to gnomes, but unlike gnomes are quite irascible and hold a deep hatred of humans and elves.

Three times per day, a pukwudgie can take the form of a giant badger. When in their normal form, they carry daggers, spears, short bows and clutches of poison arrows. When a pukwudgie kills a person, it lays claim to their soul for one week of time. During that time, the soul must attend the pukwudgie as a shadow, and they cannot be raised or resurrected.

Pukwudgies live in clans of 1d20 x 10 warriors plus additional non-combatants equal to 50% of the warriors. These clans keep 2d6 giant badgers as guard animals. For every 20 warriors in a band, there is a leader (usually a fighter or fighter/thief) of 3rd to 6th level. Clans with 100 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. The composition of a pukwudgie army is as follows:

- 30% Short bow, hand axe
- 15% Padded (AC 13), club
- 15% Buckler (AC 13), hand axe
- 40% Padded, buckler (AC 14), spear

Gnome—Spriggan

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor
Attack: By weapon
Move: 20'
Save: 17
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 50/1



Spriggans are an evil offshoot of gnomes capable of enlarging themselves when they are feeling angry or hateful and want to cause some mayhem. When they are enlarged, they fight as 2 HD monsters using two-handed weapons to cause the most possible damage.

Gnome—Svart

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor +1
Attack: By weapon
Move: 20'
Save: 17; 15 vs. illusions
Intelligence: Average
Alignment: Neutral (NE)
No. Appearing: 1d12
XP/CL: 50/1

SP—detect poison •, ill omen •, open/close •

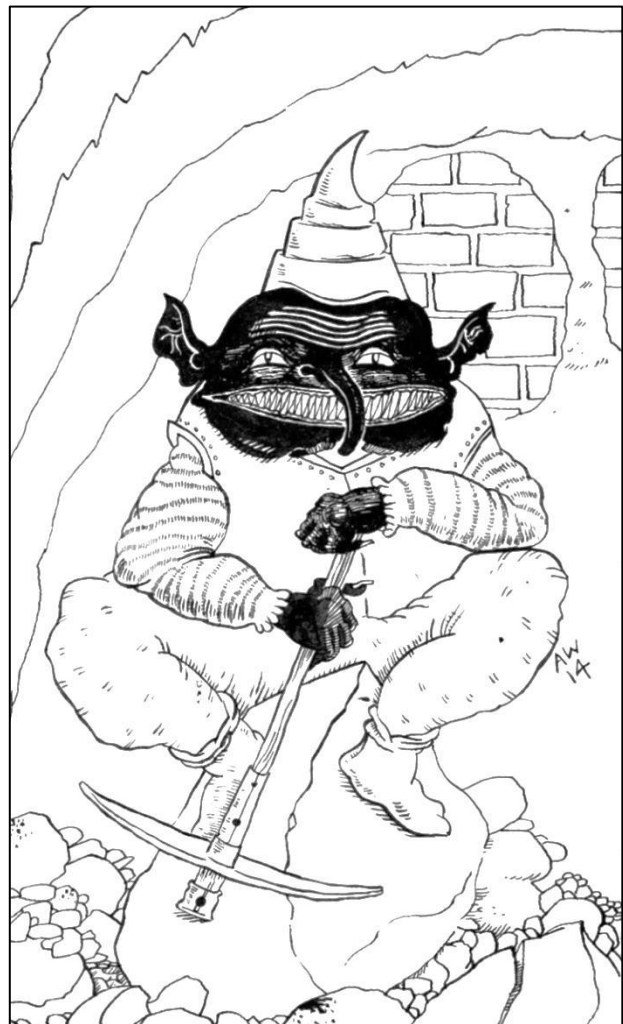
Svarts are close kin to gnomes. They measure 2' to 3' in height and have blue-black skin, wide toothy grins and leering yellow eyes.

As wicked and dishonest as the gnomes are homely and pleasant, svarts haunt wild places above and below ground, tormenting and killing for pleasure and profit. Svarts sometimes work as miners and sappers for evil lords, but more often work for themselves, mining gemstones and using them to lure people into their clutches. They delight in torture, and few who fall into their hands emerge unscathed.

Svarts have darkvision to a range of 60' and they have a knack at identifying metals by their taste. Like gnomes, svarts have a natural affinity for magic and a +2 bonus to save vs. illusion spells.

Svarts live in clans of 1d20 x 25 warriors plus additional non-combatants equal to 40% of the warriors. Svart clans keep 4d4 giant weasels as guard animals. For every 25 warriors in a band, there is a leader (usually a fighter or fighter/thief) of 3rd to 6th level. Clans with 250 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. The composition of a svart army is as follows:

- 30% Studded leather and buckler (AC 14), pick, darts (3)
- 30% Studded leather and buckler (AC 14), light crossbow, pick
- 15% Chainmail and shield (AC 17), pick, 3 darts
- 10% Leather (AC 12), short bow, dagger
- 15% Chainmail and buckler (AC 16), pick, sling



Goatman

Type: Monster
Size: Medium
Hit Dice: 1
Armor Class: 16
Attack: Slam (1d6)
Move: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/3



SA—*Surprise (1-3 on 1d6)*

SD—*Immunity (acid), resistance (weapons)*

Goatmen live in valleys hidden deep within forbidding mountain ranges. Half mad creatures, pure chaos flows through their veins. When the moon is full, they descend into the lowlands to torment and torture others.

Goatmen *cause fear* in a 10' radius. Each time a person succumbs to this fear, the goatman grows larger, gaining 1 HD. At 4 HD, they are "large" monsters and their aura changes to one of *confusion*. Each person that is confused causes the goatman to gain another HD. At 6 HD, the goatman becomes "huge" and its aura becomes one of death. All within 10' of the monster must save or die. Each creature that dies increases the goatman's HD by 1. At 8 HD, the goatman explodes into shadow and ceases to exist. The land for 3 miles around the explosion is blighted and haunted by ghosts formed from the souls of those who were killed by the goatman.

Goblin-Fairy

Type: Fey
Size: Small
Hit Dice: 1-1
Armor Class: 13 [Silver]
Attack: 2 claws (1d4)
Move: 30' (Burrow 20', Climb 30')
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 100/2

Kin to flower fairies (q.v.), goblin-fairies inhabit creeping vines. Where flower-fairies are simply uncaring, goblin-fairies are malicious, taking joy in frightening and harming others. While in contact with the ground, they

can only be harmed by silver weapons. Creatures that are surprised by goblin-fairies must make a saving throw to avoid being frightened away.

Gold Digger

Type: Monster
Size: Small
Hit Dice: ½
Armor Class: 14
Attack: Bite (1d2)
Move: 30' (Burrow 20')
Save: 17
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 25/0

These beasts are quite rare, being a magical mutation of weasel born only once every hundred years or so. They look like long weasels, with green fur, yellow eyes, six legs and a nose like a hog. The gold digger has a natural attraction to gold, being able to sense it up to 120' away even through solid stone. A gold digger can cure disease once per week by sleeping on an afflicted person.



Golem, Leaf

Type: Construct
Size: Large
Hit Dice: 9 (45 hp)
Armor Class: 19
Attack: 2 slams (2d8 + constrict), 4 tendrils (1d4 + constrict)
Move: 20'
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 2,700/11

SD—*Resistance (fire, piercing weapons), immunity (cold, magic)*



Leaf golems are constructed by druids in the autumn months, when leaves have turned yellow, gold and red and fallen from the trees and vines are beginning their retreat before the coming winter. The druid gathers a vast quantity of this plant material, sprinkles it with holy compounds and then leaves it in a clearing under a new moon. When the first hint of moonlight touches the moldering pile, it stirs and rises as a leaf golem.

Leaf golems are vaguely humanoid. They are stout and thick and smell of rotting vegetation. They make no sound other than a persistent rustling, even when standing still, but they are quiet when they are imitating a leaf pile and preparing to attack.

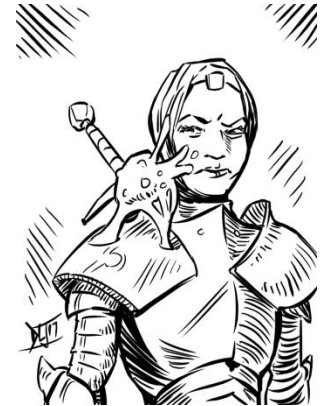
Leaf golems contain dozens of thick, woody tendrils and their interiors are suffused with brown mold. Up to four of these tendrils can be projected from the creature's body to attack creatures. A creature constricted by a tendril must pass a saving throw each round or be dragged 5' closer to the monster. When they are adjacent to the monster, the next heave pulls them inside.

A leaf golem can hold one medium-sized creature at a time. Creatures inside the leaf golem suffocate and they are affected by brown mold, suffering 1d6 points of cold damage per round. When dead, the victim is ejected in a random direction, flying 5' and possibly striking another creature for damage (1d3 for tiny creatures, 1d6 for small creatures, 2d6 for medium creatures).

Leaf golems are immune to most spells, and those that do affect it do so in weird ways (with no save). A *blight* spell drives the golem back 120' and deals 3d12 points of damage to it. *Command plants* spell slows a leaf golem for 1d6 rounds and suppresses its magic immunity.

Goop

Type: Ooze
 Size: Tiny
 Hit Dice: ½
 Armor Class: 14
 Attack: Slam (1d3 + constrict)
 Move: 20' (Climb 20')
 Save: 17
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d3
 XP/CL: 50/1



SA—*Surprise* (1-3 on 1d6)

SD—*Immunity* (acid), *resistance* (weapons)

A goop is a tiny ooze of highly variable color. They lurk in dungeons, creeping up on people and crawling onto them when they are unaware. Goops are terribly insecure and thus desire the warmth of humanoid contact. When they are clinging to people, they give off a telepathic purr that only the person they are touching can hear. The goop's purr is calming, giving a +2 bonus to save vs. emotional manipulation and fear.

Unfortunately, goops are extremely sticky (roll 4d6 under strength to remove one), and they can ruin armor, clothing and weapons with the mild acid secreted when they are frustrated or afraid.

Each goop possesses one important, random inborn fact. In any "sticky situation" the adventurers find themselves in, there is a 1% chance that a companion goop has the answer they are looking for, telepathically releasing it to an adventurer with whom it has bonded.

Gorm (Blue Man)

Type: Fey
 Size: Small
 Hit Dice: 1+1
 Armor Class: 15
 Attack: By weapon (+1 damage)
 Move: 20' (Swim 40')
 Save: 16; MR 15%
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 3d6
 XP/CL: 100/2

SP—*control water** •



Gorms are kin to the brownies. They look like short, rugged men with blue skin and white hair. They dress in tartan kilts and caps and are armed with bucklers and broadswords, hand axes or clubs.

Gorms dwell in wilderness fortresses. They waylay travelers to extract wealth and spirits from them. Some attach themselves to adventurers to offer unsolicited advice and cause them mischief. A gang of 13 gorms can call up a storm (per *control weather*) once per day.

Gorms are ruled by luminous, lovely, feisty queens that can charm fey creatures, including elves, dwarves and gnomes, with their gaze.

Granny Woman

Type: Fey
 Size: Medium
 Hit Dice: 1
 Armor Class: 11
 Attack: Rolling pin (2d6)
 Move: 20'
 Save: 16; MR 25%
 Intelligence: High
 Alignment: Lawful (NG)
 No. Appearing: 1
 XP/CL: 300/3

SD—Immunity (*poison*), resistance (*weapons*)

SP—Animal messenger, cause fear •, calm animals, daze monster •, detect invisibility, detect magic, discern aura, *geas/quest* •, goodberry (baked into tarts) •••, magic stone •••, mending •, pass without trace, sleep •••, smoke image (from her own pipe) •, speak with animals, speak with plants, summon nature's ally IV •

A granny woman is a fairy that appears as a very old woman with large, knowing eyes and withered hands that hide a powerful grip. Granny women live in the woods, near enough to settlements to be helpful, but not so near as to be annoyed by all the nonsense and going's on. They usually live with a familiar in the form of large, furry catsith (q.v.). These cats are ill-tempered to folks who deserve it, but quite charming (if not a little bossy) to the good-at-heart. Acceptance by a granny woman's cat means acceptance by a granny woman.

There is a 1 in 12 chance that a granny woman lives with a man-wort (q.v.), and a 1 in 6 chance they live with an orphaned child they are bringing up. If threatened, they have only to scream or whistle and one of the following creatures appears to aid and protect them:

D6 Helper

- 1 A grey render (who likes its head scratched)
- 2 1d4+1 brownies (who appreciate good cooking)
- 3 1d6 wood elf warriors (who need their socks darned)
- 4 1d4+2 cushee (who will hang around for a soup bone)
- 5 A 4th level druid, an old friend of the granny woman
- 6 A 4th level ranger who looks after her when he can

A granny woman never turns away a person in need unless they are thoroughly wicked, and even then she helps but also places a *geas* on them with her touch that forces them to perform three goodly acts in a fortnight.

Gray Man

Type: Humanoid
 Size: Medium
 Hit Dice: 1
 Armor Class: As armor
 Attack: By weapon
 Move: 30'
 Save: 16; 14 vs. mind effects
 Intelligence: High
 Alignment: Neutral (N)
 No. Appearing: 3d6
 XP/CL: 100/2



SP—E.S.P., hold person •

Gray men hail from far dimensions. They are 5' to 7' tall, with gray, rubbery skin and large eyes that range from a deep maroon to a light jale in color. They have spindly builds and bulbous heads.

The gray men are not evil, but they are emotionless creatures that may inflict pain or other forms of distress in the pursuit of their goals. Groups of more than 10 are led by a gray lord with 3 HD and the following powers:

SP—*brain lock* •, *hypnotism* •••, *mind thrust* •••, *phantasmal force* • and *thought shield* •.

Gray men dwell on the Astral Plane and the sub-dimensions of supreme logic. They may travel in saucer-shaped vessels powered by their minds, or settle in laboratory complexes where they pursue their mad science. Vessels encountered on the Astral Plane carry 1d6 humanoid captives 50% of the time, subjects for the research of the gray men.

Grim

Type: Undead
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d4 + paralysis), 2 bites (1d6)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 600/7



SD—*Immunity (paralysis)*

Grims are two-headed relatives of ghouls and ghosts that dwell in the deeper regions of the underworld. They have lurid skin and long black talons. Grims are lords among the ghouls and ghosts. They have the same unwholesome appetites as ghouls, but have a measure more control over themselves and are not averse to using living creatures as their slaves, tools and minions.

Grims are sometimes found in hunting packs with others of their own kind, but more often are encountered alone with a retinue of 1d4+2 ghosts or 1d4+5 ghouls.

A grim's touch paralyzes foes in the same way as that of a ghoul, except that the paralyzed victim must make a second saving throw after being paralyzed. If this second save is failed, the paralysis twists his limbs, leaving him crippled until he receives a *remove curse* spell.

In addition, a grim can breathe a 20' x 5' cone of bluish paralyzing gas from each of its mouths, a total of three times per day.

Gulon

Type: Monster
Size: Large
Hit Dice: 3
Armor Class: 16
Attack: Bite (2d6)
Move: 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 300/4



The gulon looks like a shaggy brown wolf with the head of a wild cat and the tail of a fox. When it kills prey, a gulon gorges itself on it, eating rapidly until swollen. A gulon can devour most of a medium-sized creature in three rounds. Once gorged, its movement is reduced to 10' per round, it suffers a -2 penalty to attack, and its Armor Class is reduced to 14. A creature devoured by a gulon cannot be raised from the dead or resurrected, but can be brought back to life with a *wish* spell.

Gyre

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: 2 claws (1d4), bite (1d3) or by weapon
Move: 40'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 3d6
XP/CL: 200/3



Gyres look like unwholesome satyrs with manticores' smiles and glistening black fur. They dwell on high mountain plateaus, dancing terrible dances on moonless nights to honor demons and gods of chaos. Gyres feed themselves by hunting in packs, pillaging villages and despoiling everything they find. Their screams and laughter echo through mountain valleys they attack. When gyres draw blood, they can frenzy, acting under the effects of the *haste* spell for three rounds.

H

Hag, Blue (Cailleachan)

Type: Monster
Size: Large
Hit Dice: 9 [Regenerate*/Acid, Fire]
Armor Class: 22
Attack: 2 claws (1d4 + 1d6 cold) or weakening attack (2d4 strength)
Move: 30' (Climb 30')
Save: 12; MR 25%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 or 3
XP/CL: 2,700/11

SD—Immunity (cold), vulnerable (fire)

SP—cone of cold •, grease* •

Blue hags dwell amid snowclad peaks, descending on bitterly cold days into the lowlands to commit their deviltry. Daughters of the ancient hag queen Beira, the blue hags are ill-tempered and extremely dangerous. They look like hags with blue skin and white hair. They dress in furs and carry white staves.

Blue hags always have ravens on their shoulders. The raven holds her soul. While the raven lives, the hag can regenerate. The raven always flies away when there is trouble, but it must remain within 100' of the hag.

A blue hag must have her staff to cast spells. Their *grease* spell actually covers the ground with a layer of ice.

Hag, Boo

Type: Monster
Size: Medium
Hit Dice: 6
Armor Class: 15
Attack: 2 claws (1d4), bite (1d6)
Move: 30' (Swim 50')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 or 3
XP/CL: 1,800/8



SP—gaseous form •••, sleep •••

Boo hags are amphibious hags without skin of their own. In their natural form they appear as hunched humanoids with exposed musculature, stringy white hair, yellow bulging eyes and grimacing mouths of jagged teeth.

The sight of a boo hag without its skin forces a creature to pass a save or become frightened.

A boo hag lives within a swamp, but makes sure there are human or demi-human settlements nearby. At night, they venture from their swamp, find a lonely cabin or farmstead, and take *gaseous form* to enter the house. They then pick a strong, male victim and sit on his chest, stealing away their breath and life energy. A hag squatting on a person inflicts one level of energy damage 10 minutes. Each turn, the victim may attempt a new saving throw to awaken.

Victims killed by a boo hag are skinned. The skin is used as a disguise. While it is inside a person's skin, the boo hag is affected as per the *change self* spell.

Boo hags can be distracted for 1d10 minutes by brooms, the straws of which they are compelled to stop and count. If attacked while counting straws, the hags flee with their brooms, that they may count the straws at their leisure in a safe place.

Hag, Granny

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 16
Attack: 2 claws (1d4), bite (1d6)
Move: 40'
Save: 15; MR 5%
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1 or coven
XP/CL: 1,200/6

SP—change self •••, *charm person* •, *phantasmal force* •••, *sleep* •, *spectral force* ••

At a glance, a granny hag appears to be a hunched old woman dressed in dowdy clothes. When a granny hag decides to reveal her true nature, she stands erect, showing herself to be quite large with sharp teeth in her mouth and claws on her fingers. Any who witness this transformation must succeed at a saving throw or be stunned for one round from shock.

Some granny hags dwell near human settlements in rickety old cabins playing the role of eccentric wise women. Others dwell deeper in the woods, enticing travelers into their homes with illusions of houses constructed of food or gold or other desirable objects.

A granny hag has an iron grip. Once a granny hag gets ahold of a person, they must roll 1d20 under their strength score to break free.

Granny hags feed on human beings, preferring children.

Haunted Armor

When a warrior dies with his armor on, fighting to the end, his spirit hesitates to leave its post. The spirit animates the warrior's armor and continues doing what it did in life. Haunted armor is close kin to poltergeists – undead spirits that have opted out of the afterlife for a career in mischief on the material plane.

Haunted Scale Mail

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 14
Attack: Strike (1d6) or throw scales (2d4)
Move: 30'

Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 400/5

SD—Immunity (cold, electricity, fire), resistance (non-silver, non-magic weapons)

These empty suits of scale mail float 3' above the ground. They are topped by a helmet with two burning yellow eyes floating within it. Creatures with one or fewer Hit Dice and warriors of any level that see haunted scale mail must pass a saving throw or be frightened.

Haunted scale mail attacks by flailing its arms or launching a fusillade of razor-sharp scales from its body. These scales regenerate after being thrown, so the haunted armor has no end of them. When a volley is thrown, all creatures in a cone 30' long and 20' wide at the base suffer damage (save for half).

Haunted Chainmail

Type: Undead
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: 4 chains (1d6 + constrict + 1 energy damage)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,500/7

SD—Immunity (cold, electricity, fire), resistance (non-silver, non-magic weapons)

Haunted chainmail appears as a suit of chainmail. Creatures with one or fewer Hit Dice and warriors of any level that see haunted chainmail must pass a saving throw or be frightened.

Suits of haunted chainmail attack with 20' long chains that hang from the monster's arms. Creatures struck by these chains may be constricted; if they are, they suffer one level of energy damage per round they are held. A creature that is completely drained becomes a zombie under the control of the haunted chainmail.



Haunted O-yoroi

Type: Undead
 Size: Medium
 Hit Dice: 6
 Armor Class: 16
 Attack: 2 strikes (1d6) or whirlwind (see below)
 Move: 30'
 Save: 14
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 1,800/8

SD—Immunity (cold, electricity, fire), resistance (non-silver, non-magic weapons)

A haunted o-yoroi looks like a suit of samurai armor with a grimacing demon mask. Creatures with one or fewer Hit Dice and warriors of any level that see a haunted o-yoroi must pass a saving throw or be frightened.

Haunted o-yoroi enter combat with a blood-curdling scream. All in earshot must pass a saving throw or be stunned for one round. In combat, haunted o-yoroi can strike with their arms, and specialize at sundering (-2 penalty to item saving throw).

Once per fight, a haunted o-yoroi can spin like a whirlwind, striking all foes within 5'. A separate attack roll must be rolled against each opponent. Each target that is hit suffers normal damage plus one level of energy damage. A creature reduced to 0 levels or HD rises as a zombie under the control of the haunted o-yoroi.

Haunted Plate Armor

Type: Undead
 Size: Medium
 Hit Dice: 8
 Armor Class: 18
 Attack: 2 strikes (1d6 + 1d6 fire or cold + 1 energy damage) or by weapon (+1d6 fire or cold)
 Move: 30'
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 2,400/10

SD—Immunity (cold, electricity, fire), resistance (non-silver, non-magic weapons)

Haunted plate armor looks like the moving suits of armor seen in old horror movies. They are fully articulated and armed with greatswords or halberds. Creatures with one or fewer Hit Dice and warriors of any level that see it must pass a saving throw or be frightened.

Haunted plate armor is either freezing cold or burning hot. All creatures within 10' of a chilly suit of armor suffer 1 point of cold damage each round and must pass a saving throw or be slowed (per the *slow* spell). Creatures within 10' of a burning suit of armor suffer 1 point of fire damage each round and must pass a saving throw or become fatigued from the heat for one turn.

Foes damaged by haunted plate armor suffer one level of energy damage. Creatures brought down to 0 hit dice or levels rise as zombies with iron-hard hides (AC 16).

Headless Horseman

Type: Undead
 Size: Large
 Hit Dice: 7
 Armor Class: 18
 Attack: Sabre (1d8), 2 hooves (1d6), horse bite (1d4)
 Move: 30' (Mounted 50')
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 2,100/9

SD—Immune (fear, mind effects)

SP—ethereal jaunt •••

Headless horsemen appear as cavaliers mounted on black horses and lacking a head. Most carry lanterns (or jack-o'-lanterns) and slashing swords with which they can decapitate their prey. They are the souls of horsemen who have died in battle and now seek vengeance.

Headless horsemen are dangerous opponents. The whinny of their spectral horses and their own shrieks of maniacal laughter is frightening (save vs. fear). They prefer to get their victims fleeing so they can swoop in from behind and attempt to decapitate them.

Attacks from a headless horseman's sabre that roll a natural '20' have a chance at decapitation. The target must pass a saving throw vs. death to avoid this terrible fate. Warriors decapitated by a headless horseman rise as headless horsemen themselves in 24 hours, while all others who are decapitated rise as wraiths. None of these undead are under the control of the headless horseman.

Headless horsemen have one weakness. They cannot cross running water, such as streams or rivers. Make it across a bridge, and they cannot follow, though they may throw their lanterns in a fit of pique.

The headless horsemen's stats represent the horseman upon his horse, for the two are rarely separated. That being said, it is possible to remove a headless horseman from his steed, although he always gets a saving throw to resist and can, the next round, "teleport" back onto his mount. The two creatures live and die as a team.

Hellmaiden

Type: Outsider
Size: Medium
Hit Dice: 3+1
Armor Class: 18*
Attack: By weapon +2
Move: 30' (Climb 30')
Save: 15
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d6
XP/CL: 900/5

SD—Immunity (fire, disease, poison)

Hellmaidens look like female humanoids composed of obsidian with seams and cracks of burning magma covering their bodies. They are not made of stone, this is just the appearance suggested by their black chitin.

Hellmaidens have glowing red eyes that project blasts of hellfire in a cone 60' long and 30' wide at the base that inflict 3d6 points of fire damage. Chaotic creatures and creatures that swear fealty to chaos are unaffected. A creature that converts to chaos to avoid this damage cannot willingly change back.

Hellmaidens count as ethereal monsters against the attacks of lawful creatures.



Hellequin

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 15 [+1]
Attack: Slam (1d4 + 1 level energy drain)
Move: 30'
Save: 15; MR 10%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,200/6

SD—Resistance (fire)

SP—cause fear •••, crushing despair •••, hideous laughter •, irresistible dance •, suggestion •*

Hellequins are undead bards, players of mournful dirges and hellish polkas who delight in leading good men and women astray or to their deaths. They look like ghoulish humanoids with skin colored so as to resemble the traditional outfit of a harlequin. Hellequins carry instruments that they can use to fascinate in the manner of a bard. They can use their instruments to cast other spells as well (see above). Three hellequins working in concert can cast *irresistible dance*.

Creatures that have all of their life energy drained by a hellequin rise immediately as zombies under the control of the hellequin that created it.

Hideous Hurler

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: 2 claws (1d6), skull
(30'/1d4 + Poison II)
Move: 30'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,200/6



SD—Immunity (illusions, mind effects), resistance (edged and piercing weapons)

Hurlers are skeletons that can remove their skulls and hurl them at targets. They look like normal skeletons, except for a devil-may-care look on their bony faces and the posture of a championship pitcher. Rollie Fingers-style mustaches are optional.

Hurlers can remove their skulls and hurl them at targets. If a skull hits, it bites the target for 1d4 points of damage and injects Poison II. The victim of a biting skull must also succeed at a saving throw or the skull clamps down and continues to deal bite damage (but does not inject more poison) each round until the target can make a successful grapple attack against the skull to remove it.

A hurler can continue to fight without its head and if it gets the chance can pick it back up and throw it again.

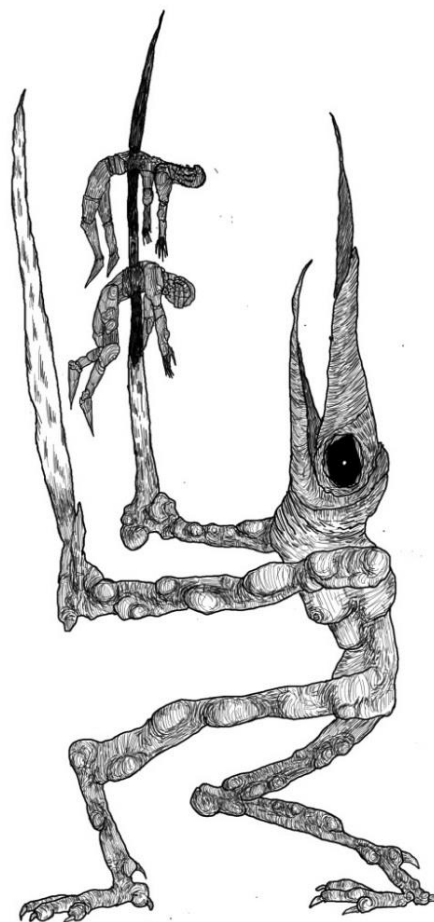
A hurler's skull only performs its bite attack when it is thrown by the hurler to which it belongs.

Hook Beast

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 14 [+1]
Attack: 2 hooks (1d10)
Move: 30'
Save: 14; MR 10%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,800/8

SD—Immunity (mazes, backstabs), resistance (fire)

Hook beasts are hellish monstrosities that lurk in the deeper portions of dungeons and ruins, ever in search of an opportunity to unleash their destructive impulses. They look something like bipedal, wingless vultures with hooks instead of hands.



I

Ichneumon

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 16
Attack: 2 bites (2d4)
Move: 60'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 400/5

SA—Run at ten times normal speed

SD—Immunity (dragon breath, poison)

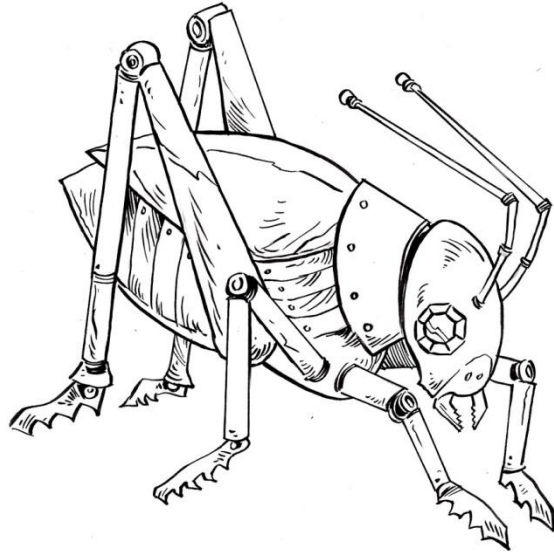
The ichneumon looks like a giant mongoose with silver fur and large, wise eyes. It is the enemy of all dragons. When an ichneumon spots a dragon, it burrows into the mud in order to surprise them. An ichneumon deals +1d6 damage against reptiles and +2d6 points of damage against dragons. They are favored as mounts by gnome and halfling paladins.

Idsect

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 16
Attack: Bite (1d4+1)
Move: 30'
Save: 14; MR 10%
Intelligence: Super
Alignment: Neutral (LN)
No. Appearing: 1d6
XP/CL: 1,500/7

SD—Resistance (acid, cold, fire, sonic), vulnerability (electricity)

SP—ego whip •••, E.S.P., intellect fortress •, mental barrier ••, mind thrust, psionic blast ••, thought shield •••



Idsects hail from the same dimension as the cybots (q.v.). They possess the minds of powerful psions grafted into robotic bodies that resemble crickets.

Idsects can rub their back legs together and create a vibrational field in a 20' radius. All within this field must pass a saving throw or forget their last gained level of experience for one hour.

Insectaur

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: 2 claws (1d6) or weapon
Move: 50'
Save: 14
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d8
XP/CL: 500/6

Insectaurs have chitinous bodies balanced on four legs, an equally chitinous torso with two humanoid arms and hands and a head resembling a cross between a human and beetle. A pair of stingers jut from their tails.

Insectaurs live in caverns in large family groups. Like centaurs, they have wild personalities and enjoy fighting. Insectaur families are ruled by a matriarch that has 1d6 sisters who serve as bodyguards. The males of the tribe take turns hunting and tending to the eggs and young.



Insectaurs rarely wear armor, though they do use shields. They arm themselves with whatever melee weapons and ranged weapons they can find.

In combat, an insectaur's chitin clacks and scrapes hypnotically. After three rounds, non-insectaurs within earshot must save or be stunned for 1d4 rounds.

Creatures attacking an insectaur from behind must pass on a saving throw or be scratched by its stingers. These stingers deal 1d3 points of damage and inject poison that causes searing pain for 1d3 hours (treat as fatigued).

Invisible Man

Type: Monster
 Size: Medium
 Hit Dice: 2+1
 Armor Class: 11
 Attack: By weapon
 Move: 30'
 Save: 16
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d8
 XP/CL: 200/3

SA—Surprise (1-3 on 1d6 or better – see below)

Invisible men are humanoids with transparent flesh. They are savage humanoids that crave the taste of humanoid flesh. They hold to the notion that one can absorb the better qualities of a person by consuming

them, and for this reason they are very motivated to defeat high level adventurers.

Invisible folk dwell in wild, lonely places, in villages of stone huts. When these villages are encountered, the villagers know enough to lie down in such a way as to make the place look at first glance as though it is a ruin populated by nothing but the remains of the former inhabitants. Villages house 1d10 x 50 invisible folk, with 20% of that number being warriors. Villages are led by chiefs with 4+1 to 7+1 HD, who are assisted by sub-chiefs with 3+1 HD. There is a 10% chance that a village also includes a cleric of level 3 to 6.

Invisible men never wear armor, as it would spoil their ability to surprise their foes, but they do carry weapons, short curved swords, barbed nets and bucklers.

Because of the composition of their bodies, an invisible man surprises foes on a roll of 1-3 on 1d6 in light, and on rolls of 1-5 on 1d6 in conditions of darkness. Invisible men have darkvision to a range of 60'.

When an invisible man sees a humanoid opponent fall, it rushes to defend the kill, and does so with a berserk bloodlust. Invisible men standing about their dead prey attack twice per round, and enjoy a +2 bonus on saves vs. fear, including morale checks.



J

Jabberling

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: 11
Attack: By weapon
Move: 20'
Save: 16
Intelligence: Low
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 100/2



SD—Immunity (mental attacks)

Jabberlings are purple-skinned goblins, lean and mean, with narrow yellow-green eyes and small black horns above their pinched, ugly faces. They are devotees of Chaos in its purest form, spreading panic where they go.

Jabberlings live in large, noisy colonies in cave complexes or abandoned ruins. They do not seem to possess the skill to craft their own clothes (beyond simple loincloths or cloaks), armor, weapons, tools or structures, living as hunters and scavengers. Most other goblins, especially hobgoblins, consider them of little value except as cannon fodder. For this reason, they are sometimes employed by goblin armies as advance troops, though their constant jabbering unnerves even the goblins.

Jabberlings emit an incessant chatter, inane, nonsensical and maniacal, that forces those in earshot to pass a saving throw or be distracted, giving the jabberlings a +1 bonus to attack and damage them. Spellcasters trying to cast spells under these conditions must either take twice the normal number of rounds to cast the spell (i.e. concentrate and take their time) or pass a saving throw or else fail to cast the spell and lose it.

A jabberling tribe has no leadership structure at all, but not all jabberlings are equal. A tribe consists of 1d12 x 20 warriors with non-combatants equal to 50% of the warriors. One in ten jabberlings has 2 HD.

Jabberwock

Type: Outsider
Size: Large
Hit Dice: 7 [Regenerate/Acid, Electricity]
Armor Class: 22 [+1]
Attack: 2 claws (2d6), bite (2d8), sting (1d6 + Poison IV)
Move: 20' (Fly 60')
Save: 13; MR 25%
Intelligence: Low
Alignment: Chaotic (CN)
No. Appearing: 1
XP/CL: 3,500/10

SP—blur, dimension door, shield, unhallow

Jabberwocks are draconic creatures animated by pure chaos, in their case the power of nonsense. They are winged, with long claws and terrible gnashing teeth. Their scales are an uffulous green with yellow highlights, and their eyes burn like fire.

Jabberwocks are surrounded by an aura of confusion. Those who attempt to act within 30' of the monster must roll 1d20 under their Wisdom score or else they do the opposite (or nearly opposite) of what they intended.



Three times per day a jabberwock can breathe a cone of fire (50' x 20') that deals 3d8 points of damage.

In 90% of encounters with jabberwocks, adventurers leave the encounter with no memory of the beast or what they did. Taking the monster's head does not change these chances, as pieces cut from the body slowly turn into wood, and soon look like nothing but bits of twisty log or stick.



Jackalope

Type: Fey
Size: Small
Hit Dice: 1
Armor Class: 14
Attack: Gore (1d6)
Move: 30'
Save: 16; MR 15%
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 100/2



SP—*dimension door* •••, *ventriloquism*

Jackalopes are fey rabbit creatures with antlers atop their heads and songs in their heart. The milk of a jackalope is medicinal, granting a +2 bonus to saving throws against poison and disease for those who imbibe it. Jackalopes can only breed during electrical storms.

Jackalopes are tricksters at heart. They can imitate any humanoid voice they hear, and they are able to throw their voices. They enjoy whiskey; a flask left out at night can serve as bait for these monsters.

Jaculus

Type: Monster
Size: Small
Hit Dice: 1
Armor Class: 14
Attack: Bite (1d4 + Poison II)
Move: 20' (Fly 50')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 100/2

SA—*Surprise* (3 in 6)

The jaculus, or javelin snake, can leap from underbrush or trees and strike like an arrow.

Jenglot

Type: Monster
Size: Tiny
Hit Dice: 3
Armor Class: 15 [Silver]
Attack: 2 claws (1d2),
bite (1d4 + 1 energy
damage)
Move: 10'
Save: 15; MR 10%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 900/5



SA—*Surprise* (3 in 6)

Jenglots look like long-haired dolls with grey, wrinkled skin. They have long, black claws on their fingers and toes and tiny, sharp teeth filling their mouths. They are created from the remains of hermits who worshiped demons and starved themselves to death as a means of gaining immortality or from creatures that were killed by the jenglot's energy drain attack.

Jenglots dwell underground or inside tree trunks. They venture into human or demi-human settlements to feed when they are unable to find prey in the woodlands, but might also be summoned by evil spellcasters. Jenglots lie in wait for human prey to pass their hiding places and then leap out and clamp their tiny jaws onto their victims. The victim must pass a saving throw or the jenglot deals one level of energy damage. The jenglot continues to claw its victim and drains levels as long as it maintains its hold. Once a jenglot has drained four levels from a victim, it releases its bite and flees.

Jiang Shi (Hopping Vampire)

Type: Undead
Size: Medium
Hit Dice: 5 [Regenerate/Holy Water]
Armor Class: 16
Attack: 2 claws (1d6 + Poison II)
Move: 20'
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,500/7

SD—Resistance (cold, electricity)

The jiang shi inspired the hopping vampire of Chinese cinema. They have greenish-grey skin that looks furry due to being covered with fungus, and long white hair. Their drawn faces are twisted in a horrifying rictus.

Jiang shi are obsessive-compulsive. If one throws down a handful of grain or seeds, the jiang shi must stop, stoop down and count each grain. This tactic can keep them busy for a good hour and opens them up to attack. A jiang shi attacked while counting stops counting and fights back, but must succeed at a saving throw each round to avoid once again ignoring their attacker and begin counting grain again.



The fungus that covers a jiang shi's skin contains a toxin that paralyzes creatures struck by claw attacks, or creatures that make direct flesh-to-flesh contact with the monster. In either event, the victim must pass a saving throw or suffer the effects of Poison II.

If a jiang shi grapples an opponent and holds them for one round, it can bite and drain one level from them each round. Each level drained by the jiang shi heals the monster of 1d4 points of damage.



Jinnati (Fire-Eater)

Type: Giant
Size: Large
Hit Dice: 4
Armor Class: As armor +4
Attack: Slam (2d6 + 1d6 fire) or by weapon (+1d4 fire)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d6
XP/CL: 400/5

SD—Immunity (fire), vulnerability (cold)

Jinnati, or fire-eaters, are a breed of fire-breathing ogres that dwell in volcanic hills in tropical regions. They have ruddy skin, lustrous black hair and sparkling eyes that suggest clever malevolence.

When jinnati wear armor, which is rare, it is formed of metal scales that glow red hot. When they wield weapons they are always made of metal. Jinnati have a profound yearning for red gemstones, and will do almost anything to possess them, even behave honorably.

Jinnati can breathe a 15' long line of fire once per day. This fire deals as many hit points of damage as the jinnati currently possesses (or half that with a successful saving throw). A jinnati can recharge this breath by inhaling flames from any source at least as large as a torch.

Creatures grappled by a jinnati suffer from a *heat metal* spell in addition to suffering normal grapple damage.

Jinnati live in clans of 2d4+8 individuals. These clans live in redoubts or caves. Each clan is led by a 6 HD chieftain with two 5 HD bodyguards. The chieftain and his bodyguards wear scale mail and carry battleaxes or two-handed swords. Jinnati often serve the efreet.

Jolly Roger

Type: Undead
Size: Medium
Hit Dice: 2+1
Armor Class: As armor +3
Attack: By weapon
Move: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 200/3



Jolly rogers are skeletal pirates. In life, they were pirates whose avarice was so all-consuming that it animated them beyond death. Some dwell alone, on deserted islands, guarding the treasure they buried on the beach. Others dwell on half-sunken hulks, guarding a waterlogged sea chest in the hold that contains the riches they fought for. Others still sail the searching for new prey.

When jolly rogers form a crew they are led by a 6 HD captain (or some other form of powerful undead), who is assisted by one 4 HD mate per ten jolly rogers. Captains can cast *bestow curse* once per day.

Jolly rogers are armed with broadswords, gaff hooks, throwing axes, spears, daggers, crossbows, muskets and pistols. They can wear leather armor and carry bucklers.

Because jolly rogers retain their intellect, they are capable of using their horrific visage and unearthly screams to frighten sentient creatures who fail a save.

Jolly rogers retain their earthly lust for women, wine and treasure, regardless of their ability to enjoy them. They can detect precious gems and metals within 100' of them, and enjoy a +2 bonus to attack when fighting for them.

Jousting Bird

Type: Monster
Size: Large
Hit Dice: 2
Armor Class: 11
Attack: Bite (1d6)
Move: 40' (Fly 40')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 200/3



Jousting birds are mutant ostriches capable of relatively slow and clumsy flight. Their larger frames permit them to be ridden by armored humanoid.

Jullah Bird

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 11
Attack: Beak (1d6)
Move: 30' (Fly 20')
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 500/6

SD—Surprised (1 in 6)

Jullah birds look like giant albatrosses. They have white feathers on their wings and tails and a reddish crest on their heads. Jullah birds have dazzling purple eyes on 6-inch long stalks. They are highly territorial, and have a special enmity for human beings. A jullah bird's eye can fire paralysis rays once per 1d4 rounds. Those struck must pass a save or be paralyzed for 2d6 rounds.

K

Kakodaimons

Kakodaimons are neutral evil inhabitants of the nether planes that seek neither to rule the universe or destroy it, as do devils and demons, but to suck it dry of wealth, happiness and vitality. They may be intermediaries between the more numerous and powerful devils and demons, traders in souls and secrets, or the powers behind the thrones of the archdevils and demon lords.

Kakodaimons have resistance to acid, cold and fire, and they are immune to paralysis and poison. They can communicate telepathically with sentient beings to a range of 120'. They speak Common and Infernal.

Daimonic Possession

Kakodaimons can possess sentient creatures within 60'. The kakodaimon must select a single target, though the TK should require all players to roll a saving throw to keep the real target a secret. If the actual target fails the saving throw, they are possessed by the kakodaimon. All who succeed are immune to possession for 24 hours.

A possessed creature retains its own physical form and Armor Class, but attacks with the kakodaimon's attack bonus and all of its powers that are possible given its new form (e.g. a poisonous bite no longer works). While possessed, the victim's alignment is Chaotic (NE).

Drakodaimon

Type: Outsider
Size: Huge
Hit Dice: 15+15
Armor Class: 25 [+2]
Attack: 2 claws (3d6) and bite (2d6)
Move: 60' (Fly 120', Swim 30')
Save: 9; MR 65%
Intelligence: Super
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 7,500/18

SA—Telepathy (120')

SD—Immune (fear, paralysis, poison, surprise), resist (acid, cold, fire)

SP—blade barrier •, charm person, clairsentience, comprehend languages, detect good, detect invisibility, E.S.P., insanity •, invisibility, phantasmal force, read magic, suggestion, telekinesis, wall of ice •

Drakodaimons are the epitome of a dragon's lust for treasure. They build (or have built for them, for work is beneath them) massive fortress-vaults in the nether-planes or in the deepest portions of the underworld and hoard such treasure as would boggle the mind.

Three times per day a drakodaimon can breath a cone of black, bitter wind that deals cold damage (per a white dragon). The winds also have the effect of disintegrating the creature's most valuable non-magic possession, and reintegrating it on the drakodaimon's treasure pile. The cone is 120' long and 30' wide at the base.

Nagadaimon

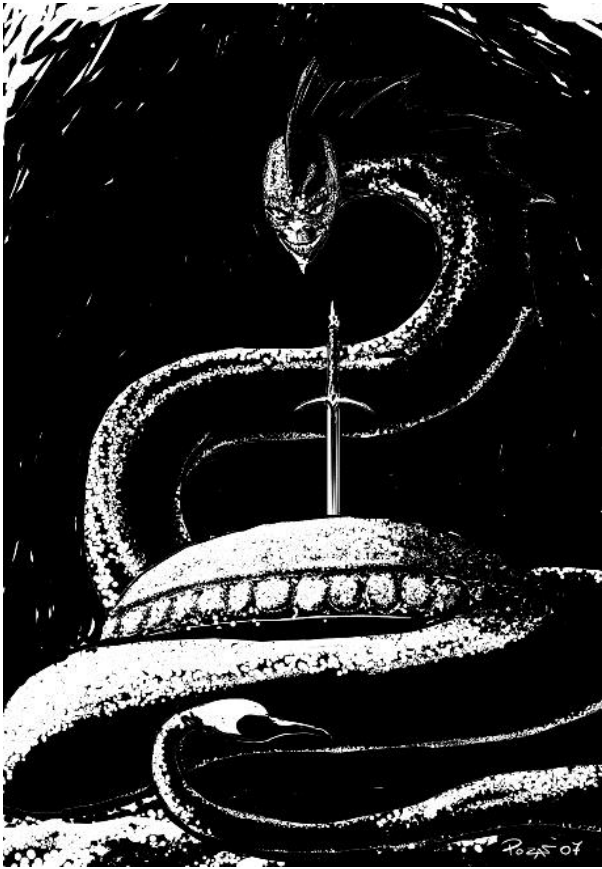
Type: Outsider
Size: Huge
Hit Dice: 13+13
Armor Class: 25 [+2]
Attack: Bite (3d6 + constrict), sting (2d6 + Poison IV)
Move: 40' (Fly 120', Swim 40')
Save: 10; MR 50%
Intelligence: Super
Alignment: Chaotic (NE)
No. Appearing: 1d3
XP/CL: 6,500/16

SA—Surprise (1-3 on 1d6), magic (M9), telepathy (120')

SD—Immune (paralysis, poison), resist (acid, cold, fire)

SP—bestow curse •, comprehend languages, darkness, detect good, detect invisibility, dimension door •, E.S.P., invisibility, polymorph any object •, read magic, shapechange •, telekinesis •, teleport without error •

Nagadaimons appear as huge nagas with glistening black scales and burning red eyes. They deal in secrets and lies, amassing fortunes at the expense of devils and demons. A nagadaimon's gaze is hypnotic (per *hypnotism*).



Nânodaimon

Type: Outsider
 Size: Small
 Hit Dice: 6+6
 Armor Class: 18 [Silver]
 Attack: Fists (2d6) or by weapon (+1 damage)
 Move: 30' (Burrow 30')
 Save: 14; MR 30%
 Intelligence: Average
 Alignment: Chaotic (NE)
 No. Appearing: 2d6
 XP/CL: 1,800/8

SA—Telepathy (120')

SD—Immune (paralysis, poison), resist (acid, cold, fire)

SP—comprehend languages, detect invisibility, expeditious retreat •, invisibility, read magic

Nânodaimons are the souls of dwarves who dug too deep into the earth in search for gold and gems, and were cursed to dwell in darkness for eternity. Being among the weakest of the kakodaimons, they are used as cannon fodder by their more powerful kin.

Nânodaimons look like dwarves in black plate armor with milky white eyes that emit a weird green energy. Three times per day, a nânodaimon can unleash eye rays with a 90' range that have the same effect as Poison III.

Noisodaimon

Type: Outsider
 Size: Medium
 Hit Dice: 9+9
 Armor Class: 21 [+1]
 Attack: 2 claws (2d6 + decay)
 Move: 30' (Fly 60')
 Save: 12; MR 35%
 Intelligence: High
 Alignment: Chaotic (NE)
 No. Appearing: 1d4
 XP/CL: 2,700/11

SA—Telepathy (120')

SD—Immunity (disease, paralysis, poison), resistance (acid, cold, fire)

SP—cause disease, cause fear, comprehend languages, detect invisibility, invisibility, read magic

Noisodaimons look like moldering zombies swathed in robes of deepest black, with bejeweled rings on their fingers and dancing motes of yellow light for eyes. Rot grubs crawl over and through their flesh and the foul smell of decay surrounds them.

A noisodaimon is surrounded by a 15' radius cloud of evil funk. This odor forces those who breathe it to pass a saving throw or be sickened for 1d4 rounds.

Creatures in melee contact with a noisodaimon are attacked by a rot grub every time they successfully attack in combat and roll minimum damage.

Creatures struck by a noisodaimon must pass a saving throw or be affected per the *cause disease* spell. Objects touched by the monsters are warped (per *warp wood*) or crumble to dust (per a rust monster's touch).

Skelódaimon

Type: Outsider
Size: Large
Hit Dice: 10+10
Armor Class: 19 [+1]
Attack: 2 claws (1d8 + 1d3 Con damage)
Move: 40'
Save: 12; MR 40%
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 1d6
XP/CL: 3,000/12

SA—Telepathy (120')

SD—Immune (paralysis, poison), resist (acid, cold, fire)

SP—blur •, comprehend languages, detect good, detect invisibility, invisibility, read magic, teleport without error

Skelódaimons are dingy grey skeletons that stand 12' tall. They envy the living their flesh and blood, and seek in vain to live again. Each time a skelódaimon's claws rob a creature of constitution points, the monster adds flesh to its bones and gains more power.

CON	Appearance	Power	Duration
1-2	Scrawny muscles	Stunned 1 round	1 hour
3-4	Bloodshot eyeballs	1 level damage	1 turn
5-6	Desiccated skin	1 level drain	1 minute
7+	Pale skin, white hair	2 levels drain	1 round

Thripsodaimon

Type: Outsider
Size: Medium
Hit Dice: 12+12
Armor Class: 18 [+1]
Attack: 2 chains (20'/2d8)
Move: 20'
Save: 11; MR 40%
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 3,600/14

SA—Telepathy (120')

SD—Immune (paralysis, poison), resist (acid, cold, fire)

SP—cause fear ••, comprehend languages, darkness II ••, detect invisibility, invisibility, read magic, sleep ••, teleport without error ••

These miserly kakodaimons are wildly protective of everything they own, and wildly jealous of everything they do not own. They will lie, cheat, steal and kill to get what they want (i.e. everything), but are cowardly in the extreme when faced by something more powerful.

Thripsodaimons look like gaunt old men and women with pale skin and greedy yellow eyes. Their faces suggest rats. They wear tattered robes, being too greedy to spend coin on anything better, and drag their treasure about in locked chests and strongboxes attached to their bodies by adamantine chains.

In combat, thripsodaimons can swing their chains and lock boxes in wide arcs, striking creatures within 20'. If their treasures are in danger of being stolen, they emit a terrible howl that forces a creature to pass a saving throw or be both deafened and frightened.

A thripsodaimon's treasure is always cursed. Any who touch it without first sanctifying it with holy water or a *bless* spell are struck as though by the *bestow curse* spell.

Kamaitachi

Type: Elemental (Air)
Size: Large
Hit Dice: 4
Armor Class: 16
Attack: 3 claws (1d6 + 1 Con)
Move: Fly 60'
Save: 15
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d4
XP/CL: 1,200/6

SA—Surprise (3 in 6)

SD—Immunity (cold), resistance (electricity)

SP—control wind •, gust of wind •••, invisibility •••, wind wall •

Kamaitachi are fierce elemental air spirits and agents of chaos that appear to be a trio of weasels with sickle-like claws riding on a swirling wind. They are also called *idzuna*, *kazakama* ('wind sickle'), and in Chinese *kyūki*.

Kamaitachi can become invisible three times per day, and usually begin their attacks while invisible.

The monster has three attacks. It always uses its first attack to bull rush an opponent. If successful, the victim must also pass a saving throw or be knocked prone.



Damage from the monster's claw attacks can only be healed with magic. Wounds it inflicts are notably absent of blood, for the kamaitachi feeds on blood.

Karkadann

Type: Monster
 Size: Large
 Hit Dice: 10
 Armor Class: 16
 Attack: Gore (2d6) or trample
 Move: 30'
 Save: 12
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 1,000/11

SA—Trample

Karkadanns are monsters with bodies like buffalos with black scaly skin, a dangling dewlap, yellow hooves, a short tail and a single yard-long horn on their brow. They are omnivores that dwell in grasslands, grazing and sometimes hunting live prey. They are quite ferocious.

Kelp Mummy

Type: Plant
 Size: Huge
 Hit Dice: 20
 Armor Class: 16
 Attack: 8 tentacles (1d6 + 1d6 negative energy + constrict), bite (2d6 + 1d6 negative energy)
 Move: 10' (Swim 20')
 Save: 7
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 6,000/22



Kelp mummies are created when a powerful creature dies in a body of shallow water. As the body decomposes, the spirit infuses the kelp bed with negative energy and malign intelligence. The kelp wraps itself around the corpse, and soon takes its shape.

Kelp mummies can breathe a cloud of black putrescence three times per day. The cloud covers a 30' radius around the mummy and completely obscures vision. It fills the lungs or gills of living creatures with a sticky, black tar that causes suffocation unless the victim leaves the water or they receive a *cure disease* spell.

The kelp mummy attempts to constrict victims with its strands of kelp. A constricted victim suffers normal damage and must succeed at a saving throw or suffer one level of energy damage. When a kelp mummy drains energy, it gains 1d6 hit points for the duration of the current fight. A creature killed by the kelp mummy's energy damage rises as a zombie one hour later. These zombies are not under the control of the kelp mummy.

While kelp mummies are not true undead, they are powered by negative energy and can therefore be turned by clerics as though they were undead.

To Create a Kelp Mummy

- Change the monster's type to plant
- Armor Class can be no higher than 16
- Natural attacks deal +1d6 negative energy damage
- Gains special abilities described above
- Creature can breathe water and gains a swim speed of 20' if it does not already have a swim speed

Kenku

Type: Monster
 Size: Small
 Hit Dice: 3
 Armor Class: 15
 Attack: 2 claws (1d4) and bite (1d6) or by weapon
 Move: 20' (Fly 50')
 Save: 15; MR 25%
 Intelligence: Average
 Alignment: Neutral (CN)
 No. Appearing: 1d8
 XP/CL: 900/5



SA—Magic use (M1), telepathy (300')

SP—audible glamor •, change self •, magic jar •

Kenku are tricky creatures that dwell in hills, mountains and other wild places. While kenku can be troublesome, they are not usually deadly. They are reincarnations of priests who fell from grace, so many kenku dress like priests. Their past life and resentment of their failure to pass into the Heaven after death leads them to dislike clerics and druids.

Kenkus can assume any shape, but usually take the form of humanoids birds, especially ravens, or as dwarfish humanoids with large noses. Either of these forms can be considered a natural form for kenkus. In whatever form a kenku takes, human or bestial, it has a long nose or beak.

Most kenkus carry fans made of feathers. By fanning with these objects, they can create a *gust of wind* spell three times per day, and can *control winds* once per day.

Kinumat

Type: Monster

Size: Large

Hit Dice: 2

Armor Class: As armor +3

Attack: By weapon

Move: 30'

Save: 16

Intelligence: Average

Alignment: Neutral (LN)

No. Appearing: 2d6

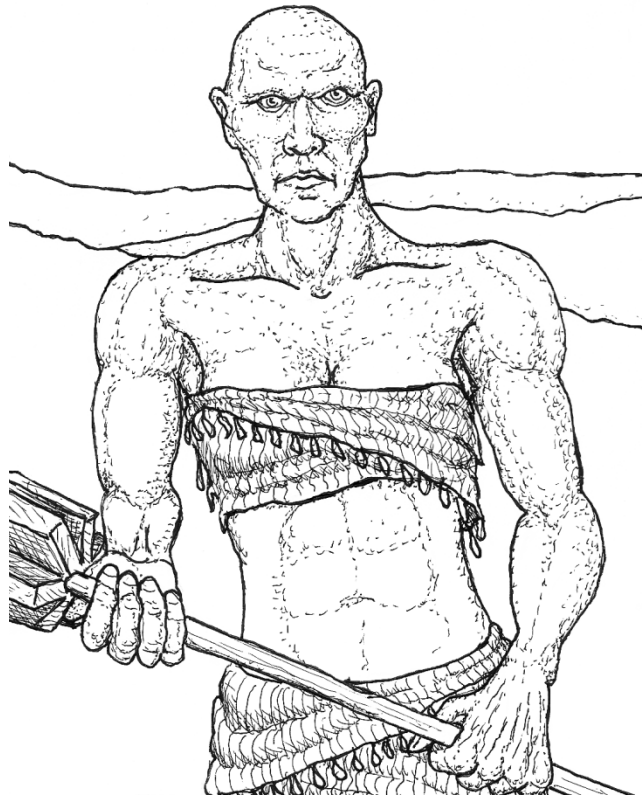
XP/CL: 200/3

SD—Resistance (acid)

The kinumat are humanoids with elemental blood. They range from 8' to 9' in height, with skin that is stark white and rough like sand paper. They are completely hairless and have a lean, powerful build. Kinumat can live on nothing but salt, and require very little water. For this reason, they often make their homes on salt flats, where they face little competition for living space.

Kinumat are expert masons and miners, trading the salt they mine to other societies for metal tools and cloth. They construct villages and towns from stone, with thick, powerful walls and squat houses. Their temples are topped with domes embossed with scenes of worship.

Kinumat villages are peopled by 1d4 x 20 warriors and non-combatants equal to 200% of the warriors. Villages are commanded by warlords (3rd to 6th level fighter) or high priests (2nd to 6th level druids).



Kinumat armies are equipped as follows:

01-20	Leather armor, heavy crossbow, dagger
21-60	Scale mail, pole axe, composite bow
61-80	Scale mail, shield, halberd, dagger
81-90	Scale mail, composite bow, horseman's mace, giant lizard
91-00	Chainmail, light lance, horseman's axe, giant lizard

Kirin

Type: Outsider

Size: Medium

Hit Dice: 12

Armor Class: 25

Attack: 2 hooves (2d4), horn (3d6)

Move: 60' (Fly 120')

Save: 11; MR 90%

Intelligence: Super

Alignment: Lawful (LG)

No. Appearing: 1

XP/CL: 6,000/15

SA—Magic use (C9, M9), telepathy

SD—Immunity (cold, electricity)

SP—call lightning •, control weather •, create food & drink •, creation I •, ego whip •, gaseous form •, id insinuation •, intellect fortress •, mind blank •, mind thrust •,

phantasmal force II •, psionic blast •, psychic crush •, thought shield •, tower of iron will •, wind walk •

Kirins are creatures of the Lawful planes. A kirin has the body of a horse, with a flaming beard, mane and tail and a single large horn on their forehead. Their hides are the color of burnished gold and sparkling silver and their “flames” are actually radiant positive energy. A kirin is surrounded by a sound like the tinkling of wind chimes. Kirin are bringers of blessings and auspicious omens for those of the Lawful alignment. To Chaotic creatures, they are implacable enemies.

The positive radiance around a kirin feels like a balmy breeze. Lawful creatures that bathe in it are healed of 2d6 points of damage, and neutral creatures who touch the radiance are healed of 1d6 points of damage. This radiance sheds light out to 30'. Plants grow and bloom in the creature's presence when it alights on the ground.

Kirins are notoriously shy. They only heed the summons of Lawful deities and sometimes serve as their mounts. They might also attend powerful Lawful denizens of the Elemental Plane of Air for brief periods of time.



Kishi (Two-faced Killer)

Type: Monster

Size: Medium

Hit Dice: 2

Armor Class: 14

Attack: Bite (2d6 + constrict)

Move: 40'

Save: 16

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 200/3

A two-faced killer resembles an attractive man or woman with long, flowing hair. On the back of their heads, hidden beneath their hair, is a face like that of a hyena.

Kishi are hill dwellers that favor the flesh of humans and elves, but are not very picky and will do with any sort of meat. They speak Common and Elven.

Two-faced killers are eloquent and seductive, tricking their prey into accompanying them to their lairs. Once home, the monster turns its head completely around and devours its hapless victim with its monster face.

Victims of a two-faced killer's bite must roll 1d20 under their Strength score to pry them off. Those that fail this saving throw suffer bite damage each round.

L

Lady-in-Gray

Type: Fey
Size: Neutral
Hit Dice: 5
Armor Class: 14
Attack: Sickle (1d6) or touch (sleep—see below)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 500/6

Ladies-in-gray are fey spirits that appear as elegant elven women. They are clad in ruffled silks of teal and dun and dappled bodices of velvet, their collars and wrists ringed in lace. Their skin is as white as bleached bone, their thin, enticing lips the color of champagne, their hair platinum blonde and their eyes the keenest xanadu. They are lovely, but they do not inspire love.

Ladies-in-gray appear when the wind turns chill and the leaves begin to fall. One might think of them as the heralds of winter. They walk through the streets of villages and down woodland paths, a chill following them wherever they go. It is said they speak of deep secrets in hushed, honeyed voices, and their *raison d'être* is to lay low the powerful to make room for new blood.

Ladies-in-gray always focus on the most powerful (by level or Hit Dice) person in their presence. They move swiftly, their bodies and clothes blurring as they do so. Those who enter melee with them must pass a saving throw each round or be affected as per the *slow* spell from the hypnotic quality of their movement. If engaged in melee combat, they can produce a slim, silver sickle, but prefer to use their own chilling touch.

Those touched by a lady-in-gray must pass a saving throw or be cast into a deep slumber from which they are not easily awakened. The amount by which one fails their save indicates the time they slumber:

Missed by ...	Duration
1	1d4 rounds
2-3	1d4 minutes
4-5	1d4 turns
6-7	1d4 hours
8-9	1d4 days
10-11	1d4 weeks
12-13	1d4 months
14-15	1d4 years
16+	1d4 decades

While slumbering, a victim is placed in stasis. They do not age, nor are they affected by any beneficial or deleterious effects currently on their person, such as spells like *bless* or poison or disease.

Sleepers can be harmed and healed while sleeping. While they sleep, half of their life force (i.e. half their levels or hit dice, rounding up) is drained from them and into the surrounding land, making plants within 10' grow lush and bloom. When they awaken, they must pass one saving throw per level/HD lost, or lose that level or hit dice permanently.

A person can awaken a sleeper with a kiss, but doing so imparts one of their levels or Hit Dice on the sleeper. This means that the sleeper need not roll a saving throw for one of their lost levels or hit dice.





Lady Lion

Type: Outsider
 Size: Medium
 Hit Dice: 12
 Armor Class: 18 [+1]
 Attack: 2 +1 scimitars (1d8+1 + bleed)
 Move: 50'
 Save: 11
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 3,600/14

Lady lions are the servants of Sekhmet, goddess of slaughter and vengeance. Delivered unto the Material Plane, they are tasked with cutting a swathe of death and destruction to remind people of their mortality and inferiority position to the gods. On some occasions, they are sent to the Material Plane to complete a quest.

A lady lion looks like a tall woman with the head of a lioness. Their limbs are long and muscular, their bodies powerful and lean. Lady lions wear armor of steel cords and wield twin +1 scimitars, attacking twice per round with each scimitar.

The lady lion's magical scimitars cause bleeding wounds. Those struck who fail a saving throw begin losing one point of constitution per round from blood loss until magical healing is applied. The TK should keep track of lost constitution points. For every three points of lost constitution, from whatever source, the lady lion can animate the blood into a monster per the spell *summon monster I*. The monster in question is blood red, but

otherwise acts as a normal monster of its type. If these blood monsters do not attack during a round, they can merge into monsters with as many HD as they have combined. Two 1 HD giant blood rats, for example, could form into a 2 HD blood wolf. These monsters can be dispelled, but reform a round later. Once formed, they do not have to be controlled by the lady lion, and can combine on their own, without direction.

Lamashtu

Type: Outsider
 Size: Large
 Hit Dice: 6
 Armor Class: 16
 Attack: 2 claws (1d6 + rend),
 bite (1d4)
 Move: 50'
 Save: 14; MR 15%
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1d2
 XP/CL: 1,800/8



SD—Immunity (*fire*), resistance (*electricity*)

SP—bestow curse, darkness II

The lamashtu is characterized as a “daughter of Heaven”, proving that the old gods of Mesopotamia could be vengeful when the mood took them. A lamashtu appears as a creature with the body of an ass and the head of a lion. It prefers to prey on the weak. They are sent by the gods, Lawful or Chaotic, to punish followers that have strayed or blasphemed.

The lamashtu radiates an aura of entropy that forces everything within 10' of her to pass a saving throw each round or grow old and decrepit. Roads become pitted and worn, as though exposed to decades of wind and rain. Weapons become rusty and blunt, leather cracks and grows stiff, clothing falls into tatters and living creatures take on the infirmities of old age (i.e. take on the aged condition). For living creatures, treat this effect as a magical curse. Objects must pass an item saving throw or be ruined.

A creature that looks into a lamashtu's eyes must succeed at a saving throw or have their strength score reduced to 3 for one minute, or for monsters without a strength score, suffer a -3 penalty to attack and damage with melee weapons.

Laserhawk

Type: Monster
Size: Small
Hit Dice: 1
Armor Class: 13
Attack: Talons and bite
(1d4) or eye lasers
(120'/1d8)
Move: 20' (Fly 150')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 100/2



Laserhawks are large birds of prey with scaly skin and golden feathers. They can emit laser rays from their eyes, both directed at the same target.

The blood of the laserhawk can be used to make an unguent that provides complete immunity to fire at the cost of one's eyesight. Both effects last for 24 hours, even if the unguent is washed off.

Lightning Bird (Impundulu)

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 13 [+1]
Attack: 2 wings (1d6 electricity), beak (1d8)
Move: 20' (Fly 60')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,500/7



SD—Immunity (electricity, poison), vulnerable (fire)

The impundulu is a black and white bird that resembles a hammerkop. The lightning bird is as large as a human being, and electricity courses across its feathers.

Female lightning birds bury their eggs in the ground where a lightning bolt has struck, including a lightning bolt that they create themselves.

Lightning birds are creatures from the folklore of the Zulu people. They are wrapped up in beliefs about witches and it is believed that witches can summon them as familiars. If you permit this of magic-users in your

campaign, you should probably only permit it to very high level magic-users.

Lightning birds can do a ritual dance that summons foul weather (per the *control weather* spell). The dance also acts as a *call lightning* spell.

The electricity that courses across the impundulu's feathers delivers an electrical shock that inflicts 1d6 points of electricity damage to any creature it touches. Impundulu can discharge this electricity as a 4 dice *lightning bolt*, but lose their shocking ability for 3 rounds thereafter as they recharge.

An impundulu is capable of changing its shape to that of a beautiful young man, and often uses this form to seduce maidens. Impundulu feed on blood of these women, using their long beaks to pierce the skin and feed in the manner of stirges.

Linnorm

Type: Dragon
Size: Large
Hit Dice: 7
Armor Class: 18
Attack: 2 claws (2d6), bite (2d8), sting (1d6 + Poison IV)
Move: 20' (Swim 30')
Save: 13
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 700/8

Linnorms are wingless wyverns native to cold, northern countries. Although linnorms have forelegs, they prefer to move by slithering like snakes. About 15% of linnorms can breathe a cone of fire like a red dragon.

Llew

Type: Monster
Size: Large
Hit Dice: 9
Armor Class: 18
Attack: 2 claws (2d4), bite (2d6)
Move: 40'
Save: 12
Intelligence: Average
Alignment: Varies
No. Appearing: 1d6
XP/CL: 900/10

Llews are magical lions. They are larger than normal lions and more ferocious. Llews are encountered in the summer, the season they symbolize. A llew's breath weapon varies with its color, as does its alignment and general nature, as follows:

Argent (LG): Argent llews can breathe a cone (60' x 30') of cold that inflicts 3d6 points of damage, three times per day. They are noble and pure beasts.

Azure (LN): Azure llews can breathe a 120' line of electricity that inflicts 3d6 points of damage, three times per day. They are strong and loyal beasts.

Gules (LE): Gules llews can breathe a cone (60' x 30') of fire that inflicts 3d6 points of damage, three times per day. They are militant and vainglorious beasts.

Or (NG): Or llews can breathe a cone (60' x 30') of fire that inflicts 3d6 points of damage, three times per day. They are wise and generous beasts.

Purpure (LN): Purpure llews can emit a cone (60' x 30') of gas with an effect per the spell *command*, three times per day. They are regal and just beasts.

Sable (NE): Sable llews can breathe a cone (60' x 30') of acid that inflicts 3d6 points of damage, three times per day. They are dolorous and morose beasts.

Sanguine (LG): Sanguine llews can emit a cone (60' x 30') of sonic energy that inflicts 3d6 points of damage, three times per day. They are steadfast and true beasts.

Tenne (CE): Tenne llews can breathe a 120' line of fire that inflicts 3d6 points of damage, three times per day. They are ambitious and selfish beasts.

Vert (CG): Vert llews can breathe a cone (60' x 30') of gas with an effect per *uncontrollable laughter*, three times per day. They are joyful, playful beasts.

Loper

Type: Humanoid

Size: Medium

Hit Dice: 3

Armor Class: 14

Attack: Head butt (1d8) or by weapon

Move: 20'

Save: 15

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 300/4

SA—Run at five times normal speed

Lopers are large, hairy goblins with scarlet skin, blue horns and jutting fangs. They sometimes serve as shock troops in goblin armies and can otherwise be found hunting in packs. Lopers carry hand axes, spears or falchions. They rarely wear more than leather armor.

When lopers walk upright they have a strange, loping gait, dragging their long arms on the ground. These long arms allow them to run very quickly.

In combat, lopers prefer to charge their enemies, delivering a powerful head butt that deals +1d6 points of damage and, if the victim fails a saving throw, knocks the target prone and stuns them for 1 round.





Magnetrix

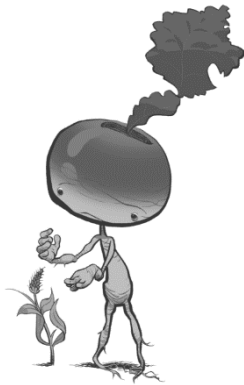
Type: Elemental (Earth)
 Size: Medium
 Hit Dice: 4
 Armor Class: 18 (22 vs. metal)
 Attack: Slam (1d8)
 Move: 30'
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 1,200/6

*SP—telekinesis**

A magnetrix is an elemental earth creature with the ability to control metal. They look like lithe humanoids with skin the color and sheen of magnetite and eyes that look like ruby lenses. The magnetrix's telekinetic ability only operates on metal.

Man-Wort

Type: Plant
 Size: Medium
 Hit Dice: 3
 Armor Class: 16
 Attack: Slam (1d6)
 Move: 30'
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 300/4



SD—Immunity (poison), resistance (weapons)

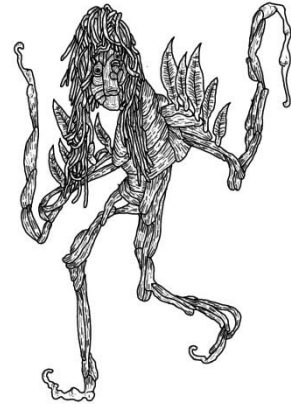
SP—E.S.P. •

Man-worts look like humanoid turnips with bushy green stalks on their head, beady black eyes and thick fingers and toes on their hands and feet. They can summon up herbs of any kind in their hands, three times per day, including poisons, medicinal herbs and cooking ingredients. They are somewhat slow-witted, though not stupid, and often take a liking to children and the elderly.

Many appear before the hovels of abandoned elders and become their servants and caretakers. Man-worts do not speak (for they have no mouths). They need to root themselves in soil for at least one hour per day to survive, and need as much water as human beings. They fight when people they love are threatened.

Mandragora

Type: Plant
 Size: Small
 Hit Dice: 1
 Armor Class: 16
 Attack: 2 tendrils (1d4 + constrict)
 Move: 30' (Burrow 20')
 Save: 16
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 3d6
 XP/CL: 100/2



These small plant monsters have greenish flesh, with tangles of look like roots atop their heads and beady black eyes in their faces. Their arms are tendrils and they have no hands. Mandragoras are expert burrowers, and use this ability to surprise foes.

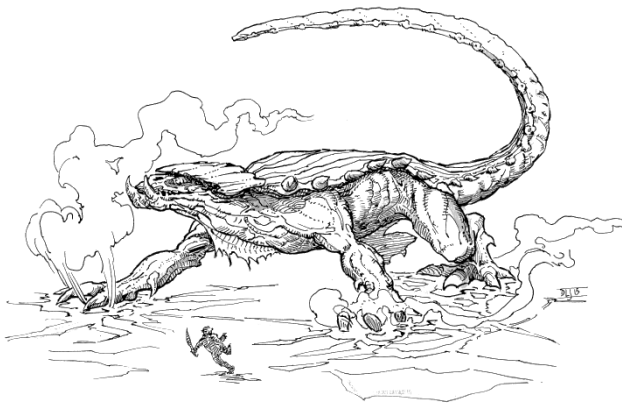
Megalar

Type: Monster
 Size: Huge
 Hit Dice: 9
 Armor Class: 16
 Attack: Bite (2d8 + swallow)
 Move: 30'
 Save: 12
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 900/10

SD—Immunity (fire)

Megalars are huge reptiles with massive feet. They have a flat body profile, and walk low to the ground. Megalars have silvery scales with reddish markings – sometimes polka-dots, sometimes stripes, other times mottles.

Wherever a megalar stomps a foot (they can stomp two feet each round), a jet of hot, flammable gasses explodes from the ground. This is a one-way portal to the Elemental Plane of Steam.



These jets deal 1d6 points of fire damage to all within 10' due to their extreme temperature, and burst into flames if they contact an open fire. A flaming pillar burns for one turn, dealing 2d6 points of damage to the touch, and 1d6 points of damage to all within 10'.

Melting Man

Type: Monster
 Size: Medium
 Hit Dice: 3 [Regenerate/Cold]
 Armor Class: 14
 Attack: Slam (1d4 + 1 fire + constrict)
 Move: 20'
 Save: 15
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d8
 XP/CL: 900/5



SD—Resistance (fire)

Melting men look like zombies covered in ever-dripping wax. This waxy flesh appears to flow endlessly, dropping off the monster's body in puddles and leaving trails and footprints that soon dissipate into thin air.

Melting men appear to be the result of a wizard's experiments. They appear to have a powerful, internal source of heat, which bubbles the monster's waxy flesh. The monster generates new flesh at a rapid rate, and this generation of new flesh allows it to regenerate damage.

When a melting man touches another creature, its waxy flesh adheres to the creature unless it passes a save. This constitutes the melting man's constrict attack. The flesh is hot to the touch, dealing 1 point of fire damage.

If a melting man is struck by a slashing weapon for 4 or more points of damage, it bursts open for a moment and releases a blast of super-heated air in a 10' cone that deals 2d6 points of damage.

Melusine

Type: Fey
 Size: Medium
 Hit Dice: 6
 Armor Class: 15
 Attack: 2 claws (1d4) and bite (1d6) or by weapon
 Move: 30' (Swim 40')
 Save: 14
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 1,800/8



SA—Magic use (M5), change shape

SD—Immunity (cold)

In their natural form, melusines appear to be young women of exceptional beauty with tails and fins in place of legs. They dwell in rivers and lakes. Melusines crave the companionship of human men. They are easily insulted, however, and desert their lovers if they feel they are not properly respected.

Melusines are all female. They reproduce by mating with elven and human males. The boys born of such unions grow up to be magic-users, while the girls become melusines. Melusines love their offspring intensely and even if they desert the father they never cease protecting and caring for their children.

All melusines can breathe water or air with equal facility. A melusine can assume a fully human form, or the form of a small, beautifully colored dragon at will. One day each week they lose the ability to change form and must assume their natural shape. Typically, a melusine who has taken a human husband demands privacy on the day she must assume her natural form.

Melusines prefer to assume dragon form for combat. They prefer to resolve conflicts with magic.

A melusine that has taken a human husband gains the ability magically create a small castle for them to live in. The castle is permanent, but the melusine may only create a single castle per husband.



Merati

Type: Monster
 Size: Large
 Hit Dice: 3
 Armor Class: 14
 Attack: Slam (1d4) or by weapon
 Move: 10' (Swim 30')
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d8
 XP/CL: 300/4

SP—body adjustment •, daze •••

The merati look like mermaids with the lower torsos of manatees. They are stouter and stronger than mermaids and less inclined to interact with humanoids. Merati dwell on rocky beaches. They speak their own tongue.

Merati have a song that causes *sleep* in 2d6 hit dice worth of creatures underwater. Above water, it causes *deafness* in the same number of creatures.

Merati wield flint daggers and spears in combat. Their clans are composed of 3d6 females with young equal to

50% of their number. They are led by a 4 HD male that deals +2 points of damage in melee combat due to his great strength. These males roar rather than sing, with the effect being as the *cause fear* spell above water and *sound burst* below water.

Mist Monster

Type: Aberration
 Size: Large
 Hit Dice: 12
 Armor Class: 10 [Silver]
 Attack: Slam (1d6 + slime), bite (2d6)
 Move: 50'
 Save: 11
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 3,600/14

SD—Immunity (cold)

SA—Surprised (1 in 6), surprise (3 in 6)

Mist monsters appear as nothing but harmless mist ... at first. When they are ready to attack and kill, the mist congeals into a blubbery, frog-like monster covered in luminous gray slime. Mist monsters are born from the primordial fears people have of fog shrouded moors and the things that may lurk therein. They dwell where mist is not uncommon, such as around rivers and moats, in hollows, etc. Mist monsters are intelligent creatures. They bide their time waiting for a weak victim or for a person or animal to become separated from its party.

Mist monsters can take mist form once per day. While in mist form, a mist monster looks like an *obscuring mist* and has the same effects as that spell. Mist monsters can be damaged in their mist form by silver and magical weapons and by applications of fire. Mist monsters flee fire at top speed.

The sight of a mist monster in its non-mist form forces sentient creatures to pass a saving throw or be paralyzed with fear. The afflicted may attempt a new saving throw each round to shake off this fear. Each round a frightened person is within 10' of a mist monster, it gains the ability to regenerate damage at a rate of 1 hit point per round per frightened person.

If a mist monster's slime touches skin, it forces the owner of that skin to pass a save or be stunned for 1d6 rounds.



Monkey Folk (Vanara)

Type: Humanoid
 Size: Small
 Hit Dice: 1
 Armor Class: 13
 Attack: Bite (1d3) or by weapon
 Move: 30' (Climb 30')
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d10
 XP/CL: 50/1

Monkey folk come in many shapes and sizes. Some look like normal monkeys in human clothing. Others have the bodies of monkeys, but the faces of humans, while still others look like halflings with simian features.

Monkey folk are chatty and unpredictable. Monkey folk are known for their great strength, and this allows them to wield weapons meant for medium-sized creatures without penalty. They are also expert climbers.

Monkey folk live in troupes of 1d6 x 50. Troupes of monkey folk are led by a sage (a 5th to 8th level magic-user) assisted by two apprentices of 2nd or 3rd level.

For every 20 monkey folk in a troupe there is a 3rd level thief, and for every 100 a 5th level thief. Most monkey folk wield staves, daggers or short swords. When they wear armor, it is rarely heavy.

Monkey Folk Characters

Ability Modifiers: Str +1, Dex +1, Int -1, Wis -1

Darkvision to a range of 30'

Languages: Common, Simian

Multi-class: Cleric/thief, fighter/thief, magic-user/thief

Moon Folk

Type: Humanoid
 Size: Medium
 Hit Dice: 4
 Armor Class: 13
 Attack: 2 weapon attacks
 Move: 40' (Fly 20')
 Save: 15
 Intelligence: High
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 400/5



SA—*Magic (M2)*

SD—*Immunity (mind-affecting effects)*

Moon folk dwell in elegant castles on high mountain peaks that provide a clear view of the Moon. They are tall humanoids with pale skin, fine features and hair of amethyst or white that hangs down around their feet. Moon maids are delicate and lovely, while moon men are noble and have an implacable ferocity in their faces that belies their otherwise graceful forms.

Moon folk have an alien point of view to most humanoids, making them seem emotionless at times. They wear flowing silk robes and can fly slowly.

Moon folk disdain combat, preferring to send charmed slaves to fight in their stead. Most moon folk have 1d6 slaves apiece, armoring them in studded leather and arming them with short swords and light crossbows. If forced to fight, moon folk wield long swords or glaives.

Under the light of a full moon, a moon folk's magic use increases to 3rd level magic-user spells. Under the dark of a new moon, it is reduced to first level spells.

Mothman

	Lesser	Greater
Type	Humanoid	Humanoid
Size	Medium	Large
Hit Dice	4	10
Armor Class	16 [Silver]	20 [+1]
Attack	2 claws (1d4)	2 claws (1d8)
Move	20' (Fly 60')	40' (Fly 80')
Save	15; MR 20%	12; MR 30%
Intelligence	High	Super
Alignment	Neutral (CN)	Neutral (CN)
No. Appearing	1d4	1
XP/CL	1,200/6	3,000/12

SA—Telepathy (60')

SP—ethereal jaunt, pyrotechnics

Mothmen are an alien race that settled on the Material Plane in the time before the battles between the gods and titans, founding a grand civilization of sparkling cities. During those wars their civilization was destroyed and the mothmen were cast out into the wilderness. They have now turned against civilization, carrying out the wishes of bizarre cosmic gods.

Mothmen have a special hatred of the humans and demi-humans that raised new civilizations after theirs was destroyed. They often kill them on sight or carry them away to their secret places to torment and question them about all they know.

Few in number, the mothmen dwell underground in a tragic parody of their former civilization. They appear as humanoids with dark grey skin and large moth wings. Their eyes glow with a faintly reddish hue.

The gaze of a mothman causes fear (save to negate) in creatures with fewer than 4 Hit Dice. Despite their seemingly fragile wings, they can carry up to 300 lb., and often grapple their opponents, carry them into the air and then drop them to the ground below.

Greater Mothman

SD—Immunity (cold), resistance (electricity)

SP—astral projection •, black tentacles •••, blacklight •••, dispel magic •••, earthquake •, E.S.P., ethereal jaunt •••, fear •••, gust of wind, hold monster •••, hypnotic pattern, misdirection, obscuring mist, psionic blast •••, symbol of fear •, symbol of insanity •, touch of idiocy

Greater mothmen are the heralds of the eldritch cosmic gods that exist on the fringes of reality. They might be encountered on the Material, Ethereal or Astral Planes

and when encountered assault the minds of those they meet with tidings of the coming of the cosmic gods. Greater mothmen appear as 10' tall moth-headed humanoids with large red eyes and moth wings.

Greater mothmen always seek out the wisest member of any group. They assault that person's mind with terrible visions of the eldritch truths of meta-reality. Each round, the target of these visions must pass a saving throw or suffer 1d4 points of wisdom damage.

The greater mothman can use its psychic attack from up to 100' away. If the mothman is more than 30' away, the target receives a +2 bonus to their saving throw. If the greater mothman is in physical contact with the target, the target suffers a -2 penalty to save. If the target's wisdom is reduced to zero, they collapse into screaming madness for one minute as their mind opens up completely to the cosmic gods. After one minute, their wisdom is restored but they are now Chaotic Neutral in alignment. Communications from the elder gods and their servants are received telepathically by the person. They do their best to hide their new alignment.

If the greater mothman is attacked, it can continue to assault the mind of its target while making claw attacks.

Mottled Documentarian

Type: Giant
Size: Medium
Hit Dice: 7
Armor Class: 22
Attack: 2 fists (1d6) or by weapon
Move: 30'
Save: 13; MR 20%
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 2,100/9

SA—Surprise (3 in 6)

SD—Resistance (cold), surprised (1 in 6)

Mottled documentarians stand 8' tall. They are built like fireplugs, with mottled white and grey skin that is rocky in appearance. On the backs of their shoulders and necks, they have encrustations that look like gemstones. These encrustations are where they store their memories.



Mottled documentarians remember everything, but cannot easily access these memories. They project things said in their presence, things they have seen, even the thoughts and prepared spells of others nearby into gems, including their encrustations. Each encrustation can hold a single spell or chain of memories. Each documentarian has 2d4 of these encrustations on their body.

While fighting a mottled documentarian, people must take care that they do not have thoughts and memories plucked from their brains. Each round a character is within 30' of a mottled documentarian they must pass a saving throw or suffer memory loss. For spellcasters, this causes them to lose one prepared spell (for sorcerers, one known spell is forgotten for 24 hours). For skill-based characters, one of their skills (choose randomly) is lost. Warriors suffer a -1 penalty to attack as though they forgot some of their training. Lost memories return after 24 hours, and are also stored on an encrustation.

Memories stored in encrustations can be accessed by others. A person must hold the item in their hand and concentrate. Activation requires a successful roll of 1d20 under their Wisdom score. If successful, they either gain the benefit of a random piece of information or, if capable, learn a new spell. Once information is retrieved from a stone or encrustation, it is erased from the item.

Muki

Type: Humanoid
 Size: Small
 Hit Dice: 1-1
 Armor Class: As armor
 Attack: By weapon
 Move: 20'
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1 or 1d6+1
 XP/CL: 100/2



Mukis are stocky, muscular goblins that stand 2' tall. They have deep, husky voices, ruddy skin, long white hair and beards and eyes in metallic shades. They have small horns like those of a goat that glow in the presence of precious metals and gems. Because their feet are abnormal, they walk in the manner of a duck. Mukis are very sensitive about their feet and their walk and become hostile when people point this out.

Mukis are miners first and foremost. They wear green clothes and hobnailed boots, fine vicuña capes or ponchos and carry mining tools.

A muki's eyes are hypnotic (as *hypnotism*) and they can sense people's moods. Once per day, a muki can shapeshift into an animal or a human and back again.

Mukis might appear in groups of 1d6+1. They dwell underground and mostly avoid people other than to steal neglected or abused children. These children are hidden in groves for one year until they turn into mukis themselves. Mukis have an aversion to chaotic creatures.

N

Naga, Fire

Type: Monster
Size: Large
Hit Dice: 7
Armor Class: 15
Attack: Bite (2d6 + 1d6 fire + Poison II)
Move: 40'
Save: 13
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d3
XP/CL: 2,100/9

SA—*Magic (M4)*

SD—*Immunity (fire)*

Fire nagas resemble others of their kind, but have scarlet scales striped with maroon and amber and blue eyes that glimmer like lambent flames.

Fire nagas have a 20% chance of presiding over cults of anti-clerics and evokers. Their shrines are underground or near volcanos. Cults consist of one high priest, a 6th level anti-cleric, 1d6 3rd level evokers, 1d8 2nd level monks and 3d6 warriors.

Nemesis

Type: Outsider
Size: Medium
Hit Dice: 8
Armor Class: Varies
Attack: Varies
Move: Varies
Save: 13
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1
XP/CL: 2,400/10



A nemesis is a spirit called into the Material Plane to punish a mortal. They may be summoned by clerics or magic-users, or sent by angry deities. A nemesis' form varies according to the creature it is fighting.



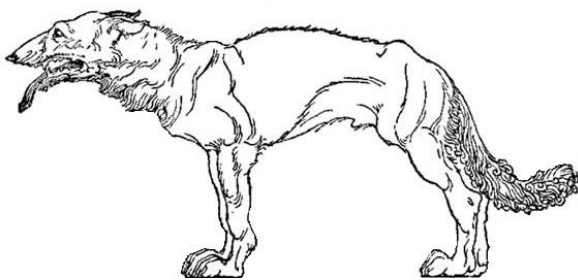
Against warriors and monsters that rely on physical force the nemesis seals itself in a shell of living steel. It has AC 22 and attacks with two weapons formed from the living steel that deal 2d6 points of damage. The nemesis has a move of 20' and is immune to maneuvers.

Against clerics and druids the nemesis takes on a necrotic form resembling a lich. In this form it attacks twice per round dealing 2d6 points of negative energy damage. It has magic resistance 35% against cleric and druid spells. The necrotic form has AC 18 [Silver], a move of 30' and is immune to negative energy damage.

Against magic-users and sorcerers the nemesis takes a form of pure energy. It has magic use (magic-user 6) in this form, with AC 17 [+1] and a move of 30' (Fly 60'). It is immune to fire and electricity damage.

Against thieves and assassins the nemesis takes on a shadow form. In this form it automatically hides in shadows and moves silently. It has AC 16 [Silver] and a move of 60' and attacks with two shadow daggers that deal 1d4 points of damage + 1 Con damage as one is chilled to the heart. They can backstab for triple damage.

The nemesis can change its form once per round if they face multiple foes. They are single-minded in their quest to punish. When their quest is complete, or they are destroyed, they return to their plane of origin.



Nighthound

Type: Monster
 Size: Large
 Hit Dice: 8
 Armor Class: 16
 Attack: 2 claws (1d8), bite (2d6 + swallow)
 Move: 60'
 Save: 13, 11 vs. grapples; MR 15%
 Intelligence: Low
 Alignment: Chaotic (NE)
 No. Appearing: 1d8
 XP/CL: 2,400/10

SA—Tracking (75%)

SD—Immunity (cold, poison, disease)

Nighthounds are demonic hounds that serve the death goddess Hel. Hel dwells in the darkest, coldest portion of Hell. Nighthounds are sometimes sent to the mortal world to hunt down Hel's enemies or to serve her priests.

Nighthounds look like gaunt wolves with white fur. They can sense all creatures within 200' through vibrations in the ground and air, and they can smell creatures up to 3 miles away. Nighthounds are coated with pungent oil. Those in melee combat with them must pass a saving throw or be sickened by the smell.

Noroob

Type: Humanoid
 Size: Large
 Hit Dice: 3+2
 Armor Class: As armor +4
 Attack: By weapon (+1 damage)
 Move: 20'
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N or LN)
 No. Appearing: 1d10
 XP/CL: 150/3

Noroobs look like ogreish lizardmen with knobby hides. They dwell in rocky or wooded hills. Noroobs have a strict sense of personal honor and fairness in combat. Because they worship their ancestors, bands of noroobs are led by an elder. They enjoy combat and readily take work as mercenaries. Noroobs speak both lizard man and common with a slow, low growl.

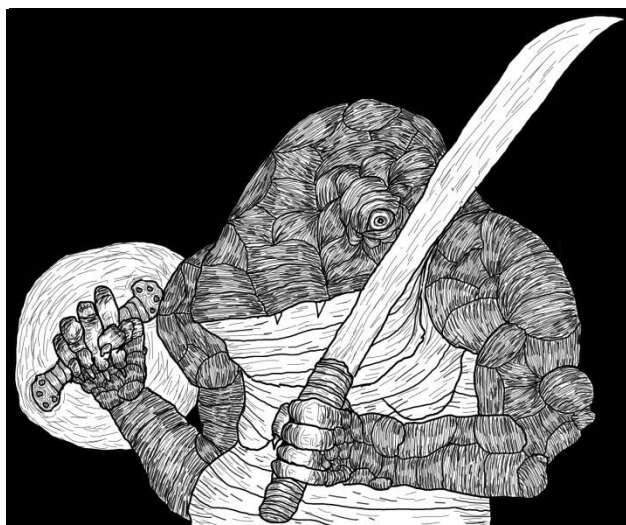
Noroobs are skilled metal workers. They prefer single combat, and thus begin encounters with personal challenges to worthy opponents. This challenge takes the form of a ritualized dance that includes stomping and flinging the head back to emit a thumping growl from the throat. Noroobs never interfere with single combat to help an ally and they attack those who do with a fury.

Noroob armies as armed as follows:

01-10	Spear, net
11-30	Heavy crossbow, battleaxe
31-40	Buckler (AC 15), two-handed sword
41-70	Shield (AC 16), spear
71-85	Shield (AC 16), footman's flail
86-00	Shield (AC 16), footman's mace

Noroob bands sometimes sun themselves *en masse*. All noroobs in a band are warriors. Most bands, after soaking up the sun, break into smaller groups to hunt, leaving a few guards to look after their young. The number of young noroob in a band is equal 25% of a band's warriors. About half of the young are mature enough to fight like lizard men if they are attacked. The guardsmen busy themselves with smith work and other crafts while two or three patrol the perimeter.

Noroobs can use their tongues to scent creatures on the ground or in the air, tracking with a 65% success.



Nukekubi (Penanggalan)

Type: Monster

Size: Medium

Hit Dice: 3

Armor Class: 13 [Silver]

Attack: Bite (2d4 + blood drain)

Move: 30' (Fly 40')

Save: 15; MR 60%*

Intelligence: Average

Alignment: Chaotic (NE)

No. Appearing: 1d6

XP/CL: 900/5

SD—Immunity (fear), magic resistance applies to mind reading and mind control only

Nukekubi appear by day to be normal human beings. At night, their heads and necks detach from their bodies and fly about to prey on victims.

Nukekubi dwell in groups, acting as though they are normal human families. The only way to tell them from normal people is a line of red magical symbols around the base of their necks where the head detaches. Nukekubi do their best to take prominent roles in society, upholding the law, doing an honest trade, etc. When murders start in a district, they hope to find defenders in their neighbors.

As a nukekubi approaches, it emits a terrible shriek. All within 30' of the monster that fail a saving throw are stunned with fear for 1d4 rounds. The nukekubi prefers to attack stunned creatures from behind. Once a creature is stunned, the nukekubi attacks with its bite, latching onto the victim's neck and draining blood. Once the monster has drunk blood for nine rounds, it detaches and flees. It must return to its body by morning or it dies.

The penanggalan is a monster of Malaysian folklore. The difference between it and the nukekubi is that it detaches its head along with its lungs, stomach and entrails. The mananggal is a similar monster from Filipino folklore that divides at the waist rather than at the neck, and which has wings. You can use the nukekubi stats to represent both of these similar monsters.

Nymphs

While nymphs and dryads are covered in the core rules, Greek mythology had many more varieties of nymph.

Anthousai (Flower Nymphs)

Type: Fey

Size: Medium

Hit Dice: 4

Armor Class: 15

Attack: Dagger (1d4)

Move: 30' (Swim 20')

Save: 15

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d6

XP/CL: 1,200/6

SA—Magic use (D4)

SP—dimension door •

Anthousai are flower nymphs. They are smaller than most nymphs and have hair that resembles a cascade of hyacinth blossoms.

Anthousai have the blinding beauty of a normal nymph. In addition, they can emit a cloud of perfume in a 20' radius that acts as a *suggestion* spell. They usually suggest that people leave them alone, or perform mundane (rarely dangerous) tasks for them.

Asteriae (Astral Nymphs)

Type: Fey

Size: Medium

Hit Dice: 6

Armor Class: 17

Attack: Dagger (1d4)

Move: 30' (Swim 20')

Save: 14

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d4

XP/CL: 1,800/8

SA—Magic use (M4)

SP—dimension door •

Asteriae are the nymphs of the Astral Plane. They have porcelain skin, sapphire eyes and silver hair that floats wild and free in astral space. They are a carefree folk, enraptured by the freedom of astral space.



An asteriae has the blinding beauty power of nymphs. In addition, an asteriae's gaze can bring blessing or bane (per the spells of the same name). Three times per day an asteriae can gather astral energies and project them as a sapphire ray that deals 3d6 points of fire damage.

Aurae (Wind Nymphs)

Type: Fey
 Size: Medium
 Hit Dice: 5
 Armor Class: 16
 Attack: Dagger (1d4)
 Move: 30' (Fly 60', Swim 20')
 Save: 14
 Intelligence: High
 Alignment: Neutral (CN)
 No. Appearing: 1d4
 XP/CL: 1,500/7

SA—*Magic use (D4)*

SP—*dimension door •, gust of wind, wind walk •*

Aurae are the nymphs of wind. They have pale skin and windswept hair of white, and eyes that always seem to reflect a clear blue sky. Aurae are unaffected by wind conditions when they fly. They have the blinding beauty and gaze attacks of normal nymphs.

Hecaterides (Elder Nymphs)

Type: Fey
 Size: Medium
 Hit Dice: 7
 Armor Class: 17
 Attack: Dagger (1d4)
 Move: 30' (Swim 20')
 Save: 13; MR 15%
 Intelligence: High
 Alignment: Neutral (CN)
 No. Appearing: 1d3
 XP/CL: 2,100/9

SA—*Magic use (D4)*

SD—*Immunity (mind control)*

SP—*dimension door •*

The hecaterides are the mothers of oreads and satyrs. They appear as stately, matronly nymphs, full of breast, wide of hip and bedecked in silk gowns and wreaths of flowers and spun gold.

Hecaterides have the blinding beauty of nymphs. They can cast *irresistible dance* once per day as a gaze attack. Once per day, a hecateride can also attempt to summon 1d4 oreads or satyrs with a 60% chance of success.

Hyleoroi (Watchers of the Woods)

Type: Fey
Size: Medium
Hit Dice: 8
Armor Class: 19
Attack: Longbow (1d8) or short sword (1d6)
Move: 30' (Swim 20')
Save: 13
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 2,400/10

SA—*Magic use (D4)*

SP—*dimension door* •

Hyleoroi are warrior nymphs who protect the fey. While most nymphs lounge and play, hyleoroi are on patrol with other woodland folk like satyrs and brownies. Hyleoroi wear leather armor and usually carry a longbow and short sword.

Watchers have the blinding beauty of other nymphs. They possess *true seeing* that is always active and have the special abilities of 4th level rangers.

Kabeirides (Forge Nymphs)

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 18
Attack: Flaming hammer (1d4 + 1d6 fire)
Move: 30' (Climb 20')
Save: 14
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 1,800/8

SA—*Magic use (D4)*

SP—*dimension door* •

Kabeirides are the nymphs of metal, glorying in the riches of the earth. They have bronze to gold skin and silver hair. Their eyes are like white hot embers.

Forge nymphs have the blinding beauty of other nymphs. Their gaze acts as a *heat metal* spell. Kabeirides enjoy a +3 bonus to sunder metal weapons and armor and when such items are saving against a sundering attack from a forge nymph they do so at a -3 penalty. Finally, they are

capable of summoning flaming hammers (1d4 + 1d6 fire damage) into their hands.

Lampades (Torch Nymphs)

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: Dagger (1d4) or touch (1 Wis damage)
Move: 30' (Climb 20')
Save: 14
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 1,800/8

SA—*Magic use (M4), surprise (1-4 on 1d6)*

SP—*dimension door* •

Lampades are the nymphs of the underworld. They are the devotees and companions of Hecate and her priests. Lampades have pallid skin that they can make pitch black at will, giving them a 4 in 6 chance of surprise in darkness. Lampades carry magic torches which they can extinguish at will. The light of these torches forces those in sight of them to pass a saving throw or be struck with *insanity* for one hour. At the end of one hour, the insane must pass a saving throw or they acquire a random phobia permanently. When a person is faced with the source of their phobia, they must pass a saving throw to overcome it for the encounter. If they do not, they become frightened.

D8	Phobia
1	Fear of rats
2	Fear of slime and ooze
3	Fear of flying
4	Fear of spiders
5	Fear of heights
6	Fear of disease
7	Fear of confined spaces (like dungeons, maybe?)
8	Fear of the dark

Lampades have the blinding beauty of nymphs. Their touch causes one point of wisdom damage. They can rebuke undead as do 6th level anti-clerics.

Maenads (Wild Nymphs)

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d4)
Move: 30' (Swim 20')
Save: 14
Intelligence: High
Alignment: Neutral (CN/E)
No. Appearing: 1d6
XP/CL: 1,800/8

SA—*Magic use (D4)*

SP—*dimension door* •

Maenads are the followers of Dionysus, the god of wine. They are berserk man-killers drunk on their lord's blood. Maenads look like normal nymphs, except that their hair is wild and unkempt and their eyes are bloodshot and savage. They wear leopard furs and have vines tangled in their hair and wrapped around their bodies.

Maenads can control all wolves within 30', although wolf companions of characters may make a saving throw to resist this. They can summon 1d4 wolves once per day.

A maenad's touch causes one of several effects. Creatures touched by a maenad must pass a saving throw or suffer from fatigue for six rounds. Creatures that succumb to fatigue must pass a second saving throw or first suffer from *hideous laughter* for three rounds. Creatures that succumb to the laughter must pass a third saving throw or be stunned one round.

A maenad can rebuke lycanthropes as a 6th level cleric.

Melissae (Honey Nymphs)

Type: Fey
Size: Medium
Hit Dice: 5
Armor Class: 18
Attack: Dagger (1d4)
Move: 30' (Swim 20', Fly 30')
Save: 14
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4 + 1d6 giant bees
XP/CL: 1,500/7

SA—*Magic use (M4)*

SD—*Immunity (poison)*

SP—*dimension door* •

Melissae are the nymphs of honey bees. They appear as 4' to 5' tall women of exceptional beauty, with golden skin and honey-blond hair. On their backs are wings like those of a giant bee, and they have a fly speed of 30'.

Once per day a melissae can summon a swarm of bees. Melissae have the blinding beauty of nymphs. Their kiss acts as a *charm person* spell. Most melissae carry magic mead that *neutralizes poison*.

Naiads (Water Nymphs)

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: Dagger (1d4)
Move: 30' (Swim 50')
Save: 14
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 1,800/8

SA—*Magic use (D4)*

SD—*Resistance (cold)*

SP—*dimension door* •

Naiads are the nymphs of fresh water, dwelling in rivers, lakes, streams and pools. They are among the more pleasant of their kind, enjoying dalliances with mortal men and rarely doing lasting harm to mortals. Naiads are about 5' tall and resemble elves with pale skin and silver hair. Naiads can breathe both air and water. They have the blinding beauty and gaze attack of nymphs.

Nereides (Sea Nymphs)

Type: Fey
Size: Medium
Hit Dice: 7
Armor Class: 17 [Silver]
Attack: Dagger (1d4)
Move: 30' (Swim 60')
Save: 13; MR 10%
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 2,100/9

SA—Magic use (D4)

SD—Resistance (cold)

SP—charm person •••, charm monster •, command •, confusion •, dimension door •, suggestion •

Nereides dwell beneath the ocean waves in palaces decorated with odds and ends recovered from shipwrecks. Their leader is Thetis, mother of Achilles. Nereides have pale skin, golden hair and sea green eyes.

Nereides can breathe both air and water. Once per day a nereid can sing a siren song. All creatures within 120' sit quietly and listen to the nymph, taking no other actions for as long as she sings. Threats and loud noises break the effect. The nereid can deliver one of the following spells with this song: *Charm person, charm monster, suggestion, command, confusion* or *fear*.

Nymphai Hyperboreioi (Taiga Nymph)

Type: Fey

Size: Medium

Hit Dice: 8

Armor Class: 19

Attack: Longbow (1d8) or short sword (1d6)

Move: 30' (Climb 20')

Save: 13

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d3

XP/CL: 2,400/10

SA—Magic use (D4)

SD—Resistance (cold)

SP—dimension door •

The nymphai hyperboreioi are the nymphs of the taiga. They are hardier and more barbaric than their southern sisters and excel at archery. Nymphai hyperboreioi are 7' tall. They have pale skin, often freckled, and flowing red hair. They wear leather armor and carry short swords and longbows.

In the taiga nymph's hands, bows and arrows always have a +1 magic bonus. Taiga nymphs have the blinding beauty of nymphs, and they can imbue their arrows with a *charm person* effect. When an arrow is so imbued, it deals no damage. Instead, it disappears into a cloud of smoke when it strikes a target, and that target must pass a saving throw or be charmed.

Oceanids (Ocean Nymphs)

Type: Fey

Size: Medium

Hit Dice: 9

Armor Class: 18 [+1]

Attack: Dagger (1d4)

Move: 30' (Swim 90')

Save: 12; MR 25%

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d3

XP/CL: 2,700/11

SA—Magic use (D4)

SD—Immunity (cold)

SP—control water, dimension door •

Oceanids are the daughters of the titans Oceanus and Tethys. They are exceptionally lovely, with blue-green skin and hair like sea foam. They can appear in the form of mermaids, or as humanoids.

Oceanids can breathe both air and water. Once per day, they can *enlarge* themselves (as the spell), an artifact of their titan heritage. In place of a normal nymph's gaze attack, oceanids can sing a siren song that affects all sentient creatures within 1 mile as a nereid (q.v.). They have the blinding beauty of normal nymphs.

They can rebuke water elementals as 9th level clerics.

Oreads (Mountain Nymphs)

Type: Fey

Size: Medium

Hit Dice: 6

Armor Class: 18

Attack: Dagger (1d4)

Move: 30' (Climb 20')

Save: 14

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d4

XP/CL: 1,800/8

SA—Magic use (D4)

SD—Resistance (acid)

SP—dimension door •

Oreads are earth nymphs that dwell among the hills and mountains. They avoid contact with non-fey, and are less

apt to seduce a mortal than most of their kin. Oreads have nut-brown skin and auburn hair. Their eyes shine like rubies, sapphires or emeralds.

Oreads have the blinding beauty of nymphs. They can meld into stone as a dryad can meld into trees, but are not tied to a particular stone as a dryad is tied to a tree. Oreads can speak with burrowing animals.

Pyrae (Fire Nymphs)

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: Dagger (1d4 + 1d6 fire)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d6
XP/CL: 1,800/8

SD—Immunity (fire), vulnerable (cold)

SP—dimension door •

Pyrae are fire nymphs who dwell on the Elemental Plane of Fire or near volcanoes. They appear as beautiful women with red skin that is aflame. Touching a pyrae inflicts 1d4 points of fire damage.

Themeides (Guardian Nymphs)

Type: Fey
Size: Medium
Hit Dice: 12
Armor Class: 17 [+1]
Attack: +1 spear (1d8+1 + 1d6 electricity)
Move: 30' (Swim 20')
Save: 14; MR 30%
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 3,600/14

SA—Magic use (C4)

SD—Immunity (electricity, fear)

SP—dimension door •

The themeides are the daughters of Zeus and Themis. They serve as oracles and as the keepers of divine artifacts. While these warrior nymphs appear as nothing

more than red-headed nymphs with bronzed skin, when they are attacked one learns their true nature.

A themeid can summon chainmail and a spear that appear on her person instantly. Both act as +1 magic items while in her possession. When a themeid dies, her armor and weapon disappear.

Themeides have the blinding beauty and gaze attacks possessed by normal nymphs.

Nyoka-Mtu

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: 4 claws (1d3 + constrict), bite (1d4 + Poison)
Move: 30' (Climb 30', Swim 30')
Save: 15
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 1d6
XP/CL: 300/4

Nyoka-mtu are snake-like predatory thieves that live along well-worn tracks through the wilderness so they can prey on travelers. Although not terribly intelligent, they are quite cunning. Nyoka-mtu are carnivores, eating their victims as do snakes.

Nyoka-mtu have sinuous bodies covered in glistening scales of light green and yellow. They have six limbs that can be used as arms or legs. Their mouths contain two long fangs that inject venom that causes *confusion* for 1d4 rounds. A skilled assassin or alchemist can harvest a nyoka-mtu's venom, though this venom only remains toxic for a month thereafter.

When they attack, nyoka-mtus attempt to wrap their bodies around their victims. If faced with a tough fight, they either attempt to separate someone from the group, with one nyoka-mtu making the attack while the others act as sentries, or they do their best to steal something magical and scurry away.

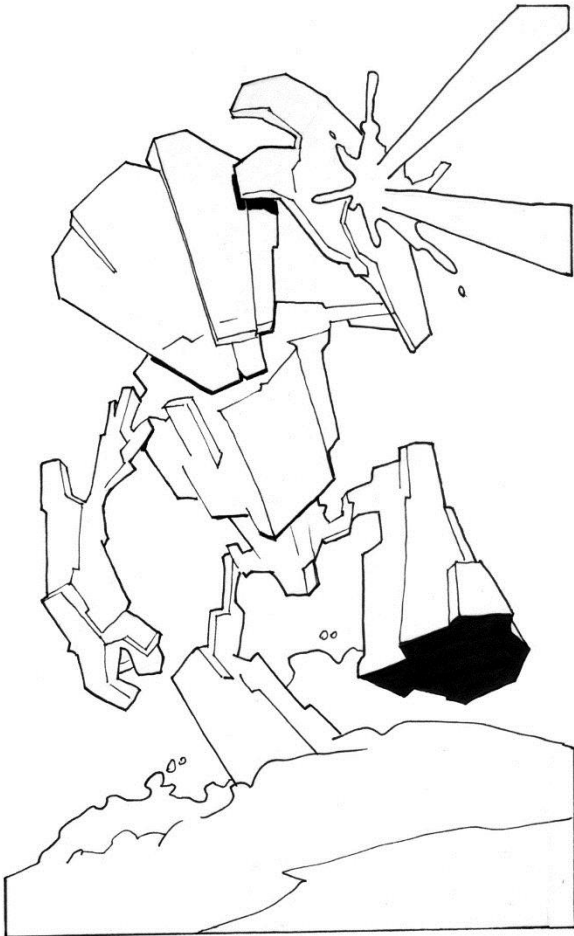
Nyoka-mtu can see magical auras. Once a nyoka-mtu has stolen a magic item, it hurries home to its nest high in a tree and stows the item away. A nyoka-mtu might have five or six nests spread out over a large territory, each containing 1d3-1 magic items. Other than magic items, nyoka-mtu keep no treasure.

O

Obsidian Man

Type: Elemental (Earth)
Size: Medium
Hit Dice: 3
Armor Class: 18
Attack: Slash (2d4) or pierce (15'/1d8)
Move: 20' (Burrow 10')
Save: 15
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d4
XP/CL: 300/4

SD—Immunity (acid, fire)



Obsidian men are intelligent earth elementals that are summoned by magic-users to serve as guardians. They look like humanoids of black obsidian, with only the vaguest of facial features, and they have clawed hands.

Obsidian men are intelligent, and while not all that imaginative, they rankle under the commands of their summoners. After about one month of service, an obsidian man begins testing his summoner's will. After a year of service, the chances that they are going to slay their summoner are great.

The fingers of an obsidian man are as sharp as can be, and can grow as long as 15' in length in an instant, allowing them to be used as melee and missile weapons.

Because of their shiny bodies, rays reflect off of them. If there are creatures within 10' of an obsidian man when it is hit by a ray must pass a saving throw or be struck. If multiple people fail their saving throw, the one that failed by the most is struck.

Odeion

Type: Aberration
Size: Large
Hit Dice: 5
Armor Class: 17
Attack: 2 claws (1d3), bite (1d6 + *slow*)
Move: 20'
Save: 14
Intelligence: Average to High
Alignment: Chaotic (NE)
No. Appearing: 1d8
XP/CL: 500/6

SA—Surprise (1-3 on 1d6)

Odeions are xenophobic creatures that look like a cross between a crab, an eel and a bad dream. They have six legs, a soft shell, a long neck and eel-like face filled with sharp teeth. The odeion speak their own language and Common. Odeions are slave traders and plunderers of the Astral Plane, but their depredations do not end there.

Odeions are quick and cunning. A creature hit by an odeion's bite must pass a saving throw or be *slowed* for 2d6 rounds. Each additional bite extends the duration of the monster's poison by one round.



Olgoi-khorkhoi (Death Worm)

Type: Monster
Size: Large
Hit Dice: 7
Armor Class: 17
Attack: Bite (1d8 + 1d6 acid)
Move: 20' (Burrow 20')
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 2,100/9



SA—*Surprise (3 in 6)*

SD—*Resistance (acid, electricity)*

The olgoi-khorkhoi, or Mongolian death worm, is a reddish-brown relative of the purple worm. They have large mouths lined with rock-hard teeth that chew through rocks and earth.

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on its fellow burrowers, especially gnomes. On occasion, it surfaces to devour more substantial prey like saigas, deers, yaks and humans. A death worm lurks under loose earth, waiting for its prey to move close so it can ambush its target.

A death worm's mouth drips highly corrosive saliva. This saliva deals damage to flesh and forces metal items in particular to pass an item saving throw or corrode and become useless, much as per the touch of a rust monster.

Once every 1d4 rounds a death worm can spit a 100' long lightning bolt (3d6 damage; save for half damage).

Ooze Husk

Type: Ooze
Size: Large
Hit Dice: 8
Armor Class: 12
Attack: Slam (1d6 + 1d6 acid)
Move: See below
Save: 13
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 800/9

SD—*Resistance (weapons)*

Ooze husks are carrion oozes that seek out skeletal remains. An ooze husk crawls over the bones and penetrates them with microscopic feelers, absorbing and reading the DNA. Using this information, the ooze husk takes the shape of the creature's former musculature. This makes them look like translucent yellow oozes with skeletons suspended inside of them.

An ooze husk attacks and moves as the creature whose bones it has animated. In addition, it deals acid damage when it successfully strikes. This acid damages organic materials and metal, but not stone.

Cold damage forces an ooze husk to pass a saving throw or become thick and sluggish. Its movement rate is cut in half, and it becomes vulnerable to bludgeoning damage (i.e. takes full instead of half damage).

Ooze, Psychic

Type: Ooze
Size: Huge
Hit Dice: 16
Armor Class: 3
Attack: 16 tendrils (1d4 Cha + dazed 1 round)
Move: 20' (Climb 20')
Save: 9
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 4,800/18

SD—*Immunity (electricity, mind effects), vulnerable (sonic energy), resistance (weapons)*

SP—*astral projection •, cause fear (constant), choke •••, clairsentience, dominate person •, E.S.P., levitate, mass charm •, mental barrier (constant), mind fog •••, nightmare (up to 6 miles away) •••, phantasmal force, phantasmal killer (up to 6 miles away) •••, probe thoughts •••, psionic blast •, true seeing (constant), wizard eye*

Psychic oozes are a riot of coruscating colors, with bubbles rising to the surface and then bursting into colorful mist that quickly dissipates.

A psychic ooze can send out psionic tendrils that look like a 20' long hazy pink mist. When a tendril makes contact with a humanoid, it acts as the *ego whip* spell. The ooze can create as many as 16 tendrils. A psychic ooze can also use *spectral force* with a range of one mile.

P

Pamola

Type: Outsider
Size: Medium
Hit Dice: 8
Armor Class: 17 [+1]
Attack: Slam (2d6)
Move: 30' (Fly 60')
Save: 13
Intelligence: High
Alignment: Neutral (LN)
No. Appearing: 1
XP/CL: 2,400/10

SD—Immunity (cold)

SP—cone of cold •, control weather •, gust of wind •••

Pamolas are storm spirits that have moose heads, human torsos and the wings and feet of eagles. They live on mountain peaks, descending to the lowlands to bring pronouncements from their storm giant masters or from the elemental planes that spawn them.

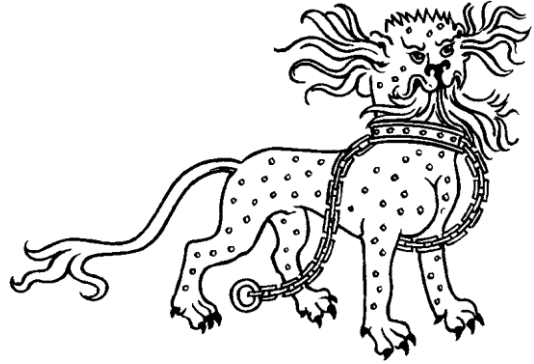
Panthera

Type: Monster
Size: Medium
Hit Dice: 7
Armor Class: 16
Attack: 2 claws (1d4 + rend), bite (1d6)
Move: 40'
Save: 13; MR 15%
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 1
XP/CL: 700/8

Pantheras are intelligent supernatural leopards with iridescent coats and sweet-smelling breath. They spend most of their time sleeping in their caves, but emerge once a week to hunt. Pantheras do not attack Lawful creatures unless they are provoked. Females can only breed once in their life, so pantheras are very rare.

Pantheras have a breath weapon that can be used three times each day. The breath weapon is a cloud of perfume

that fills a 20' radius centered on the panthera. Any creature except dragons that inhales this perfume must make a saving throw or be affected by a *charm monster* spell. Dragons are affected by a panthera's perfume breath as though by a *fear* spell. Spells like *stinking cloud* or a troglodyte's terrible odor are neutralized in a 30' radius around a panthera, but they also neutralize the panthera's breath. If it is left intact, a panthera's hide retains this property and is worth 2,500 gp.



Patchwork Woman

Type: Construct
Size: Medium
Hit Dice: 3
Armor Class: 10
Attack: 2 fists (1d4) or lantern (1d6 + 1d6 fire + special)
Move: 20'
Save: 15; MR 10%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 900/5

Patchwork women look as though they have been torn apart and put back together again. Their skin is cracked, pale and interlaced with threads of green and black. Patchwork women have blank, soulless eyes and they carry lanterns of black iron that hang from black chains. These lanterns hold the tormented soul of the woman whose body was turned into the monster.

Patchwork women are created in a state of fear and agony, and they attempt to spread fear and agony to all living things that cross their paths. In essence, they are lesser versions of the flesh golem. Unlike flesh golems, they are created from a single corpse, the soul of the corpse being removed from the body via a *magic jar* spell and stored in a specially prepared lantern.



When the light of a patchwork woman's lantern falls upon a living creature, it must pass a saving throw or be frightened as long as they remain in the light.

Creatures struck by the magic lantern in combat must pass a saving throw or lose one level to energy damage. A creature that loses all of its levels to energy damage from the lantern have their souls absorbed into the lantern, freeing the soul within the lantern to occupy the body that the newly captured soul has possessed.

Pech

Type: Humanoid
 Size: Small
 Hit Dice: 4
 Armor Class: 16
 Attack: By weapon (+2 damage)
 Move: 20'
 Save: 15
 Intelligence: High
 Alignment: Neutral (N)
 No. Appearing: 2d6
 XP/CL: 400/5



SA—*Light blindness*

SD—*Resistance (acid, petrification), vulnerable (cold iron)*

SP—*stone shape ••, stone tell ••, stone to flesh* •, wall of stone* •*

Pechs are small creatures with earth elemental heritage. They are about the size of halflings, with wide faces and

large saucer-like eyes that help them see in dim conditions. Pechs have pale skin that they cover with blue tattoos. They have large hands and feet and no hair.

The pechs dwell underground in great halls reminiscent of dwarf holds. Like dwarves, pechs are expert miners and workers of metal. Their skin is as tough as granite, so they never wear armor – usually just loin cloths to maintain a bit of modesty. Pechs arm themselves with short swords, hand axes, war hammers, footman's picks (which they wield one-handed), darts and javelins. Their strength is equal to an ogre's.

A pech deals +1d6 damage against earth elementals. They have spell abilities (see above), and improve these abilities when working in concert with other pechs. If a group of three pechs chant together they can form a *wall of stone*. Seven pechs can cast *stone to flesh*.

Pod Jelly

Type: Ooze
 Size: Medium
 Hit Dice: 2
 Armor Class: 16
 Attack: Touch (1d4 acid)
 Move: 20'
 Save: 16
 Intelligence: Average
 Alignment: Chaotic (NE)
 No. Appearing: 3d6
 XP/CL: 600/4

SA—*Change shape*

SD—*Resistance (acid)*

SP—*E.S.P., psionic blast •••*

Pod jellies are strange gelatinous life forms that, using psionic powers, can duplicate the body and mind of any sentient humanoid. The pod in which they reside looks like a large seed pod with thick green skin (AC 18). These pods have 10 hit points. They are vulnerable to fire, but immune to cold. The stats above are for the jelly after it has emerged from its pod but before it has taken humanoid form.

Each pod jelly picks a single humanoid to make its own, and each day absorbs a portion of their being (i.e. deals 1d6 points of constitution damage) while turning itself into a replica of them. When the original's constitution is reduced to zero, the clone bursts forth from the pod and the original's body disintegrates.

The pod jellies duplicate the original's body (i.e. hit dice and physical ability scores) and mind (intelligence and charisma scores, though wisdom is never higher than 6) perfectly, knowing all they knew and having the same general special abilities. They cannot exhibit emotion or faith, and emotion-based powers (such as a berserk rage or a cleric's divine powers), are therefore not duplicated. In humanoid form, the jelly loses its resistance to acid, although it retains its *ESP* and is capable of uttering a psychic scream (i.e. *psionic blast*) once per day.

Pooka

Type: Fey
 Size: Medium
 Hit Dice: 6
 Armor Class: 16 [Silver]
 Attack: Slam (1d8)
 Move: 30'
 Save: 14
 Intelligence: Average
 Alignment: Neutral (CN)
 No. Appearing: 1
 XP/CL: 1,800/8

SP—haste •, phantasmal force II •••, slow •, time stop •



Pookas are mischievous fey who alternately take on good or evil tendencies. They enjoy tricking and frightening people, especially when they are drunk.

A pooka does not actually have a normal form. It can shapechange at will into any form of animal, its favorites being horses, goats, cats, dogs, rabbits, ravens, foxes and pink elephants. When it is feeling evil, its fur is dark. When it is feeling good, its fur is in bright, unnatural colors. It can take humanoid form, but always with at least one feature of an animal. In any form, pookas are capable of speech.

Pookas dwell among hills and mountains in wild, lonely places far away from people. Once every few weeks the pooka gets an irresistible urge to be with humans, and then walks (or flies) to the nearest settlement at night when people are likely to be consuming alcohol.

Prism Plant

Type: Plant
 Size: Medium
 Hit Dice: 2
 Armor Class: 14
 Attack: 6 vines (1d4)
 Move: 0'
 Save: 16
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 200/3



SD—Resistance (fire)

Prism plants are desert vines that grow to 7' in length and are 1" in diameter. They are dark green in color, but are covered in dark tan needles that give the vines a shaggy appearance. The vines produce a sticky sap that forms crystalline "icicles" in the sand.

A prism plant is a cleverly designed hunter. When nothing is around, its vines settle into the sand, dripping sap that forms into crystalline icicles. By burrowing, it makes itself appear small and conserves water. When creatures tread nearby, the vibrations "awaken" the monster, causing it to rear up.

When the monster detects the presence of creatures within 30' via vibrations, the vines rear up to expose the crystalline icicles to the light (at least in the daytime). These curious icicles create a prismatic effect like the *color spray* spell that affects all within 30' of the plant.

If collected, the icicles are worth 100 gp to illusionists and magicians interested in prismatic spells, especially for use as wands holding such spells. The icicles possess no magical powers of their own, however.

The plant can also attack with its spiny vines, whipping them about to strike creatures within 10'.

Psi-Swarm

Type: Aberration
Size: Medium
Hit Dice: 8
Armor Class: 16 [Silver]
Attack: Fists (1d12 + *ego whip*)
Move: 20'
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 2,400/10

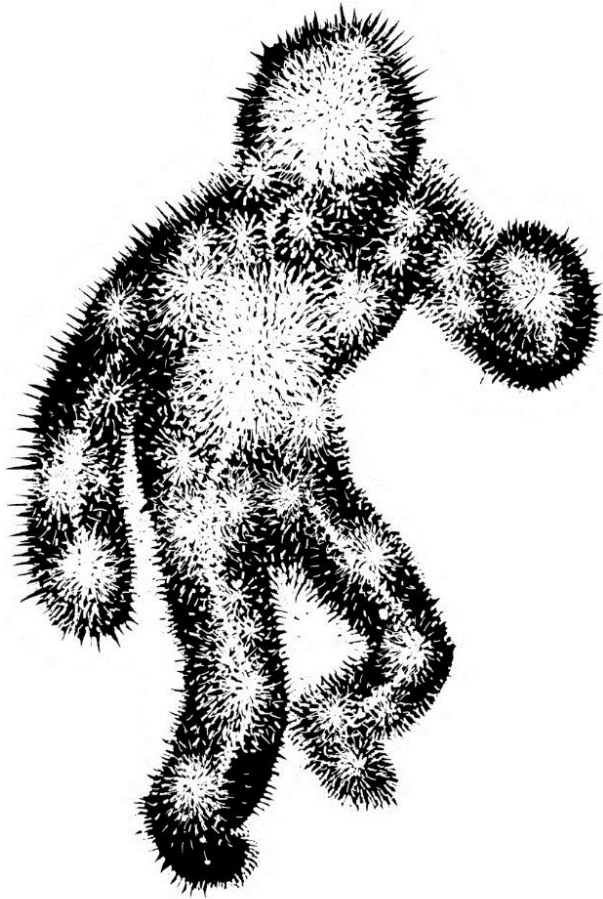
SD—Immunity (poison, disease), resistance (slashing and piercing weapons)

SP—astral projection (1 week), blur •••, cause fear •••, ESP, ethereal jaunt •••, psionic blast •, suggestion •••

Psi-swarms are masses of charged psionic particles with a rudimentary hive intelligence. They assume a rough humanoid shape that glows with orange light. Their origin is a matter of speculation. Perhaps they are ghosts of powerful psychics, or of people that have died on the Astral Plane by psychic violence. Perhaps they are an alien race with a hive mind, or they are the heralds of a psychic god or goddess. Whatever they are, their motivations are inscrutable and their goals confusing. When they appear, they are as likely to ignore adventurers as to help or hinder them.

With psychics, psi-swarms seem as though they want to communicate. They approach, arms outstretched and attempt to touch the psychic's face. Unfortunately, this is very damaging to the psychic and most learn to avoid these psi-swarms, or at least rebuff their advances. Creatures struck by a psi-swarm suffer the effects of an *ego whip* spell, with a normal saving throw permitted.

Psi-swarms radiate psychic static that forces creatures within 10' to make a saving throw each round or be stunned. The length of the stunning is one round plus one round per point of the victim's intelligence bonus. The duration of the stunning is doubled for creatures with psychic powers.



Puffer Fish, Giant

Type: Animal
Size: Large
Hit Dice: 4
Armor Class: 16
Attack: Bite (1d6)
Move: Swim 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 400/5

Giant puffer fishes can puff up their bodies, making them impossible to swallow by larger predators, but also creating spikes that inflict 1 point of damage each time a successful unarmed melee attack is made against them.

R

Rabbit Man

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor +1
Attack: By weapon
Move: 20' (Leap 40')
Save: 17
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 3d6
XP/CL: 50/1



Rabbit men are small humanoids with the heads of rabbits. They are usually on good terms with the local halflings and gnomes, but are more skitish around elves, humans and dwarves. They dwell in warrens that might cover more than one square mile. A clan consists of 3d6 x 20 warriors and six times as many non-combatants. For every 30 warriors there is a sergeant with 1 HD. Clans with fewer than 300 warriors are led by a chieftain with 2 HD; larger clans are led by chieftains with 4 HD. Most clans have 1d6 elders with magic use (D1 to D3).

Rabbit man armies are armed as follows:

01-14	Sling, club
15-27	Short bow, dagger
28-57	Buckler (AC 12), short sword
58-70	Buckler (AC 12), falchion
71-83	Battleaxe
84-96	Buckler (AC 12), short sword, mounted on war dog
97-00	Scale armor, shield (AC 16), lance, short sword, mounted on giant snail

Rabbit Man Characters

Ability Modifiers: Dex +1, Wis -1

Darkvision to a range of 60'

Languages: Common, Rabbit Man

Multi-class: Cleric/thief, fighter/thief, magic-user/thief

Special abilities as above

Raijū

Type: Elemental (Air)
Size: Medium
Hit Dice: 6
Armor Class: 15 [+1]
Attack: 2 claws or bite (1d8 + 1d6 electricity)
Move: 30' (Climb 30', Fly 60')
Save: 14; MR 10%
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,800/8

SD—Immunity (electricity), resistance (fire)

Raijū are creatures of living lightning that take the shape of giant cats, raccoon dogs, monkeys, weasels or wolves, or the form of ball lightning.

Raijū rarely look for trouble, but they are easily annoyed and have a penchant for punishing those who annoy them. On the other hand, if they take a liking to a person, they might act as their guardian for a few days, and might be called upon from time to time for help. Even their friends must be wary of their tempers.

Raijū can change their shape at will into any animal or into ball lightning. Whatever their animal shape, they have stats above. A ball of lightning, however, does not have claw or bite attacks. Instead it can unleash three lightning bolts per round as a ranged attack. These lightning bolts have a 30' range and deal 2d6 points of electricity damage (no saving throw permitted).



A raijū's roar sounds like thunder. Creatures with 1 or fewer Hit Dice must pass a saving throw or be frightened. Three times per day, a raijū can unleash its roar as a 60' c 20' cone of sonic energy that deals 3d6 points of sonic damage (saving throw for half damage).

When struck by at least three gallons of water, a raijū must pass a saving throw or be stunned and lose a turn.

A creature that touches a raijū with flesh or metal suffers 1d4 points of electricity damage.

Raróg

Type: Humanoid
Size: Small
Hit Dice: 3
Armor Class: 16
Attack: By weapon
Move: 20'
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 300/4



Rarógs look like dwarves with flaming hair. They wield bronze swords that deal 1d8+1 points of damage. They delight in battle and attack without provocation.

Rarógs can assume two forms. The first is that of a giant red hawk with brazen talons. In hawk form, the raróg can fly at a movement rate of 60' and make a talon attack for 2d4 points of damage. The second is that of a burning whirlwind. Treated in this form as a medium-sized air elemental that, in addition to normal damage, can deal an extra 1d6 points of fire damage per attack.

Rat Priest

Type: Humanoid
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: 2 claws (1d3), bite (1d4) or by weapon
Move: 30' (Climb 30')
Save: 15; MR 25% (divine magic)
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/4

SA—*Magic use (C2)*

A rat priest is a priest that has succumbed to pride and turned against the gods. In revenge, the gods turn the priest into a rat man. The rat priest wears tattered vestments or tarnished armor. They are called *tesso* in Japanese folklore. They exist to destroy temples and shrines, often undermining them and causing spectacular collapses and fires in the middle of religious ceremonies.

Some rat priests carry maces or warhammers in combat, but most rely on spells and natural attacks. In combat, they focus their attacks on the servants of the gods and other spellcasters, using summoned rats to attack others. A rat priest can summon a swarm of rats once per day.

Rat priests can be turned by clerics.

Reaper Goblin

Type: Humanoid
Size: Small
Hit Dice: 3
Armor Class: 16
Attack: 2 blades (1d6 + sever limb)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 900/5

Reaper goblins look like long-armed goblins with glossy black skin and glowing, magnesium green eyes. Some wear carved pumpkins as masks. Reaper goblins travel in small packs. They are armed with sharp cutting blades.



Reaper goblins sometimes serve in Chaotic armies. Hobgoblins find them distasteful, but goblins and orcs have no problem employing them. Wizards, especially those that animate the dead and manufacture golems, find them especially useful. Randomly encountered reaper goblins have a 15% chance to be working for a wizard to whom they carry their grisly trophies.

A creature that suffers maximum damage from reaper's blade must pass a saving throw vs. death or have one of their arms lopped off. The severed arm instantly animates and performs any task the reaper sets for it.

Severed arms have the same Armor Class as their former owner and 1d4 hit points. If an arm is "killed" it is destroyed. Otherwise, it can be reattached with a *regeneration* spell to its original owner once the reaper has been killed.

Some reapers ride bizarre mounts called manopedes. These are monsters composed of severed arms with a form roughly like that of a giant centipede.

Manopede

Large Aberration; HD 4; AC 14; ATK 2 slams (1d4+1 + grapple); Move 50'; SV 15; AL N; INT Non-, XP 400.

Severed Arm

Tiny Aberration; HD 1; AC varies; ATK 1 slam (1d3 + grapple); Move 10'; SV 16; AL N; INT Non-; XP 100.

Revenant

Type: Undead
Size: Medium
Hit Dice: 4 [Regenerate/Holy Water]
Armor Class: 16
Attack: 2 fists (1d6 + disease)
Move: 20'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 400/5

The revenant is an animated corpse that has returned from the grave to terrorize the living. The name comes from the French word for "returning". Revenants were always wicked people in life.

Revenants can only be destroyed by cutting off their head, removing the monster's petrified heart and burning it, the head and the body separately.

Rock Worm

Type: Elemental (Earth)
Size: Medium
Hit Dice: 6
Armor Class: 18
Attack: Touch (1d6 + petrification)
Move: 40' (Burrow 40')
Save: 14
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 1,800/8

SD—Immunity (cold, electricity), resistance (acid, fire)

Rock worms are elemental earth creatures that are 20' long and 2' in diameter. They are composed of semi-molten rock. Rare varieties appear to be made of marble or other fancy stones. Their interior is filled with sparkling crystals like the inside of a geode.

Rock worms may be native to the Elemental Earth Plane, or they may have originated in volcanoes when the world was young. Rock worms feed on solid rock, but shy away from metal. Although generally inoffensive, they can detect gemstones and go after them voraciously.

Rock worms can pass through soil, rock and earth as easily as a fish swims through water. They can sense the presence of gemstones within 60'.

A rock worm's touch does not inflict damage, but it slowly turns a person's flesh into stone. Each touch of the monster causes 1d6 points of damage as a person's flesh, bone and viscera are converted to silicon. After five touches, a victim becomes semi-petrified, their speed reduced by half and their dexterity reduced to 6. At zero hit points, they are completely turned to stone. If the victim is not turned entirely to stone, they return to normal in one hour. Otherwise, a *transmute stone to flesh* spell is required to return them to normal.

When presented with metal, a rock worm must pass a saving throw or become frightened. If attacked, a rock worm overcomes its distaste of metal and fights back.

Rokurokubi

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: Neck (1d4 + constrict)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 900/5

SD—Immunity (cold, electricity), resistance (acid, fire)

Rokurokubi are strange creatures that look and behave like normal human beings during the day, but at night transform into hideous monsters.

When a rokurokubi transforms at night, its face becomes demonic and it gains the ability to stretch its neck to up to 10' in length. Rokurokubi crave the taste of human flesh, especially that of children. Rokurokubi are canny hunters. Since they live in towns and cities, they are careful not to hunt too often, and they pick targets far from their homes.

Anyone looking at a rokurokubi's face must pass a saving throw or be stunned for one round.

A constricted or stunned victim is bitten by the monster and suffers blood drain.

Rose-Red

Type: Plant
Size: Large
Hit Dice: 6
Armor Class: 16
Attack: 6 tendrils (10'/1d6 + constrict + blood drain)
Move: 5'
Save: 14
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,800/8

Rose-reds look like bushes of trailing roses that are a pure shade of white. They can move their tendrils, using them to attack and their hollow thorns to drain the blood of living beings they have constricted. The tendrils have Armor Class 16 and 1d6 hit points each. If a tendril is severed, it releases its victim and loses any blood the

monster has drunk. When the monster has drained blood for 10 rounds, it releases its victims. When a rose-red has drunk its fill, its roses become a deep red in color.

Rusalka

Type: Undead
Size: Medium
Hit Dice: 4 [Regenerate*]
Armor Class: 13
Attack: Strike (1d6)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 400/5

SP—charm person

Rusalkas are angry undead spirits of women that were drowned in rivers. They appear as women with pale gray skin and red hair, but can alter their appearance to please others, reading one's desires from their mind.

Rusalkas can become incorporeal at will. While they are incorporeal they can only be struck by silver weapons and magic spells. They can charm men (per the *charm person* spell) with their singing. A rusalka's regeneration ability only works while they are touching water.



S



Samebito

Type: Monster
Size: Medium
Hit Dice: 6+1
Armor Class: 15
Attack: Bite (1d4) or 2 weapons
Move: 30' (Swim 60')
Save: 14; MR 10%
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 1d4
XP/CL: 1,800/8

SA—*Amphibious*

SD—*Resistance (cold, electricity)*

Samebitos are humanoids with black skin, green eyes, demonic faces and beards like that of Chinese dragons. They are benevolent creatures that serve gold dragons in their submarine palaces.

Samebitos operate in gangs of one to four warriors, their armaments varying. A group of them includes at least one armed with a trident or other polearm, one with

scimitar and dagger and all have a missile weapon. If a single samebito is encountered, there is a 15% chance it is mounted on a gold dragon.

Shark men are graceful and fierce warriors. In battle they can emit a powerful *ki* shout that stuns a creature for one round if it fails a saving throw.

Shark men attack with their weapons twice per round. If they wield two weapons, they attack with their primary weapon twice and their secondary weapon once.

If a samebito suffers more than five points of damage from an edged or piercing weapon, their flowing blood turns into tiny rubies (worth 1 gp each) when it hits the ground. One ruby is created each round until the samebito is healed or his wounds are bandaged.

Sand Screamer

Type: Monster
Size: Large
Hit Dice: 9+2
Armor Class: 18
Attack: 2 claws (2d6)
Move: 20' (Burrow 5')
Save: 12; MR 15%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 2,700/11



SD—*Immunity (sonic), resistance (fire)*

A sand screamer is a rare monster. It is built like a tortoise with crimson scales and no shell that walks on its hind legs, hunched over. Brutish and stupid, they are formed during magical cataclysms. The magical energy of the monster's creation lingers in its body, causing it pain that it takes out on others.

A sand screamer can scream three times per day. This scream takes the form of a 20' x 10' cone that deals 3d6 points of sonic damage. In addition, those damaged must pass a saving throw or become so enraged that they lash out violently at anyone within melee range for one round.

Creatures making contact with a sand screamer's flesh, even with a weapon, suffer psychic feedback and are stunned for one round unless they pass a saving throw.



Scylla

Type: Aberration
 Size: Huge
 Hit Dice: 16 (Regeneration/Fire)
 Armor Class: 18
 Attack: 6 heads (1d8 + constrict)
 Move: 10' (Swim 40')
 Save: 9; MR 40%
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 4,800/18

SA—Telepathy (600')

SD—Immune (cold, fear, poison), resistance (electricity)

SP—cause fear •••••, cone of cold •, control water •••, darkness •••, detect magic, fog cloud •••••, gust of wind •••••, lightning bolt •, protection from good, resist energy •••••, shocking grasp •••, solid fog •, wind wall •••

Scyllas are terrible primordial sea monsters that haunt narrow straits, lying in wait for passing ships. Scyllas have bodies shaped like hydras, with scaled skin and six thick necks that end in humanoid heads. These heads are "bearded" with tentacles. The monster's body is carried on twelve larger tentacles that are used for propulsion rather than attack.

Each head of a Scylla is capable of acting independently of the others to attack and cast spells. They attack with their beard tentacles, using them to crush their prey. Creatures constricted by a beard can also be bitten for 2d6 points of damage, although the monster prefers to use its mouths for casting magic spells, feeding on the corpses they produce later.

Selkie

Type: Fey
 Size: Medium
 Hit Dice: 2
 Armor Class: 16 [Silver]
 Attack: Bite (1d4) or weapon (1d4)
 Move: 30' (Swim 50')
 Save: 16
 Intelligence: Average
 Alignment: Lawful (NG)
 No. Appearing: 3d6
 XP/CL: 200/3



Selkies (males are called roanes) are gentle fey who can take the form of a seal or a hauntingly beautiful elf with dark, limpid eyes. They sometimes take mortal lovers, marrying them and dwelling on land for a time. Eventually, though, the call of the sea is too strong for a selkie, and they leave their spouse. The children of selkie-humanoid marriages are sea elves.

Sell-Soul

Type: Monster
 Size: Medium
 Hit Dice: 4+1
 Armor Class: 18 [Silver]
 Attack: +1 longsword (1d8+1)
 Move: 40'
 Save: 15
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1d6
 XP/CL: 1,200/6



SD—Immunity (fear, negative energy)

SP—detect evil, detect magic, dimension door •••, faithful hound •, hold person •, passwall •, teleport •

Sell-souls are humanoids with black, soulless eyes and emotionless faces. They work as bounty hunters for devils in return for staying out of Hell. Sell-souls track down sinners that have escaped Hell or who are doing

everything in their power to avoid death and damnation. A sell-soul has an 85% chance to track a target over any sort of terrain.

Serpent Lord

Type: Outsider
Size: Large
Hit Dice: 10+5
Armor Class: 22 [+1]
Attack: 3 bites (1d6 + Poison IV), tail (2d6 + constrict)
and up to 6 weapons (1d8)
Move: 30'
Save: 12
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,000/12

Serpent lords are the servants of Apep, the demon prince of reptiles and dragons. Serpent lords have three cobra heads on a scaly body with a serpent tail in place of legs, and six snaky arms. They speak the language of nagas in addition to the infernal tongue.

The serpent lord's three pairs of eyes have magical powers. The monster's central set of eyes can hold a single target motionless (as *hold monster*) for as long as the serpent lord maintains eye contact. The right set of eyes can fire a *ray of enfeeblement* and the left set of eyes can fire a *searing ray* spell.

Silvercat

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 15
Attack: 2 claws (1d4 + rend), bite (1d6), tail (1d8 + stun)
Move: 40' (Climb 20')
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 500/6

SA—*Surprise (3 in 6)*

Silvercats are creatures of the northern woods. They look like large mountain lions with silver fur, pronounced fangs and long, thick tails that end in spiked knobs.



Silvercats are loners, although young males sometimes hunt together and females sometimes join forces to protect their young. They are capable climbers, but hunt by hiding in underbrush and leaping out at their prey in such a way as to swing their tails at them. A creature struck by a silvercat's tail that suffers 4 or more points of damage must pass a saving throw or be stunned until they can regain their senses. Each round, the stunned victim may attempt a new saving throw to shake off the effects of the attack.

Skelepede

Type: Construct
Size: Large
Hit Dice: 12 [Regenerate]
Armor Class: 18 [+1]
Attack: 6 slashes (1d4), bite (1d6 + special)
Move: 40'
Save: 11; MR 30%
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,600/14

SD—*Immunity (illusions, mind-affecting spells), resistance (edged and piercing weapons)*

Skelepedes are non-intelligent necromantic constructs that serve their creators as brutish guardians. The creation of a skelepede requires the component bones, most specifically a large spinal cord and fanged skull, silver needles inserted into the fangs, copper wire (about 300 gp worth) to string the bones together and the casting of the following spells: *Create undead*, *poison*, *regenerate* and *permanence*.



The clicking sound of a skelepede's bones forces attackers within 10' to pass a saving throw each round or have their vision blurred. Treat this as the skelepede being under the effect of the *mirror image* spell to all creatures who fail a saving throw. In addition, the sound forces creatures attempting to cast spells of 3rd level or higher to roll 1d20 under their Wisdom score to succeed.

Targets bitten by a skelepede must pass a saving throw or succumb to a bone-softening poison. The poison deals 1d4 points of Constitution damage cripples the victim.

Skeletons

Black Bones

Type: Undead
 Size: Medium
 Hit Dice: 8
 Armor Class: 15
 Attack: 2 claws (1d6) or by weapon (1d8 + Poison IV)
 Move: 30'
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1
 XP/CL: 2,400/10

SD—Immunity (illusions, mind-affecting spells), resistance (edged and piercing weapons)

Black bones are the animated remains of assassins. They are skeletons covered in black leather. They are garbed in black, hooded cloaks and carry poisoned daggers.

Black bones are employed as undead assassins. They generate a permanent field of *darkness II* and *silence* that is 20' in radius. The monster can see through its own darkness, even though the darkvision of other creatures cannot pierce it. They can backstab for +2d6 damage.

Blazing Bones

Type: Undead
 Size: Medium
 Hit Dice: 9
 Armor Class: 16
 Attack: 2 claws (1d4 + 1d6 fire)
 Move: 30'
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 2,700/11



SD—Immunity (fire, illusion, mind effects), resistance (edged and piercing weapons), vulnerability (cold)

Blazing bones appear to be skeletons wreathed in fire, with firestones for eyes. They are constructed with a core of antimony in their bones, making them expensive to make. Blazing bones leave smoldering footprints when they walk and give off thick smoke.

All creatures within 10' of a blazing bones are affected as though by the *heat metal* spell, and creatures in melee combat with the blazing bones must pass a saving throw each round or suffer 1d4 points of fire damage. Once per day, a blazing bones can breathe a 20' cone of fire that deals 4d6 points of damage.

Bone Chiller

Type: Undead
 Size: Medium
 Hit Dice: 9
 Armor Class: 16
 Attack: 2 claws (1d4 + 1d6 cold)
 Move: 30'
 Save: 12
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 900/10

SD—Immunity (cold, illusion, mind effects), resistance (edged and piercing weapons), vulnerability (fire)

A bone chiller appears as a skeleton clad in a layer of ice. The monster is surrounded by chill air. As it walks, one can hear the ice cracking, and pieces flaking off.

The bone chiller can only be created from the bones of a person that has frozen to death. The bones must be soaked in a solution of freezing water from one new moon to another, with an *energy missile (cold)* cast into the water each day. After one month, the water must be frozen into a solid block. The skeleton is then chipped out while the necromancer casts *animate dead* on it.

All creatures within 10' of a bone chiller are affected as though by the *chill metal* spell. In addition, the ground out to a 20' radius around the bone chiller is covered in frost and ice, and affects creatures per the *grease* spell. Bone chillers are aware of this ice, and often use the opportunity to bull rush their opponents, who suffer a -2 penalty to saving throws against the maneuver.

Bone Spur

Type: Undead
Size: Large
Hit Dice: 8
Armor Class: 16
Attack: 2 claws (1d6) or by weapon
Move: 30'
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 800/9

SD—Immunity (illusion, mind effects), resistance (edged and piercing weapons)

Bone spurs are skeletons animated from the bones of ogres and hill giants. They are covered with barbs that slash and tear at the flesh of creatures engaged with them in melee combat. Most carry spiked clubs.

The process of creating a bone-spur involves expensive herbs and oils and the *spike growth* spell.

All creatures engaged in melee combat with a bone-spur must pass a saving throw each round or be slashed for 1d4 points of damage. If 4 points of damage are scored in a single round, a barb detaches from the bone-spur and becomes caught in the victim's flesh or clothing. The next round, the barb grows into a full-sized skeleton (with normal skeleton stats) that can make a free grapple

attack on its victim. A bone-spur can produce up to 10 skeletons in this way before it runs out of barbs.

Bronze Bones

Type: Undead
Size: Medium
Hit Dice: 10
Armor Class: See below
Attack: 2 claws (1d8)
Move: 30'
Save: 12
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 3,000/12

SD—Immunity (electricity, illusions, mind-affecting spells), resistance (fire, edged and piercing weapons)

Bronze bones are skeletons covered in metal. Despite their name, the metal that covers them need not be bronze. The metal coating the skeleton determines the monster's Armor Class as well as its special abilities:

Adamantine Bones (AC 20): Non-adamantine weapons that hit them must pass an item saving throw or break.

Bronze Bones (AC 17): Bronze bones can breathe fire in a 30' x 10' cone that deals 1d6 damage.

Lead Bones (AC 16): Surrounded by a 30' radius aura of *slow* (as the spell; no save).

Mithral Bones (AC 19): In the presence of light, all creatures within 10' of a mithral bones must pass a saving throw each round or be blinded for 1d6 minutes.

Steel Bones (AC 18): Wooden weapons that hit steel bones (including metal weapons with wooden hafts) must make an item saving throw or break.

Dry Bones

Type: Undead
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: 2 claws (1d4) or by weapon
Move: 30'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 900/5

SD—Immunity (illusions, mind-affecting spells), resistance (fire, edged and piercing weapons)

Dry bones are animated skeletons capable of drawing the moisture out of the surrounding environment, including from living bodies. A dry bones generates a 10' radius area of *blight* (as the spell). Once every 1d4 rounds it can generate a 10' long cone of desiccating wind that deals 2d6 points of damage to most living creatures and 3d6 points of damage to plant creatures and water elemental creatures (save for half damage). Any liquids within the cone must pass an item saving throw or be destroyed, including magic potions, which save at +1. Other items might also be ruined, as determined by the TK.

Funny Bones

Type: Undead
Size: Medium
Hit Dice: 4 [Regenerate]
Armor Class: 16
Attack: 2 claws (1d6)
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,200/6

SD—Immunity (electricity, illusions, mind-affecting spells), resistance (fire, edged and piercing weapons)

Funny bones are skeletons capable of separating into their constituent parts and then re-assembling. When struck for 4 or more points of damage by a bludgeoning weapon or force effect, the funny bones separates into two demi-skeletons. These demi-skeletons can be further divided into bone piles. Demi-skeletons and bone piles can reassemble by touching one another. If 3 demi-skeletons or 6 bone piles come together, or a full funny bones and a single demi-skeleton or 2 bone piles comes together, they can form a super skeleton. Super skeletons can only be divided back into funny bones by scoring at least 6 points of damage to them. Two super-skeletons can form a mega-skeleton. Mega-skeletons can only be divided into super skeletons by inflicting at least 12 points of damage.

Bone Pile: HD 1; AC 16; ATK none; MV 10'

Demi-Skeleton: HD 2; AC 16; ATK 2 claws (1d6); MV 20'

Super Skeleton: HD 6; AC 16; ATK 4 claws (1d6); MV 40'

Mega-Skeleton: HD 12; AC 16; ATK 6 claws (1d6); MV 40'

Holy Bones

Type: Undead
Size: Medium
Hit Dice: 11
Armor Class: 18
Attack: 2 slams (1d4+1) or footman's mace (1d6+1)
Move: 30'
Save: 11; MR 25%
Intelligence: High
Alignment: Lawful (any)
No. Appearing: 1
XP/CL: 3,300/13

SA—Magic use (C9)

SD—Immunity (illusions, mind-affecting effects), weapon resistance (slashing and piercing weapons)

Holy bones are self-created undead, infused with life beyond death after extended prayer and supplication. They are created from high priests that desire to protect their flock and their brethren for all times, sacrificing a place in Heaven to remain on the Material Plane. They are interred in platemail and with a footman's mace or other cleric weapon. Holy bones have a 15% chance of being encased in *+1 platemail* and wielding a *+1 mace*. They are encountered in the inner sanctums of great temples and cathedrals, or in catacombs where they protect the bodies and treasures of their cult.

Holy bones are always under a *protection from evil* effect.

Lazy Bones

Type: Undead
Size: Medium
Hit Dice: 7
Armor Class: 15
Attack: 2 slams (1d4) or by weapon
Move: 30'
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 2,100/9

SD—Immunity (illusions, mind-affecting spells), resistance (edged and piercing weapons)

A lazy bones looks like a skeleton wrapped in a black cloak. It emits a strange whistling noise from its nostrils that forces those who hear it to pass a save vs. magic or fall asleep for 1 hour. The monster also emits a 10' radius aura that drains strength. Each foot of distance that a

creature travels within this aura forces a character to pass a saving throw or suffer 1d4 points of strength damage. Strength returns at a rate of 1 point per hour after one leaves the lazy bone's aura.

Prismatic Bones

	White	Green Orange Purple	Blue Red Yellow
TY	Undead	Undead	Undead
SZ	Medium	Medium	Medium
HD	6	4	2
AC	14	13	12
ATK	Slam (1d8)	Slam (1d6)	Slam (1d4)
MV	30'	30'	30'
SV	14	15	16
INT	Low	Low	Low
AL	Chaotic (CE)	Chaotic (CE)	Chaotic (CE)
NA	1d2	1d2	1d2
XP/CL	1,800/8	1,200/6	600/4

SD—Immunity (electricity, illusions, mind-affecting spells), resistance (fire, edged and piercing weapons)

Prismatic bones are animated skeletons employed by arch-necromancers to guard their holdings. They look like skeletons with bleached, luminous bones. In this form, each time they strike an opponent (i.e. make a successful attack), they create a *flare* effect that might blind their victim. In addition, once every 1d4 rounds they can project *searing light* from their eyes.

If a prismatic bones is struck for at least 4 points of damage, there is a puff of smoke and the white skeleton is replaced by three new skeletons, one colored orange, one colored green and the third colored purple. Green skeletons have a poisonous touch (Poison III), purple skeletons have a disease touch and orange skeletons emit a horrible stench like a troglodyte.

These colorful skeletons can themselves be split if struck by a weapon for 3 or more points of damage. Orange skeletons split into red and yellow skeletons, green into blue and yellow and purple in blue and red. These skeletons deal extra damage with each attack, +1d6 fire damage for red skeletons, +1d6 points of cold damage for blue skeletons and +1d6 points of acid damage for yellow skeletons. Red skeletons are immune to fire, blue are immune to cold and yellow are immune to acid.

If a prismatic bones of any color is struck by electricity, it splits into two identical skeletons, each with half the hit points of the original.

Sawbones

Type: Undead
 Size: Medium
 Hit Dice: 2
 Armor Class: 15
 Attack: Cleaver (1d4+1), saw (1d4 + rend flesh)
 Move: 30'
 Save: 16
 Intelligence: Non-
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 600/4

SD—Immunity (illusions, mind-affecting spells), resistance (edged and piercing weapons)

Sawbones are animated skeletons with cleavers grafted to their right arm and serrated blades to their left. Victims of a saw-blade attack who suffer maximum damage must pass a save or suffer an additional 1d4 points of damage from the blade sawing at their flesh and bone. If said victim is wearing armor, they instead make an item saving throw for their armor. Failure indicates that the armor has been damaged and loses one point of its armor bonus until repaired. No armor can lose more than half its armor value from this attack.

Starving Skeleton

Type: Undead
 Size: Huge
 Hit Dice: 5+1
 Armor Class: 14 [Silver]
 Attack: 2 claws (1d6 + constrict)
 Move: 40'
 Save: 14
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 2,500/8

SA—Surprise (3 in 6)

SD—Immunity (illusions and mind effects), resistance (edged and piercing weapons)

Starving skeletons are created from the bones of people that have starved to death. They are 15' tall skeletons with a terrible hunger for human flesh. Starving skeletons are as much ghosts as skeletons, being physical projections of starving spirits. Despite their size, they are incredibly quiet and stealthy.

Starving skeletons attack humans and demi-humans on sight, trying to grab them with their massive hands. If a starving skeleton successfully grapples an opponent, they attempt to bite off their head (-10 penalty to attack, 5d6 damage, save vs. instant death) each round.

Shadhahvar

Type: Outsider
Size: Large
Hit Dice: 8
Armor Class: 18
Attack: 2 hooves (1d4),
bite (1d6), horn (1d8)
Move: 60'
Save: 13
Intelligence: Super
Alignment: Chaotic (LE)
No. Appearing: 1d4
XP/CL: 800/9



Shadhahvars look like emaciated antelopes that stand 6' tall at the shoulder. They have long horns that are pierced by several holes. When the wind blows, these holes create an eerie piping sound that charms any who hear it and fail a saving throw, luring them to come close so they can be impaled and devoured.

Sluagh

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 5
Armor Class: 15 [Silver]
Attack: Strike (1d4 + 1d6 Con drain)
Move: Fly 60'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,500/7

SD—Powerless in sunlight, swarm defenses

The sluagh is a writhing, roiling swarm of undead souls that attempt to wrest the souls away from the living so that they can be added to the swarm. When a creature has all its constitution drained by a sluagh, its soul escapes its body and joins the collective, healing the monster of 1d6 points of damage it has suffered.

Soot Fairy

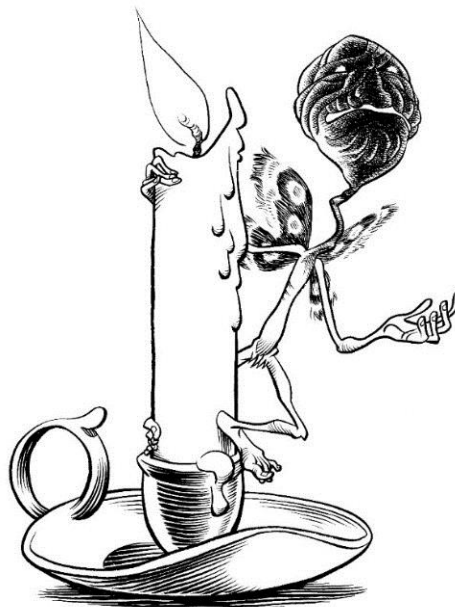
Type: Fey
Size: Tiny
Hit Dice: ½
Armor Class: 16
Attack: Touch (1d4 fire)
Move: 20' (Fly 40')
Save: 17
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 3d6
XP/CL: 150/2

SD—Immunity (fire), vulnerability (cold)

Soot fairies look like they are made of black, shriveled matchsticks with bulbous heads, ugly faces and black, sooty butterfly wings. They are irascible and mean-spirited. Soot fairies are associated with fire, and more often than not they lair in places that have been touched by fire, such as woodlands after a forest fire, chimneys, fire pits and burned ruins.

Soot fairies have wicked, hurtful senses of humor, and though they never seem to smile (though they do utter a wheezy, smoky cough when amused) they are always looking to pull a vicious prank. Soot fairies favor acts of arson, and a hot foot is an especial favorite.

As much as they love fire, soot fairies loathe water. In a group, the character with the most water (or a water elemental character) suffers the brunt of their attacks.



The touch of a soot fairy causes flammable items to ignite and skin to blister. Flammable items must pass an item saving throw to avoid bursting into flame. Fires set by soot fairies animate as tiny fire elementals. The ashes from these fires birth new soot fairies.

Tiny Fire Elemental: HD 1; AC 13 [+1]; ATK Slam (1d6); MV 50'; SV 16; INT Low; AL N; XP/CL 250/3.

While not especially dangerous alone, ten or more soot fairies can spend three rounds flying and swarming around a target as though they were angry bees. After three rounds, they summon an *incendiary cloud* centered on the unfortunate target of their ire.

Sponge Man

Type: Aberration
Size: Small
Hit Dice: ½
Armor Class: 14
Attack: By weapon
Move: 20' (Swim 20')
Save: 17, 15 vs. poison
Intelligence: Low to Average
Alignment: Lawful (NG)
No. Appearing: 3d6
XP/CL: 50/1



SD—Immunity (bludgeoning weapons)

Sponge men look like humanoid creatures composed of a sea sponge material, with numerous beady eye buds on their heads. They communicate with a low, muffled moaning. Sponge men reproduce by budding. They filter feed and are mostly inedible, and are thus no threat to other creatures under the sea. Although not preyed upon by other sea creatures, they are sometimes enslaved.

Squid-Man

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: As armor
Attack: 4 tentacles (1d4) or 2 slams (2d4)
Move: 20' (Swim 60')
Save: 14
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1d8
XP/CL: 1,500/7

SD—Immunity (confusion, fear, insanity), resistance (cold)

SP—true seeing (always active)

Squid-men come from dimensions beyond the void. They have blotchy purple skin and bulbous heads, a single large orange eye and small beak, four thick tentacles and two smaller, thinner tentacles.

Squid-men are a technologically advanced people ruled by scientists and technocrats. They believe themselves to be superior to all other creatures, and thus fit to rule them. This has made them expansionist, although they insist that they are benevolent conquerors.

Squid-man companies are commanded by science-lords, 8th level magic-users whose spells take the form of gadgets they carry on their person. 1% of squid-men are born with the ability to read minds (per *E.S.P.*).

Squid-men cannot breathe air. Contact with air deals 1d4 points of damage to them per round and bites into their flesh like acid. To move around outside water, squid-men wear suits of armor composed of a translucent, flexible metal unknown to non-squid-man alchemy. These suits give them an armor class of 18, two slam attacks (2d4), and make them stand 12 feet tall. Otherwise, they retain their normal stats.



Star Child

Type: Outsider
Size: Small
Hit Dice: 3
Armor Class: 14
Attack: Touch (1d6 cold)
Move: 40' (Fly 40')
Save: 15
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 900/5

SD—Immunity (cold), resistance (negative energy)

Star children are born from thoughts of longing and loss that occur on the Astral Plane. These children, though formed from the Astral Plane, are birthed into the Material Plane. They bear a blend of the features of the person whose thoughts generated them and the person about whom that person was thinking. A star child is driven to seek out their “parents” and to relieve their suffering, sometimes by death. They are relentless, and never claim to feel anything but love for their “parents”.

The only difference between star children and normal humanoids are their eyes. When a star child becomes emotional and uses its powers, its eyes gleam with intense, silver light. Star children can cause their eyes to flash brilliantly, forcing all within sight to pass a saving throw or be blinded for 1d6 rounds.

Star children can control gravity at will, either reversing it (per the *reverse gravity* spell) or intensifying it. They can double the pull of gravity in a cubical area 30' x 30' x 30'. Creatures and items in this area double in weight (with the normal effects that come from this increased encumbrance) and all attacks by non-star children in the area are made at a -2 penalty.

A star child’s touch usually deals cold damage. When the child is angry, the touch deals 1d6 points of negative energy damage and one level of energy damage. When the child is happy or feels loved, its touch deals 1d6 points of positive energy damage (i.e. healing for most creatures). The touch of a star child leaves a star-shaped mark on a person’s flesh if they suffer damage.

Star Leopard

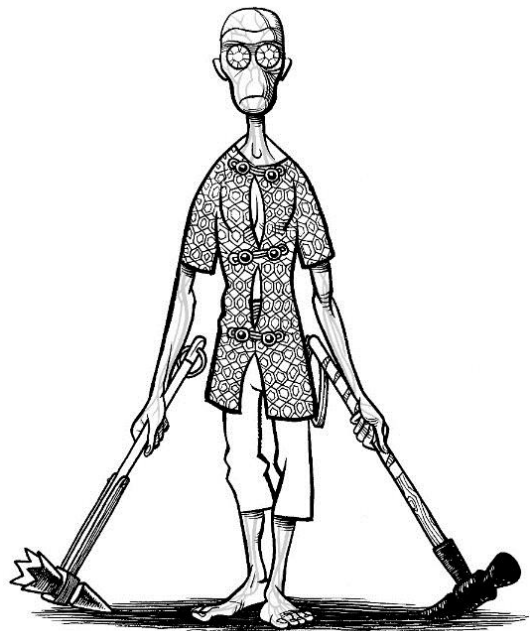
Type: Monster
Size: Medium
Hit Dice: 6
Armor Class: 16 [+1]
Attack: 2 claws (1d4 + rend), bite (1d8)
Move: 60' (Climb 30')
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 1,800/8

SP—prismatic ray •••, prismatic sphere •

Star leopards look like leopards composed of sparkling starlight. They are creatures of the Astral Plane that are invoked as guardians of natural observatories by druids.

Star Warrior

Type: Humanoid
Size: Medium
Hit Dice: 5
Armor Class: As armor +5
Attack: 2 warhammers (1d4+1)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 500/6



SD—Immunity (cold)

SP—dimension door •, E.S.P. •••

Star warriors are hairless humanoids with translucent, sapphire-colored skin and sapphire eyes. They hail from the Astral Plane, dwelling on chunks of matter there as farmers and traders. Star warriors wear long coats of hexagonal aluminum scales and carry two warhammers each and can strike with both in combat without penalty.

Star warriors are not aggressive. When they are encountered on the Material Plane is it usually as a guardian for one of their merchant-princesses.

Star warriors are born from the energies held in the sapphires that form in their home dimension, these stones being like their eggs. They can track these sapphires unerringly, and wreak a terrible vengeance on people they catch trading them on the Material Plane.

Star Warriors as Characters

Ability Modifiers: Wis +1, Cha -1

Darkvision to a range of 60'

Immune to cold damage

Cast *E.S.P.* three times per day

Languages: Astral, Common, Celestial and Infernal

Multi-class: Cleric/fighter, fighter/mage, fighter/thief

Most star warrior adventurers are exiles, and thus suffer a -2 penalty to reaction checks with other star warriors.

Starfish Man

Type: Monster

Size: Medium

Hit Dice: 2+2

Armor Class: 15

Attack: Slam (1d4 + 1 Int)
or by weapon

Move: 30'

Save: 16

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 3d6

XP/CL: 100/2



Starfish-men are an aggressive undersea people that look like five-armed starfish with eyes and a mouth located in their center. A starfish-man's arms are relatively narrow

and they can be used to hold weapons and shields, though not for the fine manipulation of objects.

Stingray, Giant

Type: Animal

Size: Large

Hit Dice: 7

Armor Class: 15

Attack: Bite (1d8) or sting (1d6 + Poison III)

Move: Swim 60'

Save: 13

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d6

XP/CL: 700/8

Giant stingrays measure 10' to 15' from wingtip to wingtip. Though not as docile as their smaller kin, they are usually content to feed on fish rather than people.

Sun Mote

Type: Elemental (Fire)

Size: Small

Hit Dice: 3

Armor Class: 16 [+1]

Attack: Slam (1d4 +
1d8 fire)

Move: Fly 60'

Save: 15; MR 25%

Intelligence: Low

Alignment: Lawful (CG)

No. Appearing: 1d6

XP/CL: 900/5



SD—Immunity (cold, electricity, fire)

Sun motes are creatures composed of solidified light. They look like smiling faces followed by comet tails of fire. A sun mote moves like a dolphin swims. Angels and other goodly creatures sometimes hire them to pull their celestial chariots on the Astral Plane, and they are always to be found in celestial armies.

Sun motes are generous and helpful creatures. They attack by ramming their enemies. Their bodies are so hot that they set flammable objects ablaze. Sun motes can open their mouths and emit a noise that sounds like a chorus of angels in full throat. This sound deals 4d6 points of sonic damage to Chaotic creatures, and heals Lawful creatures of 2d6 points of damage. Neutral creatures are unaffected by the sun mote's choral blast,

other than to feel slightly guilty about not giving enough to charity and writing to their mother.

Sun Strider

Type: Outsider
Size: Medium
Hit Dice: 3
Armor Class: As armor +2
Attack: By weapon
Move: 40'
Save: 15
Intelligence: Average to High
Alignment: Lawful (NG)
No. Appearing: 1d8
XP/CL: 900/5



SD—Immunity (fire)

SP—Daylight •••

Sun striders are tall, gaunt humanoids, graceful and beautiful, with amber skin, tall Mohawks of fiery “hair” and faces taken up by three opalescent eyes, two wide-set nostrils and a delicate mouth.

Sun striders can walk and stand on sunlight. From above, they can throw down sparkling curtains that dazzle the eyes (save vs. dazzle), raise the spirits (dispel fear) or deal 1d6 points of fire damage. These curtains are 2' wide and extend up to 60' long and 20' high.

With a wave of their hand, a sun strider can dispel darkness effects, or cast *daylight* three times per day.

Sun striders wander the Astral Plane as nomadic seekers of truth and beauty. They enter the Material Plane to worship the light of the sun and bathe in its rays once every seven days.

Swarm of Hands

Type: Undead
Size: Large
Hit Dice: 4
Armor Class: 13
Attack: Grab (1d6 + constrict)
Move: 0'
Save: 15
Intelligence: Non-
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 400/5

A swarm of hands is a collection of humanoid hands and arms that erupt from the ground or shallow water and attempt to grab and throttle passersby, ultimately tearing them apart and dragging the remains down under that their own arms might join the swarm. The swarm covers a 100 square foot area.

A swarm of hands is created by a necromancer by burying or sinking numerous amputated arms in unholy ground and then casting *permanency* and *animate dead* over the ground while sprinkling it with unholy water.

The ground around a swarm of hands is loose soil or shallow water. This cuts normal movement by half and forces creatures that miss an attack or that attempt to run through the soil to pass a saving throw or fall prone.

When a creature walks into an area occupied by a swarm of hands, it suffers a single attack from the monster. A creature hit by this attack is constricted. In the next round, the victim must attempt to escape or be dragged into the loose ground, where they are throttled and strangled each round (i.e. constricted) until dead.

When a victim has been killed by a swarm of hands, he is torn apart and his own arms join the undead swarm.

Swordmouse

Type: Humanoid
Size: Tiny
Hit Dice: ½
Armor Class: As armor +1
Attack: By weapon (1d3)
Move: 20' (Climb 10')
Save: 17
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 25/0

A swordmouse is a sentient mouse with a flair for the dramatic and a love of swordplay. They form small bands of warriors, with ten times the number of non-combatant henchmen and hangers-on, including maidens, dandies, bearers, rascals and valets. A swordmouse can chew through the common wooden dungeon door in one minute, though they do not relish the thought of doing so. They are slightly larger than normal mice, and always wear a swordbelt and tiny sword, as well as dashing feathered hats, capes, boots and other such gear.

Sylphid

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor +2
Attack: By weapon
Move: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 100/2



SA—Feather fall

Sylphids are mortal humanoids with sylph blood running through their veins. They have pallid skin and silvery eyes, with wispy hair of blue and grey. Their bodies are quite delicate, though their resolve is like iron. Sylphids dress in loose white shifts and chitons, and rarely wear armor other than elven mail. Sylphids arm themselves with nets, bows, slings, javelins and light swords.

Sylphids are always under a *feather fall* effect and several working in concert can, once per week, raise a *gust of wind* (per the spell). For each sylphid attempting to raise a wind, there is a cumulative 10% chance of success. Once per day, a sylphid can manifest wings and fly at a speed of 60' per round.

Sylphids live in bands of 1d10x15 warriors and three times as many non-combatants. They build airy villages atop mountains or in the tops of trees. For every 30 warriors in a band there is a sergeant with 1d4 HD. Bands with 200 or fewer warriors are led by a prince or princess with 1d4+1 HD. Larger bands have leaders with 1d6+1 HD. Most armies have a number of wind witches.

Sylphid armies are armed as follows:

- 01-30 Shield (AC 14), spear, dagger
- 31-60 Buckler (AC 13), longbow, short sword
- 61-85 Scale, shield (AC 17), military fork, dagger
- 86-95 Wind Witch—buckler (AC 13), scimitar, magic use (D1)
- 96-00 Leather, shield (AC 16), light lance, scimitar, composite bow, mounted on giant owl

Synthoid

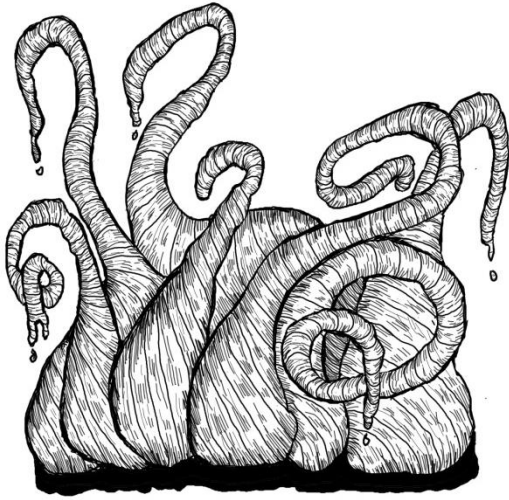
Type: Construct
Size: Medium
Hit Dice: 2+2
Armor Class: 12
Attack: Slam (1d4) or by weapon (+2 damage)
Move: 30'
Save: 16
Intelligence: Low (to High)
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 200/3

Synthoids, or vat men, are vat-grown creatures that approximate humanity. While a very skilled wizard can grow a perfect specimen (all attributes 13 or higher), most are deformed creatures with meagre intelligence. Synthoids are stronger than humans.

Making a synthoid requires a mixture of bile, blood, green slime and water being placed in a copper vat and heated slowly. Once heated, a fresh human heart is tossed into the vat and the vat is sealed with wax. It is then electrified (shocking grasp works) and left to steep for one month, being re-electrified once per week. At the end of this process, the vat is opened and the magic-user must roll d%. There is a 1% chance that a perfectly formed humanoid creature is in the vat. There is a percentage chance equal to the magic-user's level plus her intelligence score that a synthoid is created. Otherwise, the experiment is a failure.



T



Tentagel

Type: Ooze
Size: Large
Hit Dice: 9
Armor Class: 12
Attack: 7 tentacles (1d6 + constrict + 1 acid)
Move: 20' (Climb 20')
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,700/12

SD—Immunity (acid), resistance (fire), vulnerability (cold)

Tentagels are large blobs of translucent red ooze that can form up to seven tendrils, each one up to 10' long. Foes constricted by a tendril suffer 1d6 points of acid damage each round and must roll d20 and compare it to their strength score. For every point they roll higher than their strength score, they are drawn 1' closer to the monster's body. If they are pulled a total of 10', they are engulfed by the monster and suffer 2d6 points of acid damage each round and might suffocate.

Tentagel tendrils have AC 12 and 6 hp. A severed tendril deals no damage to the monster, and the tendril is reformed one round later. The bit of tendril still stuck to

a target continues to deal acid damage until washed away with oil, which takes one round. If a tendril suffers electricity damage, the monster suffers normal damage and the tendril retracts back into the monster, leaving the constricted target free.

If a tendril is subjected to cold damage, the monster suffers double normal damage and the tendril is not only retracted, but cannot reform for one hour.

Tortoise, Giant

Type: Animal
Size: Large
Hit Dice: 6
Armor Class: 16
Attack: Bite (1d8)
Move: 20' (Burrow 20')
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 600/7

Giant tortoises weigh as much as one ton and have shells that measure 8' to 12' in diameter. They graze on small shrubs and tall grass, and sometimes eat small animals and carrion. Giant tortoises get most of their water from their food. They dwell in giant burrows and can live as long as 200 years.





Traballer

Type: Humanoid
 Size: Medium
 Hit Dice: 1+1
 Armor Class: As armor
 Attack: By weapon
 Move: 30' (Burrow 10')
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 3d6
 XP/CL: 100/2

Traballers are flinty-skinned folk with manes of black hair and perpetual scowls on their faces. They stand as tall as elves, but have overlong arms and legs and pot bellies. A traballer's touch causes sympathetic vibrations in solid items, shattering them if they fail an item saving throw. Stone items save against this at a -4 penalty.

Traballers usually work as miners and quarrymen. They are secretive folk, dwelling away from others in simple huts and hiding their children and wives under hooded scarlet cloaks bound at the ankles and wrists with brass bands. While so hidden, females gain mystic abilities bestowed on the species by their goddess of mysteries, giving them magic use (C2).

Male traballers wear armor of leather scales with steel collars and bands around their arms and legs. In battle, they wield steel battle rings that can be used as shields (equivalent to a buckler), melee weapons (1d4 damage) and they can be thrown (25' range, 1d3+2 damage).

Trapmaster

Type: Humanoid
 Size: Small
 Hit Dice: 5
 Armor Class: 14
 Attack: Staff (1d8+2)
 Move: 30'
 Save: 14
 Intelligence: High
 Alignment: Neutral (N)
 No. Appearing: 1d8
 XP/CL: 500/6



Trapmasters are 3' tall humanoids with oversized heads hidden under large, spherical helmets. Their bodies are covered in a reddish mesh. The surface of these helmets is covered with small, hexagonal mirrors and can be used by the creatures to blind their opponents in the presence of bright light. Trapmasters wield heavy metallic staves that require a Strength of 16 or higher to wield properly. They can set traps as well as 10th level thieves.

Triskaidekos

Type: Monster
 Size: Huge
 Hit Dice: 13
 Armor Class: 17
 Attack: 13 bites (1d6 + whammy)
 Move: 20'
 Save: 10
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 1,300/14

A triskaidekos is a hydra born in the Stygian depths. It is blue-black in color and has thirteen heads on long necks. Each time a person is struck by the monster's bite attack, they must pass a saving throw or suffer a "whammy", a -1 penalty to attack and saving throws. Whammies are cumulative, and last until the adventurer rolls 1d20 under his wisdom score, checking once per hour.

One can kill a triskaidekos by severing all of its heads or by slaying its body. To sever a head, an opponent must

make a successful sunder attack with a slashing weapon. Each of a triskaidekos' heads has 1d8 hit points. Losing one head deals damage to the monster equal to half the head's full normal hit points. Each time a head is severed, one new head springs from the stump the next round. To prevent a severed head from growing back at least 5 points of acid or electricity damage must be dealt to the stump before the new head appears. A triskaidekos does not die from losing its heads until all its heads have been cut off and the stumps seared by acid or electricity.

Trolls

Gorger

Type: Giant
Size: Large
Hit Dice: 8+2 [Regenerate/Acid, Fire]
Armor Class: 16
Attack: Club (3d4) or 2 claws (1d6), bite (1d6 + swallow)
Move: 30' (Burrow 20')
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,400/10

Gorgers look like massive, warty, grey trolls with oversized mouths and ponderous bellies. Their feet and hands are tipped with massive claws and their legs are stubby and a bit bandy.

Gorgers have a strange life cycle, hibernating most of the year and then emerging from their slumber in the fall to consume mass quantities of meat (and a light salad) and prepare for their next hibernation.

Gorgers live in small bands, burying themselves in loose earth while hibernating, or occupying chambers in dungeons. They emerge when their internal clocks tell them it is time. Gorgers prefer meat, but they are omnivores, and even a small group is capable of eating a small village out of house and home.

Gorgers always attack *en masse*, and although they are not terribly bright, they are cunning and capable of simple tactics. Most uproot a small tree to use as a club, relying on their claws only if they are unarmed, forced to fight in tight quarters or when they are bent on swallowing an opponent whole.



When a gorger swallows a victim whole they begin to take on that victim's intellect (but not personality) and skills after one round of digestion. Each round thereafter, a gorger gains one level's worth of their victim's class abilities until they reach the level of their victim.

For example, if a gorger swallows a 4th level thief, they would, one round after swallowing them, gain the special abilities of a 1st level thief. The next round, they would have the abilities of a 2nd level thief, and so on until finally capping off as a 4th level thief.

These special abilities are retained by the gorger for one hour, at which point they disappear. If a gorger swallows a monster, it gains its special abilities after a number of rounds equal to half the monster's hit dice total.

Ice Troll

Type: Giant
Size: Large
Hit Dice: 5+4 [Regenerate/Fire]
Armor Class: 16
Attack: 2 claws (1d6 + rend), bite (1d6)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,500/7

SA—*Surprise* (1-4 on 1d6 in snowy areas)

SD—*Immunity* (cold)

Ice trolls look like normal trolls composed of ice. They dwell in glacial caves and high, snowy mountains, raiding villages during blizzards when it is difficult for their victims to fight back.

Petty Troll

Type: Giant
Size: Medium
Hit Dice: 3+1 [Regenerate/Acid, Fire]
Armor Class: 16
Attack: By weapon
Move: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 2d6
XP/CL: 300/4

Petty trolls are 7'-tall trolls with dusky green skin, prominent noses and large ears decorated with studs and rings. The flesh in their mouths is bluish green and their teeth are yellow. They wear chainmail and carry battleaxes and longbows. Petty trolls are warlike and more clannish than normal trolls, operating in groups of 2d6 x 10. Clans are led by chiefs with 5+1 HD.

Red Troll

Type: Giant
Size: Large
Hit Dice: 6+3 [Regenerate/Acid, Cold]
Armor Class: 16
Attack: 2 claws (1d6 + rend), bite (1d6)
Move: 30'
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,800/8

SD—Immunity (electricity, fire)

*SP—haste**

Red trolls look like normal trolls, though thinner and with skin a bright red in color. Red trolls are infused with the energy of creation, which makes them faster than the average troll. A red troll can use *haste* at will, but cannot regenerate while doing so.

Rock Troll

Type: Giant
Size: Large
Hit Dice: 6+3 [Regenerate/Acid, Fire]
Armor Class: 18
Attack: 2 claws (1d6 + rend), bite (1d6 + 1d4 acid)
Move: 30' (Burrow 10')
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 600/7

*SA—Surprise (1-4 on 1d6)**

Rock trolls have rough skin that can change to match the color and texture of any unfinished stone. This gives them a 4 in 6 chance of surprise in rocky areas.

Two-headed Troll

Type: Giant
Size: Large
Hit Dice: 8+2
[Regenerate/Acid, Fire]
Armor Class: 17
Attack: 2 clubs (1d10)
or 2 claws (1d6 + rend), bite (1d10)
Move: 30'
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,400/10



SD—Surprised (1 on 1d6)

Two-headed trolls were originally crossbreeds of ettins and trolls. A two-headed troll's heads do not always get along with one another; there is a 1 in 6 chance each round that the monster cannot act due to the heads having an argument with one another. If adventurers find a way to exacerbate this argument, the troll must pass a saving throw or begin attacking itself. Trolls never kill themselves in this manner, but they might knock themselves unconscious.

U

Umibōzu (Sea Bonze)

Type: Undead (Incorporeal)
Size: Huge
Hit Dice: 7
Armor Class: 15 [Silver]
Attack: 2 arms (1d8 + constrict + energy drain)
Move: 0' (Fly 30', Swim 40')
Save: 13
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 3,500/10

SD—Immunity (mind effects), resistance (cold, electricity)

SP—bestow curse •••, cause fear •••, cause light wounds •••, cause serious wounds •, cone of cold •, control water •, control weather •, detect good, detect magic, fog cloud •, gust of wind •, lightning bolt •, summon monster III (always fiendish creatures) •

Umibōzu, or sea bonzes, are the anguished souls of drowned priests. They appear as enormous spectres with gray, cloud-like torsos, serpentine arms and the shaven head of a monk. Umibōzu are always encountered at sea. They focus their attacks on small boats that they can easily capsize, or on vessels carrying priests.

Before an umibōzu attacks, the sea becomes shrouded in mist and the waves become choppy. Phantom images of the dead priest appear on the ship that is about to be attacked. In these images, the priest looks drowned and seems to reach out for help.

Sea bonzes enjoy a +2 bonus to save vs. cleric and druid spells, and are turned as 8 Hit Dice undead. Umibōzu can rebuke undead as 7th level clerics.

When the umibōzu constricts a creature, it inflicts one level of energy damage. Creatures that die from this attack rise as zombies under the control of the umibōzu.

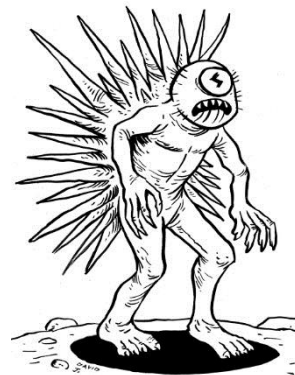


Urchin Man

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 14
Attack: Strike (1d4 + Poison II)
Move: 30' (Swim 30')
Save: 15; 6 vs. mind effects
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 300/4

SA—Spines

Urchin men are ungainly monsters of the deep that look like bulgy humanoids covered in spines, in the manner of a sea urchin. In melee combat, adventurers who fail an attack roll against an urchin man are scraped by its spines. A scrape causes 1 point of damage and the victim must pass a saving throw or be injected with Poison II.



V

Valkyrie

Type: Outsider
 Size: Medium
 Hit Dice: 10+5
 Armor Class: 22 [+1]
 Attack: By weapon
 Move: 40'
 Save: 12; MR 25%
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d12
 XP/CL: 3,000/12

SA—Surprise (3 in 6)

SP—deathwatch, death knell •, etherealness, invisibility, know alignment, limited wish (other) 1/week, speak with dead, speak with animals

Valkyries are warrior women from the outer planes. They wear chainmail, carry shields, longswords and lances, and are mounted on pegasi or winter wolves with maximum hit points.

Valkyries appear over battlefields where they choose the finest of the slain warriors and deliver their souls to the afterlife. The leader of a band of valkyries has a 15% chance to be carrying a *horn of Valhalla*.

Valkyries can become ethereal and invisible at will. When they materialize, a valkyrie's armor gives off brilliant light that dazzles all within 30' who do not shield their eyes (-4 to hit) or pass a save each round.

Once per day, a valkyrie can assume the shape of a swan or a swarm of ravens (treat this as *gaseous form*).



Vampire, Slavic

	Shadow	Jelly	Kukudhi
TY	Undead (Incorporeal)	Undead	Undead
SZ	Medium	Medium	Medium
HD	2	5	12
AC	17 [Silver]	17	20 [Silver]
ATK	Touch (energy damage)	Slam (1d6 + energy damage)	Bite (1d10 + energy drain)
MV	Fly 30'	20' (C 20')	30' (Fly 60')
SV	16	14	11
INT	Average	Average	Average
AL	Chaotic (NE)	Chaotic (NE)	Chaotic (NE)
NA	1	1	1
XP/CL	600/4	1,500/7	3,600/14

SA (Shadow)—Incorporeal

SD (Jelly)—Resistance (bludgeoning weapons)

In the folktales of the Slavic people, vampires go through three stages of development: Incorporeal shadows, undead oozes and finally the famous humanoid form.

For the first 40 days of a Slavic vampire's existence it is a shadow that drains levels with its incorporeal touch. As it consumes life energy, the vampire becomes more solid, forming a soft, jelly-like body.

In its ooze form, the vampire continues its depredations, eventually forming a solid, humanoid body like the one it had in life. In this humanoid form, the vampire has the normal stats of a vampire in *Blood & Treasure*, though Slavic vampires turn into swarms of butterflies instead of taking gaseous form, but the overall effect is unchanged.

After 30 years in its humanoid form, a vampire reaches its perfect form, called a *kukudhi*. At this stage it is no longer affected by sunlight and need not return to its coffin during the day. It can travel extensively or even settle down and take a wife. A *kukudhi* can still be killed by a stake in the heart, decapitation or cremation.

Other Vampire Legends

Many vampires of the Balkans have some features of the traditional vampire, but not others. The *kuzlac* of Croatia are Chaotic Evil undead that rise from the grave to terrorize the living. They appear at crossroads, bridges, caves and graveyards and can only be killed by staking.

The *pjavica* of Croatia, Slovenia, Slovakia and the Czech Republic are sinful men and women that return from the grave as powerful killers. They are repelled by a mixture

of mashed garlic and wine left at windows and thresholds and can only be killed by being burned in their own grave during the day.

Folklore holds that tools and weapons left outside under a full moon become vampiric. Wielding such a vampiric weapon is dangerous. Any roll to attack that comes up as a natural "1" inflicts damage on the wielder, but the weapon or tool has a +1 magic bonus.

Watermelons and pumpkins kept more than 10 days after Christmas (or the equivalent in your campaign) also become vampires. They roll around and startle people with their growling, but without fangs pose little threat.

Varj

Type: Monster

Size: Large

Hit Dice: 5

Armor Class: 16

Attack: 2 claws (1d6), bite (1d4 + 1 acid), by weapon

Move: 30' (Burrow 10', Climb 30')

Save: 14

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 1,500/7

SA—Resistance (acid), immunity (mind effects)

The varj are ogreish insect men. They are large, brutish and stupid, with thick chitin, toothy mandibles, beady black eyes and four arms. The two upper arms end in humanoid hands. The lower set of arms and legs end in two fingers tipped with serrated claws. Varj live underground, alone or in small cliques. Weapon wielding varj have simple clubs or flint-tipped spears.

In the spring, one varj transforms into a female. It gains bulk quickly, and the other varj in its clique develop wings and carry news of the transformation far and wide. At these times, varj from as far as 100 miles away come to fertilize the queen's eggs.

As many as 500 varj appear at this time and remain together for about 6 months, long enough for the eggs to hatch and the young varj to pupate. During this time, the varj become little better than bandits, scouring the countryside or dungeon for every bit of food and treasure that they can find.

At the end of the mating season, the varj collect a number of young and go their separate ways.



A varj's spittle is acidic, dealing 1 point of acid damage per round to bite victims until they wash it away with some form of alcohol, or after one minute.

A varj that takes 8 or more points of damage from a single physical blow reflexively belches forth a blob of acidic spittle on whoever is engaging with it in battle. The spittle deals 1d6 points of acid damage (saving throw for half damage). Like their bite, this acid deals 1 point of damage per round until it is washed away with some form of alcohol or after one minute has elapsed.

Varkolak

Type: Undead

Size: Large

Hit Dice: 8

Armor Class: 17

Attack: Bite (1d10 + energy damage)

Move: 40'

Save: 13

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 2,400/10

SP—E.S.P. ...

Varkolaks look like giant bloated cyclopes with black skin. They haunt wild woodlands and sometimes lead bands of outlaws or evil humanoid tribes.



A varkolak is formed when a bandit dies in the wilderness and does not receive a burial. After 40 days his black, swollen corpse rises as a varkolak.

When people pass by a varkolak's lair, it calls out their name to lure them closer and pounce. Sometimes it only commits robbery, but other times it kills and eats them.

Once per day, a varkolak can transform into a worg and back again. The monster's bite attack in either form deals one level of energy damage. Creatures that die from this energy damage rise as wights one day later under the control of the varkolak that created them.

Once per day, a varkolak can "devour the Sun", per the *darkness II* spell, in a 1 mile radius.

There is a 2 in 6 chance that a varkolak is accompanied by 3d6 orcs or 6d6 goblins. The goblins are always mounted on worgs. There is a 50% chance the varkolak is accompanied by 1d4 wights.

Vasculon

Type: Construct
 Size: Medium
 Hit Dice: 6
 Armor Class: 18
 Attack: 2 slams (1d8) or 4 rays (60'/see below)
 Move: 30'
 Save: 14
 Intelligence: Non-Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 600/7



A vasculon is a construct composed of human veins, arteries, ganglia and nerves encased inside a humanoid shaped *glassy-steel* shell. In place of eyes, the vasculon has four bloodstones set in its head. Each round that it does not make a physical attack, it can fire scarlet rays from these eyes at up to four separate targets. These rays ignore armor, and have one the following effects:

Boil Blood: 2d6 points of fire damage

Freeze Blood: 1d8 cold damage, *slowed* for 1d4 rounds

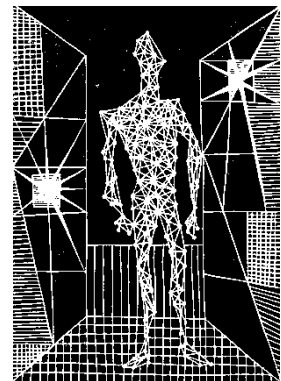
Gout of Blood: Creature bleeds from all orifices; 1d6 damage plus 1 point of Constitution damage

Manipulate Humors: Creature is struck with fear (*cause fear*), *crushing despair* or *rage*

Each ray can be used once per round and each ray must be directed at a different target. The bloodstones have Armor Class 20 and 20 hit points each.

Vector

Type: Undead
 Size: Medium
 Hit Dice: 7
 Armor Class: 20 [+1]
 Attack: 2 strikes (1d8)
 Move: 30'
 Save: 13
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 2,100/9



SD—Resistance (all energies), immunity (teleportation)

SP—dimension door •••, dimensional anchor •

A vector is an undead wizard who died in a teleportation accident. They appear as lines, points and planes of force that have a silvery sheen, and are surrounded by a silver mist. Vectors have a humanoid shape, but are composed of hundreds of jagged angles and empty spaces and shift constantly, making it difficult to hit them in combat. When they move, they make a sound like hundreds of chimes tinkling in the wind. When they speak they sound like an ear-piercing shriek.

Each round, half of the creatures fighting a vector cannot see it due to its current position and composition. The vector is invisible to those creatures for that round.

When a vector slashes a foe in combat, the target must pass a saving throw or be *dimension door*-ed to a place of the vector's choosing, though the victim cannot be shifted into a solid object, nor can he be shifted more than 120' away from the vector.

When a vector is killed, all creatures within 10' are *dimension door*-ed in a random direction 60' away (and may wind up inside a solid object) with no saving throw permitted unless they would be placed inside a solid object. The trip leaves them feeling ill for one round, but otherwise does not harm them.

Virginal Creeper

Type: Plant
Size: Large
Hit Dice: 4
Armor Class: 13
Attack: 1d6 spines (30'/1d3 + poison*)
Move: 0'
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 400/5

A virginal creeper is composed of thick green vines that grow from a central, woody core. Each of these vines is covered with thin, greenish-yellow leaves and white flowers. Within each flower there are several slim spines.

The virginal creeper is named for the virgin goddess of the hunt because of its unique form of self-defense. They are most common in temperate woodlands, and often grow around and over oak trees.

A virginal creeper detects movement by a sort of tremor-sense that extends out to 60'. Within 30', it begins to

rustle and launch its spines, throwing 1d6 of them each round at each target within 10'.

These spines are coated in poison that causes a massive adrenaline rush to those that fail a saving throw vs. poison. Each round, the person struck by the poison enjoys a cumulative +1 bonus to strength, up to a +3 bonus, but also suffers 1d4 points of damage as their heart is driven to bursting.

Vodyanoi

Type: Humanoid
Size: Medium
Hit Dice: 3+1
Armor Class: As armor +1
Attack: By weapon (+1 damage)
Move: 30' (Leap 50', Swim 50')
Save: 15
Intelligence: Low to Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 300/4

SA—*Surprise* (3 in 6)

Vodyanoi are hulking, frog-faced men that dwell in swamps. They are amphibious, but prefer to stay in or near the water. Vodyanoi generally attack from ambush, springing from the water to attack people in boats or who have come to close to the water's edge.



Void

Type: Outsider
Size: Medium
Hit Dice: 10
Armor Class: 21 [+2]
Attack: Touch (2d6 cold + *disintegrate*)
Move: 40'
Save: 12
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (cold), vulnerable (light), resistance (fire, electricity)

SA—Surprise (3 in 6)

A void is a humanoid-shaped pocket of un-being that despises all that “is”. When they appear in the Material Plane, they make their way directly to living beings to destroy them. Voids make no sound and give off no temperature or smell. They exist for no reason other than to eliminate all that lives, which they believe is the proper and pure state of the cosmos. Their home plane is called The Void, their home world Negato.

The touch of a void acts as a *disintegrate* spell. People touched by a void may attempt a saving throw to resist the effect. If they succeed, they still suffer cold damage and the void must pass a save or be knocked prone.

If a void’s weapon makes contact with the matter of the material plane violently, such as from an attack, it has the same chance of *disintegrating* the item or be knocked from the void’s hand and thrown 10’ away.

Voids are capable of shifting through up to 5’ of matter, except adamantite or silver, three times per day.

A void struck by a *light* or *daylight* spell must pass a saving throw or become frightened.

Vook

Type: Humanoid
Size: Large
Hit Dice: 3
Armor Class: As armor +2
Attack: 2 fists (1d6 + constrict) or by weapon
Move: 30'
Save: 15
Intelligence: Average to High
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 300/4



Vooks are creatures that hail from the Astral Plane. They are covered in shaggy hair, with two antennae that end in tiny concave dishes sprouting from their heads. These antennae can detect hostile intent from beings within 30’ and when placed against stone can detect traps and secret doors on a roll of 1-5 on 1d6.

Vulture Man

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor
Attack: Scratch and peck (1d3) or by weapon
Move: 30’ (Fly 60’)
Save: 16
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d12
XP/CL: 100/2

Vulture men are ugly humanoids covered with brown and white feathers, with heads resembling a vulture’s. They are morose and philosophic, spending their days in arguments about the pitiable state of the universe and the pointlessness of existence. The presence of carrion snaps them out of this reverie to feed. Vulture men are conversationalists, and rarely hostile towards people, though they are always out for themselves.

W

Waldgeist

Type: Fey
Size: Small
Hit Dice: 5
Armor Class: 17
Attack: 2 fists (1d4)
Move: 40'
Save: 14
Intelligence: Average
Alignment: Lawful (CG) or
Chaotic (CE)
No. Appearing: 1d6
XP/CL: 500/6



SA—Surprise (3 in 6 in woodlands), track (75%), move silently (65%), hide in shadows (85%)

SP—bestow curse •••, entangle •••, jump •••, summon nature's ally II •, wood shape •

Waldgeists resemble gnarled old dwarves with skin like the bark of a tree and hair like a tangle of leaves and twigs. They usually wear happy, bemused expressions, but quickly become hostile when annoyed.

A waldgeist is the custodian of the forest. They dwell in the branches of trees and are mischievous or even malicious when their ire is roused. Despite their small size, they are exceptionally strong and dangerous.

Waldgeists move in bands of 1d6 individuals. These brotherhoods (waldgeists are always male) roam the woods looking for intruders. If the intruders they find are Lawful in alignment, the waldgeists attempt to reason with them, and only if that fails do they use force to eject them from the woods. If the intruders are Chaotic, waldgeists skip immediately to the violence.

Despite being quite ugly, waldgeists are very successful at courting dryads. They mate with dryads to produce new dryads and waldgeists.

Like druids, waldgeists can move without a trace in the woods and can move through underbrush and other overgrown areas with no penalty.

A waldgeist can transform into a will-o-wisp once per day. They do this only when they must, for when they do there is a 1 in 6 chance that they cannot transform back.

Wampus Cat

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 16 [Silver]
Attack: 2 claws (1d4 +
rend), bite (1d6)
Move: 40' (Climb 20')
Save: 15
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 1,200/6



SA—Surprise (3 in 6 day, 4 in 6 night), move silently (75%), hide in shadows (45%), track (85%)

The wampus cat is a jet black cougar with red hind quarters. It is capable of assuming the shape of a humanoid female, usually with elven characteristics and wearing the pelt of black cougar.

These wild women retain the claws of a cougar in human form. They delight in carousing with humanoids and, when the mood takes them, killing them.

Wampus cats can take three forms: An elven or human woman, a large cougar, or a hybrid of woman and cougar. In humanoid form, they do not have bite attacks.

Creatures with 3 or fewer Hit Dice who see a wampus cat must pass a saving throw or become frightened.

Wampus cats have a distinct and unpleasant odor in their cat form. Creatures within 30' of a wampus cat must pass a saving throw or become sickened. They need only pass this saving throw the first time they enter the wampus cat's stink zone.

A creature brought to 3 or fewer hit points in combat with a wampus cat must pass a saving throw during the next full moon or suffer from the effects of the *nightmare* spell. This continues every night until a saving throw is passed or the victim dies. Female victims that die from these nightmares turn into wampus cats.



Wanyūdō

Type: Outsider
 Size: Large
 Hit Dice: 8
 Armor Class: 14 [+1]
 Attack: Strike (2d6 + 1d6 ghostfire)
 Move: Fly 60'
 Save: 13; MR 10%
 Intelligence: High
 Alignment: Neutral (LN)
 No. Appearing: 1
 XP/CL: 2,400/10

SD—Immunity (fire, poison), resistance (cold, electricity)

SP—bane •••, command •••, detect evil, detect magic, dismissal •, dispel magic •, fear •, hold person •, protection from evil •••, rage •••, shout •, sound burst •••, true seeing •, zone of truth •

Wanyūdō are bizarre servants of Law that have the form of a burning oxcart wheel with the face of a snarling man on the hub. They stand guard between the Material and Ethereal Planes, attacking those who would cross between the planes without permission from the gods.

The wanyūdōs are fierce combatants and spectacularly arrogant, taunting their opponents and toying with those who are their inferiors in combat. They prefer to attack by charging at opponents and rolling over them.

Creatures with fewer than 4 HD must succeed on a saving throw when they see a wanyūdō or become frightened. Those who run are taunted relentlessly by the monster's booming laugh and voice. If ever they meet

the monster again, their shame inflicts on them a -2 penalty to all attack rolls and saving throws.

Creatures hit by a wanyūdō suffer 2d6 points of normal damage and an additional 1d6 points of *ghostfire* damage. Immunity to fire cuts *ghostfire* damage in half, while resistance to fire is no defense from *ghostfire*.

Wanyūdōs take ownership of the souls of creatures they kill. These unfortunates cannot be resurrected without bargaining with the wanyūdō for their souls.

White Lady

Type: Fey
 Size: Medium
 Hit Dice: 3
 Armor Class: 15
 Attack: 2 longswords
 (1d8+1) or 2 arrows
 (1d6+1)
 Move: 40'
 Save: 15
 Intelligence: High
 Alignment: Lawful (CG)
 No. Appearing: 1d6
 XP/CL: 300/4



SA—Magic use (D2 or M2), surprise (1-4 on 1d6)

SP—light, protection from evil II (always active)

The white ladies of the woods are fey amazons of ancient and powerful blood. They are tall and beautiful, with snow white skin and hair like gleaming platinum. The white ladies dress in white cloaks and gleaming armor and wield spears tipped with silver and bows with silver-tipped arrows.

White ladies appear in small war bands and might (45%) be encountered in the company of unicorns. They are the defenders of elven royalty and the noble fey, and might work as mercenaries if the aims of their employer forward the aims of themselves or their fey masters.

White ladies are immune to a ghoul's paralysis attack. They are skilled at tracking and survival. In addition, they surprise foes on a roll of 1-4 on 1d6.

Under a white lady's care, a person's natural healing rate doubles and he is +2 to save vs. poison and disease.



Wild Man

Type: Humanoid
 Size: Medium
 Hit Dice: 2+1
 Armor Class: 12
 Attack: Fists (1d4) or by weapon
 Move: 30' (Climb 20')
 Save: 16
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 3d6
 XP/CL: 200/3

SA—*Surprise (3 in 6), survival and tracking (75%)*

Wild men are humanoids covered in long, thick hair. Underneath their hair they may look like Neanderthals or modern humans. All are primitive and go about naked. Despite their savage appearance, wild men do not eat flesh, only nuts, berries, roots and leaves.

Wild men are called *wilder mann* by the Germans, *homme sauvage* by the French and *wodewose* by the English. They are associated with gods and goddesses of the wild such as Silvanus, Fauna and the death god Orcus - in Italy they are known as *orkes* or *lorkes*.

Wild men live in bands of 1d6 x 5 warriors and an equal number of non-combatants. Bands are led by a wild man with 4+1 HD who deals +1 point of damage with his fists or weapon. There is a 6% chance that a wild man band has a shaman (magic use D1).

Wild men arm themselves with clubs, stone axes (1d4 damage), spears (1d6 damage) and javelins (1d3 damage). They never wear armor.

Wild men go berserk in combat, attacking twice per round while in this state. They are very difficult to track (-2 penalty to task checks).

Wind Warrior

Type: Elemental (Air)
 Size: Medium
 Hit Dice: 4
 Armor Class: 19
 Attack: Longsword (1d8+1)
 Move: 30' (Fly 60')
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 400/5

Wind warriors are invisible air elementals that battle using a visible shield and sword. They view swordplay as a sport. When slain, they are returned to Elemental Air Plane alive, so they do not fear death.

In combat, wind warriors can buffet their opponents with howling winds, forcing them to save each round or suffer a -2 penalty to their Armor Class, and imposing a -4 penalty to missile attacks. An unarmed wind warrior is invisible. There are no penalties for attacking wind warriors while they hold their sword and shield.



Winged Death

Type: Undead
 Size: Medium
 Hit Dice: 2
 Armor Class: 13
 Attack: 2 claws (1d4) or arrow (1d6 + Poison II)
 Move: 30' (Fly 60')
 Save: 16
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d8
 XP/CL: 600/4

SA—Surprise (3 in 6)

Winged deaths are emaciated humanoids with large wings sprouting from their backs. Their eyes are sunken in, and their pupils are burning points of red light.

Winged deaths are called *baykok* or *pakpak* in the folklore of the Ojibway nation of North America. They carry longbows and are commonly found in the armies of necromancers. Unlike common skeletons and zombies, they are intelligent and thoroughly evil.

Winged deaths enter combat with a shrill cry. Creatures that hear this cry must pass a saving throw or be frightened. Each round, the frightened creature can attempt a new save to regain their courage. The creature's courage is restored after 6 rounds.

The arrows of a winged death are invisible, only materializing when the monster pulls back its bowstring. For this reason, the monster can use any bow to deliver its magic arrows. When the winged death's arrow strikes a target, the target must pass a save against Poison II.

Winged deaths are spirits of war, so they concentrate their attacks on warriors. When they have paralyzed a foe with their poisoned arrows, they descend from the sky and use their claws to dig out their prey's liver and devour it. A winged death must pass a saving throw to resist doing this in the middle of a battle.

Worm Harmonious

Type: Monster
 Size: Huge
 Hit Dice: 8
 Armor Class: 17
 Attack: Slam (1d12)
 Move: 30' (Burrow 10')
 Save: 13
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d2
 XP/CL: 800/9

SD—Immunity (sonic energy, mind effects)

A worm harmonious looks like a long, thick, wriggling worm with pale pink flesh (sometimes marked with saffron streaks or speckled with deep aubergine spots) and odd markings on its "face" that approximate a mime or geisha. Extending from its head down the sides of its body for about 10' are a myriad of long hairs which it can vibrate to create or negate sound.

A worm harmonious can negate sound and thus create an area of complete silence in a 100' radius. While it is absorbing sound, it cannot move and its attacks suffer a -3 penalty. After three rounds, the monster can release absorbed sound as a sonic blast, dealing 1d8 points of sonic damage to all creatures within 30', or it can give off a disorienting hum for 3 rounds that forces all within 30' to pass a saving throw or be stunned for 1d4 rounds.

The monster can also use its hairs to create a horrible, piercing screech. While so doing the worm harmonious attacks normally and its foes suffer a -2 penalty to Armor Class and attack rolls.



Wraiths

Earth Wraith

Type: Undead (Incorporeal)
 Size: Medium
 Hit Dice: 5
 Armor Class: 15 [Silver]
 Attack: Strike (1d4 + 1d6 Con drain)
 Move: Fly 60'
 Save: 14
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 1,500/7

SD—Powerlessness in sunlight

Earth wraiths appear as ghostly entities of sulfur fumes that give off a powerful stench. They may be the restless spirits of deceased earth elemental creatures or of humanoids that died on an earth elemental plane.

An earth wraith shares a normal wraith's powerlessness in sunlight and the ability to spawn. In addition, they give off a terrible stench that causes sickness for 1d4 rounds (save to negate). Those who pass a save or who are no longer sickened still fight at a -1 penalty to attack.

Flaming Wraith

Type: Undead (Incorporeal)
 Size: Medium
 Hit Dice: 5
 Armor Class: 16 [+1]
 Attack: Strike (1d6 + 1d6 fire + 1d6 Con drain)
 Move: 30'
 Save: 14
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 1,500/7

SD—Immunity (fire), vulnerability (cold), resistance (piercing weapons)

Flaming wraiths are a form of undead born in the Negative Energy Plane. They look like wraiths surrounded by a sheath of crackling black flame. This flame roils over their bodies and onto the ground around them, and seems to distort the light around the wraith, casting shadows on the walls.

Three times per day, flaming wraiths can breathe a 30' x 10' cone of black fire. This fire is composed of equal parts fire and negative energy, and deals 2d6 points of fire damage (saving throw for half) and 2d6 points of negative energy damage (saving throw for half).

The black flames that writhe around the flaming wraith extend 10' from its feet. All within this area are fatigued. This fatigue ends as soon as they leave the black flames.

A creature touched by a flaming wraith has a serious burn left on its flesh. There is a 1 in 6 chance that this burn forms a *glyph of warding (fire)* after it heals in one week. If this glyph is activated, it acts as the spell, but inflicts damage on the bearer of the glyph as well as others in range of the spell.

Flaming wraiths are utterly powerless in natural sunlight and flee from it. A humanoid slain by a flaming wraith rises as a normal wraith in 1d6 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the flaming wraith that created them and remain enslaved until it is destroyed.

Time Wraith

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 5
Armor Class: 15 [Silver]
Attack: Strike (1d4 + special)
Move: Fly 60'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,500/7

SA—Create spawn, incorporeal

SD—Powerless in sunlight

SP—haste (self only) •••, time stop •

Time wraiths are the echoes of people who died while on the Astral Plane. They appear as wraiths that are silvery-grey in color. They give off a strange resonance that is sometimes low-pitched and other times high. The touch of a time wraith has one of three effects, based on how much the victim fails their saving throw:

Failure by	Effect
1	Shunted forward in time, the victim disappears for 1 round and then re-appears in the same place*
2	Creature's age decreases by 10%
3+	Creature's age increases by 10%

* In 1% of time displacements, the character re-appears 1 year older and in clothing from "the future", however that might be defined in your game. At your option, they might have 1 random science item

A time wraith can shift from the Astral to the Ethereal to the Material Plane at will, but the shift takes one full round to effect. Like normal wraiths, they are powerless in sunlight and capable of spawning.

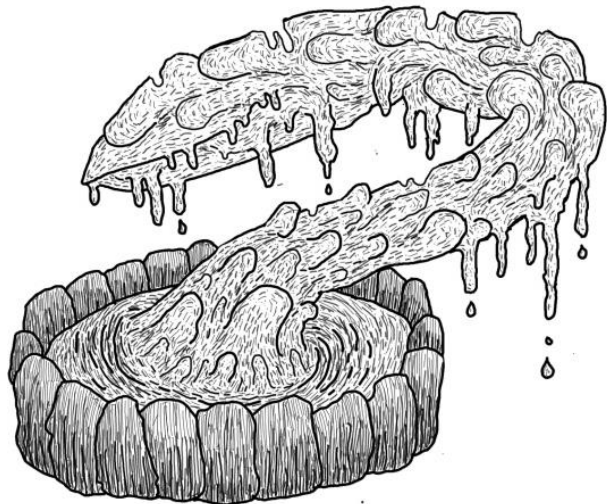
Wyrd

Type: Elemental (Water)
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: Bite (1d4 + 1d6 cold + constrict)
Move: 20'
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 300/4

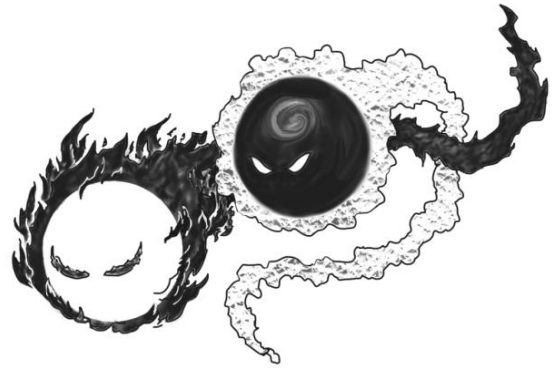
SD—Resistance (cold, weapons)

Wyrds are serpentine water elemental creatures. Their watery bodies can move through small cracks and crevices and reconstitute on the other side. This would make them especially mobile if not for the fact that a wyrd must remain in contact with a body of water. Most are summoned into the Material Plane and are bound to a small body of water, such as a pool or well.

A wyrd can spit a jet of water at an opponent. The water jet has a range of 120' and hits with enough force to deal 3d6 points of damage. On a natural '20' attack roll the target is knocked prone.



Y-Z



Yale

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 13
Attack: 2 gores (1d6)
Move: 40'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 500/6

SD—Immunity (paralysis, petrification, poison)

The yale is a black, horse-sized goat with the feet of an elephant and a boar's tusks. It has large horns that it can swivel in any direction, thus allowing it to attack two different targets each round. A yale's natural immunities make it a natural enemy of the catoblepas and basilisk.

Yan-Qi and Yin-Qi

Type: Outsider
Size: Small
Hit Dice: 6
Armor Class: 20 [+1]
Attack: Energy bolt (60'/2d6 fire or cold) or touch (2d6 fire or cold)
Move: Fly 30'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 1,800/8

Yan-Qi—Immunity (fire, magic), vulnerability (cold)

Yin-Qi—Immunity (cold, magic), vulnerability (fire)

Yan-qi and yin-qi are energy beings that look like comets composed of energy. Yan-qi are white and composed of fiery, positive energy while yin-qi are black and composed of cold, negative energy.

The white yan-qi are interested in everything and seemingly unaware of their destructive capabilities. The black yin-qi are more philosophical and distant, interacting with others only when they must.

Both attack by releasing a bolt of energy. A yan-qi's bolt deals fire damage, while a yin-qi's deals cold damage.

If slain, these creatures release a burst of energy in a 10' radius that deals 2d6 points of energy damage. If a yan-qi and yin-qi meet, they rush at one another and destroy the other on contact, creating a 30' radius explosion that deals 3d6 points of both each type of energy damage.

Yan-qis are susceptible to cold attacks and magic items of *negation* and *absorption*. Yin-qis are susceptible to fire attacks and magic items of *disruption* and *cancellation*. Both are only affected by the following spells: *Disintegrate*, *dismissal*, *dispel magic*, *holy (unholy) word*, *limited wish*, *magic missile*, *planeshift*, *protection from evil (good)*, *shield*, and *wish*.

Yuki-Onna (Snow Woman)

Type: Fey
Size: Medium
Hit Dice: 5
Armor Class: 12 [Silver]
Attack: Strike (1d4) or grapple (1 level drain)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d3
XP/CL: 1,500/7

SD—Immunity (cold)

SA—Surprise (3 in 6)

SP—charm person, chill metal •••, fog cloud •••, gaseous form, gust of wind, wall of wind •••, whispering wind •••, wind walk •••

A yuki-onna is a tall, beautiful woman with long, black hair, pale skin, icy white eyes and blue lips. She may appear nude or in a white kimono (or whatever clothing works for your setting). A yuki-onna shows almost no emotion; she is cold and statuesque.

Yuki-onnas are encountered on snowy nights in the mountains. As with most fey, their motivations are hard to understand and their actions often seem random. Upon encountering adventurers, a yuki-onna may attack them or she may attempt to seduce a man and make herself his wife, only to destroy him at a later date. Some stories depict yuki-onna as the undead spirits of women that have frozen to death. If you decide to use this origin, change the monster's type to undead.

Despite her incredible beauty, a snow woman's icy white eyes inspire terror in mortals. She can use a gaze attack that forces mortal creatures to pass a saving throw or be paralyzed with fear until they can roll 1d20 under their wisdom score, rolling once per round.

Snow women float over the snow, leaving no tracks.

In combat, a yuki-onna can breathe a 10' x 5' cone of cold that deals 3d6 points of damage.

A snow woman's embrace drains one level.



Zax

Type: Outsider
Size: Medium
Hit Dice: 5
Armor Class: 18 [+1]
Attack: Claws (2d4 + energy damage)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,500/7

The zax dwell in the space between planes. They are energy beings of terrible cunning and malevolence. It is said that folk entering dimensional portals are advised to shut their eyes lest they catch a glimpse of a zax coming to steal them away!

Creatures that meet the gaze of a zax must pass a saving throw or only be able to move slowly, as though in a dream (i.e. *slow* spell). In addition, they are surrounded by spinning, glowing motes that seem to form a tunnel down which the zax is moving toward them. This disorientation manifests as a -2 penalty to attack rolls and task checks while in the presence of the zax, and an inability to shift to another plane.

The zax's claws deal energy damage that leave brilliant red starbursts on the skin of their victims for weeks.

Zhāng-yú-gē

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: As armor +1
Attack: 2 weapons
Move: 30' (Swim 50')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 200/3

The zhāng-yú-gē are civilized octopus people. They have tentacles sprouting beard-like from their heads and can use them to wield light weapons. They are known for their brusque, lusty personalities. Although amphibious, they are slower on land than in water and less dexterous. Zhāng-yú-gēs make up for this with peerless courage and a weird weaving combat style.



Zhao

Type: Humanoid

Size: Medium

Hit Dice: 1

Armor Class: As armor

Attack: Fists (1d3 + 1 fire) or by weapon

Move: 40'

Save: 16

Intelligence: Average

Alignment: Neutral (LN)

No. Appearing: 1d6

XP/CL: 100/2

SD—Immunity (fire), vulnerability (cold)

Zhao are humanoids with orange to red skin studded with small carbuncles. As a zhao ages, its skin darkens and takes on a texture like cast iron.

Octopus folk warriors go unarmored underwater, but wear mail armor on land. They carry shields, bucklers, tridents, spears, and swords. Octopus folk scour the sea for rare items that they trade to air-breathers for goods they cannot make themselves.

They are encountered in roving gangs of swashbucklers, but they come from much larger clans. A clan numbers 1d8 x 25 warriors, with three times that many non-combatants. They dwell in undersea ruins that they rebuild as best as they can.

Zhāng-yú-gē clans are led by lords. A clan with 100 or fewer warriors is led by a 6 HD lord, while larger clans are led by a 9 HD lord. Each clan has a percentage chance equal to their lord's HD x 5% of having a priest with the magic use (D2) special ability.

Once per day, a zhāng-yú-gē can shoot a stream of ink from its mouth. In water it effectively blinds anyone within 20'. On land, it is a 20' ranged attack, with a successful attack blinding an opponent for 1d4 rounds.

A zhāng-yú-gē's rubbery flesh is more resistant than that of a normal octopus and grants them a natural AC of 11. Although capable of living outside of water, a zhāng-yú-gē suffers +1 point of damage per dice from fire damage.



Zhao literally have a fire in their belly. They stay alive by consuming wood. While one might think this would make them despoilers of woodlands, this is not the case. Their metabolisms are slow, and they take care not to over harvest their homes.

The zhao dwell in villages of 1d8 x 20 warriors with five times as many non-combatants. A zhao village is made of stone buildings connected by walkways covered by soil, moss and tangled vines with trumpet-like flowers that smell of ocean breezes. Zhao warriors wear coats of bronze scale mail and carry glaives and daggers. Villages are governed by 1d4+1 elders with skin as black as pitch and eyes that smolder with wisdom. Elders tend the temples, quiet places of reflection as hot as furnaces.

The touch of a zhao deals 1 points of fire damage in addition to normal unarmed damage. Metal weapons wielded by zhao also conduct 1 point of fire damage.

Zhao Characters

Darkvision to a range of 120'

Movement rate of 40'

Immune to fire and vulnerable to cold; +1 bonus to save vs. fire, -1 penalty to save vs. cold

Languages: Zhao, Common

Dual-class as do humans

Zhark

Type: Monster

Size: Large

Hit Dice: 5

Armor Class: As armor +1

Attack: 4 weapons or 2 weapons and tusk (1d4)

Move: 40'

Save: 14

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d10

XP/CL: 500/6

Zharks are 12' tall humanoids that inhabit ruined cities in arid wastelands. They have long torsos that support four arms, large eyes, antennae on the top of their bald heads and tusks jutting from their mouths. Zharks have olive green to dark green skin that is thick and waxy, helping to keep their bodies from losing moisture in the deserts they call home. Their arch enemies are girallons and white apes, who compete with them for resources.

In combat, zharks are ruthless and fight with almost no sense of honor other than that they never use a superior weapon against a foe. This means that an unarmed foe is fought unarmed, a foe with melee weapons is fought using melee weapons, and a foe with a ranged weapon is fought with a ranged weapon.

Zharks live in hordes of 1d10 x 100 warriors plus five times as many non-combatants. They arm themselves with swords, spears and radium guns. Radium guns are muskets with double the normal range. When the outer casing of a radium bullet cracks, it explodes for an additional 1d6 points of fire damage.

Zharks have four arms and thus can wield a weapon or shield in each arm in combat with no penalty.

Zhark Characters

Ability Modifiers: Str +2, Con +1, Int -1, Cha -1

Natural AC of 11

Darkvision to a range of 30'

+2 to saving throws vs. fear, fatigue and disease

Wield up to four weapons, shields or bucklers

Cannot advance as a spellcaster

Experience Penalty: Must triple XP to advance in level





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Zilant

Type: Dragon

Size: Large

Hit Dice: 7+1

Armor Class: 16

Attack: 2 claws (1d8), bite (1d8 + Poison IV), tail (1d6)

Move: 30' (Fly 60')

Save: 13

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1d8

XP/CL: 2,100/9

SA—Amphibious

SD—Immunity (poison)

When a snake lives to the age of 100, it transforms into a zilant. Zilants resemble two-headed wyverns with black scales and flame-red wings. They are peaceful when not hungry, and prefer hunting animals to people. A zilant is amphibious. They dwell in hilly areas near water. Most speak the Common tongue and the language of dragons.

The ruler of all zilants is called Shamara. Shamara is Lawful (NG), has 14 HD, 130 hp and magic use (C5). Shamara is opposed by Zir, a Chaotic (NE) zilant with 12 HD, 125 hp and magic use (M3). Zir can assume the form of a handsome man or woman, and in this guise he often spreads his intrigues across the world. Unlike most zilants, Zir can breathe fire from each head three times per day, inflicting 3d6 points of damage.

Zoushou

Type: Aberration

Size: Medium

Hit Dice: 4

Armor Class: 12

Attack: 2 stomps (1d6) or x-rays (30'/2d6 + sickened)

Move: 30'

Save: 15

Intelligence: High

Alignment: Neutral (LN)

No. Appearing: 1d8

XP/CL: 400/5

Zoushous are bizarre creatures that look like four humanoid legs joined together and topped with a large grotesque head. They have bright purple skin. Zoushous wear no clothing and they carry no weapons, though their long toes allow them some ability to grasp objects and manipulate them clumsily.

Zoushous graze on grass and leaves, squatting and using their long tongues to pull food into their mouths, and then chew it like cows while discussing philosophy. They are peaceful folk with little interest in the affairs of men, but can defend themselves when necessary.

The advice of the zoushous is often sought after by men and women in need of wisdom, and sometimes it is even useful. When one is advised by a zoushou, the lecture lasts for 1d6 hours. For each hour of speaking, the listener can attempt an Intelligence task check. If successful, they have garnered a pearl wisdom from the lecture and may use it as though it were a successful *augury* spell. Otherwise, their time has been wasted.

Zoushous have x-ray vision (per the magic ring), and can use it three times per day. They have learned how to bombard their foes with these x-rays as an attack up to three times per day, causing 2d6 points of negative energy damage. Those who are bombarded must also pass a saving throw or be sickened.

Zoushous can leap in combat up to 10' high and 30' in distance, though doing this more than once per hour leaves them fatigued. They can use this leap as a charge to make a single stomp attack that deals double damage.



Appendix A: Chimeras

The chimera first appeared in Greek mythology as a unique monster that lived in Lydia in Anatolia. In its original form, it was a lioness with a serpent tail and a goat head arising from its back and was capable of breathing fire. As one of the spawn of Echidna, the “Mother of Monsters”, some scholars think it was a representation of a volcano or of the tripartite year. One version of Greek mythological genealogies has Chimera mating with her brother Orthrus and mothering the Sphinx and the Nemean lion. Chimera was defeated by Bellerophon with the help of Pegasus.

Later representations of the chimera gave it the body of a lion and the heads of a lion, goat and dragon, and it is in this form that it appears in most fantasy roleplaying games. In modern times, the word chimera corresponds to any creature with features associated with different beasts, and it is in this vein that I offer these random tables designed to produce all manner of chimera.

We modify the chimera’s normal statistics and determine the monster’s appearance by rolling on the following tables. One roll determines the forward half of the monster’s body and its right head. Another determines the rear half of the monster’s body and left head. A third roll determines the center head, and a fourth determines the creature’s tail if the TK wishes it to have a special tail.

You can also pick and choose chimera parts to make new breeds of the beast, such as one composed of dinosaur parts or a special dungeon chimera.

Right Head and Front Body

D12	Creature	Modifications
1	Bear	2 claws (1d6 + constrict) and bite (1d10)
2	Cheetah	2 claws (1d3 + trip) and bite (1d6); land speed +10'
3	Crocodile	Bite (1d6); replace flight speed with swim speed
4	Eagle	2 talons (1d4) and bite (1d8); fly speed +60'
5	Hyena	Bite (1d3)
6	Lion	2 claws (1d4) and bite (1d8)
7	Owl	2 talons (1d8) and bite (1d6); fly 60'
8	Tiger	2 claws (1d4) and bite (1d8); swim 10'
9	T-Rex	Bite (2d8 + constrict)
10	Weasel	Bite (2d6 + blood drain) round
11	Wolf	Bite (1d4); can trip with bite attack
12	Wolverine	Bite (1d8); ferocity

Left Head and Rear Body

D10	Creature	Modifications
1	Ankylosaurus	Tail (1d10); +3 AC
2	Antelope	Gore (1d4); increase speed by 10'
3	Bison/Bull	Gore (1d8)
4	Boar	Gore (3d4); ferocity
5	Camel	Bite (1d2); can spit (blind for 1 round)
6	Elephant	2 tusks (1d8) and trunk (1d8)
7	Goat	2 horns (1d4)
8	Rhinoceros	Horn (2d6); +2d6 damage on charge
9	Stag, Giant	2 antlers (1d8)
10	Triceratops	Gore (2d8); +1 AC

Center Head

Chimeras with gold dragon, hound archon, lammasu or unicorn heads are Lawful in alignment

D20	Creature	Modifications
1	Basilisk	Bite (1d8); petrifying gaze
2	Blink Dog	Bite (1d6); <i>teleport</i>
3	Bulette	Bite (3d6); +2 AC; replace fly with burrow
4	Cockatrice	Bite (1d3); petrifying bite
5	Displacer	Bite (1d8); displacement effect
6	Dragon	Bite (3d4); breath weapon 3/day (3d6 damage)
7	Dragonne	Bite (2d6+1); roar
8	Gorgon	Gore (2d6); petrifying breath
9	Hell Hound	Bite (1d6); breathe fire 3/day for 3d8 damage and immune to fire
10	Hound Archon	Bite (1d8+2); cast spells (<i>bless, continual flame, detect evil, protection from evil</i>)
11	Hydra	Bite (1d6); regenerate 2 heads if head not destroyed by fire
12	Lamia	Spells (<i>charm monster</i> and <i>suggestion</i>), touch drains a point of wisdom
13	Lammasu	Spells (<i>dimension door, invisibility x2, magic circle against evil</i>)
14	Nightmare	Bite (1d8); breathe brimstone smoke (-2 to hit), become incorporeal
15	Rust Monster	2 antennae (corrode metal, destroying it)
16	Stirge	Proboscis (1d3); drains 1d4 blood per round automatically with proboscis hit
17	Unicorn	Horn (1d8); teleport, +2d6 damage charge
18	Vrock	Beak (1d6); cause darkness, immune to fire, magic resistance 50%
19	Winter Wolf	Bite (1d6+1); breathe frost 1/turn (10'/4d6)
20	Yeth Hound	1 bite (1d6+1); bay (<i>cause fear</i> within 100 ft.), magic resistance 10%



Tail (1 in 6 chance of having a special tail)

D20	Tail
1-16	None or per rear body
17	Manticore Tail: 6 tail spikes (1d6) per round, range 180 ft.
18	Scorpion Tail: 1 sting (1d4 + Poison IV)
19	Skunk Tail: Spray musk
20	Snake Tail: 1 bite (1 hp + Poison IV)

Sample Chimeras

Dino-Chimera

Type: Monster
 Size: Huge
 Hit Dice: 12
 Armor Class: 19
 Attack: Bite (2d8 + constrict), tail (1d10), bite (1d8)
 Move: 20' (Fly 40')
 Save: 11
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 3,600/14

A dino-chimera has the right head of a tyrannosaurus rex, the left head of an ankylosaurus and the body and central head of a basilisk, which has that monster's petrifying gaze. Since this beast should be huge, its Hit Dice have been increased. Note that we did not use the front body of a t-rex, since that just would not work.

Dungeon Chimera

Type: Monster
 Size: Large
 Hit Dice: 9
 Armor Class: 16
 Attack: Bite (1d4 + trip), gore (3d4), antennae (rust)
 Move: 20' (Fly 40')
 Save: 12
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 900/10

Dungeon chimeras break the rules a bit. They have the right head and front body of a wolf, the left head and rear body of a boar and the central head of a rust monster, with the metal destroying ability of that monster. They have the ferocity of a boar.

Hyperborean Chimera

Type: Monster
 Size: Large
 Hit Dice: 9
 Armor Class: 16
 Attack: Bite (1d8), 2 antlers (1d8), bite (1d6+1)
 Move: 20' (Fly 40')
 Save: 12
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d4
 XP/CL: 900/10

Hyperborean chimeras have the heads of wolverines, giant stags and winter wolves. Hyperborean chimeras have the ferocity of wolverines. When they suffer damage, they go into a berserk rage and deal +1d6 points of damage with each hit until their foes are dead. They can breathe a cone of frost (10' x 5') once per turn that deals 4d6 points of cold damage.

Appendix B: Mutant Dinosaurs

With the dinosaur types introduced in this book and the following table of mutations you can generate weird dinosaurs to harass your adventurers. For each dinosaur, roll 1d30 as many times on the following table as you like, ignoring or re-rolling results that do not make sense.

D30	Mutation
1-2	Small and quick—reduce HD by half, double their speed, decrease damage by one dice size
3	Big and beefy—increase HD by 50%, cut speed in half, increase damage by one dice size. If they are at least 60' in length they can cause an <i>earthquake</i> (per the spell) once per day
4	Red scales—dinosaur is immune to fire
5	Blue scales—dinosaur is immune to electricity
6	White scales—dinosaur is immune to cold
7	Gold scales—dinosaur is immune to non-magic weapons and enjoys a +2 bonus to save vs. magic
8	Black scales—dinosaur surprises on 3 in 6 at night, has darkvision to a range of 120'
9	Woolly—dinosaur has fur. +1 AC and resistance to cold
10	Massive Brain—dinosaur can use a psychic blast (30' x 10' cone, save or stunned for 1d4 rounds) three times per day
11	Draconic—as small and quick, plus has dragon wings and the flight speed and breath weapon of a random dragon type
12-13	Spitter—can spit poison (30' range; save or blinded) or belch acid (10' x 5' cone, 2d6 damage) once per day
14	Gorgonoid—has metallic scales like a gorgon; AC +4
15-16	Horns—gains an additional gore attack for 2d6 damage or adds 2 dice of damage to existing gore attack
17	Manticoroid—has tail spikes that can be fired like those of a manticore for 1d6 points of damage
18	Displacement—per the <i>mirror image</i> spell (4 additional images), can be used three times per day
19	Blink—per the blink dog
20-21	Camouflage—surprises on a roll of 1-3 on 1d6
22	Cockatroid—has a petrifying bite like the cockatrice
23	Laser eyes—can fire searing rays from eyes three times per day. Range of 60', 3d6 points of damage
24	Scream—as the <i>shout</i> spell, usable three times per day
25	Rider—dinosaur is ridden by a neanderthal (1d4+4 HD). Rider wears leather armor and carries a club and three javelins
26	Trill—dinosaur can trill as a remorhaz
27	Song—dinosaur produces a vibration that causes <i>sleep</i> (as the spell). Usable three times per day
28	Siren Song—dinosaur produces a vibration that causes a <i>charm monster</i> effect. Usable three times per day
29	Mesmerizing Song—dinosaur produces a vibration that causes a <i>hold monster</i> effect. Usable three times per day
30	Construct—Made of metal and gears. AC +5; 5% chance it can change shape into metal stone giant

Sample Mutant Dinosaurs

Auroceratops

Type: Monster
Size: Huge
Hit Dice: 15
Armor Class: 23 [+1]
Attack: Gore (6d6)
Move: 30'
Save: 9; +2 vs. magic
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 4,500/17

The auroceratops is a huge ceratopsian with six horns. It is covered with metallic scales that are a brilliant gold in color and is most often encountered as a solitary beast in desert oases or in deserts traveling to an oasis to mate.

Chiascurosaurus

Type: Monster
Size: Huge
Hit Dice: 25
Armor Class: 13
Attack: Stomp (4d10), gore (2d6), tail (4d6)
Move: 20'
Save: 7
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 7,500/27

SA—Displacement (as spell), surprise (3 in 6; in dark)

These sauropods dwell in subterranean lakes, lapping up fungus and growing to immense size. They are docile creatures despite having black dragon blood in their veins. They have curled horns and black scales.

Diablosaurus

Type: Monster
Size: Huge
Hit Dice: 27
Armor Class: 15
Attack: Bite (5d8)
Move: 40'
Save: 7
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 2,700/28



SD—Immunity (fire)

SP—earthquake •

These huge theropods are covered in crimson scales and are especially fierce; one might even call them devil dinosaurs! They dwell in primordial jungles.

Mechasaurus

Type: Construct

Size: Large

Hit Dice: 6

Armor Class: 18

Attack: Butt (2d6)

Move: 30'

Save: 14

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 2d6

XP/CL: 1,800/8

SD—Immunity (cold)

A mechasaurus is a mechanical pachycephalosaur with a shiny chrome dome and silvery scales. Once per day it can spew a cone of acid (10' x 5') that deals 2d6 damage.

Petrosaurus

Type: Monster

Size: Medium

Hit Dice: 5

Armor Class: 17

Attack: 2 claws (1d4), bite (2d8)

Move: 20' (Fly 60')

Save: 14

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d4

XP/CL: 1,500/7

SP—psychic blast •••

The petrosaurus is an intelligent pterosaur with a bite that turns victims to stone. They rule the valleys of a range of mountains rich in gemstones.

Procellasaurus

Type: Monster

Size: Large

Hit Dice: 15

Armor Class: 17

Attack: Bite (1d8), tail (4d6)

Move: 40'

Save: 9

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d8

XP/CL: 1,500/16

SD—Immunity (cold, electricity)

The procellasaurus is a large thyreophoran that dwells in the wooded valleys that surround the mountain steadings of storm giants. The neanderthals that dwell in these valleys value them as mounts.

Psychosaurus

Type: Monster

Size: Small

Hit Dice: 3

Armor Class: 13

Attack: Bite (1d6 + swallow)

Move: Swim 180'

Save: 15

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d6

XP/CL: 900/5

SA—Surprise (1-3 on 1d6)

SP—psychic blast •••

The psychosaurus is a small, quick ichthyosaur with a camouflaged sea green hide.

Appendix C: Animals & Vermin

All of the monsters in this section are Neutral (N) in alignment. All of the animals have animal intelligence unless otherwise noted, and vermin are non-intelligent.

Animals

Aardvark, Giant

SZ Huge; HD 9; AC 14; ATK 2 claws (1d8) and tongue (special); MV 20; SV 12; NA 1; XP 900; CL 10

Giant aardvarks, which grow up to 20' long, dig into cottages and burrows for prey like halflings, humans and ankhegs. They dwell in woodlands and savannahs. The giant aardvark's tongue is 10' long and is used to suck prey into the aardvark's mouth. A successful hit with the tongue forces the target to make a saving throw or be yanked into the aardvark's mouth and swallowed, where it suffers 1d6 points of damage per round. A giant aardvark will not eat more than two people before they lose their appetite for more.

Allocamelus

SZ Large; HD 3; AC 13; ATK Bite (1d4) and kick (1d6); MV 40; SV 15; NA 2d6; XP 150; CL 3

The allocamelus is the mythical offspring of an ass and camel, having the former's head and the latter's body. They are not as tolerant of the desert heat as the camel, but otherwise make hardy pack beasts.



Andrewsarchus resembled a predatory land hippopotamus

Andrewsarchus

SZ Large; HD 9; AC 12; ATK Bite (1d6+1); MV 30; SV 12; NA 1; XP 450; CL 9

The andrewsarchus was a large land predator possibly akin to modern whales and hippos. They had thick legs, a long tail, a strip of long hair running from head to butt and a long face with a mouth full of sharp teeth. They lives on savannahs and steppes.

Antelope—Large

SZ Large; HD 4; AC 12; ATK Kick (1d6) and gore (2d4); MV 50; SV 15; NA 6d6; XP 400; CL 5

There are a number of species of very large antelopes in Africa, including the giant eland, hartebeest and greater kudu. Large antelopes stand from 5' to 9' tall at shoulder and weigh from 400 to 2,000 pounds. Though herds of greater kudu and giant eland number about 6d6 animals, hartebeests gather in larger herds of 2d12 x 20 animals.

Arsinotherium

SZ Large; HD 10; AC 16; ATK Gore (2d8); MV 30; SV 12; NA 2d6; XP 1,000; CL 11

SA—Charge (+2d6 damage)

The arsinotherium was an animal that resembled a rhinoceros, but which was actually related to elephants. It had two massive, knife-like horns on its nose, stood 6' tall, was 10' long and weighed 2.5 tons. Arsinotheriums lived in rainforests and mangrove swamps.

Babirusa

SZ Medium; HD 1; AC 11; ATK Gore (1d4+1); MV 40; SV 16; NA *; XP 100; CL 2

Babirusa are swine that dwell on tropical islands. Their tusks grow so long that curl around and can even pierce their own heads. They can fight until -6 hit points. Males are solitary, but females and young are encountered in groups of 1d4x20.

Bear—Agriotherium

SZ Large; HD 9; AC 16; ATK 2 claws (1d8 + constrict) and bite (2d6); MV 40; SV 12; NA 1d2; XP 900; CL 10

The *agriotherium* was larger than all living bears, with long legs and the strongest bite of any land mammal that ever lived. They stood 9' tall and weighed up to 1,400 lbs.

Bear, Short-faced

SZ Large; HD 10; AC 15; ATK 2 claws (1d6 + constrict) and bite (1d8); MV 40; SV 12; NA 1d2; XP 1,000; CL 11

These prehistoric bears rivaled the *agriotherium* (see bear, wild) for size and bite strength. Short-faced bears had slightly shorter snouts than other bears, and stood as tall at the shoulder as a human being. It survived by using its great size to steal kills from smaller predators.

Bear, Sun

SZ Medium; HD 1; AC 13; ATK 2 claws (1d3 + constrict) and bite (1d4); MV 30 (C20); SV 16; NA 1d2; XP 100 CL 2

The sun bear, or honey bear, is one of the smallest of the bears, smaller than black bears. They dwell in tropical woodlands and have a powerful love for honey.

Bekantan

SZ Small; HD 1/2; AC 12; ATK Bite (1d3); MV 30 (C30); SV 17; NA 1d10+8; XP 25; CL 0

Bekantan, or proboscis monkeys, live in large bands in roughly the same rain forest terrain as orangutans. They can swim up to 60 feet underwater.

Bison (Wisent)

Bison: SZ Large; HD 9; AC 12; ATK Gore (2d6) or trample; MV 40; SV 12; NA 6d6; XP 450; CL 9

Wisent: SZ Large; HD 7; AC 12; ATK Gore (1d8) or trample; MV 40; SV 13; NA 6d6; XP 350; CL 7

Bisons, sometimes called buffalos in the United States, are large herbivores with thick manes. Herds of bison could number into the thousands. The European bison, or wisent, is a smaller animal.

Brontothere

SZ Large; HD 15; AC 14; ATK Gore (2d8) or trample; MV 40; SV 9; NA 1d8; XP 1,500; CL 16

Brontotheres were large, rhinoceros-like mammals with a y-shaped, blunt horn on its snout.

Buffalo

Cape: SZ Large; HD 8; AC 13; ATK Gore (1d8) or trample; MV 30; SV 13; NA 6d6; XP 800; CL 9

Water: SZ Large; HD 6; AC 12; ATK Gore (1d8) or trample; MV 30; SV 14; NA 6d6; XP 600; CL 7

Buffalo are animals related to bisons (q.v.). The cape buffalo is the ancestor of modern cattle.

Caiman, Giant

SZ Huge; HD 25; AC 15; ATK Bite (4d6 + swallow); MV 30 (S40); SV 7; NA 1d4; XP 2,500; CL 26

The giant caiman, or purussaurus, was an exceptionally large predator native to South America.

Camel, Mega-

SZ Large; HD 13; AC 12; ATK Bite (1d6) and kick (1d8); MV 40; SV 10; NA 2d6; XP 650; CL 13

Megacamels were prehistoric camelids that stood twice the height of a human at their hump. They might have been ridden by hill giants in the way that human beings ride modern camels. Megacamels can spit 70'.

Camelops

SZ Large; HD 9; AC 13; ATK Bite (1d4) and kick (1d6); MV 40; SV 12; NA 4d6; XP 450; CL 9

Camelops are prehistoric camels from North America. They share a common ancestor with modern camels, as well as with llamas and alpacas.

Cattle—Ankole-Watusi

SZ Large; HD 7; AC 12; ATK Gore (2d6) or trample; MV 40; SV 13; NA 5d6; XP 700; CL 8

Ankole-watusi are African cattle with enormous horns. A frightened herd flees as a group in a random direction, but always away from the perceived danger. In this way they make potent trample attacks.

Cattle—Aurochs

SZ Large; HD 10; AC 12; ATK Gore (2d6) or trample; MV 40; SV 12; NA 2d6; XP 1,000; CL 11

Aurochs were wild cattle native to Europe who are ancestors of domestic cattle. They had dark brown to black coats with a white stripe down their spine.

Chimpanzee

SZ Medium; HD 1; AC 12; ATK Bite (1d4); MV 40 (C40); SV 16; NA 1d20; XP 50; CL 1

Chimpanzees are tool-using primates who dwell in communities of up to 50 animals. Males stand 5.5' tall and weigh 150 lb. They are remarkably strong, and grapple with a +2 to attack.

Cougar

SZ Medium; HD 2; AC 14; ATK 2 claws (1d3) and bite (1d4); MV 50; SV 16; NA 1; XP 200; CL 3

Cougars, or mountain lions, are predatory cats native to North America. They can leap up to 18' in one bound; treat such a leap as a charge attack.

Crocodile—Gharial

SZ Medium; HD 3; AC 13; ATK Bite (1d6 + constrict); MV 20 (S40); SV 15; NA 1d8; XP 300; CL 4

Gharials are Indian river crocodiles. They have narrow snouts and tremendous maneuverability in water.

Crocodile, Saltwater

SZ Large; HD 10; AC 14; ATK Bite (2d8 + constrict); MV 20 (S40); SV 12; NA 1d6; XP 1,000; CL 11

These great beasts is the largest living reptile. They live in mangrove swamps, estuaries, deltas and the lower portions of rivers from India to Australia.

Cuttlefish, Giant

SZ Large; HD 7; AC 15; ATK 8 arms (1d3 + constrict) and bite (1d6); MV S30; SV 13; NA 1d4; XP 2,100; CL 6

SA—*Surprise* (1-3 on 1d6), *hypnotize*

SD—*Surprised* (1 on 1d8)

Giant cuttlefish range from 9' to 12' in length. They are clever beasts, and are capable of rapidly altering their skin color at will. This provides both camouflage and the ability to "hypnotize" prey, stunning them for 1d4 rounds of the prey fails a saving throw. A cuttlefish's ability to see polarized light and their lack of a blind spot makes them more difficult to surprise, so they roll 1d8 when checking surprise.

Deer

SZ Medium; HD 1; AC 11; ATK Gore or kick (1d4); MV 50; SV 16; NA 3d6; XP 50; CL 1

This represents most common deer species.

Dinofelis

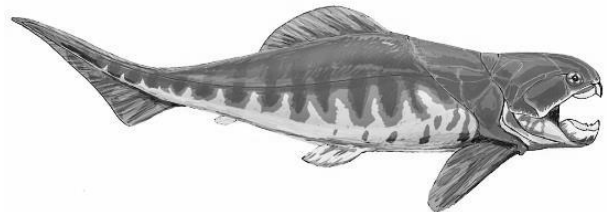
SZ Medium; HD 4; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40 (C30); SV 15; NA 1d2; XP 400; CL 5

The dinofelis is a jaguar-sized sabre-toothed cat that hunts in rainforests and on savannahs.

Dunkleosteus

SZ Huge; HD 16; AC 14; ATK Bite (4d6 + swallow); MV S40; SV 9; NA 1; XP 1,600; CL 17

These prehistoric fish had large mouths with a terrific bites, made all the more impressive by the bony plates in their mouths that could crush prey.



Elasmotherium

SZ Large; HD 10; AC 16; ATK Gore (2d8); MV 30; SV 12; NA 1d4; XP 500; CL 10

Elasmotheriums are prehistoric rhinoceroses. They have a single massive horn atop their heads and may have inspired the legend of the unicorn. The beast is 6' tall at the shoulder (with a hump that adds another 1.5' of height) and 15' in length and weighs in excess of 4 tons.

Elephant, Straight-tusked

SZ Huge; HD 33; AC 13; ATK Slam (6d6), 2 stamps (3d6) or gore (6d12); MV 50; SV 7; NA 1d6; XP 9,900; CL 35

Straight-tusked elephants were native to Asia. They can trample up to large creatures for 6d12 points of damage.

Entelodon

SZ Large; HD 6; AC 13; ATK Bite (1d10); MV 30; SV 14; NA 1d6; XP 300; CL 6

Entelodons are pig-like prehistoric creatures who stood over 4' tall at their shoulder. Although nick-named "hell pigs", they are most closely related to hippopotamuses.

Fox, Giant

SZ Medium; HD 3; AC 14; ATK Bite (1d6); MV 40; SV 15; NA 1; XP 300; CL 4

The giant fox is a bit larger than a wolf, with a burnished red coat with white highlights and black tips on its ears. Like normal foxes, they are solitary animals with a wicked pounce that allows them to instantly win initiative in combat 50% of the time. If they fail this roll, roll initiative normally for the giant fox.

Frogfish, Giant

SZ Large; HD 4; AC 12; ATK Bite (1d8 + swallow); MV 20 (S30); SV 15; NA 1; XP 400; CL 5

SA—Surprise (1-4 on 1d6)

Giant frogfishes are medium-sized monsters that dwell in tropical and sub-tropical waters. They usually dwell near the ocean floor around coral and rock reefs, though some varieties live in clumps of drifting sargassum. Frog fish are 5' to 6' feet long and stocky in build. The fish's side fins look something like legs, and the fish uses them to crawl on the sea floor. The frogfish's dorsal fin hangs in front of its face and forms a sort of lure that looks like a wriggling fish. This lure is used to attract the attention of sharks and other predatory fish.

Gelada

SZ Small; HD 1/2; AC 12; ATK Bite (1d4); MV 40 (C30); SV 17; NA 1d12+1d4 or 2d8; XP 25; CL 0

Geladas are apes with buff to dark brown fur, dark faces and arms and feet that are black or nearly black. Males have large capes of hair on their backs. Gelada weigh about 40 pounds. They forage for food on the savannah. The smallest units of gelada organization are the breeding unit of 1d12 females + 1d4 males, plus young, and the all-male brigade of 2d8 gelada. Bands are composed of 2d12 breeding groups and 1d8 brigades. Herds include up to 60 breeding groups and 10 brigades.

Giraffe

SZ Huge; HD 5; AC 13; ATK 2 stomps (1d6); MV 40; SV 14; NA 4d6; XP 250; CL 5

SA—Run at five times normal movement

Giraffes are long-necked ungulates that stand 16' to 20' tall and weigh up to 3,500 lbs. for males and 1,800 lbs. for females. Giraffes gather in loose groups when they all happen to be heading in the same direction. Otherwise, they do not have any particular social organization.

Glyptodon

SZ Large; HD 11; AC 15; ATK Tail (2d6); MV 20; SV 11; NA 1d4; XP 550; CL 11

Glyptodons were armored mammals. They had bony skin protrusions that covered their bodies, the tops of the heads and their tails, and the tip of their tail was spiked like that of an ankylosaurus.

Gomphothere

SZ Huge; HD 10; AC 15; ATK Slam (2d6), 2 stamps (2d4) or gore (4d6) or trample; MV 30; SV 12; NA 1d10; XP 1,000; CL 11

Gomphotheres are an extinct relative of the elephant. Although there were many different types (see below), they primarily differed from elephants in that most (but not all) had four tusks of varying sizes and shapes. Among the African gomphotheres were the following:

Ambelodon—Also called shovel-tuskers, their bottom tusks are long and flat for scooping up water plants, shaving the bark from trees and cutting branches from trees in the manner of a scythe.

Anancus—Anancus is the gomphothere that doesn't have four tusks. Its tusks were 13' long, though, so the 4d6 points of damage stays!

Tetralophodon—Tetralophodon has four tusks, two on top, two below, that resemble traditional elephant tusks. The top tusks are about 6' long, the bottom tusks 3' long.

Hyaenodon

SZ Large; HD 6; AC 14; ATK Bite (1d10); MV 40; SV 14; NA 1d4; XP 200; CL 4

Hyaenodons were prehistoric predators and scavengers once thought related to hyenas, thus the name "hyena-

tooth” given them by scientists. Like hyenas, they had extremely powerful bites.

Kangaroo

Normal: SZ Medium; HD 1; AC 11; ATK Kick (1d3); MV 40; SV 16; NA 1d8; XP 50; CL 1

Giant: SZ Large; HD 5; AC 13; ATK Kick (2d4); MV 30; SV 14; NA 1d6; XP 250; CL 5

The statistics for “normal” kangaroos represent the red kangaroo, but should serve for other types. The giant version is the prehistoric giant short-faced kangaroo. Normal kangaroos can leap 30’ forward or 10’ high. Giant kangaroos can leap 40’ forward or 15’ high.

Khulan

SZ Large; HD 5; AC 12; ATK Kick (1d8); MV 40; SV 14; NA 1d8; XP 250; CL 5

The khulan, or Mongolian wild ass, are large, wild equines that dwell on steppes.

Llama

SZ Medium; HD 3; AC 11; ATK Kick (1d4+1); MV 30; SV 15; NA 2d6; XP 150; CL 3

Llamas are camelids native to South America.

Macrauchenia

SZ Large; HD 9; AC 11; ATK Kick (1d10); MV 40; SV 12; NA 1d6; XP 450; CL 9

Macrauchenias were odd South American animals that looked like humpless camels with short trunks. They were 10’ long, and quite sturdy. In a fantasy milieu they might be called camelephants.

Mandrill

SZ Small; HD 1/2; AC 12; ATK Bite (1d4); MV 40 (C30); SV 17; NA 1d20; XP 25; CL 0

Mandrills are kin to baboons. They are 3’ tall, weigh 40 to 80 pounds and dwell in hordes of 400 to 800 animals in rainforests and on savannahs. They are one of the most colorful animals in the world, with olive green or dark grey fur with yellow and black bands, blue muzzles with red stripes and red nostrils and lips and yellow beards.

Moose

SZ Large; HD 6; AC 12; ATK Gore (2d6); MV 30; SV 14; NA 1; XP 300; CL 6

Moose are the largest members of the deer family. They live in temperate to subarctic woodlands.

Okapi

SZ Large; HD 5; AC 12; ATK Slam (1d6); MV 40; SV 14; NA 1; XP 250; CL 5

Okapi are natives of tropical rainforests. They are inoffensive creatures who would make excellent mounts for elven druids and woodland fey.

Orangutan

SZ Medium; HD 1; AC 11; ATK Bite (1d3) and slam (1d4); MV 10 (C10); SV 16; NA 1d8; XP 50; CL 1

Orangutans are orange apes native to Indonesia and Malaysia. They spend most of their time in trees.

Pacarana, Giant

SZ Large; HD 9; AC 13; ATK Bite (1d8+1); MV 30 (S20); SV 12; NA 1d4; XP 450; CL 9

The giant pacarana, or *Josephoartigasia monesi*, was the largest species of rodent that ever existed. Their bodies were 10’ long and 5’ tall at shoulder. They lived along rivers in woodlands in South America.

Pangolin, Giant

SZ Large; HD 6; AC 16; ATK 2 claws (1d6) and tongue*; MV 20 (C20); SV 14; NA 1; XP 600; CL 7

Giant pangolins are 10’ long beasts with brown or reddish-brown hair so tightly packed that it resembles scales. They have a long, thick tail, large front claws and are capable of bipedal movement for short periods. Giant pangolins prey on giant ants and other burrowing creatures, including halflings and gnomes. Their tongues are 3’ long and sticky, giving them a grapple attack against small and tiny creatures. A grappled creature is swallowed whole in the next round.

Pike, Giant

SZ Large; HD 4; AC 14; ATK Bite (3d6 + swallow); MV S60; SV 15; NA 1d2; XP 400; CL 5

SA—Surprise (3 in 6)

Pikes are fresh water predatory fish with 13' to 18' long bodies that weigh 300 lb. Rare specimens can get as long as 50' long and weigh over 600 lb. They are usually olive green in color, with yellow-white underbellies, light spots on their sides and dark spots on their fins.

Seal, Leopard

SZ Large; HD 6; AC 13; ATK Bite (1d8); MV 20 (S50); SV 14; NA 1; XP 300; CL 6

Leopard seals are seriously dangerous predators who have been known to attack and kill people.

Shunka Warakin

SZ Medium; HD 6; AC 14; ATK Bite (1d8); MV 50; SV 14; NA 1d4; XP 300; CL 6

Shunka warakin are folkloric wolf-hyena cross-breeds. They have reddish-yellow fur and an especial taste for canine flesh. They always attack dogs before humans.

Sloth, Giant Ground

SZ Huge; HD 16; AC 10; ATK Slam (2d6); MV 20; SV 9; NA 1d2; XP 800; CL 16

The giant ground sloth, or *megatherium*, was about the same size as an African elephant. They were 20' long, and lived in grasslands and woodlands.

Swordfish

SZ Large; HD 7; AC 12; ATK Slash (1d6); MV S60; SV 13; NA 1d6; XP 350; CL 7

Swordfish are native to temperate and tropical oceans, living near the surface. They reach almost 10' in length

Vampire Squid, Giant

SZ Large; HD 9; AC 15; ATK 10 tentacles (1d6 + constrict); MV S60; SV 12; NA 1d3; XP 900; CL 10

Giant vampire squids have webbing between their tentacles that permits them to "fly" through the water. The photophores on the squid's tentacles allow it to produce a light show that can hypnotize its prey, who must pass a saving throw or be stunned for 1d4 rounds.

Whale—Ambulocetus

SZ Large; HD 6; AC 13; ATK Bite (1d8); MV 20 (S30); SV 14; NA 1d6; XP 300; CL 6

The ambulocetus, or walking whale, were ancestors of modern whales that had legs and lived on land.

Wildebeest

Black: SZ Large; HD 4+1; AC 12; ATK Kick (1d6) and gore (1d8); MV 40; SV 15; NA 5d6; XP 200; CL 4

Blue: SZ Large; HD 4; AC 12; ATK Kick (1d6) and gore (1d6); MV 40; SV 15; NA 5d6; XP 200; CL 4

SA—*Run at five times movement rate*

Wildebeests, or gnus, are large antelopes that gather in massive herds numbering in the thousands, especially when they are on their annual migration. They stand 5' tall at the shoulder and weigh up to 600 pounds.

Wolf, Maned

SZ Small; HD 1/2; AC 12; ATK Bite (1d4 + trip); MV 40; SV 17; NA 1; XP 50; CL 1

Maned wolves are the tallest canines in the world. They have a distinct odor, which is why they are also known as "skunk wolves". Native to Brazil, they would make excellent mounts for the pixies of that region.

Yak

Domestic: SZ Large; HD 10; AC 12; ATK Gore (2d6); MV 30; SV 12, 10 vs. cold; NA 2d6; XP 500; CL 10

Wild: SZ Large; HD 7; AC 13; ATK Gore (1d8); MV 30; SV 13, 11 vs. cold; NA 3d6; XP 350; CL 7

Yaks are domesticated and wild bovids native to the alpine tundras of Asia.

Zebra

SZ Large; HD 5; AC 11; ATK 2 kicks (1d6); MV 40; SV 14; NA 6d6; XP 250; CL 5

Zebras are striped equines native to grasslands.

Vermin

Cone Snail, Giant

SZ Medium; HD 4; AC 16; ATK Harpoon (1d4 + Poison II) and bite (1d4); MV 10; SV 15; NA 1d4; XP 400; CL 5

Giant cone snails are gastropods with conical shells 6' in length. Giant cone snails attack by extending a hollow tooth on a proboscis. The tooth is filled with venom. Once a victim is paralyzed, it is bitten and swallowed whole.

Dragonfly, Giant

SZ Large; HD 7+1; AC 17; ATK Bite (2d6); MV 10 (F40); SV 13; NA 1d6; XP 700; CL 8

Giant dragonflies are fearless, voracious predators. Their skins are worth up to 3,600 gp if they are preserved.

Hallucigenia, Giant

SZ Large; HD 8; AC 13; ATK 14 tendrils (1d4); MV S30; SV 13; NA 1d4; XP 800; CL 9

Hallucigenia look like like spiky worms. They attach themselves to rocks or other sturdy objects to feed. Those in melee contact must pass a saving throw each round or suffer 1d6 points of damage from the spikes.

Mosquito, Giant

SZ Small; HD 1; AC 15; ATK Grapple (1 + blood drain); MV 30 (F60); SV 16; NA 1d6; XP 100; CL 2

Giant mosquitoes attack by grappling their prey and then draining blood.

Scale Worm, Giant

SZ Large; HD 5; AC 14; ATK Bite (1d8); MV 20 (C20); SV 14; NA 1d6; XP 500; CL 6

When a giant scale worm finds prey, it shoots its jaws out at the end of its reversible throat, allowing it an extra 5' reach. For those not practiced in fighting scale worms, this attack gains a +5 bonus to hit. The jaws are quite powerful, and are capable of crushing weapons and armor with sundering attacks.

Sea Anemone, Giant

SZ Large; HD 6; AC 14; ATK 5 tentacles (1d4 + Poison II + swallow); MV 0; SV 14; NA 1d8; XP 600; CL 7

These large polyps attach themselves to the ground. They are tube-shaped and their mouths are ringed by toxic tentacles.

Sea Pen, Giant

SZ Large; HD 5; AC 13; ATK 6 polyps (1d4 + sunder); MV 0; SV 14; NA 1d6; XP 500; CL 6

Sea pens are colony creatures. These colonies look something like quills attached to a bulb that is secured to the ground. The sea pen is formed of multiple polyps, each with eight tentacles. They are attached to a single polyp that loses its tentacles, grows rigid and develops the aforementioned bulb that acts as an anchor.

Sea Slug, Giant

SZ Medium; HD 6; AC 13; ATK 4 tendrils (1d4+Poison IV) and bite (2d4); MV 20 (S5); SV 14; NA 1; XP 1,800; CL 8

Giant sea slugs can be quite beautiful and very deadly. They float upon the surface of the water, upside down, due to gas sacs in their bodies, or crawl on land (though always in damp places ... like dungeons, for example). They prey on larger creatures like monstrous jellyfish, giant slugs and pirates. They store the poison of creatures they eat in their bodies, mixing up powerful toxins that they use to kill their prey. Giant sea slugs attack with their four toxic tendrils. Their mouths are filled with serrated blade-like teeth.

White Worm

SZ Huge; HD 7; AC 13; ATK Bite (2d6 + swallow); MV 20 (S30); SV 13; NA 1d4; XP 700; CL 8

SA—Surprise (1-3 on 1d6)

The white worm, or Indus worm, was a mythic worm that dwelled in the Indus River. It was carnivorous and capable of swallowing a man whole.

Appendix D: Monster Lists

The following lists combine the monsters from both *Blood & Treasure* monster books. Note that threat level takes into account the challenge number of a monster as well as the number appearing.

Aquatic – Fresh Water

Name	#APP	CL	TL	BK
Aboleth	1d4	10	6	M
Caiman, Giant	1d4	26	16	M2
Catfish, Giant	1d2	9	4	M
Chuul	1d6	12	11	M
Crocodile	1d12	4	7	M
Crocodile - Gharial	1d8	4	5	M2
Crocodile, Giant	1d8	7	8	M
Dinosaur - Mosasaur - Huge	1d6	16	14	M2
Dinosaur - Mosasaur - Large	1d6	8	7	M2
Draco-Dolphin	1d8	4	5	M
Dragon, Bistre	1d4	10	6	M2
Dragon, Moss	1d4	9	6	M2
Draug	1	7	3	M
Eye of the Deep	1d6	11	10	M
Gargoyle - Kapoacinth	2d10	6	17	M
Giant, River	1d4	14	9	M2
Groaning Spirit (Banshee)	1	9	4	M
Hippopotamus	2d6	6	11	M
Hippopotamus, Giant	1d6	14	12	M
Human Pirate	Special	1	5	M
Leech, Giant	2d6	3	5	M
Melusine	1d4	8	5	M2
Naga, Water	1d4	10	6	M
Nixie	2d6	2	4	M
Nymph – Naiad	1d4	8	5	M2
Pike, Giant	1d2	5	2	M2
Pirhana, Giant	3d6	4	11	M
Rusalka		6	2	M2
White Worm	1d4	8	5	M2

Aquatic – Salt Water

Name	#APP	CL	TL	BK
Aboleth	1d4	10	6	M
Amazon, Jade	1d8	2	2	M2
Amazon, Yellow	1d8	2	2	M2
Barracuda, Giant	2d4	6	8	M
Borwhal	1d6	13	11	M2
Chuul	1d6	12	11	M
Cone Snail, Giant	1d4	5	3	M2
Crab, Giant	3d4	4	7	M

Crabman	1d10	2	3	M
Criderian	1d8	3	3	M2
Crocodile	1d12	4	7	M
Crocodile, Giant	1d8	7	8	M
Crocodile, Saltwater	1d6	11	10	M2
Cuttlefish, Giant	1d4	9	6	M2
Dinosaur - Elasmosaurus	1d8	11	12	M
Dinosaur - Ichthyosaur - Huge	1d6	21	18	M2
Dinosaur - Ichthyosaur - Large	1d6	12	11	M2
Dinosaur - Ichthyosaur - Medium	1d6	7	6	M2
Dinosaur - Plesiosaur - Huge	1d6	21	18	M2
Dinosaur - Plesiosaur - Large	1d6	11	10	M2
Dinosaur - Plesiosaur - Medium	1d6	6	5	M2
Dinosaur, Mutant - Psychosaurus	1d6	5	4	M2
Dolphin	1d20	3	8	M
Draco-Dolphin	1d8	4	5	M
Dragon Turtle	1	14	6	M
Dragon, Gold	1d4	13	8	M
Dragon, Pearl	1d4	9	6	M2
Draug	1	7	3	M
Eye of the Deep	1d6	11	10	M
Frogfish, Giant	1	5	2	M2
Gargoyle - Kapoacinth	2d10	6	17	M
Giant, Sea	1d6	10	9	M2
Giant, Storm	1d8	16	18	M
Hag, Sea	1 or 3	6	2	M
Hallucigenia, Giant	1d4	9	6	M2
Harpy	2d6	4	7	M
Human Pirate	Special	1	5	M
Jellyfish, Giant	2d6	4	7	M
Jolly Roger	1d8	3	3	M2
Kelp Mummy	1	22	10	M2
Kraken	1	22	10	M
Locathah	1d20	2	5	M
Manta Ray	1d6	4	4	M
Merfolk	1d20	2	5	M
Nymph – Nereides	1d4	9	6	M2
Nymph – Nymphai Hyperboreioi	1d3	10	5	M2
Nymph – Oceanid	1d3	11	6	M2
Octopus	1	3	1	M
Octopus, Giant	1d4	5	3	M
Puffer Fish, Giant	1d8	5	6	M2
Sahuagin	2d6	3	5	M
Sahuagin Wereshark	1d6	6	5	M
Samebito	1d4	8	5	M2
Scale Worm, Giant	1d6	6	5	M2
Scylla	1	18	8	M2
Sea Anemone, Giant	1d8	7	8	M2
Sea Horse, Giant	1d12	5	8	M

Sea Lion	2d6	7	12	M	Giant, Frost	1d8	11	12	M
Sea Pen, Giant	1d6	6	5	M2	Hag, Blue	2	11	6	M2
Sea Serpent	1	10	5	M	Hoary Hunter	1	17	8	M
Sea Slug, Giant	1	8	3	M2	Hoary Steed	1	14	6	M
Seal, Leopard	1	6	3	M2	Lycanthrope - Werewolf	1d4	5	3	M
Selkie	3d6	3	8	M2	Mammoth	1d10	13	18	M
Shark - Megalodon	1d4	19	12	M	Ogre	3d6	4	11	M
Shark	1d8	3	3	M	Pamola	1	10	4	M2
Shark, Huge	1d6	11	10	M	Remorhaz	1	12	5	M
Shark, Large	1d8	8	9	M	Toad, Ice	1d4	6	4	M
Shark, Medium	1d10	4	6	M	Troll, Ice	1d4	7	4	M2
Siren	1d6	5	4	M	Winter Wolf	1d8	8	9	M
Snail Man	1d12	4	7	M	Yeti	1d6	5	4	M
Sponge Man	3d6	1.5	4	M2	Yuki-Onna	1d3	7	4	M2
Squid	1d12	4	7	M					
Squid, Giant	1d6	7	6	M					
Squid-Man	1d8	7	8	M2					
Starfish Man	3d6	2	5	M2					
Stingray, Giant	1d6	8	7	M2					
Swordfish	1d6	7	6	M2					
Triton	3d6	8	21	M					
Turtle, Giant, Sea	1d6	16	14	M					
Umibōzu	1d4	10	6	M2					
Urchin Man	1d12	4	7	M2					
Vampire Squid, Giant	1d3	10	5	M2					
Whale - Basilosaurus	1d4	24	15	M					
Whale - Narwhal	1d6	7	6	M					
Whale - Orca	2d6	10	18	M					
Whale - Sperm	1d4	37	23	M					
Zhāng-yú-gē	1d10	3	4	M2					
Zwunker	2d12	2	6	M					

Cold Climates

Name	#APP	CL	TL	BK
Bear, Polar	1d6	9	8	M
Amazon, White	1d8	2	2	M2
Ape of Ymir	1d8	6	7	M2
Axe Bear	1d4	8	5	M2
Black Pudding - White	1	11	5	M
Chimera, Hyperborean	1d4	10	6	M2
Dinosaur, Mutant - Mechasaurus	2d6	8	14	M2
Dragon, Achromatic	1d4	7	4	M2
Dragon, Cinereous	1d4	7	4	M2
Dragon, Ghastly	1d4	8	5	M2
Dragon, Ivory	1d4	8	5	M2
Dragon, White	1d4	8	5	M
Dwarf, Snow	1d10	2	3	M2
Ettin	1d4	11	7	M
Frost Worm	1	16	7	M

Grasslands

Name	#APP	CL	TL	BK
Aardvark, Giant	1	10	5	M2
Abatwa	3d6	1.5	4	M2
Achiyalatopa	1d4	7	4	M2
Allocamelus	2d6	3	5	M2
Andrewsarchus	1	9	5	M2
Ankheg	1d6	4	4	M
Ant, Giant	2d6	4	7	M
Antelope, Large	6d6	5	26	M2
Antikythere, Bronze	1d8	3	3	M
Antikythere, Gold	1d8	7	8	M
Antikythere, Silver	1d8	5	6	M
Arsinotherium	2d6	11	19	M2
Assassin Vine	1d4	5	3	M
Axe Beak	1d6	4	4	M
Baboon	1d8	2	2	M
Bear - Agriotherium	1d2	10	5	M2
Bear, Short-faced	1d2	11	5	M2
Bee Woman	3d4	2	4	M2
Bee, Giant	1d10	5	7	M
Beetle, Giant Stag	2d6	7	12	M
Beetle, Giant Tiger	2d6	3	5	M
Behir	1d2	10	6	M
Bison	6d6	9	47	M2
Blink Dog	4d4	5	13	M
Bonnacon	1d12	4	7	M2
Bounder	2d6	8	14	M
Brain Mole	1d4	2.5	2	M
Brontothere	1d8	16	18	M2
Buffalo, Cape	6d6	9	47	M2
Bulette	1d2	10	6	M
Camel	5d6	3	13	M
Camel, Mega-	2d6	13	23	M2

Camelopardis	1d8	4	5	M2	Hyena, Giant	1d6	4	4	M
Camelops	4d6	9	32	M2	Jackalwere	1d6	5	4	M
Cattle - Ankole-Watusi	5d6	8	35	M2	Jousting Bird	1d6	3	3	M2
Cattle - Aurochs	2d6	11	19	M2	Kangaroo	1d8	1	1	M2
Centaur	2d10	4	11	M	Kangaroo, Giant	1d6	5	4	M2
Centaur, Eland	1d10	6	8	M2	Karkadann	1d6	11	10	M2
Centaur, Giraffe	1d8	6	7	M2	Khulan	1d8	5	6	M2
Centaur, Lion	1d8	6	7	M2	Krenshar	1d10	3	4	M
Centaur, Zebra	1d12	3	5	M2	Leprechaun	1d20	2.5	7	M
Cheetah	1d4	4	3	M	Leucrota	1d6	7	6	M
Dinofelis	1d2	5	2	M2	Lightning Bird	1d4	7	4	M2
Dinosaur - Ornithopod - Huge	3d6	14	37	M2	Lion	1d10	6	8	M
Dinosaur - Ornithopod - Large	3d6	7	18	M2	Lion, Spotted	1d8	7	8	M
Dinosaur - Ornithopod - Medium	3d6	4	11	M2	Lizard	1	0.5	0	M
Dinosaur - Pachycephalosaur - H	3d6	13	34	M2	Lycanthrope - Weretiger	1d2	6	2	M
Dinosaur - Pachycephalosaur - L	3d6	7	18	M2	Lycanthrope - Werewolf	1d4	5	3	M
Dinosaur - Pachycephalosaur - M	3d6	4	11	M2	Macrauchenia	1d6	9	8	M2
Dinosaur - Therapod - Huge	1d2	19	9	M2	Mammoth	1d10	13	18	M
Dinosaur - Therapod - Large	1d2	10	5	M2	Mandrill	1d20	0.5	1	M2
Dinosaur - Therapod - Medium	1d2	6	3	M2	Mule	1d6	2	2	M
Dinosaur - Therapsid - Huge	1d2	16	8	M2	Nemean Lion	1	8	3	M
Dinosaur - Therapsid - Large	1d2	9	4	M2	Nymph - Anthousai	1d6	6	5	M2
Dinosaur - Therapsid - Medium	1d2	5	2	M2	Nymph - Aerae	1d4	7	4	M2
Dog (Jackal)	1d12	1	2	M	Nymph - Melissa	1d4	7	4	M2
Dragon, Liver	1d4	10	6	M2	Olgoi-Khorkhoi	1d2	9	4	M2
Dromite	1d20	2	5	M	Olifaunt (Elephant)	1d6	24	21	M
Elasmotherium	1d4	10	6	M2	Ostrich, Giant	3d10	3	12	M
Elephant	1d12	12	20	M	Pony	1d20	2	5	M
Elephant, Straight-tusked	1d6	35	31	M2	Rabbit Man	3d6	1.5	4	M2
Entelodon	1d6	6	5	M2	Rhinoceros	1d12	8	13	M
Flower Fairy	3d6	2.5	7	M2	Rhinoceros - Indricothere	1d4	15	11	M
Formian Myrmarch	1d8	9	10	M	Rock Baboon	1d8	2	2	M
Formian Queen	1	12	7	M	Shadhahvar	1d4	9	6	M2
Formian Soldier	2d6	5	9	M	Shedu	1d8	11	12	M
Formian Worker	3d6	2	5	M	Shedu, Greater	1d2	17	11	M
Fox, Giant	1	4	2	M2	Shunka Warakin	1d4	6	4	M2
Gelada	2d8	0.5	1	M2	Sirrush	1d8	12	14	M
Giraffe	4d6	5	18	M2	Sloth, Giant Ground	1d2	16	8	M2
Glyptodon	1d4	11	7	M2	Smilodar	5d6	3	13	M
Gnoll	1d6	2	2	M	Snake, Viper - Giant	1	9	3	M
Gnome	1d20	1.5	4	M	Snake, Viper - Normal	1	4	1	M
Gnome Were-Badger	1d6	2	2	M	Sprite	1d20	2	5	M
Goblin-Fairy	1d8	2	2	M2	Swarm - Bats	1d20	4	11	M
Halfling	1d20	0.5	1	M	Swarm - Locusts	1d12	4	7	M
Hippopotamus	2d6	6	11	M	Sylph	1d6	4	4	M
Hippopotamus, Giant	1d6	14	12	M	Thylacine	1d6	2	2	M
Human Nomad	3d6	1	3	M	Tiger	1d2	7	3	M
Human Trader	3d6	2	5	M	Tiger - Smilodon	1d2	10	6	M
Hyena	1d12	2	3	M	Titanother	1d8	13	15	M

Tortoise, Giant	1d6	6	5	M2	Dwarf Were-Beetle	1d6	5	4	M
Udroot	1	7	3	M	Eagle, Giant	1d12	5	8	M
Vampire Tree	1d10	5	7	M	Ettin	1d4	11	7	M
Wasp, Giant	3d10	4	17	M	Fachan	3d6	4	11	M2
Wildebeest, Black	5d6	4	18	M2	Firbolg	1d8	14	16	M2
Wildebeest, Blue	5d6	4	18	M2	Gargantuan Pteranodon	1	17	8	M
Wisent	6d6	7	37	M2	Gargantuan Troll	1d2	20	9	M
Wolf, Maned	1	1.5	0	M2	Giant, Cloud	1d10	13	18	M
Xeph	1d20	2	5	M	Giant, Fire	1d6	12	11	M
Yale	2d6	6	11	M2	Giant, Frost	1d8	11	12	M
Zebra	6d6	5	26	M2	Giant, Hill	2d6	9	16	M
Zoushou	1d8	5	6	M2	Giant, Stone	2d6	10	18	M

Highlands

Name	#APP	CL	TL	BK					
Alphyn	1d6	7	6	M2	Glaistig	1	6	3	M2
Ant, Giant	2d6	4	7	M	Gnome, Fire	2d8	1.5	3	M2
Antikythere, Bronze	1d8	3	3	M	Gorgimera	1d4	10	6	M
Antikythere, Gold	1d8	7	8	M	Gorm	3d6	2	5	M2
Antikythere, Silver	1d8	5	6	M	Gremlin (Goblin)	4d6	2	7	M
Arrowhawk	1d6	8	7	M	Griffon	1d8	8	9	M
Athach	1d6	15	13	M	Gyre	3d6	3	8	M2
Axe Bear	1d4	8	5	M2	Hag, Blue	2	11	6	M2
Bat Monster	1	10	4	M	Hag, Mountain	1 or 3	9	4	M
Bat, Giant	1d8	5	6	M	Harpy	2d6	4	7	M
Belial's Breath	1d6	5	4	M2	Hawk Man	1d20	2	5	M
Bird Man	1d8	2	2	M2	Hippogriff	2d8	4	9	M
Blemmye	1d8	2	2	M2	Hobgoblin	4d6	1	4	M
Catshee	1d2	4	2	M2	Hobhound	3d6	5	13	M
Chimera	1d4	10	6	M	Horned Giant	1d6	8	7	M
Cougar	1	3	1	M2	Invisible Man	1d8	3	3	M2
Cyclopean	1d8	3	3	M	Jackalwere	1d6	5	4	M
Cyclops	1d8	15	17	M	Jinnati	1d6	5	4	M2
Deer	3d6	1	3	M2	Juggernaut	1d12	4	7	M
Dinosaur - Petrosaurus	1d4	7	4	M2	Kenku	1d8	5	6	M2
Dinosaur, Mutant - Petrosaurus	1d4	7	4	M2	Kishi	1d4	3	2	M2
Dragon Horse	1d4	10	6	M	Laserhawk	1d6	2	2	M2
Dragon Man	1d8	2	2	M2	Linnorm	1d3	8	4	M2
Dragon, Bronze	1d4	11	7	M	Llama	2d6	3	5	M2
Dragon, Copper	1d4	10	6	M	Lycanthrope - Werewolf	1d4	5	3	M
Dragon, Crimson	1d4	13	8	M2	Lynx, Giant	1	3	1	M
Dragon, Florid	1d4	12	8	M2	Manticore	1d4	7	4	M
Dragon, Ginger	1d4	11	7	M2	Moon Folk	1d6	5	4	M2
Dragon, Harlequin	1d4	9	6	M2	Mountain Giant	1d4	16	10	M
Dragon, Red	1d4	12	8	M	Muki	1d6+1	2	2	M2
Dragon, Silver	1d4	12	8	M	Mule	1d6	2	2	M
Dragon, Vermilion	1d4	13	8	M2	Neanderthal	1d12	2	3	M
Dragon, Viridian	1d4	10	6	M2	Noroob	1d10	3	4	M2
Dwarf	1d20	1	3	M	Nymph - Aurae	1d4	7	4	M2
					Nymph - Kabeirides	1d4	8	5	M2
					Nymph - Oread	1d4	8	5	M2

Ogre	3d6	4	11	M	Dragon, Ultramarine	1d4	12	8	M2
Ogre Mage	1d6	7	6	M	Dragonne	1d10	9	12	M
Orc	3d6	1	3	M	Ghūl	1d8	5	6	M2
Pamola	1	10	4	M2	Girallon	1d8	8	9	M
Panthera	1	8	4	M2	Gnoll	1d6	2	2	M
Pegasus	1d12	3	5	M	Human Nomad	3d6	1	3	M
Peryton	1d12	6	10	M	Invisible Man	1d8	3	3	M2
Ram, Giant	1d3	4	2	M	Kinumat	2d6	3	5	M2
Raróg	1d8	4	5	M2	Lamashtu	1d2	8	3	M2
Roc	1d10	13	18	M	Lamia	1d4	11	7	M
Rock Giant	1d4	11	7	M	Lamia, Greater (Lamia)	1d4	13	8	M
Sylph	1d6	4	4	M	Lizard	1	0.5	0	M
Tortoise Man	1d12	2	3	M	Lizard, Giant – Horned	1d3	5	3	M
Traballer	3d6	2	5	M2	Lycanthrope – Wereviper	1d6	10	9	M
Troll, Petty	2d6	4	7	M2	Megalar	1	10	5	M2
Troll, Red	1d4	8	5	M2	Mule	1d6	2	2	M
Troll, Rock	1d4	7	4	M2	Mummy	1d12	6	10	M
Troll, Two-headed	1d4	9	6	M2	Ogre	3d6	4	11	M
Vulture Man	1d12	2	3	M2	Ogre Mage	1d6	7	6	M
Wyvern	1d6	10	9	M	Prism Plant	1d6	3	3	M2
Yak, Wild	3d6	7	18	M2	Sand Screamer	1d4	11	7	M2
Yeti	1d6	5	4	M	Scorpion Man	2d6	14	25	M
Yrthak	1d4	13	8	M	Scorpion, Giant	1d12	6	10	M

Wastelands

Name	#APP	CL	TL	BK					
Allocamelus	2d6	3	5	M2	Shadhahvar	1d4	9	6	M2
Amazon, Amber	1d8	3	3	M2	Shedu	1d8	11	12	M
Atomic Juggernaut	1	12	5	M2	Shedu, Greater	1d2	17	11	M
Basilisk	1d6	8	7	M	Snake, Viper – Giant	1	9	3	M
Bat Monster	1	10	4	M	Snake, Viper – Normal	1	4	1	M
Bat, Giant	1d8	5	6	M	Sphinx, Andro-	1	13	6	M
Black Pudding – Brown	1	13	6	M	Sphinx, Crio-	1	11	5	M
Blink Dog	4d4	5	13	M	Sphinx, Gyno-	1d4	9	6	M
Bounder	2d6	8	14	M	Sphinx, Hieraco-	1d6	10	9	M
Camel	5d6	3	13	M	Swarm – Bats	1d20	4	11	M
Camel, Mega-	2d6	13	23	M2	Tortoise Man	1d12	2	3	M
Camelops	4d6	9	32	M2	Tortoise, Giant	1d6	6	5	M2
Devil – Empusa	1d6	11	10	M2	Vulture Man	1d12	2	3	M2
Dinosaur, Mutant – Auroceratops	1d6	17	15	M2	Zhark	1d10	6	8	M2
Dog (Jackal)	1d12	1	2	M					
Dragon, Azure	1d4	11	7	M2	Wetlands				
Dragon, Blue	1d4	11	7	M	Name	#APP	CL	TL	BK
Dragon, Brass	1d4	9	6	M	Ant, Giant	2d6	4	7	M
Dragon, Cerulean	1d4	10	6	M2	Antikythere, Bronze	1d8	3	3	M
Dragon, Glaucus	1d4	10	6	M2	Antikythere, Gold	1d8	7	8	M
Dragon, Indigo	1d4	12	8	M2	Antikythere, Silver	1d8	5	6	M
Dragon, Prismatic	1	14	6	M	Assassin Vine	1d4	5	3	M
Dragon, Sapphire	1d4	11	7	M2	Bat Monster	1	10	4	M
					Bat, Giant	1d8	5	6	M
					Beaver, Giant	3d6	4	11	M
					Bee, Giant	1d10	5	7	M

Black Pudding - Dun	1	10	4	M	Dragonfly, Giant	1d6	8	7	M2
Boar	1d8	4	5	M	Dryad	1d6	3	3	M
Boar, Giant	1d6	8	7	M	Elephant	1d12	12	20	M
Brownie	3d6	2.5	7	M	Elf	1d20	2	5	M
Bugbear	4d6	3	11	M	Elf Were-Unicorn	1d4	6	4	M
Caleygreyhound	1d4	5	3	M2	Elf-Peri	3d6	2	5	M2
Calydonian Boar	1	10	4	M	Eloko	1d6	4	4	M2
Catshee	1d2	4	2	M2	Ettercap	1d2	6	3	M
Cattle – Aurochs	2d6	11	19	M2	Fairy Dragon	1d6	4	4	M2
Centaur	2d10	4	11	M	Firbolg	1d8	14	16	M2
Ceryneian Hind	1	8	3	M	Flower Fairy	3d6	2.5	7	M2
Chimpanzee	1d20	1	3	M2	Flying Monkey	1d6	3	3	M2
Colossal Carnivorous Ape	1	13	6	M	Fox Fairy	1d8	1.5	2	M2
Cougar	1	3	1	M2	Fox, Giant	1	4	2	M2
Cushee	1d4	5	3	M2	Gargantuan Treant	1d4	21	13	M
Deer	3d6	1	3	M2	Giant, Forest	2d6	10	18	M2
Deer Woman	1	4	2	M2	Gigantic Monitor Lizard	1d6	7	6	M
Deer, Giant	1d12	6	10	M	Gnome – Pukwudgie	2d6	1.5	3	M2
Dinofelis	1d2	5	2	M2	Goblin-Fairy	1d8	2	2	M2
Dinosaur - Brontosaurus	1d6	25	22	M	Golem, Leaf	1d2	11	5	M2
Dinosaur - Ceratopsian - Huge	1d6	17	15	M2	Gorilla	1d8	3	3	M
Dinosaur - Ceratopsian - Large	1d6	9	8	M2	Gorilla – Gigantopithecus	1d6	6	5	M
Dinosaur - Ceratopsian - Medium	1d6	5	4	M2	Gray Render	1	11	5	M
Dinosaur - Ceratopsian - Small	1d6	3	3	M2	Grig	2d6	1.5	3	M
Dinosaur - Deinonychus	1d6	5	4	M	Gulon	1	4	2	M2
Dinosaur - Megaraptor	1d6	9	8	M	Hag, Granny	1	6	2	M2
Dinosaur - Pteranodon	1d6	5	4	M	Hag, Green	1 or 3	10	5	M
Dinosaur - Sauropod - Colossal	1d8	26	29	M2	Hangman Tree	1	6	3	M
Dinosaur - Sauropod - Huge	1d8	14	16	M2	Human Trader	3d6	2	5	M
Dinosaur - Stegosaurus	1d8	16	18	M	Ichneumon	1d3	5	3	M2
Dinosaur - Therapod - Huge	1d2	19	9	M2	Invisible Man	1d8	3	3	M2
Dinosaur - Therapod - Large	1d2	10	5	M2	Jabberwock	1	10	4	M2
Dinosaur - Therapod - Medium	1d2	6	3	M2	Jackalope	1d8	2	2	M2
Dinosaur - Therapsid - Huge	1d2	16	8	M2	Jaculus	1d6	2	2	M2
Dinosaur - Therapsid - Large	1d2	9	4	M2	Jenglot	1d4	5	3	M2
Dinosaur - Therapsid - Medium	1d2	5	2	M2	Jullah Bird	1d6	6	5	M2
Dinosaur - Thyreopherans - Huge	1d8	16	18	M2	Kenku	1d8	5	6	M2
Dinosaur - Thyreopherans - Large	1d8	9	10	M2	Laserhawk	1d6	2	2	M2
Dinosaur - Triceratops	1d8	17	19	M	Leopard	1d4	4	3	M
Dinosaur - Tyrannosaurus	1d2	19	9	M	Leprechaun	1d20	2.5	7	M
Dinosaur, Mutant - Procellasaurus	1d8	16	18	M2	Lizard	1	0.5	0	M
Displacer	1d6	7	6	M	Lizard, Giant - Draco	1d4	4	3	M
Dragon, Arsenic	1d4	8	5	M2	Lizard, Giant - Gecko	1d6	3	3	M
Dragon, Celadon	1d4	10	6	M2	Lizard, Giant - Monitor	1d4	3	2	M
Dragon, Chartreuse	1d4	11	7	M2	Lizard, Giant - Tuatara	1d20	6	16	M
Dragon, Green	1d4	10	6	M	Llew	1d6	10	9	M2
Dragon, Harlequin	1d4	9	6	M2	Lycanthrope - Werebear	1d4	7	4	M
Dragon, Moss	1d4	9	6	M2	Lycanthrope - Wereboar	1d4	5	3	M
					Lycanthrope - Were-Jaguar	1d4	5	3	M

Gemini	2	6	3	M2
Geometron - Battle-Prism	1d3	7	4	M2
Geometron - Death-Cube	1d3	5	3	M2
Geometron - Hell-Sphere	1d3	6	3	M2
Gray Man	3d6	2	5	M2
Hoary Hunter	1	17	8	M
Hoary Steed	1	14	6	M
Idsect	1d6	7	6	M2
Kirin	1	15	6	M2
Kith-Yin	1d8	6	7	M
Kith-Zan (Kith-Yin)	1d8	6	7	M
Lich, Demi-	1	17	7	M
Mercane	1d4	9	6	M
Mind Blaster (Thelid)	1d4	10	6	M
Moon Folk	1d6	5	4	M2
Night Hag	1d3	10	5	M
Nightmare	1	8	3	M
Nymph - Asteriae	1d4	8	5	M2
Odeion	1d8	6	7	M2
Ooze, Psychic	1	18	8	M2
Phane	1	14	6	M
Protean	1	24	11	M
Psi-Swarm	1d6	10	9	M2
Shedu	1d8	11	12	M
Shedu. Greater	1d2	17	11	M
Star Leopard	1d2	8	3	M2
Star Warrior	1d4	6	4	M2
Sun Mote	1d6	5	4	M2
Sun Strider	1d8	5	6	M2
Thorciasid	1d6	17	15	M
Titan	1d3	24	12	M
Trapmaster	1d8	6	7	M2
Umbral Blot	1	23	10	M
Unbodied	1d6	6	5	M
Uvuudaum	1d6	22	19	M
Valkyrie	1d12	12	20	M2
Vampire	1d6	10	9	M
Vook	1d6	4	4	M2
Wraith, Time	1d4	7	4	M2
Xaoc, Achromatic	1d3	13	7	M
Xaoc, Aurelian	1d3	12	6	M
Xaoc, Cerulean	1d6	9	8	M
Xaoc, Lustrous	1d2	14	6	M
Xaoc, Rubinous	1d6	8	7	M
Xaoc, Viridian	1d4	10	6	M
Zax	1d6	7	6	M2

Ethereal Plane

Name	#APP	CL	TL	BK
Aerial Servant	1	18	8	M
Allip	1	6	2	M
Anaxim	1	19	8	M
Archon, Lantern	3d6	3	8	M
Azpinai	1d10	4	6	M2
Caller in Darkness	1	13	6	M
Couatl	1d4	12	8	M
Demon - Shadow Demon	1d8	9	10	M
Demon - Succubus	1	8	3	M
Devourer	1	12	5	M
Dragon Horse	1d4	10	6	M
Elan	1d20	2	5	M
Ethereal Filcher	1	6	3	M
Ethereal Marauder	1	3	1	M
Genie-Janni	1d3	8	4	M
Ghost	1d6	8	7	M
Groaning Spirit	1	9	4	M
Kirin	1	15	6	M2
Phase Spider	1d6	8	7	M
Protean	1	24	11	M
Psi-Swarm	1d6	10	9	M2
Rusalka	1d6	6	5	M2
Shape of Fire	1	13	5	M
Shedu	1d8	11	12	M
Shedu. Greater	1d2	17	11	M
Sluagh	1d6	7	6	M2
Spectre	1d8	9	10	M
Thought Eater	1d3	4	2	M
Titan	1d3	24	12	M
Umibōzu	1d4	10	6	M2
Unbodied	1d6	6	5	M
Valkyrie	1d12	12	20	M2
Vampire	1d6	10	9	M
Wraith	2d8	7	16	M
Wraith, Earth	1d4	7	4	M2
Wraith, Flaming	1d4	7	4	M2
Wraith, Time	1d4	7	4	M2
Xill	1d6	7	6	M
Zax	1d6	7	6	M2

Elemental Plane of Air

Name	#APP	CL	TL	BK
Aerial Servant	1	18	8	M
Arrowhawk	1d6	8	7	M
Azpinai (Bubble Folk)	1d10	4	6	M2
Belker	1d3	9	5	M
Dragon Horse	1d4	10	6	M
Elemental Air Eagle	1d6	3	3	M
Elemental, Air-Huge	1	18	8	M
Elemental, Air-Large	1	14	6	M
Elemental, Air-Medium	1	10	4	M
Elemental, Air-Small	1	6	2	M
Elemental, Smoke	1	10	4	M2
Elemental, Vapor	1	8	3	M2
Genie-Djinni	1	9	4	M
Invisible Stalker	1	10	4	M
Kamaitachi	1d4	6	4	M2
Mephit, Air	1d12	5	8	M
Mephit, Dust	1d12	5	8	M
Mephit, Fire	1d12	5	8	M
Nymph – Aurae	1d4	7	4	M2
Raiju	1d6	8	7	M2
Sylph	1d6	4	4	M
Sylphid	3d6	2	5	M2
Titan	1d3	24	12	M
Wind Walker	3d6	8	21	M
Wind Warrior	1d6	5	4	M2

Elemental Plane of Earth

Name	#APP	CL	TL	BK
Achiyalatopa	1d4	7	4	M2
Azer	1d12	3	5	M
Crysmal	1d6	8	7	M
Crystal People	1d6	4	4	M
Crystal Sentinel	1d4	11	7	M2
Dergenu	1d6	3	3	M
Elemental, Ash	1	11	5	M2
Elemental, Dust	1	14	6	M2
Elemental, Earth-Huge	1	18	8	M
Elemental, Earth-Large	1	14	6	M
Elemental, Earth-Medium	1	10	4	M
Elemental, Earth-Small	1	6	2	M
Elemental, Salt	1	14	6	M2
Genie-Shaitani	1	11	5	M
Jade Cobra	1	4	1	M
Magnetrice	1d4	6	4	M2
Mephit, Dust	1d12	5	8	M
Mephit, Ice	1d12	5	8	M

Mephit, Magma	1d12	5	8	M
Mephit, Salt	1d12	5	8	M
Mudman	1d12	3	5	M
Obsidian Man	1d4	4	3	M2
Pech	2d6	5	9	M2
Rock Ape	1d4	6	4	M
Rock Giant	1d4	11	7	M
Rock Worm	1d4	8	5	M2
Sandman	1d6	5	4	M
Thoqqua	1d2	4	2	M
Titan	1d3	24	12	M
Wraith, Earth	1d4	7	4	M2
Xorn	1d4	9	6	M

Elemental Plane of Fire

Name	#APP	CL	TL	BK
Azer	1d12	3	5	M
Elemental, Fire-Huge	1	18	8	M
Elemental, Fire-Large	1	14	6	M
Elemental, Fire-Medium	1	10	4	M
Elemental, Fire-Small	1	6	2	M
Elemental, Laser	1	10	4	M2
Elemental, Steam	1	8	3	M2
Elemental, Summer	1	6	2	M2
Genie-Efreeti	1	12	5	M
Gnome, Fire	2d8	1.5	3	M2
Magmin	1d10	4	6	M
Mephit, Earth	1d12	5	8	M
Mephit, Ice	1d12	5	8	M
Mephit, Ooze	1d12	5	8	M
Mephit, Salt	1d12	5	8	M
Mephit, Steam	1d12	5	8	M
Naga, Fire	1d3	9	5	M2
Nymph - Pyrae	1d6	8	7	M2
Phaethon	1	22	10	M
Phantom Stalker	1d2	8	3	M
Raróg	1d8	4	5	M2
Rast	1d6	6	5	M
Salamander, Greater	1d6	9	8	M
Salamander, Lesser	3d6	3	8	M
Salamander, Noble	1	14	6	M
Soot Fairy	1	3	1	M2
Sun Mote	1d6	5	4	M2
Thoqqua	1d2	4	2	M
Titan	1d3	24	12	M

Elemental Plane of Water

Name	#APP	CL	TL	BK
Elemental Water Octopus	1d6	3	3	M
Elemental, Acid	1	12	5	M2
Elemental, Steam	1	8	3	M2
Elemental, Vapor	1	8	3	M2
Elemental, Water-Huge	1	18	8	M
Elemental, Water-Large	1	14	6	M
Elemental, Water-Medium	1	10	4	M
Elemental, Water-Small	1	6	2	M
Elemental, Wine	1	8	3	M2
Genie-Maridi	1	14	6	M
Ice Giant	1	23	10	M
Iceman	1d8	10	11	M
Mephit, Fire	1d12	5	8	M
Mephit, Magma	1d12	5	8	M
Mephit, Steam	1d12	5	8	M
Mephit, Water	1d12	5	8	M
Titan	1d3	24	12	M
Tojanida	1d4	9	6	M
Triton	3d6	8	21	M
Wyrd	1d4	4	3	M2

Negative Energy Planes

Name	#APP	CL	TL	BK
Allip	1	6	2	M
Bodak	1	12	5	M
Caller in Darkness	1	13	6	M
Crawling Claw	1	1.5	0	M
Death Giant	1d6	10	9	M
Devourer	1	12	5	M
Draug	1	7	3	M
Elemental, Ash	1	11	5	M2
Elemental, Dust	1	14	6	M2
Elemental, Salt	1	14	6	M2
Elemental, Void	1	8	3	M2
Ghast	1d6	5	4	M
Ghost	1d6	8	7	M
Ghoul	2d12	3	10	M
Groaning Spirit	1	9	4	M
Lich	1	12	5	M
Lich, Demi-	1	17	7	M
Mohrg	1d4	15	9	M
Mummy	1d12	6	10	M
Mummy, Jade	1d10	7	10	M
Nightcrawler	1	28	13	M
Nightwalker	1	23	11	M
Nightwing	1	19	9	M

Shadow	2d10	4	11	M
Shadow, Greater	1d6	11	10	M
Shape of Fire	1	13	5	M
Skeleton	3d10	2	8	M
Skeleton Warrior	1	11	5	M
Spectre	1d8	9	10	M
Umbral Blot	1	23	10	M
Void	1	12	5	M2
Wight	2d12	6	20	M
Wraith	2d8	7	16	M
Wraith, Flaming	1d4	7	4	M2
Yin-Qi	1d2	8	3	M2

Positive Energy Planes

Name	#APP	CL	TL	BK
Ravid	1	4	2	M
Yan-Qi	1d2	8	3	M2

Shadow Planes

Name	#APP	CL	TL	BK
Blot	1	7	3	M2
Shadow	2d10	4	11	M
Shadow Mastiff	3d6	5	13	M
Shadow, Greater	1d6	11	10	M
Titan	1d3	24	12	M

Lawful Planes

Name	#APP	CL	TL	BK
Anaxim	1	19	8	M
Angel - Astral Deva	1d3	15	8	M
Angel - Cherub	1	23	10	M2
Angel - Ophan	1	21	9	M2
Angel - Planetar	1	17	7	M
Angel - Seraph	1d3	19	10	M2
Angel - Solar	1	25	11	M
Archon, Hound	1d6	8	7	M
Archon, Lantern	3d6	3	8	M
Archon, Trumpet	1d3	15	8	M
Celestial - Avoral	1d4	9	6	M
Celestial - Bralani	1d4	8	5	M
Celestial - Ghaele	1	13	5	M
Celestial - Leonal	1d6	15	13	M
Celestial Badger	1d6	3	3	M
Celestial Bear	1d4	5	3	M
Celestial Brain Mole/Holy Moley	1d6	3	3	M
Celestial Dragon	1	18	8	M
Celestial Elf (Light Elf)	1d10	3	4	M
Celestial Warhorse	1d6	6	5	M

Couatl	1d4	12	8	M	Devil - Bearded Devil	1d12	8	13	M
Flumph	1d12	3	5	M2	Devil - Bone Devil	1d10	11	15	M
Inevitable – Kolyarut	1	15	7	M	Devil - Chain Devil	2d4	10	13	M
Inevitable – Marut	1	17	8	M	Devil - Erinyes	1d12	9	15	M
Inevitable – Zelekhut	1	10	4	M	Devil - Hellcat	1d10	10	14	M
Kirin	1	15	6	M2	Devil - Horned Devil	1d10	8	11	M
Lady Lion	1	14	6	M2	Devil - Ice Devil	1d10	13	18	M
Lammasu	2d4	8	10	M	Devil – Imp	1	5	2	M
Lillend	1d4	9	6	M	Devil - Lemure	2d8	4	9	M
Nemesis	1	10	4	M2	Devil - Pit Fiend	1	16	7	M
Nymph – Themeides	1d4	14	9	M2	Devil, arch – Amon	1	24	11	M
Opinicus	1d4	10	6	M	Devil, arch – Geryon	1	25	11	M
Polyhedroid - Dodecahedroid	1d2	14	6	M	Devil, arch – Moloch	1	24	11	M
Polyhedroid - Hexahedroid	1d6	7	6	M	Engine of Hell	1d4	12	8	M2
Polyhedroid - Icosahedroid	1	23	10	M	Fiendish Shark	1d6	8	7	M
Polyhedroid - Octahedroid	1d4	10	6	M	Fiendish Viper	1d6	4	4	M
Polyhedroid - Spheroid	1d12	2	3	M	Fiendish Wereboar (Devil Pig)	1d2	6	2	M
Polyhedroid - Tetrahedroid	1d8	5	6	M	Fiendish Wolf	1d8	4	5	M
Titan	1d3	24	12	M	Gemini	2	6	3	M2
Valkyrie	1d12	12	20	M2	Geometron - Battle-Prism	1d3	7	4	M2
Wanyūdō	1	10	4	M2	Geometron - Death-Cube	1d3	5	3	M2

Chaotic Planes

Name	#APP	CL	TL	BK					
Achaierai	1d8	8	9	M	Heldeofel	1d10	3	4	M
Barghest	1d6	8	7	M	Hell Dragon	1	13	5	M
Bulldragon	3d6	10	26	M2	Hell Hound	2d4	5	6	M
Demon - Alu-Demon	1	8	3	M	Hellmaiden	1d6	5	4	M2
Demon - Babau	1d6	9	8	M	Hoary Hunter	1	17	8	M
Demon - Balor, Class VI	1d6	16	14	M	Hoary Steed	1	14	6	M
Demon - Bebelith	1	14	6	M	Howler	1d10	7	10	M
Demon - Cambion	1	10	4	M	Kakodaimon - Drakodaimon	1	18	8	M2
Demon - Dretch	2d8	6	14	M	Kakodaimon - Nagadaimon	1d3	16	8	M2
Demon - Glabrezu, Class III	1d6	12	11	M	Kakodaimon - Nanodaimon	2d6	8	14	M2
Demon - Hezrou, Class II	1d6	11	10	M	Kakodaimon - Noisodaimon	1d4	11	7	M2
Demon - Lilitu (Class VIII)	1d3	8	4	M2	Kakodaimon - Skelodaimon	1d6	12	11	M2
Demon - Marilith, Class V	1d6	9	8	M	Kakodaimon - Thripsodaimon	1d4	14	9	M2
Demon - Nalfeshnee, Class IV	1d6	13	11	M	Lady Lion	1	14	6	M2
Demon - Quasit	1	5	2	M	Night Hag	1d3	10	5	M
Demon - Shadow Demon	1d8	9	10	M	Nighthound	1d8	10	11	M2
Demon - Succubus	1	8	3	M	Nightmare	1	8	3	M
Demon - Vrock, Class I	1d10	10	14	M	Retriever	1	12	5	M
Demon Prince – Baphomet	1	21	9	M	Sell-soul	1d6	6	5	M2
Demon Prince – Jubilex	1	18	8	M	Serpent Lord	1	12	5	M2
Demon Prince – Orcus	1	23	10	M	Shadow Mastiff	3d6	5	13	M
Demon, Screeching (Class IX)	1d8	5	6	M2	Swarm - Hellwasps	1d8	8	9	M
Demon, Storm (Class VII)	1d4	10	6	M2	Titan	1d3	24	12	M
Demonic Knight	1	11	5	M	Triskaidekos	1	14	7	M2
Devil - Barbed Devil	1d10	10	14	M	Vargouille	1d20	3	8	M
					Yeth Hound	1d12	4	7	M

Underworld (Level I)

Name	#APP	CL	TL	BK
Beetle Man	3d6	2	5	M2
Beetle, Giant Fire	3d4	2	3	M
Centipede, Giant	5d6	1.5	7	M
Crabman	1d10	2	3	M
Crawling Claw	1	1.5	0	M
Dwarf	1d20	1	3	M
Dwarf, Maggot-	2d6	2	4	M2
Dwarf, Slime	3d6	2	5	M2
Dwarf-Duergar	1d20	2	5	M
Formian Worker (Formian)	3d6	2	5	M
Gnoll	1d6	2	2	M
Gnome – Spriggan	1d8	1.5	2	M2
Gnome – Svart	1d12	1.5	2	M2
Gnome, Jelly	4d6	1.5	5	M2
Goblin	4d6	1	4	M
Goblin, Blue	1d6	2	2	M
Golem, Wood	1d4	2	1	M
Goop	1d3	1.5	1	M2
Gremlin (Goblin)	4d6	2	7	M
Grimlock	1d20	2	5	M
Hobgoblin	4d6	1	4	M
Jabberling	1d8	2	2	M2
Kobold	4d6	0.5	2	M
Orc	3d6	1	3	M
Psionic Duergar	1d8	2	2	M
Rat, Giant	6d6	2	11	M
Ratling	4d6	1.5	5	M
Rot Grub	4d6	1.5	5	M
Shrieker	2d4	2	3	M
Skeleton	3d10	2	8	M
Starfish Man	3d6	2	5	M2
Stirge	5d6	2	9	M
Svart	1d20	1.5	4	M
Traballer	3d6	2	5	M2
Ympe	1d8	2	2	M

Underworld (Level II)

Name	#APP	CL	TL	BK
Ant, Giant	2d6	4	7	M
Antikythere, Bronze	1d8	3	3	M
Azer	1d12	3	5	M
Black Cat	1d3	3	2	M2
Bolt	1d6	4	4	M2
Bugbear	4d6	3	11	M
Cave Locust, Giant	3d6	3	8	M
Ceiling Creep	1d6	4	4	M2
Choker	1d6	4	4	M

Cicatrix	1d8	3	3	M2
Crab, Giant	3d4	4	7	M
Creepy Crawler	1d6	4	4	M
Crystal People	1d6	4	4	M
Darkmantle	2d8	3	7	M
Demon Doll	1	3	1	M2
Dergenuue	1d6	3	3	M
Derro	1d8	4	5	M
Devilkin, Cackling	1d6	4	4	M2
Devilkin, Moaning	1d6	3	3	M2
Devilkin, Screaming	1d6	4	4	M2
Drow (Dark Elf)	1d8	3	3	M
Electric Head	1d8	4	5	M2
Ethereal Marauder	1	3	1	M
Folugub	1d2	4	2	M
Ghoul	2d12	3	10	M
Goblin Wereweasel	1d8	4	5	M
Grick	1d4	3	2	M
Homunculus	1	3	1	M
Iron Cobra	1	4	1	M
Juggernaut	1d12	4	7	M
Leech, Giant	2d6	3	5	M
Living Statue, Crystal	1d6	4	4	M
Loper	1d6	4	4	M2
Lycanthrope - Wererat	5d6	4	18	M
Mushroom Man	1d8	4	5	M
Ogre	3d6	4	11	M
Ophidian, Lesser	1d10	4	6	M
Phantom Fungus	1	4	1	M
Rat Priest	1d6	4	4	M2
Rat, Monstrous	1d6	4	4	M
Rust Monster Man	1d6	3	3	M
Shocker Lizard	1d12	3	5	M
Skeleton – Sawbones	1d6	4	4	M2
Skum	2d6	3	5	M
Snail Man	1d12	4	7	M
Spider, Giant	1d12	3	5	M
Svirfneblin (Gnome)	1d6	4	4	M
Swarm – Bats	1d20	4	11	M
Swarm – Centipedes	1d12	4	7	M
Swarm – Spiders	1d12	3	5	M
Troglodyte	1d12	3	5	M
Troll, Petty	2d6	4	7	M2
Trow	1d12	4	7	M
Vampire, Slavic – Shadow	1	4	1	M2
Violet Fungus	1d4	4	3	M
Walking Slime	1d10	4	6	M
Weird Giant Rat	6d6	3	16	M
Zombie	3d10	3	12	M

Underworld (Level III)

Name	#APP	CL	TL	BK
Allip	1	6	2	M
Antikythere, Silver	1d8	5	6	M
Ape of Ymir	1d8	6	7	M2
Bat, Giant	1d8	5	6	M
Black Door	1	6	3	M2
Blinding Beast	1d4	5	3	M
Boggle	1d8	5	6	M2
Crabomination	1d4	6	4	M2
Devilkin, Roaring	1d6	5	4	M2
Doppelganger	1d6	5	4	M
Draconic Ogre	1d4	5	3	M
Edimmu	1d6	5	4	M2
Ethereal Filcher	1	6	3	M
Ettercap	1d2	6	3	M
Fire Freak	1d4	5	3	M2
Flail Snail	1	5	2	M
Fly Man	1d8	5	6	M2
Formian Soldier (Formian)	2d6	5	9	M
Gargoyle	2d10	6	17	M
Gelatinous Cube	1	6	2	M
Ghast	1d6	5	4	M
Gibbering Moulder	1	5	2	M
Gray Ooze	1d4	5	3	M
Haunted Scale Mail	1d4	5	3	M2
Hellequin	1d6	6	5	M2
Hideous Hurler	1d6	6	5	M2
Hobhound	3d6	5	13	M
Human Werewolf	1d6	6	5	M
Insectaur	1d8	6	7	M2
Jenglot	1d4	5	3	M2
Living Statue, Iron	1d4	5	3	M
Living Statue, Stone	1d3	6	3	M
Melting Man	1d8	5	6	M2
Mothman - Lesser	1d4	6	4	M2
Mummy	1d12	6	10	M
Ochre Jelly	1d3	6	3	M
Odeion	1d8	6	7	M2
Ogre Jelly	1d4	5	3	M
Owlbear	1d6	6	5	M
Patchwork Woman	1d4	5	3	M2
Pech	2d6	5	9	M2
Piercer	2d6	5	9	M
Rust Monster	1d2	6	3	M
Skeleton - Dry Bones	1d4	5	3	M2
Skeleton - Funny Bones	1d4	6	4	M2
Slithering Tracker	1	6	3	M
Spider Eater	1	5	2	M

Squird	1d10	6	8	M
Stunjelly	1	5	2	M
Swarm - Rats	1d12	5	8	M
Tiefling	1d8	5	6	M
Trapmaster	1d8	6	7	M2
Troglodyte, Greater	1d8	5	6	M
Weird Ghast	1d6	6	5	M
Weird Giant Crab	1d6	5	4	M
Wight	2d12	6	20	M
Worg	2d6	5	9	M

Underworld (Level IV)

Name	#APP	CL	TL	BK
Antikythere, Gold	1d8	7	8	M
Axe Bear	1d4	8	5	M2
Basilisk	1d6	8	7	M
Belle Dame Sans Merci	1	7	3	M2
Bhoot	1d4	8	5	M2
Blot	1	7	3	M2
Caecilian, Giant	1	7	3	M
Caterpillar Man	1d6	7	6	M2
Cloaker	1d4	8	5	M
Cockatrice	1d8	7	8	M
Crysmal	1d6	8	7	M
Dracolisk	1d4	8	5	M
Dragon Bones	1d6	8	7	M2
Dragon, Ghastly	1d4	8	5	M2
Dragon, Taupe	1d4	8	5	M2
Drider	1d2	8	3	M
Eye of Frost and Flame	1d6	7	6	M2
Full-Throated Screamer	1	8	3	M2
Genie-Janni	1d3	8	4	M
Ghost	1d6	8	7	M
Girallon	1d8	8	9	M
Golem, Bone	1d4	8	5	M
Grim	1d3	7	4	M2
Haunted Chainmail	1	7	3	M2
Haunted O-yoroi	1	8	3	M2
Hook Beast	1d6	8	7	M2
Horned Giant	1d6	8	7	M
Hydra	1	8	4	M
Intellect Devourer	1d4	8	5	M
Jiang Shi	1d4	7	4	M2
Lady in Grey	1d8	7	8	M2
Manticore	1d4	7	4	M
Medusa	1d4	7	4	M
Mimic	1	8	4	M
Minotaur	1d8	7	8	M
Mummy, Jade	1d10	7	10	M

Nymph – Kabeirides	1d4	8	5	M2	Ophidian, Greater	1d6	9	8	M
Nymph – Lampades	1d4	8	5	M2	Phasm	1d6	9	8	M
Ogre Mage	1d6	7	6	M	Rakshasa	1d4	9	6	M
Otyugh	1d4	7	4	M	Shambling Mound	1	9	4	M
Phase Spider	1d6	8	7	M	Skeleton - Black Bones	1	10	4	M2
Rock Worm	1d4	8	5	M2	Skeleton - Lazy Bones	1d4	9	6	M2
Skeleton - Prismatic Bones	1d2	8	3	M2	Slug, Giant	1	10	5	M
Skeleton - Starving Skeleton	1d4	8	5	M2	Spectre	1d8	9	10	M
Sluagh	1d6	7	6	M2	Sphinx, Gyno-	1d4	9	6	M
Spectral Dragon	1	8	3	M	Sphinx, Hieraco-	1d6	10	9	M
Troll	1d6	7	6	M	Tentacled Terror	1d4	10	6	M
Troll, Rock	1d4	7	4	M2	Troll – Gorger	1d4	10	6	M2
Vampire, Slavic – Jelly	1	7	3	M2	Troll, Two-headed	1d4	9	6	M2
Varj	1d4	7	4	M2	Vampire	1d6	10	9	M
Vasculon	1	7	3	M2	Worm Harmonious	1d2	9	4	M2
Winter Wolf	1d8	8	9	M	Zilant	1d8	9	10	M2
Wraith	2d8	7	16	M					
Wraith, Flaming	1d4	7	4	M2					

Underworld (Level V)

Name	#APP	CL	TL	BK
Aboleth	1d4	10	6	M
Almesith	1d4	9	6	M
Amphisbaena	1	10	4	M
Amputator	1d4	10	6	M2
Bat Monster	1	10	4	M
Beetlor	1d4	9	6	M
Bone Spur	1d4	9	6	M2
Chaos Beast	1	9	4	M
Chimera	1d4	10	6	M
Chimera, Dungeon	1d4	10	6	M2
Chimera, Hyperborean	1d4	10	6	M2
Destrachan	1d6	9	8	M
Digester	1d6	10	9	M
Dragon, Isabelline	1d4	9	6	M2
Dragon, Onyx	1d4	9	6	M2
Eye of Inquisition	1d6	9	8	M2
Forlorn Grey	1	10	4	M2
Formian Myrmarch (Formian)	1d8	9	10	M
Giant, Stone	2d6	10	18	M
Gorgimera	1d4	10	6	M
Gorgon	1d4	10	6	M
Groaning Spirit	1	9	4	M
Haunted Plate Armor	1	10	4	M2
Mind Blaster (Thelid)	1d4	10	6	M
Mottled Documentarian	1d4	9	6	M2
Naga, Fire	1d3	9	5	M2
Naga, Water	1d4	10	6	M
Ooze Husk	1	9	4	M2

Underworld (Level VI)

Name	#APP	CL	TL	BK
Akshi	1d6	11	10	M2
Basilisk Rex	1	11	4	M2
Black Pudding	1	12	5	M
Bodak	1	12	5	M
Carcohl	1	11	5	M2
Chuul	1d6	12	11	M
Dragolem	1	11	4	M
Dragon, Beryl	1d4	11	7	M2
Dragon, Carnelian	1d4	12	8	M2
Dragon, Florid	1d4	12	8	M2
Dragon, Ginger	1d4	11	7	M2
Dragon, Sanguine	1d4	11	7	M2
Exquisite Corpse	1	12	5	M2
Eye of Destiny	1d6	11	10	M2
Flying Head	1	12	5	M2
Formian Queen (Formian)	1	12	7	M
Giant, Fire	1d6	12	11	M
Golem, Amber	1d4	12	8	M
Golem, Flesh	1d4	11	7	M
Grue	1	11	5	M
Lich	1	12	5	M
Lurker Above / Trapper	1	11	5	M
Mothman - Greater	1	12	5	M2
Naga, Dark	1d4	11	7	M
Naga, Spirit	1d4	12	8	M
Neh-Thalggu	1	11	5	M
Psionic Chimera	1	11	5	M
Remorhaz	1	12	5	M
Rock Giant	1d4	11	7	M
Roper	1d3	12	6	M

Skeleton - Adamantine Bones	1d3	12	6	M2
Skeleton - Blazing Bones	1d4	11	7	M2
Skeleton - Bone Chiller	1d4	11	7	M2
Skeleton - Bronze Bones	1d3	12	6	M2
Skeleton - Lead Bones	1d3	12	6	M2
Skeleton - Mithral Bones	1d3	12	6	M2
Skeleton - Steel Bones	1d3	12	6	M2
Skeleton Warrior	1	11	5	M
Sphinx, Crio-	1	11	5	M
Tentagel	1	11	5	M2
Weird Black Pudding	1	12	5	M
Will-o'-Wisp	1d3	11	6	M

Underworld (Level VII)

Name	#APP	CL	TL	BK
Caller in Darkness	1	13	6	M
Chimera, Dino-	1d4	14	9	M2
Colossal Gargoyle	1d4	14	9	M
Custard, Blackberry	1	13	6	M2
Dragon, Crimson	1d4	13	8	M2
Dragon, Vermilion	1d4	13	8	M2
Eye of Death	1d6	13	11	M2
Eye of the Dark	1	14	6	M
Gloom	1	14	6	M
Golem, Clay	1d4	13	8	M
Mohrg	1d4	15	9	M
Naga, Guardian	1d4	14	9	M
Shape of Fire	1	13	5	M
Skelepede	1	14	6	M2
Skeleton - Holy Bones	1	13	6	M2
Sphinx, Andro-	1	13	6	M
Thessalhydra	1	14	6	M
Worm That Walks	1	13	6	M

Underworld (Level VIII)

Name	#APP	CL	TL	BK
Crystal Skull	1	16	7	M2
Delver	1	16	8	M
Frost Worm	1	16	7	M
Gargantuan Creepy Crawler	1d6	16	14	M
Golem, Stone	1d4	16	10	M
Lich, Demi-	1	17	7	M
Naga, Ha-	1d4	18	11	M
Purple Worm	1d4	18	11	M

Underworld (Level IX)

Name	#APP	CL	TL	BK
Golem, Bronze	1d4	22	10	M
Golem, Iron	1d4	21	13	M
Hecatonchiere	1	22	10	M
Vermiurge	1	23	10	M

Underworld (Level X)

Name	#APP	CL	TL	BK
Dinosaur, Mutant -Chiascurosauros	1d4	27	17	M2
Neothelid	1	27	13	M
Titan	1d3	24	12	M

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