

DRAGONSPOOT

Creatures Features



C&C Unofficial fan
Supplement

C&C Creatures Features



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- Introduction -

Welcome to the *Creatures Features*, an amateur and non-official supplement that is brought to you by the Dragonsfoot and Troll Lord Games forums' communities. That is, all of the creatures presented in this document have been submitted by gamers on these message-boards, whether they were original creations or adaptations / inspirations from existing monsters from earlier sources. Despite a lot of work went into the conception of this book, it was always meant to be released for free. Get it, and then feel free to distribute it on the Internet, as long as you don't try to make money with it. For those who would like to have *Creatures Features* as a real book rather than a PDF, you can get a physical copy (either hardback or softcover) on lulu.com, where you will only pay lulu's printing and delivery service. If you notice typos or errors, feel free to mention them on the Dragonsfoot or Troll Lord Games forums, so corrected versions may be released at later dates. In any case we hope you will enjoy the book.



The *Creatures*' Stat-blocks: Most readers are already used to the simple C&C's stat-blocks. For those who don't, here is a short summary. Each monster description is organized in the same general format, as outlined below. This portion of a monster description contains basic game information on the creature.

NO. ENCOUNTERED: This is but a general guideline; variations may occur. Use this information to determine the creature's frequency.

SIZE: This line describes the creature's size. There is but three size categories, all determined in relation to a human's size. Small is approximately under 5 feet tall, medium between 5 and 7 feet, and large above 7 feet.

HD: This line determines the creature's toughness and hit-points, as well as its general level of ability. That is: spellcasting level = HD; BtH = HD (or HD -1 for creatures with d4/d6 hd); etc.

Often, the die's type is related to the creature's size: d4 or d6 for small size, d8 for medium size, and d10 or d12 for large size. Especially tough or warlike creatures may get better types of die than their size would otherwise suggest (such as undead often getting d12).

MOVE: Indicates the number of feet a creature can move in a round at a walking pace. When a creature has different modes of transportation, such as walking and flying for a winged creature, both movement rates are indicated.

AC: It can be as low as 10, or as high as 30, and for comparison a full plate armor provides an AC=18. The AC indicated takes everything into account (hide's toughness, dexterity, etc.), but sometimes two AC are indicated: with and without armor.

ATTACKS: This line describes the creature's number and type of attacks and the damage they deal. The attack bonus is typically equal to the creature's HD.

SPECIAL: This line is a summary of the creature's special abilities, which are explained in the description, except for those that are almost self-explanatory (Darkvision, SR for spell resistance, regeneration, etc.).

SAVES: This line determines which saves the creature does as if with a prime ability. P (physical): Str, Dex, and Con; M (mental): Int, Wis, and Cha; N (none); P + M (all).

INT: This is but a general guideline; variations may occur. Use this information to determine the creature's smartness and cultural level.

ALIGNMENT: This is but a general guideline; variations may occur. Use this information to determine the creature's behavior and ethical level.

TYPE: This line describes the category the creature belongs to. Some categories provide characteristics that are but hinted at in the Special line. For example:

Undead

Undead are deceased creatures animated by spiritual or supernatural forces. They all have the following traits:

- Undead do not breathe, eat, or sleep.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Not affected by raise dead and reincarnate spells. Resurrection and true resurrection can turn undead creatures back into the living creatures they were before becoming undead.

TREASURE: This is the typical amount of treasure owned by the creature. The number indicated pertains to the *Table 1.0: Treasure* in the M&T rulebook.

XP: The number of experience points gained for defeating the creature. Defeating can have a broader meaning (subdual, capture, etc.) than just killing it.

- A -

Arcanix

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 3/6/12 (d8)
 [Hit-points: avg.: 14/27/54;
 max.: 24/48/96]
MOVE: 30 ft.
AC: 13
ATTACKS: Weapon
SPECIAL: Spell-Stealing,
 Darkvision 60 ft., SR 2/6 /10,
 Spell-Like Abilities
SAVES: M
INT: Genius (18-20)
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 2/4/6
XP: 30+3/180+6/1375+12



Arcanix (also known as Spell-Eaters), resemble tall, gaunt humans with bluish skin and pointed ears. They are extraplanar creatures who foray into the mortal realms in their obsessive search for magic. They prize magical items above all else, but spell books and arcane lore (as well as spell casters themselves) are also sought to take back to their home plane.

There are three types of arcanix; minor arcanix (3HD, SR 2), major arcanix (6HD, SR 6) and greater arcanix (12HD, SR 10).

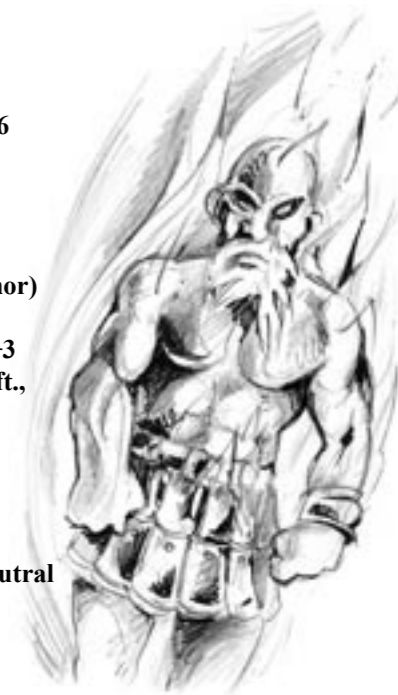
Combat: If an arcanix is encountered bearing a weapon, it is a certainty that the weapon is magical in nature (the Castle Keeper should base the strength and nature of the magical weapon on the type of arcanix wielding it).

Spell-Like Abilities: *Detect Magic* 3/day, *Read Magic* 3/day, *Dispel Magic* 2/day, *Gate* 1/day.

Spell-Stealing: An arcanix performing a successful touch attack vs. a spell caster may steal its HD worth of spell levels. Example: An arcanix minor (3HD) may steal a 3rd level spell from a wizard, or three 1st level spells, or a 2nd and a 1st level spell. The spell caster is allowed an intelligence save (CL= arcanix HD) to negate this effect. If the touch attack is successful (and the intelligence save fails) the stolen spells leave the spell caster's memory (until he can re-memorize them again), and the arcanix may use them as if he had studied them. The amount of times per day that an arcanix may use this ability depends on the type of arcanix; minor 1/day, major 3/day, greater 6/day.

Azer

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 3/6 (d8)
 [Hit-points: avg.: 13/26 ;
 max.: 24/48]
MOVE: 30 ft. (20 ft in armor)
AC: 17 (21 with armor)
ATTACKS: 1d6+2 or 1d8+3
SPECIAL: Darkvision 60 ft.,
 SR 5, immunity to fire,
 vulnerability to cold,
 heated weapons.
SAVES: M
INT: High (13)
ALIGNMENT: Lawful Neutral
TYPE: Extraplanar
TREASURE: 6
XP: 30+3/180+6



Azers are short and squat humanoids native to the Elemental Plane of Fire. They look like dwarves with a red hot metallic coppery skin burning to the touch, and beards of flames. In fact, azers are somewhat made of metal, which accounts for their extremely dense skin (and high AC), and for being extremely heavy (approximately 500 to 600 lbs.). Azers otherwise wear kilts of brass, bronze, or copper, use metallic weapons of their own manufacturing, and speak Ignan and Common.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves. Azers are known to be exceptional smith able to craft powerful magical weapons of metal. At times there have been legends of azers being summoned and bargained with to get their help in the manufacture of great weapons, such as the Axe of the Dwarvish Lords.

Usually, when a group of several azers is encountered, they will be led by a 6HD warrior wearing armor and a spear.

Combat: Azers use well-crafted hammers in combat, while leaders tend to use broad-headed spears. When unarmed, they attempt to grapple foes, or hit with their bare fists for 1d4 of damage. In any case, azers add +2 to their damage due to their great strength.

Heat: An azer's body is intensely hot, so its attacks (whether by weapons or unarmed) deal an extra 1d6 of fire damage. Likewise, touching an azer barehanded inflict 1d6 of burning damage each round it is touched.

Cold: Azer are vulnerable to cold, suffering a -2 penalty to their saving throws and twice the normal amount of damage from any cold-based attack. In addition, they suffer a -1 penalty to all rolls when in normal temperatures, that are frigid to them.

- B -

Badger

NO. ENCOUNTERED: 2-5
SIZE: Small
HD: 1 (d6)
 [Hit-points: avg.: 5 ; max.: 8]
MOVE: 15 ft., 5 ft. (burrow)
AC: 16
ATTACKS: 2 claws (1d2) and bite (1d3)
SPECIAL: Twilight vision
SAVES: P
INT: Animal (1)
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 9+1



Giant Badger

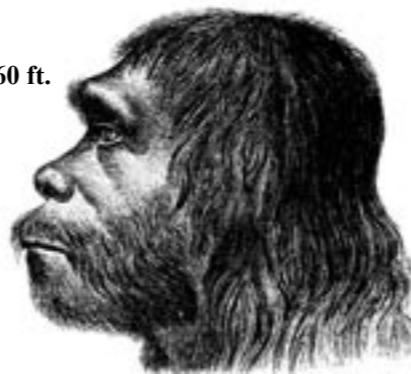
NO. ENCOUNTERED: 2-5
SIZE: Medium
HD: 3 (d8)
 [Hit-points: avg.: 14 ; max.: 24]
MOVE: 15 ft., 5 ft. (burrow)
AC: 16
ATTACKS: 2 claws (1d3) and bite (1d6)
SPECIAL: Twilight vision
SAVES: P
INT: Animal (2)
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 40+3

A badger is a small carnivore closely related to weasels, otters and ferrets. They mostly prey on rabbits, gophers, squirrels, moles and other small mammals, but will sometimes attack the young of larger animals. They will run from humans unless magically controlled or defending their mate or kits. A badger pelt typically fetches 1d3x10gp on the open market.

Giant badgers are much like their small cousins, but will actually hunt coyote, wild dogs, and possibly even wolves or black bears. They are less likely to flee from humans. Giant badger pelts are typically sold for 2d6x10gp.

Beastman

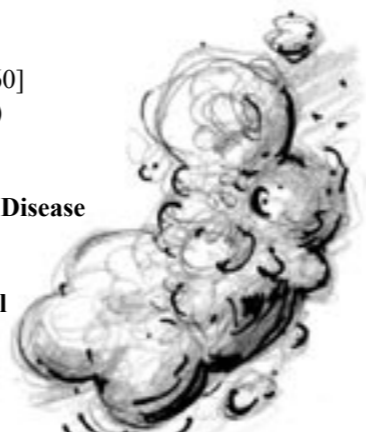
NO. ENCOUNTERED: 4-12, 10-200
SIZE: Medium
HD: 2 (d10)
 [Hit-points: avg.: 11 ; max.: 20]
MOVE: 30 ft.
AC: 15
ATTACKS: Weapon
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Low (6)
ALIGNMENT: Evil
TYPE: Humanoid
TREASURE: 1
XP: 7+1



Beastmen are primitive, hairy humanoids, somewhat resembling apes. They are rumored to be some kind of mutant or experiment gone wrong. They are often a threat in caves, caverns and other hilly, mountainous areas. Those not under human control will often follow the biggest member of their group, who fights as an ogre (as does his 2-4 bodyguards). Beastmen normally use weapons like spears, clubs, and axes, but can be trained in other methods of warfare.

Bile

NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 6 (d10)
 [Hit-points: avg.: 33 ; max.: 60]
MOVE: 10 ft.; 10 ft. (climb)
AC: 14
ATTACKS: Acid (2d4)
SPECIAL: Acid, Constrict, Disease
SAVES: P
INT: Inferior (3)
ALIGNMENT: Chaotic Evil
TYPE: Ooze
TREASURE: 5
XP: 300+6



A disgusting, reddish blob, covered with hairy warts and pus-filled blisters, this member of the "clean-up crew" is the dungeon delver's worst nightmare. It will do two dice of damage to any creature it touches. Fire or cold will hurt it, but weapons only serve to spray the attacker with diseased filth. Lightning will heal, rather than hurt the foul beast (adding damage done to hit points). Some biles will grow to the point of being colossal horrors, with up to 12 hit dice (and doing three dice of damage) and average intelligence. These fortunately rare things are called vicious biles by the few who have survived them.

Blood Hound

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 2 (d12)
 [Hit-points: avg.: 13 ; max.: 24]
MOVE: 40 ft.
AC: 15
ATTACKS: Tongue Lash (1d6), Claw (1d6)
SPECIAL: Trip, Blood Drain, Undead
SAVES: P
INT: Inferior (4)
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 2
XP: 27+2

Created from a lithe human corpse that has been stripped of its skin so as to ease movement with the entrails removed to reduce weight; a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set, permitting the blood hound to defly and swiftly crawl low to the ground. The tongue is set with a hollow tip of sharp bone and reattached with its base inside the mouth rather than down the throat, giving the blood hound a piercing tongue attack that it can use in close quarters. This tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

Combat: Blood hounds lash with their piercing tongue, and claw with ragged, filthy, bone-like talons. They often attempt to wrap their tongue around an opponent's leg and drag them down to the ground.

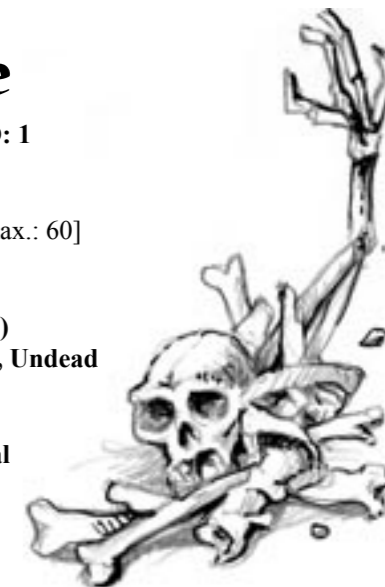
Blood Drain: Any tongue attack that inflicts the full 6 points of damage attaches to the victim and begins to drain its blood, automatically causing 1d4 points of damage per round. Pulling out the tongue requires a strength save, which may be made each round. Alternatively, the tongue may be severed by a slashing attack (AC 10, 6 damage to sever; this damage is not subtracted from the blood hound's hit points, but does prevent it from using its tongue attack). For each point drained from a victim, a blood hound heals one hit point. A fully healed blood hound is satiated when it drains a victim of 36 hit points. A blood hound must use this ability every few weeks, or it will die.

Trip: A blood hound can attempt to drag an opponent to the ground when it makes a successful tongue lash. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.



Bone Pile

NO. ENCOUNTERED: 1
SIZE: Large
HD: 5 (d12)
 [Hit-points: avg.: 33 ; max.: 60]
MOVE: 10 ft.
AC: 13
ATTACKS: Slash (2d6)
SPECIAL: Bone Mass, Undead
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 3
XP: 180+5



On rare occasions when many animated skeletons are destroyed, the lingering necromantic energies coalesce, drawing the shattered fragments of bone and detritus towards them; creating an amorphous mass of broken bones and bone splinters that lashes out at any living things moving nearby. On these occasions adventurers have been surprised to find the shattered remnants of vanquished skeletons striking back at them.

Combat: Bone piles seldom move from the area in which they animated, only moving slowly towards living things nearby, striking out unthinkingly.

Bone Mass: Bone piles, being flexible and yielding collections of bone pieces, only take half damage from all weapons.

Brain Gobbler

NO. ENCOUNTERED: 1 or 2-4
SIZE: Small or Medium
HD: 4 (d6)
 [Hit-points: avg.: 14 ; max.: 24]
MOVE: 20 ft.; 5 ft. (fly)
AC: 12
ATTACKS: 4 Tentacles (1d4) and Beak (1d6)
SPECIAL: Warble, Feed, Wish, Berserk, Spell Resistance 6
SAVES: P
INT: Animal (2)
ALIGNMENT: Neutral Evil
TYPE: Beast
TREASURE: Special (see below)
XP: 450+4

On the outside a brain gobbler is nothing more than an ordinary wild turkey; complete with comb and wattle, and the rotund spherical body that makes carnivores salivate. They have the normal coloration of that breed, and behave in all ways as such. However, underneath the fluff and feathers, a dark terror awaits. Hidden within the brain gobbler's anatomy, four muscled tongue-like appendages coil, each with a reservoir full of highly digestive acids. Borne of magical experiments and rumored

to be formed by an insidious and dark race of brain-eating humanoids; a brain gobbler has limited, but potent, ability. It is said that the brain gobbler was unleashed on the fairer folk as vengeance, and that when one feeds their foul masters celebrate. Spell casters of all types are fearful of these creatures, with good reason, as they find they are often the primary dietary resource.

Combat: Brain gobblers are sneaky, preferring to remain in proximity to ordinary turkeys and sliding into obscurity without notice. When they attack, they do so by lashing out with their tentacles, which remain hidden in a sac-like pouch behind their wattle. Creatures of high intelligence or possessing magic are their preferred prey, but when brain gobblers are desperate, any creature becomes food.

Warble: Three times per day, a brain gobbler can emit a high pitch, trilling, sound that reverberates and resonates at an inaudible frequency. Any creature with innate spell casting, including gnomes and divine spellcasters, or those with natural spell resistance, feel a shocking pulse pass through their body. A constitution save is made, with a failure resulting in death. Creatures with learned magical abilities, and all arcane spellcasters, or those possessing equipment which provides spell resistance or spellcasting abilities, also feel the pulse. These creatures are entitled to a save as well, but failure causes immobilization for 1d6 hours. Any creature that does not possess spellcasting ability, spell resistance, or simply carries enchanted gear, feels the pulse but is not affected.

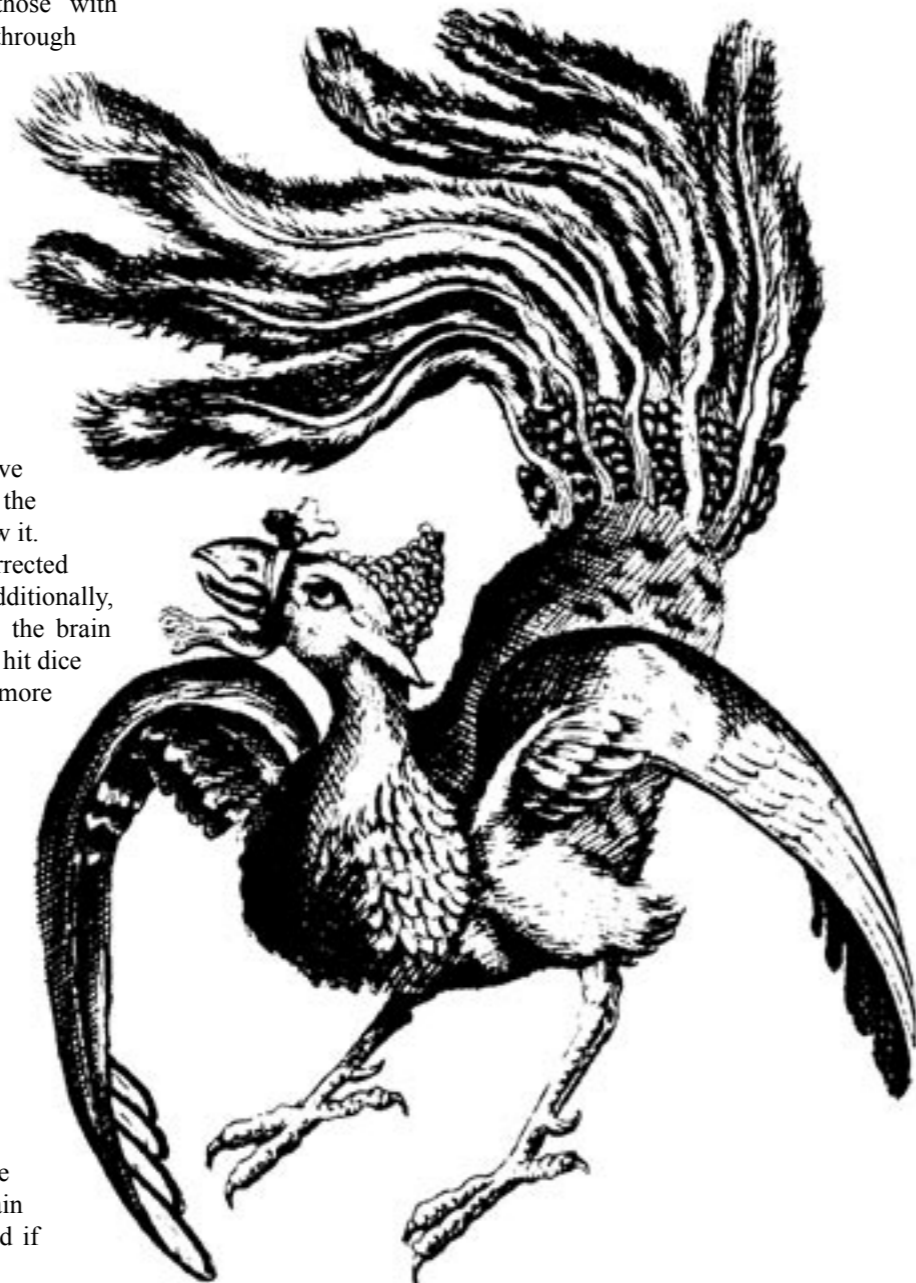
Feed: A brain gobbler that successfully strikes with all four of its tentacles immediately injects a corrosive digestive acid into the victim's skull, which reduces the brain to liquid, allowing the brain gobbler to swallow it. Such a victim is not capable of being raised or resurrected without the prior casting of a *regeneration* spell. Additionally, for each 3 hit dice, or levels, of the slain victim, the brain gobbler heals 6 hit points, and temporarily gains one hit dice of its own. The brain gobbler cannot use this ability more than four times per day.

Wish: By breaking the bone beneath its wattle, a brain gobbler is able to manifest a single magical effect similar to the *wish* spell. However, if the brain gobbler uses this ability, it loses all attacks and movement, and is reduced to one hit point. If a brain gobbler is slain with this bone intact (1% likely), it can be used to provide a similar effect, treated as a Wishbone detailed below.

Berserk: If a brain gobbler is decapitated it does not immediately die. Instead, its movement, except flying, is increased by 10 feet, and it gains the abilities of an 8th level Barbarian. The brain gobbler loses its normal attacks, but gains the following: 2 claws (2d4). Hit dice and hit points remain unaffected, though the brain gobbler will drop dead if reduced to -25 hit points.

Spell Resistance 6: In order for a brain gobbler to be affected by a spell or spell effect, the originator of the attack or effect must roll an unmodified 6 or higher on a d20.

Wishbone: Two characters are required to activate this item which appears as an enlarged fowl vertebra. Each holds an end and tugs, snapping the bone in half. Whichever character holds the larger piece is granted the effects of a *wish* spell. To determine which character holds the larger piece both roll an unmodified strength check and the one that succeeds by the most is the winner; in the case of a tie, neither gains anything and the bone is broken - the magic lost. One caveat exists for the *wish* to be effective - the winner must not verbally make the *wish*, nor can it ever be divulged, or the effects of the wish are reversed and amplified at the Castle Keeper's discretion.



Church Grim (Black Dog)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d6)

[Hit-points: avg.: 42 ; max.: 72]

MOVE: 50 ft.

AC: 16

ATTACKS: 2 Claws (1d6), Bite (1d8)

SPECIAL: Darkvision 60', Frightful Presence

SAVES: P, M

INT: Low (6)

ALIGNMENT: Lawful Evil

TYPE: Fey

TREASURE: 7

XP: 2,775 + 12

Church Grim, or simply Grim, is a protective spirit warped and corrupted by the close proximity of some great evil. They are now rabidly protective and often attack with little or no provocation, ambushing travelers on dark roads through their chosen moorlands or bogs. Despite being called a "black dog" in the common parlance, the spirit often appears as a large cat, horse, donkey, cow, or pig; always ebon in hue. Its haunts are often near gallows or cemeteries.

Frightful Presence: When a Church Grim snarls or howls, the target must make a wisdom save or be affected as if by a *fear* spell.



Burning Corpse

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 3 (d12)

[Hit-points: avg.: 20 ; max.: 36]

MOVE: 30 ft.

AC: 12

ATTACKS: 1 Slam (1d6+1d4 fire damage)

SPECIAL: Hellfire Blast, Choking Smoke,

Immune to fire, Vulnerable to Cold

SAVES: P

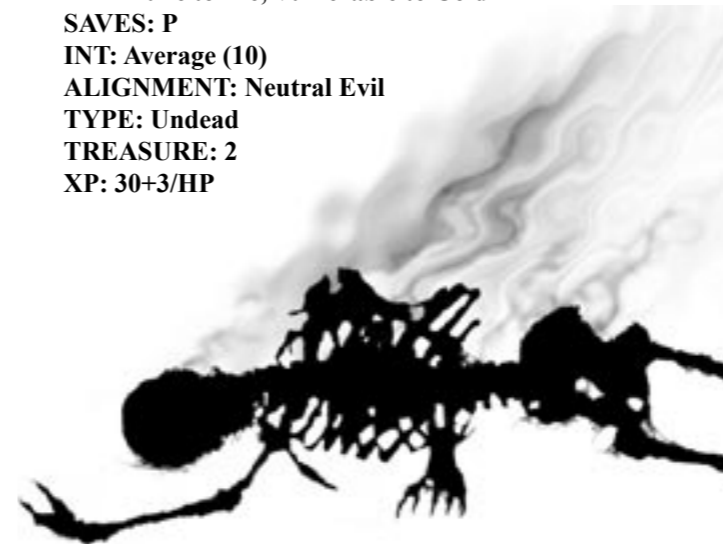
INT: Average (10)

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 2

XP: 30+3/HP



The burning corpse is an undead form cursed with the very hell fires that spawned it. They appear as a zombie wreathed in bright red flames, and have a look of hatred and horror upon their faces. Burning corpses are usually spawned by greater devils, powerful evil wizards, and other fell creatures. They are sometimes used to guard important tombs and evil temples.

Combat: The burning corpse will strike with its slam attack. On top of regular damage the burning corpse causes fire damage from the strike.

Hellfire Blast: Burning corpses can cause themselves to explode, causing 2d6 points of damage in a 20' radius (dexterity save for half). This destroys the creature.

Choking Smoke: Once per day the burning corpse can expel a noxious smoke that chokes any creature in a 20' radius. This smoke makes breathing near impossible and in closed areas can cause suffocation and death.

Immune to Fire: Burning corpses are immune to all sorts of fire attacks

Vulnerable to Cold: Burning corpses take 1/2 times more damage from cold attacks.

Black dogs often have powers above and beyond those normally possessed by one of these demonic hounds. At the Castle Keeper's discretion, a black dog possesses 1-3 of the following abilities:

Bog Haunt: Disappear into a marsh or bog as meld into stone.

Breath Weapon: Breathe cloud of energy on any one target doing 1d6+12 points of damage; usually cold or fire.

Cacophony: Summon up a vast racket, often sounding like screams or rattling chains; while the cacophony is in effect, all attackers have a -2 to initiative and attack rolls.

Demon Speed: Run at a doubled movement rate on its hind legs, often being mistaken for a gnoll or werewolf.

Fiery Claws: Each of the dog's attacks will do +1d6 fire damage.

Hell's Burden: Transforms into a small humanoid form. It will leap onto a victim's back and attempt to strangle him. If the dog succeeds in an attack roll, the victim takes 1d6+4 points of damage each round until the grapple is broken by a strength check. As soon as the humanoid is thrown off a victim's shoulders, it transforms back into the dog.

Hound of Grue: Black dogs are particularly hideous and its frightful presence ability is harder to resist (save at -4).

Mind Blast: Frightful presence ability inflicts the effects of the *insanity* spell rather than *fear*.

Spell-like Ability: Use of any one spell of levels 1-6 3/day.



And now, as a bonus, here's a selection of actual folkloric black dogs:

Aufhocker: This hound is Germanic in origin. It is identical to the Kludde, except that it lacks that dog's shapeshifting abilities.

Barguest: This black dog haunts the uplands of northern England, particularly Durham, Northumberland, and Yorkshire. It possesses the change shape ability (used to change into a

bugbear or sometimes a headless and blood-drenched phantom) and possesses *dancing lights* as a spell-like ability.

Black Shuck: This black dog haunts the roadways and marshes of East Anglia. Black Shuck possesses bog haunt and a breath weapon (icy mist).

Freybug: This particularly malicious black dog was encountered a few times in Norfolk. It possessed the fiery claws special ability.

Galley-trot: The Galley-trot haunts Suffolk, England. It is a bog haunt.

Gytrash: Also known as Striker, the Gytrash haunts Yorkshire and Lancashire. It possesses the ability of cacophony and can use *bestow curse* as a spell-like ability.

Kludde: The Kludde haunts the roadways of Belgium. It possesses the abilities of demon speed and Hell's burden, and can change shape into the forms of a cat, dire bat, or small pony.

Moddey Dhoo: The Moddey Dhoo is an especially gruesome hound with one huge eye that haunts the Isle of Man, in particular the grounds of Peel Castle. It is especially aggressive, and has the special abilities mind blast and hound of grue.

Padfoot: This dog that haunts Yorkshire is unique in that it is a white dog. It possesses the ability of cacophony.

Crabman

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 3 (d8)

[Hit-points: avg.: 14; max.: 24]

MOVE: 25 ft.; 20 ft. (swim)

AC: 16

ATTACKS: 2 Pincers (1d6+1)

SPECIAL: Grapple

SAVES: P

INT: Low (8)

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 3

XP: 20+3



Crabmen are man sized, intelligent crabs. They walk upright on 2 pairs of legs. Situated above their legs are two short arms that end in small pincers that are used for fine manipulation. Above these short arms are two longer arms that end in massive pincers which the crabmen use in combat. Crabmen are unable to wield weapons. If severed, a crabman's limbs will grow back in 1d4 weeks.

Grapple: A crabman attempting a grappling maneuver gains a +4 bonus to his roll. A successful grappling enables it to deal automatic pincer damage each round thereafter until the victim escape with a successful Strength saving throw.

Cravedead

NO. ENCOUNTERED: 1

SIZE: Medium to Large (and even Huge)

HD: 6 to 12 (d12)

[6HD hit-points: avg.: 39 to 78]

MOVE: 30 ft.

AC: 15

ATTACKS: Bite (3d6) + 2 claws (1d6 + paralysis)

SPECIAL: Paralysis, swallow whole, darkvision 60 ft., immune to non-magical weapons, +2 turn undead resistance, undead traits.

SAVES: P

INT: Low (7)

ALIGNMENT: Always Chaotic Evil

TYPE: Undead

TREASURE: 1

XP: 7+1



Cravedead are humanoids who indulged in avarice, greed, and lust of the worst sort during their lives. It was so strong that upon death they would not part from their possessions and obsessive hungers, but remain as undead to pursue their insatiable desires. Now, all they seek is to amass and eat ever more. Despite being rare, these undead are renowned for the vast treasures they are supposed to hoard. However, they are also well known for devouring anyone they can get their hideous mouths upon. Such mouth is their main characteristic: it is filled with sharp fangs and can open to incredibly large proportions. Lastly, the oldest of these undead are said to have grown to huge sizes and repulsive obesity, becoming even larger than ogres. The only purpose of a Cravedead is to eat and amass wealth. Nevertheless, whatever amount of food and creatures he may eat, a cravedead is always hungry. The creature may only be satiated when his stomach has reached its full capacity. However, as such lunches are not assimilated (as living beings) but quickly consumed by the negative energies that burn in his gut, this usually doesn't last for long. Of course, being an undead, a cravedead could go without devouring anything for years without dying either.

Normally, a cravedead begins its unlife wandering everywhere he may find something to eat, which must be either typical humanoid food, or any living creature. However, as much creatures he devours, he also takes their treasures for himself. A cravedead's greed is so strong that he cannot part from it, even if the treasure is perfectly hidden and protected. These undead always carry their treasure with them, wherever they go. The end result is that a cravedead whose treasure outweighs his carrying capacity, must stay close to it and wait for creatures to come by.

Often, the great treasure of a cravedead will be sufficient to lure victims, but at other times it may obliges him to remain without food for centuries. Note that giving more treasure to a cravedead, so it outweighs his carrying capacity, can be a way of holding him to a certain place and preventing his escape to safety.

Combat: The only purpose of a cravedead is to eat living beings and steal their possessions. When encountering some potential food, the cravedead will first go to the biggest source of food. As such, throwing some ration at a cravedead won't distract him. As such, a cravedead would begin to eat a human's horse, then the human, then the halfling, and then the rations. Now, if the horse was carrying a half ton of gold, the two adventurers could flee as the undead would remain near his newfound treasure. However, if he could carry it with him, he would pursue them, even if very slowly due to the gold's weight. In any case, as soon as a cravedead has put his hands on someone, he immediately proceeds to eat him...

Paralysis (Ex): Those hit by a cravedead's bite or claw attack must succeed on a Constitution saving throw or be paralyzed for 1d6+1 rounds.

Swallow Whole (Ex): If the cravedead successfully hits with its bite attack, it will swallow its victim, provided the latter is of a size smaller than itself and fails a Strength saving throw. Once inside, each round the victim automatically suffers 2d4 points of crushing damage, and is also drained of one level if it fails a Constitution saving throw. For each level drained, the cravedead regains 5 hit points. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 12). However, the weapon must be magical (+1 or better). Once the creature exits, muscular action closes the hole; as such, another swallowed opponent must cut its own way out. A medium cravedead's interior can hold 1 small creature. A large cravedead's interior can hold 1 medium or 2 small creatures. A huge cravedead's interior can hold 1 large, 2 medium, or 4 small creatures.

Crystalline

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 3 (d8)

[Hit-points: avg.: 14 ; max.: 24]

MOVE: 30 ft.

AC: 18

ATTACKS: Weapon

SPECIAL: Shatter, Darkvision, Blinding Refracted Light.

SAVES: P

INT: Average (11)

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 3

XP: 30+3



The crystallines resemble humanoids whose entire bodies are composed of crystal.

Shatter: When a crystalline dies (reaches 0 hit points), its body shatters in an explosion of crystal shards. All within 10' failing a successful dexterity check suffer 2d6 damage.

Blinding refracted light: Crystallines have learned to use their faceted crystal-like bodies in conjunction with sun-light to temporarily blind their foes. On a failed dexterity check, the victim is considered blinded and suffers the penalties accordingly (see *C&C PH* p.117 for blindness penalties). This ability counts as an action as the crystallines position their bodies to capture the light and direct it effectively against their foes.

Chthonic Wurm

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 15 (d10)

[Hit-points: avg.: 83 ; max.: 150]

MOVE: 20 ft.

AC: 19

ATTACKS: Slam (2d12)

SPECIAL: Breath Weapon, Darkvision 60 ft.

SAVES: P

INT: Inferior (5)

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 10

XP: 11,700+15



A huge (30'-100'), dark, worm-like creature with a face full of writhing tentacles; this terror is, thankfully, quite rare. Chthonic wyrms are often mistaken for dragons, hydras, or even gorgons by the unwise. They are rumored to be a curse on the land from dark and ancient gods. The beast travels underground, bursting

up onto its prey and surprising on a 1-4. When attacking, it either (1-3) rears up and slams down on those smaller than itself for 2-24 points of damage, or (4-6) curls back its tentacles, revealing a sucker-like maw that spews forth a flammable gas that petrifies those who breath it (on a failed save). A chthonic wyrm uses its tentacles to draw subdued food into its maw for feeding.



Dark Goblin

(Based on the Shadow Goblin by Stuart Marshall)

NO. ENCOUNTERED: 4-24 (wandering), 10-120 (in lair)

SIZE: Medium

HD: 1 (d6)

[Hit-points: avg.: 4 ; max.: 6]

MOVE: 30 ft.

AC: By Armor (+2)

ATTACKS: 1 (or 2, at -2), d6 (by weapon)

SPECIAL: Backstab (as rogue of equal level),

Deepvision 120 ft., Poison Fight with Two Weapons.

SAVES: P

INT: Average (10) (leader types may be above average)

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 1

XP: 5+4

The origin of these unpleasant black skinned creatures is unknown. They may be descendants of surface goblins who fled underground. Perhaps surface goblins are but night goblins that long ago found the surface. They normally dwell deep within the earth beyond even the diggings of most dwarves; only in rare instances do they ever make their way to the surface.

Dark goblins stand 3'6" to 4' tall. Physically they resemble very thin and wiry goblins with yellow or golden eyes and jet black skin. Their hair is thin, white, and stringy resembling spider webs. It is common, however, for most dark goblins to dye their hair dark colors for better camouflage in darkness. Their mouths are full of needle sharp teeth, and if unarmed they can bite for 1d3 damage. Dark goblins are very long-lived, living 300-500 years. They speak their own language which is very similar to Goblin, and leader types sometimes (20%) speak Common. Dark goblins are nocturnal, being debilitated by sunlight in much the same way that normal goblins are.

Unlike their surface dwelling kin, dark goblin equipment is always well crafted and of above average quality, often engraved with evil runes.

Death Warlord

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d12)

[Hit-points: avg.: 78 ; max.: 144]

MOVE: 30 ft. (20 ft in armor)

AC: 20

ATTACKS: 1, by weapon +2 Str. (usually: 1d10+5)

SPECIAL: Undead, spells, darkvision 60 ft., SR 10, undead command, immunity to weapons of less than +2 enchantment, aura of fear.

SAVES: M

INT: High (14)

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 8

XP: 30+3/180+6



Dark goblins are stealthy and dexterous, hence their bonus to armor class. Most wear no more than a simple leather jerkin as armor. They generally fight with shortsword or dagger (65%) or with a short bow (35%). Many of them fight with a weapon in each hand (-2 penalty for each attack).

Dark goblins all possess the abilities of a thief, of equal HD. Yet, exceptional individuals may possess the abilities of illusionist or cleric of equal HD. Cleric types hold great sway over the community and normally pick a spider-like demon to serve.

If encountered in their lair, there is a 25% chance that the lair will also contain 2-12 large spiders as guards or pets. Dark goblin females fight alongside the males, being physically equal to the males.



Death Warlords were powerful knights who failed to honor their oaths and died disgraced, after having committed hideous crimes in the pursuit of some petty objective. They had reached to the top, yet weren't able to keep up with their ideals and eventually acted as despicable cowards. Now they are cursed, either by the gods or by their own remorse. They stand as dark figures wearing blackened plate armor and a helm covering their face, in which may be seen two yellow lights that burn with pride, hatred, and self-pity all at the same time.

Death Warlords are used to ride hellish stallions with identical yellow lights burning from inside their skulls. They owe their name for they usually lead armies of undead, but could otherwise be found in the deep recesses of haunted castles.

Combat: Death Warlords wade into combat wielding a large sword, enchanted with evil magic. Woe to the one who would take it, as he will be consumed in a black fire and his soul will afterwards rise as a wraith (Constitution saving throw negates). Death Warlords can also charge with their mount into melee, doing triple base damage with the first attack.

Undead Command: Death Warlords automatically command all lesser undead standing within 100 yards of them. Clerics attempting to turn such undead do it with a -4 penalty. Dead Warlords cannot be turned, but could be slowed by a successful turning attempt (also at -4). A slowed Death Warlord moves at half-speed, and only does one attack every two rounds.

Magic-use: Death Warlords generate a continuous aura of fear in a 10 feet radius. They continuously detect magic and see through invisibility (as per the relevant spells). Once per round, at will, they can cast *Dispel Magic*, *Wall of Ice*, and *Ice Storm*. They usually do cast these spells when they cannot close into melee combat. Once per day they can cast *Cone of Cold* as 20th level wizards, plus can raise 2d6 undead warriors (skeletons with 4 HD and equipment), provided they stand on some ancient battlefield or soldiers' graveyard.

Demons

There are innumerable fiends and hideous creatures from the lower planes, that all collectively get the name of «demons», as designated by ignorant mortals. Yet only a handful of these odious creatures would rightly deserve the name. As such, among knowledgeable sages and demonologists they have been called «True Demons» (or «Tener`Rh»). All true demons belong to a sort of extended family that comprises all of them. It is organized around a pyramidal hierarchy where the strongest rule those below them through fear, abuse and cruelty. Entering this family and then climbing its hierarchy is handled as follows:

-- When the leaders of the true demons deem that their numbers is too low, they gather manes, that are the wretched souls of evil mortals who now wander the abyssal plains in anguish and torment. These manes are turned, through an abject process, into lower demons that will mostly serve as cannon fodder and food source for the greater demons. Yet, if these lower demons survive long enough, they may be promoted to the next stage, the True Demons' nobility.

-- The True Demons' nobility, is a complex hierarchy made up of the various stage I to VI demons. Overall, a stage VI demon, on top of the hierarchy, holds sway over a host of lesser demons, where stage V demons control stage IV or lesser demons, etc. Now, when one of these needs more demons of lesser types, he selects appropriate individuals to be promoted to the rank he needs. For example, a stage V demon may need some type III demons; hence he will select stage II demons that will be promoted to the next rank. The process requires that a demon goes through each level, from stage I to stage II, then III, etc., until (if ever) reaching the top as a stage VI, held by only a few individuals. The transformation takes months, during which the demon is thrown into a pit of despair and torment. There he will suffer hideous tortures until it emerges evolved as a demon of the next higher stage.

-- Needless to say that getting into the last grade (stage VI) is insanely difficult, as there is no higher demon to promote the applicant to that level. This must be schemed over long centuries of treachery and complex machinations, a good dose of luck, magical artifacts, unholy alliances and what not, for a thin chance of success in the best of cases.

Teleportation: All true demons can teleport at will. Although this is truly an all-powerful ability, they seldom use it. There is many different reasons for this: first, a true demon that has been summoned on the material plane, and is kept under control of the summoner, cannot teleport nor gate other demons. The magic that binds the demon likewise prevents it from teleporting, plane shifting, or gating. No binding spell that would still allow them to do so could be devised, as the two are exclusive of each others. Then, when roaming freely their own abyssal planes, demons are usually reluctant to teleport, as it tends to put them

in danger. In fact, due to the evil and chaotic nature of these planes, teleportation often wield surprises. In such places, when teleporting one doesn't always arrive where he wanted, but in bad places at the wrong time, sometimes in special magical traps set up by other hateful creatures, for nefarious purposes.

Gate Ability: All true demons, even the lowest ones, can summon other demons, an ability that other kind of fiends generally do not have. This is in part due to them all belonging to the same kind of "specie" tied together through brutal domination. In any case, true demons are often reluctant to use this power unless in obvious peril or extreme circumstances. There several reasons for this, including a lack of trust in others, especially others like themselves, even if the gate ability tends to compel them.

Demon Summoning: While demonologists and sorcerers have an easier time summoning other fiends, they often dream of the power they would gain in controlling true demons. Nonetheless, summoning a true demon is generally a tricky endeavor prone to badly finish for the summoner.



The true demons are:

- 1) Lesser true demons: **Dretch, Gorgootan, Flyzme, Succubus, and Babau.**
- 2) Greater true demons:
 - Stage I: **Vrock**
 - Stage II: **Hezrou**
 - Stage III: **Glabrezu**
 - Stage IV: **Nalfeshnee**
 - Stage V: **Marilith**
 - Stage VI: **Balor**

Other demon types: the demons above are the most common true demons, that existed since the dawn of times. However, there is a few more lower demons, and stage I, II and III, although they are more recent, and much less seen (it is up to the individual GM to introduce them or not).





Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Demon Traits: Unless otherwise noted, all demons possess the following traits:

- **Hit-Die:** Demons get d12 hit dice (instead of d8 for other fiends and extraplanar creatures).
- **Immunity** to non-magical weapons.
- **Immunity** to electricity and poison.
- **Half damage** from acid, cold, and fire.
- **Darkvision** 90 feet.
- **Teleportation:** all demons can teleport at will, although they generally don't overdo it.
- **Gate:** All demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.



-- **Breeding:** Demons cannot reproduce and are in fact sexless. Balors may look like they are male, and Mariliths female, but both are really genderless. Succubus are the only exception, but even they cannot truly reproduce (i.e.: pass on their genes). Instead they gather a man's semen using a succubus shape, then impregnate a woman with that semen using an incubus shape. The result is a tainted human (or humanoid), sometimes called a tiefling.

-- **No soul:** Unlike most living creatures, a true demon does not have a dual nature; its soul and body form one unit. When a true demon is slain, no soul is set loose. Spells that restore souls to their bodies, such as Raise Dead, Reincarnate, and Resurrection don't work on it. It takes a different magical effect, such as a Wish spell to restore it to life. Note that the more powerful and intelligent true demons often put their essence into a special container, so if they would be slain, they could be easily brought back to life; however this requires trust in the container's hiding place, and trust in those who would perform the ritual necessary to bring the slain demon back to life, which is nigh to impossible in their society.

-- **Improvement:** True demons can get class levels (normally only one class: fighter, cleric, rogue, or wizard); in doing so they add the HD, BtH, and special abilities of the class on top of their basic HD, BtH, and racial abilities. They cannot gain more class levels than they have hit-dice. When they are selected for transformation into a higher stage of existence (such as from stage II to stage III), they lose these class levels along almost forgetting their past existence.

-- **Spell-like Abilities:** Unless otherwise noted, demons cast their spells at a casting level equal to their hit-dice. This also applies to all their other supernatural, poison, etc. abilities.

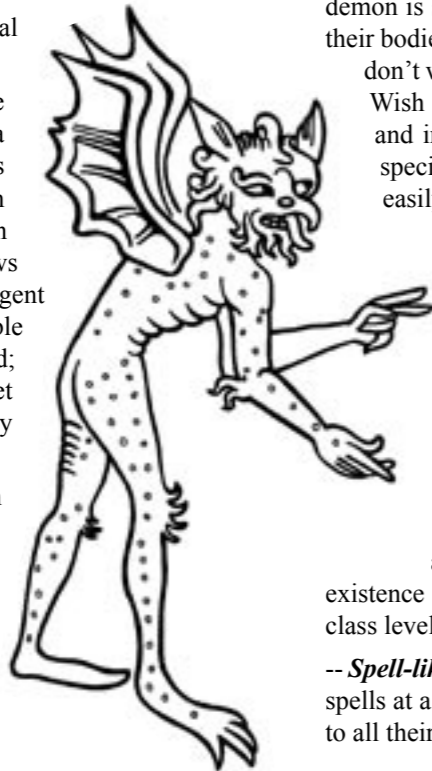
A demon with the summon ability can try to summon other demons as though casting a summon monster spell, except it usually has but a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no demon answers the summons. Summoned demons automatically return whence they came after one hour. A demon that has just been summoned cannot use its own summon ability for one hour. (In effect, a demon cannot summon demons that in turn will summon more other demons, etc.) Most demons with the ability to summon, do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

-- **Spell resistance:** Demons get SR equal to 5 + HD.

-- **Languages:** All demons speak the foul tongue spoken in the abysses (a very difficult language that sorcerers must learn if they want to summon demons). In addition they all have an empathy/telepathy power that allows them to communicate with most intelligent species. Note that true demons are unable to probe another mind undetected; every time they attempt it, the target feels a disgusting intrusion, and can try to block it (Charisma saving throw).

-- **Combat:** Demons are proficient in all weapons and armors (provided the armor would be made to their body).

-- **Life Functions:** Demons breathe, but do not need to eat or sleep (although they can do so if they wish, such as with eating hapless victim as a form of sadism).



Lesser True Demons

In order of ascending power.

Dretch

NO. ENCOUNTERED: 2-8, 5-20, or 100-400 (abysses only)

SIZE: Small

HD: 4 (d12)

[Hit-points: avg.: 26 ; max.: 48]

MOVE: 20 ft.

AC: 18

ATTACKS: 2 claws (1d6), and 1 bite (2d4+1)

SPECIAL: Reduced demon abilities, spells, stench.

SAVES: P

INT: Inferior (5)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: None.

XP: 120 + 4/hp

Dretches are the lowly slaves of the true demons, who use them both as cannon fodder on the battlefield, and food when nothing else is available. (Demons don't need to eat but like to do so, especially eating live creatures in a most horrid manner). Dretches are disgusting short humanoids about 4 feet tall and weighing about 60 pounds. They flesh is pale, their body malformed, and they stink. Dretches are mostly stupid without will or ideas of their own, except for attacking and tormenting anyone who appears clearly inferior to them. Dretches are cowards at heart, who flee when the odds are against them, unless commanded by higher ranking demons, that they fear above everything else (whether that would make sense or not).

Combat: Dretches are slow, stupid, and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Stench: Dretches stink, hence continuously produce the effect of a Stinking Cloud spell in a 5 feet radius.

Spells: 1/day: *Scare*, *Darkness* 5 feet radius.

Reduced Demon Abilities: Dretches cannot teleport, cannot gain class levels and aren't immune against non-magical weapons.

Gate: Once per day a dretch can attempt to summon another dretch with a 35% chance of success.

Telepathy: Dretches are too stupid to speak, telepathically or not. However, they understand the order given to them by the demon who command them, whether telepathically or by speech.

Gorgootan

NO. ENCOUNTERED: 1-3 or 1-6

SIZE: Medium

HD: 6 (d12)

[Hit-points: avg.: 39 ; max.: 72]

MOVE: 20 ft. (40 ft. in trees)

AC: 20

ATTACKS: 2 claws (1d6+2), and 1 bite (2d6+2)

SPECIAL: Demon, spells, spring attack, chameleon skin.

SAVES: P

INT: Average (9)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 3

XP: 360 + 6/hp



Gorgootans are demons resembling orangutans, but with clawed hands and a hideous fiendish face. Two malevolent green lights in their eyes' sockets, seem to reek of the most wicked bestiality. Gorgootans are usually found in dark jungles, usually on their home plane, but sometimes on the prime material plane close to abandoned temples that once were dedicated to abominable deities. Gorgootans enjoy hunting sentient beings and devour them alive, tearing their bodies apart with their huge clawed hands, and throwing bloody remains away. As gorgootans aren't that bright, such grisly clues often betray their nearby presence.

Combat: Gorgootans ambush their victims hiding in the surrounding vegetation, preferably from above. They are great climbers who have no penalty for fighting in trees (except in some cases one hand must be dedicated to holding to nearby branches). Gorgootans never use weapons and armors.

Spring Attack: Gorgootans can jump on unsuspecting victims from above, adding 1d4 of damage to their attack that round, and stunning their victim for 1 round if the latter fails a Strength saving throw.

Chameleon Skin: Gorgootans can at will change the coloration of their skin to match that of the surroundings, thus increasing by +4 any check to spot them.

Spells: At will: *Cause Fear* (by touch), *Change Self*, *Darkness* 5 feet radius, and *Entangle*. 1/day: *Invisibility*.

Skills: Gorgootans are great climbers, getting +4 to their Climb checks (which is thus at +10 to the roll).

Gate: Twice per day a gorgootan can attempt to summon another gorgootan with a 40% chance of success.

Flyzme

NO. ENCOUNTERED: 1-3 or 1-6

SIZE: Medium

HD: 6 (d12)

[Hit-points: avg.: 39 ; max.: 72]

MOVE: 20 ft. (40 ft. fly)

AC: 20

ATTACKS: mandibles (2d4), and sting (1d6)

SPECIAL: Demon, spells, sleeping drone, poison.

SAVES: P, M

INT: High (13)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 6

XP: 120 + 4/hp

Flyzmes are disgusting demons resembling huge flies of the foulest sort. They favor places littered with refuse, and especially enjoy battlefields, when the combat is over and they can at leisure loot and consume decaying corpses, the more rotten being the better.

Combat: Flyzmes prefer to attack targets that are already wounded, being much attracted by the scent of blood. They usually try to avoid being hurt, so first try to make their victim fall asleep with their droning buzz. Flyzmes confronted with targets seemingly too dangerous, but visibly wounded and tired, will usually fly above and around them for as much time as necessary, waiting for them to succumb on their own, or at least be weak enough so the flyzme may attack without too much risks.

Sleeping Drone: Flyzmes' wings continuously emit a droning buzz that act as a *Sleep* spell (as if cast once per round).

Poison: Flyzmes who hit their target poison them in addition to damage. This poison has numbing effects, resulting in a 1d4 loss of Dexterity points if a Constitution saving throw is failed. A *Remove Poison* spell is required to clean the victim from this poison.

Spells: At will: *Cause Fear* (by touch), *Darkness 5 feet radius*, *Detect Good* and *Detect Invisibility*. 1/day: *Telekinesis*.

Gate: Twice per day a flyzme can either attempt to summon a flyzme with a 30% chance of success, or 1d3 dretches with 50% chances of success.



Succubus

NO. ENCOUNTERED: 1 or 1-4

SIZE: Medium

HD: 6 (d12)

[Hit-points: avg.: 39 ; max.: 72]

MOVE: 30 ft. (40 ft. fly)

AC: 20

ATTACKS: 2 claws (1d4), and 1 bite (1d4)

SPECIAL: Demon, spells energy drain, tongues.

SAVES: P, M

INT: Superior (16)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 6

XP: 380 + 6/hp

Succubi (singular: succubus) are demons of lust and sexual debauchery. In their natural state they have the shape and form of a beautiful human woman, usually 6 feet tall and weighing about 125 pounds; but with a bright red skin and demonic features, such as bat-like wings, tiny horns, and a tail. However, succubi may shape-shift into many forms. As such, they customarily adopt the racial shape of those they want to lure, and thus typically appear under the guise of a beautiful female without any demonic features. However, succubi are not females per se, and can change into males thus becoming incubi. The objective of succubi is to tempt and ensnare men to lie with them for their own nefarious purposes. They draw energy from their victims to sustain themselves, often until the point of exhaustion or death of said victims.

Combat: Succubi are definitely not warriors. They flee combat whenever they can. If forced to fight, they will usually try to gate in some other demons, otherwise could attack with their claws; but they prefer to turn foes against one another. Succubi use their *Polymorph* ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

Energy Drain: A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must attempt a grappling attack. The succubus's kiss or embrace drains one level. The kiss also has the effect of a *Suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed a Charisma saving throw to negate the effect of the *Suggestion*.



Spell-Like Abilities: At will: *Charm Monster*, *Detect Good*, *Detect Thoughts*, *Ethereal Jaunt* (self plus 50 pounds of objects only), *Polymorph Self* (humanoid form only, no limit on duration), *Suggestion*.

Tongues (Su): A succubus has a permanent *Tongues* spell ability. Succubi usually use verbal communication with mortals.

Skills: Succubi have keen hearing, getting +4 to their Listen checks (which is thus at +10 to the roll).

Gate: Thrice per day a succubus can either attempt to summon a Babau with a 50% chance of success, or 1d3 dretches with 75% chances of success. At times, if it can be really justified (for which saving her life cannot apply) a succubus can also attempt to summon a high ranking demon (Stage IV, V, or VI) with a 25% of success.

Babau

NO. ENCOUNTERED: 1 or 1-4

SIZE: Medium

HD: 7 (d12)

[Hit-points: avg.: 45 ; max.: 84]

MOVE: 20 ft.

AC: 23

ATTACKS: 2 claws (1d6+3), and 1 bite (1d8+1)

SPECIAL: Demon, spells, protective slime, thief skills

SAVES: P, M

INT: Superior (16)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 8

XP: 580 + 7/hp

Babau resemble tall, gaunt, elongated, skeleton-like humanoids. They are about 6 feet tall and weigh 140 pounds, and have great strength (Str = 19). Their skin is a dark brown-reddish-black in color, glossy, leather-like, and highly form fitting, hence the skeletal appearance. They have sly, sneaky, skull-like faces, and long, sturdy, claw-like fingers. They always walk with a sneaky, alert posture. The most notable feature of the babau, however, is the single, short, curved horn coming from the back/top of their head. Covering a babau from head to toe is a red, jelly-like slime which protects them from attacks.

Babau are the cunning and sneaky assassins of the Abyss. They are very careful and devious, and always form cunning plans before doing anything (or at least before combat).

Combat: Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks. Babau often attack with claws and bite, but given the opportunity may use weapons (with a +3 bonus to hit and damage due to great strength) if it appears more effective.

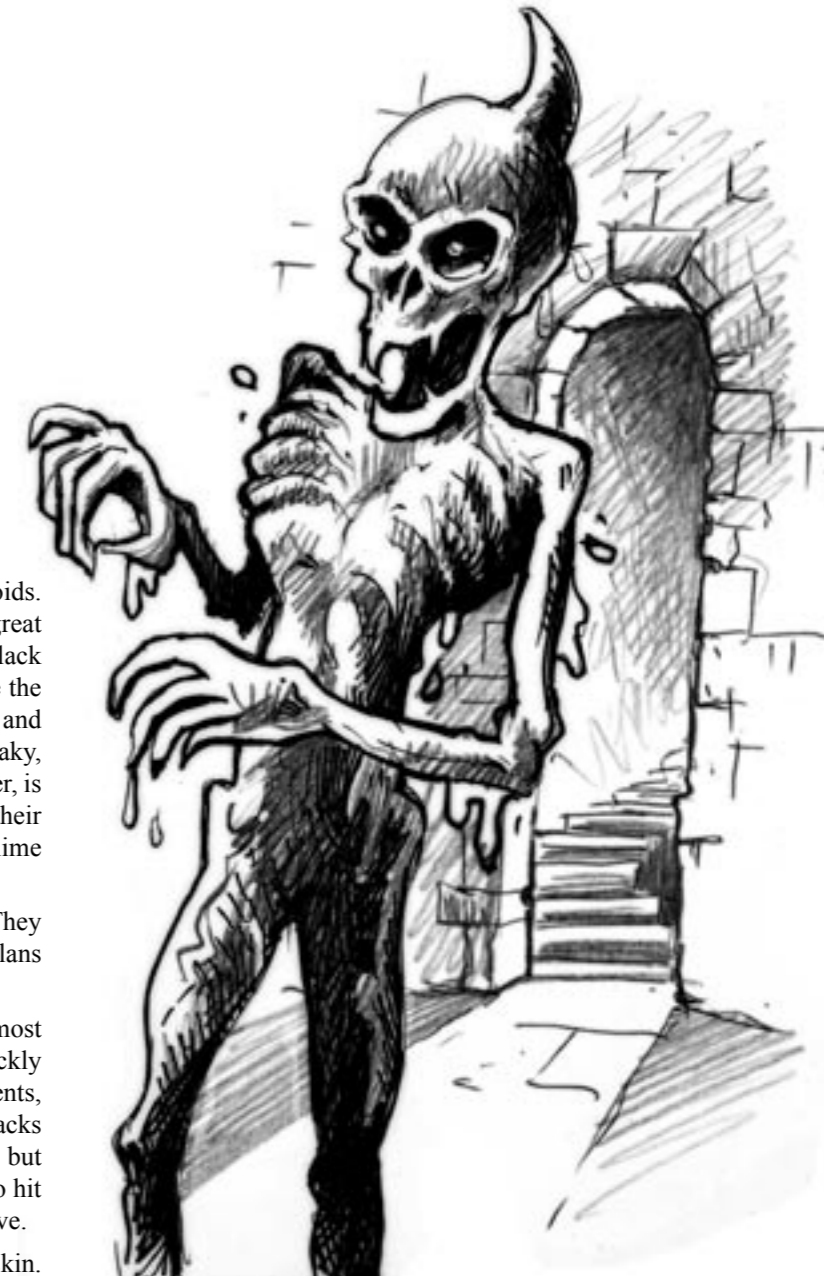
Protective Slime: A slimy red jelly coats the babau's skin.

Any cutting or slashing weapon tends to slip on it, and thus only inflicts half damage. In addition, this substance is highly corrosive, thus touching it bare handed inflicts 1d8 pts of damage (Constitution saving throw for half); while a weapon touching it will suffer deterioration (-1 penalty to hit and damage until repaired) unless the wielder makes his save.

Spells: At will: *Darkness 5 feet radius*, *Fear* (by touch), *Levitate*, *Fly*, *Dispel Magic*, *Polymorph Self*, and *Heat Metal*.

Thief Skills: Babaus have the following rogue abilities as if they were 10th level (thus get +10 to the roll): Back Attack (with their claws or any weapon), Sneak Attack, Hide, Listen, Move Silently, Open Locks and Traps.

Gate: Twice per day a babau can either attempt to summon another babau with a 40% chance of success, or 1d4 dretches with 55% chances of success. The latter are often used for diversion purposes.



Note: in the abysses, the realm of Chaos incarnated, one may not expect to find all true demons of a same stage to be strictly identical. The following stats present the archetype of each given stage. There are however, many individuals created with some differences (smaller or bigger claws, smarter or dumber, unusual spells, etc.), or even as defects (flawed or inferior). The GM is thus encouraged to modify his demons as suits the campaign and adventures' needs.

Greater True Demons

In order of ascending power.

Stage 1: Vrock

NO. ENCOUNTERED: 1, 1-4 or 2-12 (Abyss only)

SIZE: Large

HD: 8 (d12)

[Hit-points: avg.: 52 ; max.: 96]

MOVE: 30 ft. (50 ft. fly)

AC: 22

ATTACKS: 2 claws (1d8+3), 1 bite (1d6+2), and 2 rakes (1d4+2)

SPECIAL: Demon, spells, dance of ruin, spores, stunning screech.

SAVES: P, M

INT: Average (10)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 5

XP: 1080 + 8/hp

Vrocks resemble humanoids with the head, claws, and wings of giant vultures. They typically stand 8 feet tall and weigh 800 pounds. Vrocks, as but the first stage of greater demons, are only concerned with random and wanton destruction. They incarnate champions of ruin and desolation. As heralds of entropy, vrocks will wreck and defile all structure and organization they may come by. If encountering well-tended fields, well maintained edifices, etc., they will but get the urge to destroy them. When it comes to creatures, vrocks are not so much into killing, than maiming and injuring badly. Only when but smoking ruins and mayhem remain, do they calm down and leave. When not on their home plane, vrocks are sometimes found wandering haunted wastelands and forlorn lifeless areas. The dungeons and buildings that would be occupied by vrocks will never be clean and in good condition; such places are always deteriorated and putrid, infested with filth and useless broken garbage.

Combat: Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds.

Dance of Ruin: To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 60-foot radius. All creatures except for demons within the radius take 10d6 points of damage (Dexterity saving throw for half). Stunning, paralyzing, or slaying one of the vrocks stops the dance.

Spell-Like Abilities: At will: *Darkness, Scare, Shatter*; 2/day: *Telekinesis*.

Spores: A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 1d10 rounds. At the end of this time, the victim is covered with a tangle of vine growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless, Neutralize Poison, or Remove Disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech: Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a Constitution saving throw or be stunned for 1 round.

Gate: Twice per day a vrock can either attempt to summon another vrock with a 35% chance of success, or 2d6 dretches with 55% chances of success.



Stage 2: Hezrou

NO. ENCOUNTERED: 1, 1-4 or 2-8 (abysses only)

SIZE: Large

HD: 9 (d12)

[Hit-points: avg.: 59 ; max.: 108]

MOVE: 30 ft.

AC: 23

ATTACKS: 2 claws (1d10+3), and 1 bite (4d4)

SPECIAL: Demon, spells, stench, crushing hug.

SAVES: P, M

INT: High (13)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 7

XP: 1620 + 9/hp

Hezrous are grotesque, hunched, toad-like humanoids with a sickly gray skin covered in warts and scars, and foul smelling oil. They are about 8 feet tall and weigh about 750 pounds. While hezrous can walk both upright and on all fours, they always fight standing up. These brutes love nothing more than physical combat. Bullying and slaughtering weaker creatures is not enough for them. What they constantly seek, are huge and powerful adversaries against which to pit themselves. The hezrou's preferred tactic is the frontal assault, where they wade howling through lesser opponents, squashing them aside, then toward the biggest and most horrendous looking monster. Yet, hezrous are not heroic combatants, and will favor opponents they think they can defeat. If the odds clearly appear against them, hezrous will rather pretend to be hindered by the lesser host and thus unable to move on to their real foe. Hezrous are sometimes summoned to wreak havoc and terror upon one's

enemy. They may be sent storming fortresses, where they will batter down the gate and brutally massacre everyone inside.

Combat: Hezrous enjoy melee combat even more than vrocks do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible.

Crushing Hug: To use this ability, a hezrou must hit with both claw attacks in a single round. The victim is entitled a Strength saving throw to not being caught into the demon's crushing hug. Otherwise, it can attempt to break free of the hug during subsequent rounds by making additional Strength saves. The hezrou automatically does 2d6 of crushing damage, and get an automatic bite attack, each round against the hugged victim.

Spells: At will: *Detect Invisibility, Jump, Levitate, Scare*; 2/day: *Haste, Telekinesis*.

Stench: A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a Constitution saving throw or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *Delay Poison* or *Neutralize Poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Gate: Twice per day a hezrou can either attempt to summon another hezrou with a 35% chance of success, or 2d6 dretches with 55% chances of success.

Stage 3: Glabrezu

NO. ENCOUNTERED: 1 or 1-2

SIZE: Large

HD: 10 (d12)

[Hit-points: avg.: 65 ; max.: 120]

MOVE: 40 ft.

AC: 24

ATTACKS: 2 pincers (2d6+4), 2 claws (1d3+2), and 1 bite (1d4+2)

SPECIAL: Demon, spells, true seeing, pincer grab, glibness.

SAVES: P, M

INT: High (15)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 9

XP: 2450 + 10/hp

Glabrezus are hideous tall giant demons. They stand about 15 feet tall and weighs about 5,500 pounds. Two of their four arms end in clawed hands and two end in powerful pincers. The glabrezus' doglike heads are horned and their muzzle are full of sharp teeth. They have penetrating violet eyes, and their skin color range from deep russet to pitch black. Glabrezus enjoy



their brutal power and still delight in swaying and bullying weaker beings. However, they also relish a more subtle way to exert domination. They have found that cruelly maiming or killing a creature is not as enjoyable as perverting one's soul and bringing it to perdition. Hence, glabrezus spend time tempting mortal victims into ruin through false promises of wealth and power. They are generally summoned by a sorcerer who hopes to make a bargain; but at times, glabrezus will choose a gullible victim by themselves to contact and manipulate. In any case, dealing with a glabrezu is fraught with deception and may only end up in doom and disaster.

Combat: Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow either a *Power Word Stun* or *Dispel Magic* spell with melee attacks, hoping to finish off wounded foes with their mighty claws.

Pincer Grab: When a pincer attack hits with a natural 19 or 20, against a creature of medium or smaller size, it is grappled. Thereafter, each round the pincer does automatic damage upon the creature squeezing it to death. The victim can attempt to escape with a Strength saving throw. Doing anything, such as

trying to strike with a weapon, while in a pincer's grasp, is done at -4 penalty to the roll.

Spells: At will: *Comprehend Languages*, *Detect Thought*, *Dispel Magic*, *Nondetection*, *Suggestion*; 2/day: *Gaseous Form*, *Power Word Stun*, *Telekinesis*; 1/month: *Wish* – a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires. However, unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

True Seeing: Glabrezu continuously use true seeing as per the spell.

Glibness: Glabrezus are masters of lies and deception. They are immune to spells and magic that detect lies, and get +10 bonus to all bluff, diplomacy, influence, etc. rolls to tempt and deceive others.

Gate: Twice per day a glabrezu can either attempt to summon another glabrezu with a 35% chance of success, or 3d6 dretches or 1d3 vrock with 55% chances of success.

Stage 4: Nalfeshnee

NO. ENCOUNTERED: 1

SIZE: Large

HD: 11 (d12)

[Hit-points: avg.: 72 ; max.: 12]

MOVE: 30 ft.

AC: 25

ATTACKS: 2 claws (1d8+3), and 1 bite (2d4+2).

SPECIAL: Demon, spells, true seeing, dread light, frightening awe.

SAVES: P, M

INT: Superior (17)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 11

XP: 3040 + 11/hp

Nalfeshnees are enormous and loathsome demons that blend the appearance of an ape and a boar, with a pair of ridiculously small wings on their back. They stand more than 20 feet tall and weigh 8,000 pounds, yet can fly despite their small wings should normally not allow it. Nalfeshnees will kill and destroy as well as any other demon, but don't get that much satisfaction from it. They much prefer to derive pleasure from imposing their will upon creatures that would have rather lived on their own, and purge any hope and desire they may have had. They particularly delight in commanding and domineering large numbers of lesser demons and damned souls, becoming the absolute overseers to whom they forfeited all character, dignity and freedom. Nalfeshnees revel in humiliating hordes of hapless beings, acting as their unforgiving judges. Yet, despite reigning unchecked, these horrid demons that thrive from stealing others' lives, cannot but crave the real power and glory held by mariliths.

Combat: When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their dread light ability and slaughter them while they can't fight back.

Dread Light: Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed Wisdom saving throw or be stunned for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect.

Spells: At will: *Charm Monster*, *Command*, *Darkness*, *Dispel Magic*, *Levitate*, *Mirror Image*, *Major Image*, *Suggestion*; 2/day: *Feeblemind*, *Slow*, *Symbol (of fear or discord)*, *Telekinesis*.

True Seeing : Nalfeshnees continuously use true seeing, as per the spell.

Frightening Awe: Any creatures of less than 8 HD/levels who looks upon a nalfeshnee, is immediately struck with fear and awe, and feels the urge to submit to the demon's will and obey whatever he orders. A successful Charisma saving throw negates this effect.

Gate: Thrice per day a nalfeshnee can either attempt to summon another nalfeshnee with a 20% chance of success, or a glabrezu with 40% chances of success, or 1d4 vrock or hezrou with 55% chances of success, or 4d6 dretches with 85% chances of success.



Stage 5: Marilith

NO. ENCOUNTERED: 1

SIZE: Large

HD: 12 (d12)

[Hit-points: avg.: 78 ; max.: 144]

MOVE: 40 ft.

AC: 26

ATTACKS: 6 weapons (+5 dmg), and 1 tail (1d10).

SPECIAL: Demon, spells, true seeing, constrict, fiendish general.

SAVES: P, M

INT: Genius (18)

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 13

XP: 3800 + 12/hp

Mariliths are huge serpent-like demons. Their upper body appears to be that of a female human, but with six arms that each wield a weapon in combat; then, the lower part is the body and tail of a serpent. They stand about 9 feet tall and measure about 20 feet from head to tip of tail, for a weight about 4,000 pounds. Mariliths are the undisputed warlords of the abysses. They are the generals who lead immense armies of fiends on the scorched battlefields of the lower planes. They are cunning strategists and ambitious commanders that engage the lives of countless beings in horrid wars that seem to never cease. However, all their conquests and victories are nothing if they cannot achieve

them for their own glory. Mariliths resent being the pawns of the mighty balors, whom they hate, while relishing their position and power. At least this prevent the mariliths to consider the futility of their endless battles, that will never bring them anywhere in the eternal chaos and turmoil that is the abysses.

Combat: Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents. Mariliths are not only proficient, but also specialized in all weapons; as such, due to this specialization and their great strength they gain a +5 bonus on all weapon attacks. Most of the time they use magical weapons.

Constrict: When a tail attack hits with a natural 19 or 20, against a creature of medium or smaller size, it wraps around the target. Thereafter, each round the coils do an automatic 4d6 of crushing damage upon the creature. The victim must succeed a Constitution saving throw or lose consciousness for as long as

it remains in the coils and for 2d4 rounds thereafter. Otherwise, the victim can attempt to escape with a Strength saving throw. Doing anything, such as trying to strike with a weapon, while in the coils, is done at -4 penalty to the roll.

Spells: At will: *Blade Barrier, Cause Serious Wound, Curse, Darkness, Dispel Magic, Levitate*; 2/day: *Cloudkill, Polymorph, Project Image, Slow, Telekinesis*.

True Seeing: Mariliths continuously use this ability, as per the spell.

Fiendish General: All demons under the leadership of a marilith, that are in a 60 feet radius of her, get a +1 bonus to their attack and damage rolls. In addition, their tactics are sound and their attacks well coordinated (as they are led telepathically by the marilith).

Gate: Thrice per day a marilith can either attempt to summon another marilith with a 20% chance of success, or a nalfeshnee or glabrezu with 40% chances of success, or 1d4 vrocks or hezrou with a 55% chance of success, or 4d6 dretches with a 85% chance of success.



Stage 6: Balor

NO. ENCOUNTERED: 1
SIZE: Large
HD: 13 (d12)
 [Hit-points: avg.: 85 ; max.: 156]
MOVE: 40 ft. (90 ft. fly)
AC: 28
ATTACKS: 1 greatsword (1d12+5) and 1 whip (1d4+5), or 2 fists (1d8+5)
SPECIAL: Demon, spells, true seeing, flaming body, death throes.
SAVES: P, M
INT: Genius (20)
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 15
XP: 4750 + 13/hp

Balors are the archetype of demon. These giant winged humanoid with horns and demonic features, have a dark red skin and are bathed in flames. They stand about 12 feet tall and weigh about 4,500 pounds. Balors typically wield many-tailed flaming whips and greatswords of tortuous shape. They wander the abysses, looking over their vast domains and reminding everyone who is the boss. Despite being universally feared, balors must constantly crush revolts and put their slothful and quarrelsome vassals in line. They are in fact utterly filled with hate and anger. Among other things, it takes them countless eons of suffering, sweating, and scheming to get to the top of the



Depressing Slime Devil

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 1 (d6)
 [Hit-points: avg.: 4 ; max.: 6]
MOVE: 25 feet
AC: 5
ATTACKS: --
SPECIAL: **Cling, Telepathy, Repulse, Split, Spell Resistance (18), Infallible Tracker, Amorphous, Rejuvenate**
SAVES: P, M
INT: High (14)
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 1
XP: --

A depressing slime devil is a loathsome, foul creature with a peculiar fascination, and by some accounts, even a love, for all humanoid beings, which it considers to be both property and curios. These nasty creatures are in constant search for a mate, some unfortunate creature to attend its affections, and they cross the cosmos in their endless quest; once a depressing slime devil has found what it seeks, it is a tireless and peerless annoyance, never willingly parting from the person it has chosen. When encountered, a depressing slime devil appears as a hideously grotesque thing, often culled from the deepest fears and anxieties of its preferred victim. However, this is a deception, for the creature's true form is that of rancid, flowing anthropomorphic ooze composed of disgusting refuse gathered from the scum of the dankest swamp. Sages have been unable to identify a practical purpose or ecological service provided by a depressing slime devil.

Combat: Incapable, and reluctant, depressing slime devils avoid combat situations as best they can, preferring to remain within close proximity of whomever has captured the disgusting creature's attention. If a depressing slime devil is attacked it flees, but never retreats further than it can see, always keeping its target in view. However, if its victim is subjected to attacks by another creature, the depressing slime devil stands aside, and makes melodramatic hysteria, telepathically broadcasting a

Abyss' pecking order. Yet, once there balors eventually find it not rewarding as it should be, considering all what they endured to achieve ultimate power. As such, these mighty scourges and tyrants scream in rage and frustration, for they realize they will never find any fulfillment, in a place (the Abyss) that is desperately not worth it.

Combat: Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects at the foe. Balors' weapons usually are a greatsword in one hand, and a whip in the other:

Greatsword: Typically a +3 *Vorpal* sword (the magical bonus +3 is added to the base +5 listed for the sword attack).

Whip: Typically a +1 *Flaming Whip* that entangles opponents and burn them to death. When a whip attack hits with a natural 19 or 20, against a creature of medium or smaller size, the whip entangles the target, and does an automatic 3d6 of burning damage each round. The victim can attempt to escape with a Strength saving throw. Doing anything, such as trying to hit with a weapon, while being entangle, is done at -6 penalty to the roll.

Spells: At will: *Darkness, Dispel Magic, Fear, Fire Shield, Levitate, Power Word Kill, Power Word Stun*; 2/day: *Cloudkill, Fire Storm, Symbol, Telekinesis*.

True Seeing : Balors have a continuous true seeing ability, as per the spell.

Flaming Body: The body of a balor is wreathed in flame. Anyone grappling the monstrous demon takes 6d6 points of fire damage each round. Likewise, a creature who touches a balor barehanded suffer 3d6 of damage (Constitution saving throw for half).

Death Throes: When killed, a balor explodes in a blinding flash of light that deals 50 points of damage to anything within 100 feet (Dexterity check for half). This explosion automatically destroys any weapons the balor is holding.

Gate: Thrice per day a balor can automatically summon either 4d10 dretches, 1d4 hezrous, 1d4 vrocks, or one nalfeshnee, glabrezu, or marilith. He may also attempt to summon another balor with a 35% chance of success.





concerted cry for help. A depressing slime devil never performs any ability, or assists the target of its affections in any way, and if its victim is somehow slain, it immediately attempts to locate a new target.

Cling: Any humanoid creature, regardless of size, is subjected to this effect. When a depressing slime devil first spots a potential victim, that victim must make a successful charisma save or cause the depressing slime devil to fall in love. If the save is successful, that victim is forever immune to the cling ability of the depressing slime devil that provoked the save. However, if the creature fails its save, the depressing slime devil becomes psychologically and preternaturally linked, and will never, under any circumstance, leave the unfortunate victim alone; note that a depressing slime devil that has successfully used this ability will not use it again, unless its current victim is dead... This ability does not do any damage nor does it provide any benefit. For purposes of determining the save difficulty, a depressing slime devil is considered to have 15 hit dice.

Telepathy: A depressing slime devil can telepathically communicate with any intelligent creature within 120 feet. If the depressing slime devil studies a humanoid creature for one round and is then seen by the creature, it appears as whatever form the creature finds to be most disgusting and repulsive.

Repulse: Any creature that sees a depressing slime devil is required to make a charisma save or feel an overwhelming hatred or fear. A successful save ignores both effects; however,

a failure results in equal chance (50%) of either fleeing in a sickened panic as per the spell *fear* or attacking in blind fury as per the spell *confusion*. These effects continue for as long as the depressing slime devil is visible. The depressing slime devil is considered to have 15 hit dice for purposes of this save.

Split: If a depressing slime devil is struck by a weapon it immediately splits into 1-4 identical copies of itself, each immediately attempting to locate its own victim. Each copy has the same abilities, and number of hit points as the original.

Spell Resistance (18): In order for a depressing slime devil to be affected by a magical attack, the originator of the effect must roll higher than an 18 on a d20.

Infallible Tracker: A depressing slime devil cannot lose a trail and cannot fail on any tracking check, always able to locate whatever it seeks, even across the multiple planes. However, it is subject to its own movement limitations, so it can be outrun.

Amorphous: Having no discernible anatomy and a mostly permeable body, a depressing slime devil is immune to all petrification and polymorph effects. In addition, it can seep through any porous surface, excluding metal, glazed pottery, or well-fitted masonry at a movement of 1 foot.

Rejuvenate: Each depressing slime devil has a different series of circumstances that will cause its actual death. If a depressing slime devil is reduced to zero hit points, or otherwise suffers an effect that would normally kill it, it is instead rendered unconscious for a number of rounds equal to the damage dealt, or the level of whatever effect caused its "death". Castle Keeper's are encouraged to develop bizarre and unusual events, heightened for maximum entertainment. Some examples of methods to kill a depressing slime devil follow:

- Convincing the depressing slime devil that its mother loves it.
- Calling it a cute, lovable little devil, and smothering it with kisses.
- Sealing it into a specially constructed tower (by means of a *passwall* spell) along with its victim (by means of the spell *phantasmal force*).

Depressing Slime Devil by Robert Doyel, inspired by an original work by Gary Gygax, in "The Strategic Review" Volume II, No 2, Copyright 1976, TSR, Inc.



Fathom Phantom

NO. ENCOUNTERED: 10-100

SIZE: Medium

HD: 2 [d8]

[Hit-points: avg.: 9 ; max.: 16]

MOVE: 20 ft., 60 ft. (swim)

AC: 15

ATTACKS: Weapon (by weapon), Talon (1d4), Bite (1d4)

SPECIAL: Darkvision 60 ft., Light Blindness, Water

Dependent

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 1

XP: 15+9



These mysterious fishmen are from deep beneath the waves, often finding their way to small, coastal towns and villages for nefarious purposes. They have grey scales of various shades with pale underbellies and will sometimes wear a harness for carrying tools and weapons (often spears, tridents and daggers made from coral and stranger materials). They deal with many chaotic beings (even men), but only come out at night as they come from a strange realm of lightless, silence themselves. It is said that communities who deal with these ghastly things for too long begin to resemble them physically and become detached from the rest of humanity. Beware the traveler who docks to such a town for even one night!

Light Blindness: Fathom phantoms dislike light, and suffer a -1 penalty to their attack rolls when in bright light. Their vision is also impaired in such condition, and they see with difficulty.

Water Dependant: Fathom phantoms that stay out of water for more than 1d4 x 10 minutes, afterwards lose 1d4 hit-points per 10 minutes.

Fell Beast

NO. ENCOUNTERED: 1-8

SIZE: Large

HD: 4 (d10)

[Hit-points: avg.: 22 ; max.: 40]

MOVE: 50 ft., 100 ft. (fly)

AC: 14

ATTACKS: Horn (1d12)

SPECIAL: Darkvision 60 ft.,

Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 3

XP: 60+4



Often mistaken for a winged horse or even a unicorn at a distance, this nightmarish creature is the death of many who wander into ancient, primeval forests and jungles. They almost look like large, pale, emaciated horses, except for the leathery, clawed wings in place of forelegs and the long, twisted horn (dark at the base, fading to blood red at the tip) sprouting from its forehead. They attack nearly anything on sight and cannot be tamed except by the most evil and powerful of beings (who may use them as mounts).

Fell Shadow

NO. ENCOUNTERED: 1-4

SIZE: Medium (as in life)

HD: 6 (d8)

[Hit-points: avg.: 27 ; max.: 48]

MOVE: 30 ft./60 ft. (fly)

AC: 18 (20 in darkness)

ATTACKS: 2 Incorporeal Touch (1d4)

SPECIAL: Create Spawn, Incorporeal, Strength Damage and Constitution Damage, Blend, Darkvision 60ft.; Sunlight vulnerability

SAVES: M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Undead

Treasure: 5

XP: 600 + 6

The fell shadow is a form of undead similar to the shadow (see Castles & Crusades Monsters & Treasure guide). Unlike its more common kin, the fell shadow is more attuned to the Negative Material Plane and subsequently draws greater strength from it. This dread creature, like most undead, seeks out the living when possible to feed on their life energy.

More intelligent than shadows, they occasionally (30%) have 1-10 shadows as servants and lackeys for they are easily able to dominate their weaker cousins. They inhabit graveyards, mausoleums, and sometimes battlefields; wherever violent death has been evident. The fell shadow appears as a black silhouette like the shadow, but is the height and outline of their living form, be it human or elf or even humanoid. A feral, red glow emanates from their eyes as they prepare to feed upon their chosen prey.

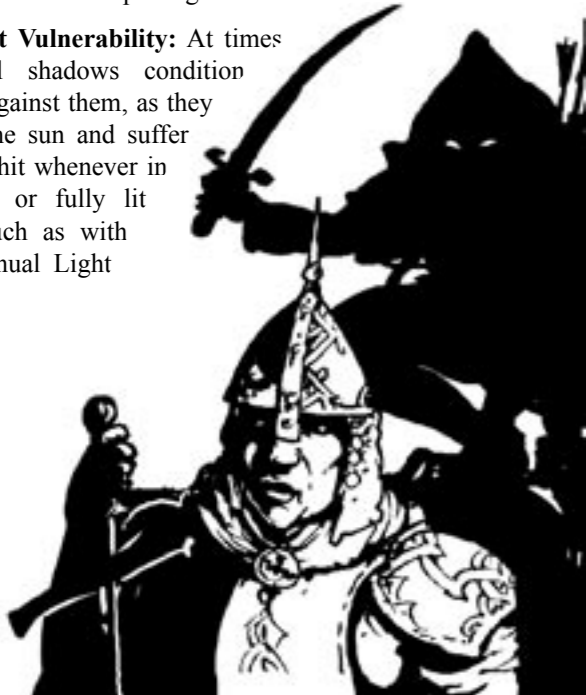
Combat: As incorporeal creatures, fell shadows require +1 or better weapon to hit. As with shadows, they may walk through walls, crawl up through floors, and attack from shadows. Furthermore, fell shadows gain a +2 AC bonus in darkness as well as resistance to all damage save magical weapons and spells due to their shadowy substance and ability to fade into surrounding darkness.

Strength/Constitution Drain: Like the shadow, it moves quickly to strike its victims with raking claws, but as well as 1d4+1 hit points of damage and 1 point strength drain the victim must make a constitution save or lose 1d3 constitution points as temporary attribute damage. This saving throw must be repeated each time a victim is hit, and the save reduces in efficacy with each reduction (for every point of constitution damage inflicted the saving throw is increased in difficulty by the same number).

Create Spawn: When a victim is reduced to 0 strength points, 0 hit points, or 0 constitution points, the victim is dead and will rise in 1-3 nights as a lesser fell shadow in the thrall of the fell shadow that slew him or her; if the fell shadow in question still exists. If not, the new fell shadow will be independent and at full strength.

Blend: As shadow creatures, a shadow is virtually undetectable in darkness. It is considered invisible under these conditions and can attack without spoiling concealment.

Sunlight Vulnerability: At times the fell shadows condition works against them, as they abhor the sun and suffer a -2 to hit whenever in sunlight or fully lit area (such as with a Continual Light spell).



Flesh Hound

NO. ENCOUNTERED: 1-6

SIZE: Small

HD: 1 (d12)

[Hit-points: avg.: 6 ; max.: 12]

MOVE: 50 ft.

AC: 13

ATTACKS: Bite (1d4), Tail Bite (1d4)

SPECIAL: Tail Attack, Undead

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: n/a

XP: 9+1

Created to serve as guardians, flesh hounds are disturbing creatures; skinless and reanimated hounds, the heads of which have been removed and replaced by those of humanoids, the tail of which has been replaced with a sinuous, jaw-tipped orifice. The cunning exhibited by these necromantic guardians is rightly feared, and their wretched howl is said to be terrible.

Combat: Flesh hounds run down their victim's with animal-like cunning, biting with their mouth and tail, rending flesh.

Tail Attack: Because their tail is tipped with a vicious maw, flesh hounds can attack opponents in front and behind them simultaneously with no penalty.

Floating Skull

NO ENCOUNTERED: 1-4

SIZE: Small

HD: 2 (d12)

[Hit-points: avg.: 12 ; max.: 24]

MOVE: 30 ft

AC: 13

ATTACKS: Bite (1d4),

Head Butt (1d4)

SPECIAL: Spell-Like Abilities,

Floating, Wail.

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 2

XP: 25+2

As their name implies, floating skulls resemble...floating skulls! They shine with a sickly soft glow, and unlike the full skeleton, they are not devoid of intellect. Floating skulls are usually raised from the corpses of victims of beheading.

Spell-Like Abilities: Levitate Mage Hand, Unseen Servant, and Spiritual Weapon, all at will and at the 3rd level of ability.

Floating: A floating skull does not move itself along the ground, but rather, floats through the air. The floating skull may float both horizontally or vertically at its listed movement.

Wail: 1/day, a floating skull may emit a blood curdling wail that paralyzes all within 30' with fear for 2d6 rounds (save vs. fear negates).

Flying Squid

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d8)

MOVE: 20 ft. (levitation)

AC: 12 (body) / 16 (tentacles) / 20 (eyes)

ATTACKS: Hug (2d6 + special)

or up to 10 attacks, 1d8 (or spells) from tentacles.

SPECIAL: Tentacle Regeneration, Darkvision 120 ft.,

SR 18, Immune to Non-Magical Weapons.

SAVES: M

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 13

XP: 2200 + 10

Flying squids are odious creatures probably native to another world, but usually known to inhabit ruins, caverns and underwater locations. These cruel and cunning monsters resemble a large blob (about 8 ft in diameter) of shadow with 10 sorts of tentacles emerging from below, plus two burning, malevolent, red eyes in the middle. Flying squids are part ethereal, and float/levitate above the ground, rather than walk or fly. Note that they don't appear to breathe, and seem to be at equal ease in a normal atmosphere, underwater, or even the void.

Combat: Flying squids can attack with their tentacles either physically or magically. That is, a tentacle may be used to slam for 1d8 of damage, or may be used to cast a spell (always the same for that tentacle, usable at will once per round). Otherwise, a flying squid may attempt to grapple an opponent and pull him into the darkness between his tentacles. In this case, for each tentacle that hits, instead of damage or a spell, the victim must succeed with a strength saving throw or be pulled in 1d3 rounds, and then vampirised hopelessly for 2d6 of damage per round; as this is true vampirisation, those hit-points are actually transferred to the flying squid up to its normal maximum. Note that otherwise, each tentacle is AC 16, and has 2-8 hp (which are in addition to the total number of hp); by default, for a character to strike the body of the creature, one must declare that he wants to strike a tentacle instead.

Spells: Flying squids can plane shift once per day, but only in proper circumstances (as Castle Keeper's discretion), such as



the «stars being right», being summoned with shouting some specific formula three times in a row, etc. They can also become ethereal up to 10 minutes per day. Lastly, each tentacle can cast a single spell, at will, once per round (per tentacle), as a 10th level spell caster. All spell-like effects of the eyes follow the spell's description in the Castles and Crusades Players Handbook.

- | | |
|---------------------------|---------------------|
| 1. Silence | 6. Fear |
| 2. Sleep | 7. Slow |
| 3. Inflict Serious Wounds | 8. Flesh to Stone |
| 4. Suggestion | 9. Dispel Magic |
| 5. Telekinesis | 10. Finger of Death |

Hypnotic Gaze: The flying squid has two malevolent, glowing-red eyes that have a hypnotic power. Whoever fails a charisma saving throw upon seeing them loses any will, becoming apathetic (unable to do or understand what's happening, letting the flying squid act as it wishes). These eyes can be destroyed, however, if the PC states so, and attacks them (AC 20) rather than attacking the body as normally. If the PC hits, the flying squid must succeed with a constitution saving throw with a Challenge Level equal to the damage dealt by that strike. If the saving throw fails, the flying squid doesn't lose hit points, but is blinded; if the save succeeds, the flying squid eyes are not affected, but the his body suffers damage normally.

Tentacle Regeneration: Destroyed tentacles or eyes grow back at a rate of 1/week.

