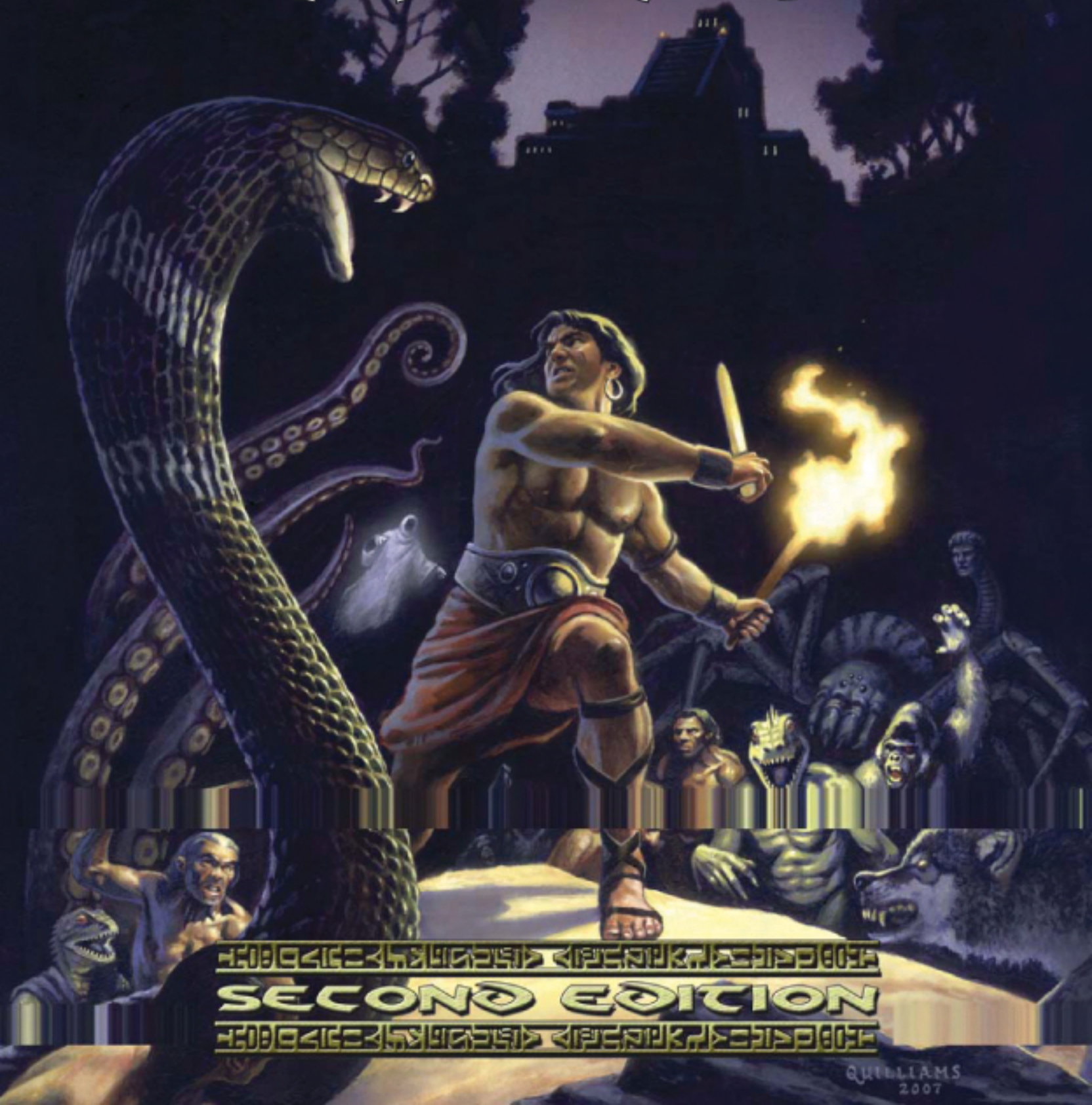


CONAN[®]

BESTIARY OF THE HYBORIAN AGE



SECOND EDITION

QUILLAMS
2007



CONAN®

BESTIARY OF THE HYBORIAN AGE

SECOND EDITION

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Introduction

The world of Robert E. Howard's *Conan* was rife with savage beasts and craven men that made readers shiver to think of in their mind's eye or inwardly cheer when the great Cimmerian hero plunged his sword into them. From wild apes as large as mythic giants to ancient serpent-men filled with the blood of very real dragons, the stories of Hyboria showed us a primal world that thrilled and terrified all at once.

With this tome in their hands, Games Masters can hope to fill their Conan campaigns with the same horrific creatures and visceral challenges that the characters in the stories and novels had to overcome – and many more.

HOW TO USE THIS BOOK

Much like any other collected sourcebook for a roleplaying game, *The Hyborian Bestiary* is dominated by the vast number of individual creature entries that make up the meat of its contents. From the deft aaryx to the alien yaggite, this book covers dozens upon dozens of different beings, animals and creatures. Some might be useful as pets or companions to Player Characters; others are designed to be the ultimate foes for sword or sorcery alike. There is no corner of Conan's world that we did not go to in order to find these beasts, and Games Masters can rest easy knowing that their adventures no longer always have to revolve around Picts, polar bears or wolves in the night.

After the reams of creature entries that make up the body of this book, we decided to give readers and collectors a little treat. With the newly designed beastmaster prestige class, a role caught somewhere between huntsman and trainer, characters can learn to deal with many of the creatures in this book in a way that does not always require a sharp arrow or stiff spear.

If a player has ever wanted a pet nordwolf or a trained hyena, the skills and abilities of the beastmaster will be perfect for him.

Finally, the book is finished off with a look at the rules that underlie all the creatures presented here and a detailed description of how to create unique creatures through adding Hit Dice and character levels.

CREATURE ENTRIES

With the update to a second edition of the Conan Roleplaying game, we have decided to streamline the way creatures and encounters are presented to our readers. A new look to our creature entries makes them easier to utilise quickly, but also gives our readers the ability to use these monsters elsewhere, even perhaps in other similar roleplaying games. What each piece of a creature entry means is detailed in the list below.

BASIC INFORMATION

The first section of every entry details the identity and introductory information about the creature.

Name

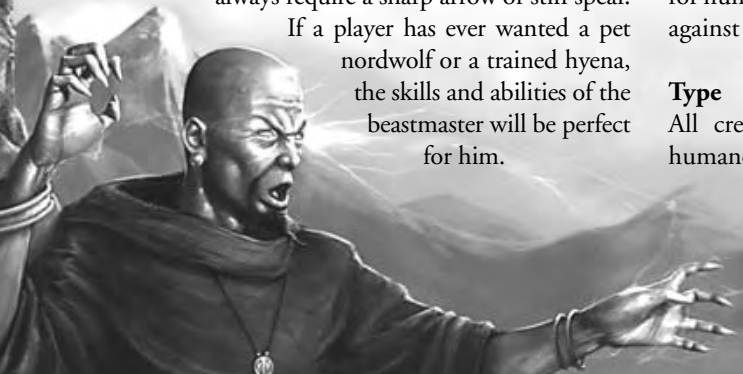
This is what the creature is generally known as. There could be more definitive labels in the creature's description text, especially in the case of titles or names that would be greatly unknown to the general populace (demons, exotic creatures, etc.).

Size

This line explains how large (or small) the creature is generally, and what manner of creature it happens to be. The size of a creature determines how physically large it is in comparison to a normal human being. Creatures receive a modifier to both their Defence and their attack rolls against other creatures as shown on the table opposite. Just as it is easier for a human warrior to strike a house than another human, and more challenging for him to swat a fly, a house-sized Hyborian dragon is easier to hit for human-sized foes and finds it more difficult to retaliate against these smaller antagonists.

Type

All creatures also have a type – perhaps animal, or humanoid, or elemental – and some have subtypes as well.



SIZES AND MODIFIERS

Size	Example	Base Defence Modifier
Colossal	Dragon of the Mountain	- 8
Gargantuan	Son of Set	- 4
Huge	Elephant	- 2
Large	Giant-kin, Grey Ape	- 1
Medium	Human	+ 0
Small	Badger, Dog	+ 1
Tiny	Raven, Housecat	+ 2
Diminutive	Rat	+ 4
Fine	Insect, Mouse	+ 8

Types and subtypes function as 'hooks' for game rules. For example, when an ability affects 'any animal' it can affect any creature with the 'animal' type. Further details regarding types and subtypes, including some special rules, can be found on page 163.

TERROR OF THE UNKNOWN

Many of the creatures in this book inflict the Terror of the Unknown as described as page 376 of Conan the Roleplaying Game. As a general rule of thumb, any creature of the following types (see page 163 for more about types) will provoke a Terror check:

- ❖ Aberration
- ❖ Construct
- ❖ Elemental
- ❖ Ooze
- ❖ Outsider
- ❖ Undead

Other creatures may provoke a Terror check if they appear sufficiently unusual or frightening to the character – an elephant is quite normal to Vendhyans, but an Aquilonian who suddenly finds himself face-to-face with one may be considerably less sanguine. Other good candidates for this are the various magical beasts, any of the larger animals such as the great shark (see page 56), and large gatherings of monstrous humanoids.

ENVIRONMENT

This entry section shows what part of Hyboria, in geographical descriptions, the creature can generally be found within. This is their natural environment, if they have one, and Games Masters should check if they have some kind of special benefits within this natural surrounding.

Organisation

This line details the average number of the creatures that should appear in a single encounter. There could be a variable amount, meaning that the Games Master must roll or decide how many appear. There could also be different levels of encounter, from a single random crocodile swimming by to the communal basking dens on the shores of the Styx.

Initiative

This shows what sort of modifier, if any, the creature gets to its Initiative checks in combat.

Sensory Traits

This line shows any special abilities that might help the creature see or otherwise sense their surroundings.

Languages

This line shows any languages the creature might understand or speak, if any.

DEFENSIVE INFORMATION

The next section of every entry details how the creature fares when attacked and how well it can shrug off any damage.

Defence

The Defence entry gives the Dodge and Parry defences for the creature. Most creatures only have Dodge defences as they are either unskilled or unequipped for parrying.

Hit Points, Hit Dice and Damage Reduction (DR)

The hit points of a creature are self-explanatory. The number of Hit Dice it has is used to determine the difficulty of resisting its various special abilities and also as the basis for advancement (see page 167). The damage reduction of all the creatures presented here is natural DR from their tough hide or supernatural nature. None are wearing armour, although many have the capability to do so (adding to their natural DR normally).



INTRODUCTION



Damage Reduction and Swallowing: Some creatures have the ability to swallow their enemies whole. Such creatures normally have half their usual damage reduction from the inside – most creatures have *no* damage reduction from the inside, but creatures that typically swallow prey whole tend to have very robust digestive systems.

Saves

This entry line gives the creature's Fortitude, Reflex and Will save modifiers.

Immunities

This line describes any forms of damage that the creature is wholly immune to. Further detail can often be found in the creature's detailed write-up.

Weaknesses

Conversely, this line describes any forms of damage that the creature is specially vulnerable to and what form that vulnerability takes. Once again, more details can usually be found in the creature's detailed write-up.

OFFENSIVE INFORMATION

This details how well the creature can perform when placed in an attacking situation. All normal combat options should be detailed here.

Speed

This entry gives the creature's tactical speed. If a creature has an alternate form of movement it will be noted separately, and with a description as to what that movement is.

Space / Reach

This entry line shows how large the creature is for the purposes of combating it. A creature's space is a square of the indicated length on each side, and its reach is the indicated distance.

Some creatures do not have a space or reach entry – these creatures have a normal 5 foot space and 5 foot reach.

Attacks

The attack line assumes a full attack is made. In cases where a creature can only make a single attack, such as when it has made a move action already in the round, only a single attack can be made (usually the first one listed, with the highest attack bonus).

If an attack form has no critical threat range listed – and

most do not – then that attack only threatens a critical on a natural 20 and does double damage. If a threat range or multiplier is listed, use that instead.

Base Attack

This line shows how proficient the creature is at making normal attacks, ignoring any modifiers from abilities and feats.

Grapple

This shows the creature's total modifier for making a grapple check – something that many creatures do in order to better bring other attacks to bear.

Sorcery

Some demons and creatures can have access to sorcery. Any creature that has the ability to cast spells will have its abilities detailed here.

Special Attacks

This entry shows whether or not the creature has any special abilities that they can call upon to aid them in combat. For most special attacks, the creature's entry will detail the ability listed and how it works in game mechanics, but many special qualities are commonplace throughout the book and are listed in greater detail in the section starting on page 166.

OTHER INFORMATION

This section explains any interesting game mechanics and useful details about the creature.

Abilities

This line details the average basic Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma of the creature. These numbers are determined from an average score of 11 or 10, meaning that exceptional and sub-standard versions of the creature exist on both sides of the given average.

Special Qualities

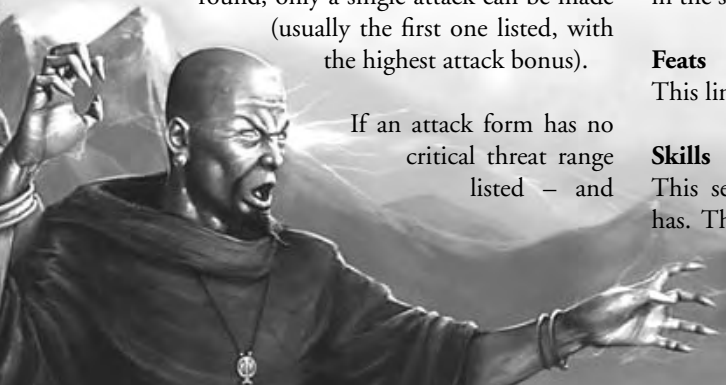
This line shows any specific traits or qualities that the creature has that were not detailed elsewhere. As with special attacks, these will either be described in detail in the creature's entry or will be a common quality described in the section starting on page 166.

Feats

This line shows any feats the creature has access to.

Skills

This section of the entry gives any skills the creature has. The listed modifier already includes any ability or



AWESOME BLOW (GENERAL FEAT)

Certain creatures of primal power can knock their enemies flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent may not move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

TITANIC BLOW (GENERAL FEAT)

Monstrous creatures from a more primal age can deliver truly titanic blows, knocking their enemies well away from the combat.

Prerequisites: Str 35, Power Attack, Improved Bull Rush, Awesome Blow, size Huge or larger.

Benefit: As the Awesome Blow feat except that the creature need no longer subtract 4 from its attack roll when delivering an awesome blow. Furthermore, if the creature hits a corporeal opponent at least two sizes smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying (1d4 + creature's strength bonus) 5-foot squares in a direction of the attacking creature's choice and fall prone. The opponent is dealt an additional 1d6 damage for each 5-foot square he flew. If desired, he may make a Tumble check (DC = additional damage dealt) to change this additional damage from lethal to nonlethal damage, but he will still fly the full distance. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take the full damage the creature would have taken had he gone the whole distance, and the opponent stops in the space adjacent to the obstacle. He may make a Tumble check as usual to change the damage to nonlethal.

miscellaneous modifiers but not conditional ones (such as '+4 to Hide checks in snowy areas'). Creatures can use other skills untrained with their normal ability score modifiers.

Possessions

This section shows any material goods that the average creature of this type might be carrying. For any animal entries that have information listed here, the item is likely hidden nearby in a den or nest.

Advancement

The entries in this book generally describe the average example of each creature detailed but tougher, stronger and larger specimens can be found. Creatures can be advanced up to a number of Hit Dice as listed in this field. Some creatures are intelligent enough to have actual character levels instead of commonplace Hit Dice, and a progression of the listed character class will take

the place of any additional Hit Dice. To make a tougher or more experienced version of these creatures, simply add levels from the listed class(es) to the main template accordingly. The extra levels (and Hit Dice that come with them) do *not* enlarge creatures in the same way that natural advancement does. For more information on advancing creatures, see page 167.

DESCRIPTIVE TEXT

This section gives all of the necessary information Games Masters might need to fully utilise the creature in their games. A few sentences about the physical description of the creature, some information about what it is and what it does, and then sections detailing how it fights and anything special it is capable of make up the majority of the section.



Monsters

Creatures of Uncommon Provenance, Power or Nature

This chapter gives the statistics and game information for hundreds of creatures, beasts and other interesting inhabitants used in Conan the Roleplaying Game. They are listed in alphabetical order for reference convenience, and some entries have multiple sub-types that are detailed all in one place for ease of location.

AARYX

Medium Animal

Climate/Terrain: Temperate plains and woods

Organization: Solitary, pair, or flock (8–48)

Initiative: +12

Senses: Listen +1, Spot +5, low-light vision

Languages: –

Dodge Defence: 16

Hit Points: 11 (2 HD); DR 1

Saves: Fort +4, Ref +8, Will +1

Speed: 20 ft., fly 70 ft. (average)

Melee: 2 claws +6 finesse (1d4+1) and beak +1 finesse (1d6+1)

Base Atk +1; Grp +3

Abilities: Str 14, Dex 21, Con 12, Int 2, Wis 12, Cha 6

Feats: Improved Initiative

Skills: Survival +6

Advancement: 3–4 HD (Medium)

The aaryx is a crane-like bird with a very broad and sharp beak used for shearing through earth and eggshells to get at their prey. They can be found in small flocks throughout Hyrkania and Turan, migrating over the Vilayet Sea seasonally to follow the warm weather. They are remarkably fast and agile for such an awkward-looking bird, and tend to be very protective of their ground nesting areas – even to the point of attacking humans if they feel their eggs could be in danger.

A typical aaryx stands about five feet tall on its black, spindly legs, and has a wingspan of roughly eight feet. Their plumage ranges from a dull grey on the females to brown speckled with crimson on the males. Both sexes have bright orange beaks shaped and sized similarly to a short sword atop their slender but muscular necks.

COMBAT

Aaryx strike with their claws when in motion, cutting dagger-wide swaths of flesh from their targets, but it is their hard and fast beak that is the real danger. With a blur of motion, the bird can shoot its neck out at a target to drive its beak into a foe, puncturing all but the toughest of armours like it was nothing at all.

Skills: Aaryxi (plural) have a +4 racial bonus on Spot checks.



BESTIAL THINGS OF YB

Medium Monstrous Humanoid

Climate/Terrain: Warm deserts and underground (particularly in Shem)

Organization: Solitary, team (2–4) or horde (5–20)

Initiative: +0

Senses: Listen +2, Spot +2

Languages: Shemitish, Stygian

Dodge Defence: 10

Parry Defence: 17

Hit Points: 11 (2 HD); DR 1

Saves: Fort +4, Ref +0, Will +0

Speed: 30 ft.

Melee: Primitive hatchet +8 (1d6+6 damage, AP –)

Ranged: Thrown rock +2 (1d4+6, AP –)

Base Atk +2; **Grp** +8

Abilities: Str 22, Dex 10, Con 13, Int 9, Wis 10, Cha 8

Special Qualities: Mutated

Feats: Alertness

Skills: Climb +6, Hide +3, Survival +2

Advancement: By character class (usually barbarian)

The collective race of beings called the ‘bestial things of Yb’ are humanoid ape-like men that are frequently mutated by evil sorceries. They live in and around the ruins of Yb, an ancient city destroyed by a demon god in times long past. These bestial things are the cannibalistic descendants



of the original people of Yb, twisted into animalistic monsters by the horrible energies that exist beneath the crust of the ruins.

These mutants rarely leave their ruins, but have been occasionally known to venture out into the desert in search of fresh prey to fall upon and bring back for the rest of the horde. Some of these beings have horrifying mutations – claws, horns, scales, and so forth – although they consider them the blessings of their unnamed god.

COMBAT

Bestial things use primitive stone weaponry or any natural weaponry that their mutations have left them with. A lone bestial thing will likely try to incapacitate their enemies and escape but larger groups of the beings fall upon their victims in a meat-eating frenzy.

Mutated: Bestial things bear 2d3–1 mutations that vary from being to being, which can be determined by rolling on the following table:

2d6	Mutation	Game Effect
2	Glowing Eyes	Darkvision 120 ft. and +4 to Spot checks
3	Re-curved Legs	+4 Jump
4	Enormous Ears	+4 Listen
5	Dense Claws and Footpads	+4 Climb
6	Claws, Fangs or Horns	Adds natural unarmed attack that inflicts 1d4+6 damage
7	Cosmetic Mutation	No game effect but can otherwise be anything.
8	Webbed Fingers and Toes	+4 Swim
9	Toxic Spurs	Unarmed attack inflicts poison as per Medium-size scorpion (see page 149)
10	Wide and Faceted Eyes	+4 Spot
11	Knitting Skin	Regeneration 1d4
12	Dense Fur and Flesh	+2 damage reduction

Games Masters should feel free to invent additional mutations and apply them to the bestial things at their discretion, showing the true perversion of flesh that they have become.





BLACK FIEND

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organisation: Solitary

Initiative: +7

Senses: Listen +3, Spot +3

Languages: Demonic,
Old Stygian, Acheronian

Dodge Defence: 17

Hit Points: 39 (6 HD);

DR Total

Saves: Fort +7, Ref +7, Will +8

Immunities: All physical damage

Weaknesses: Fire and silver inflict harm normally

Speed: 40 ft.

Melee: Gore +9 finesse (1d8+1) and 2 claws
+6 finesse (1d6+1)

Base Atk +6; **Grp** +8

Magic Atk: +7

Sorcery (non-caster)

Summoning – *greater demonic pact*,
summon demon, *summon elemental*

Plus all spells in 1d4+1 other styles

Power Points: 13 (max 26)

Abilities: Str 13, Dex 14, Con 15,
Int 12, Wis 17, Cha 19

Special Qualities: Manifest

Feats: Dodge, Multiattack, Weapon Focus (gore)

Skills: Craft (herbalism) +10, Hide +19, Knowledge
(arcana) +10, Move Silently +19, Perform
(drums) +13

Possessions: –

Advancement: By character class (usually scholar)

Black fiends are commonly called up either as infernal assassins or to teach scholars a portion of their bountiful magical knowledge. At a distance or in the dark – their favoured environment in any case – they could pass for human, being of a similar size and general build. Up close, their vile demonic features, horns, and pointed ears make their true nature clear. Some wear cowls or cloaks to better hide their features until it is far too late for their unfortunate target.



Most black fiends are also scholars, often of considerable power. They favour the Summoning sorcery style, particularly *summon elemental*.

A black fiend can be summoned with a *summon demon* spell. Alternatively, it makes an excellent subject for a *demonic pact* spell. Even black fiends who are not themselves scholars will have knowledge of (though not the ability to cast) 1d4+1 sorcery styles and the usual summoning spells which they could teach those who summon them. Black fiend scholars can add the spells they personally know to that.

COMBAT

Black fiends are at home either in direct combat, stealthy assassinations, or in the use of sorcery to lay low their foes.

Immunities (Su): Black fiends are immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Manifest (Su): As a standard action, the black fiend can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. There is generally a pungent odour in the air when they do so.

Skills: The black fiend's black, light-absorbing body and padded feet, coupled with its innate stealth and cunning, give it a +8 bonus to all Hide and Move Silently checks.



BLACK LOTUS

Large Plant

Climate/Terrain: Warm jungle

Organization: Patch (5–10) or colony (11–30)

Initiative: +4

Senses: Blindsense

Languages: –

Dodge Defence: 3

Hit Points: 38 (4 HD); DR 2

Saves: Fort +9, Ref +4, Will +1

Speed: 0 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: Touch +6 finesse (poison)

Base Atk +3; **Grp** +3

Abilities: Str 2, Dex 16, Con 20, Int –, Wis 10, Cha 6

Special Qualities: Blindsense, Immobile, Mindless, Plant Traits

Feats: –

Skills: –

Advancement: 5–6 HD (Large)

Black lotus plants have a strange, semi-sentient life wrapped in their flowering vines, which can be very dangerous for travellers that accidentally come across them. Many sorcerers and supernatural magic-users often seek out patches of these flowers to use for poisons and as magical ingredients, risking their very lives to get the pollen-filled blossoms.

Black lotus plants are deep green in colour, with a dark black flowering bud at the end of every vine-like stalk. Although they are known for their stretching vines, these stalks are what are truly important; they can reach up to 12 feet in height.

COMBAT

Although black lotus plants are not mobile, their stalks, blossoms and vines can move quickly to strike flesh in order to drink its liquid and nutrients.

Blindsense: Black lotus can locate creatures within a 90 foot radius at all times, regardless of lighting conditions.

Immobile: Black lotus plants are rooted in one place, and while they can shift their fronds around they cannot uproot themselves and walk. They have a movement of 0, a –10 penalty to Dodge Defence and always fail Reflex saves.

Miasma: Black lotus plants are surrounded by a constant heady scent of pollen that forces all within 20 feet of it to make a DC 20 Fortitude save or be affected as though by black lotus blossom (see page 279 of *Conan the Roleplaying Game Second Edition*). In addition, anyone affected by the miasma must make a DC 15 Will save or feel compelled to wander over to the base of the black lotus and go to sleep.

Poison: Anything that comes into contact with a black lotus plant or blossom, primarily through its touch attack, is immediately affected by its poison:

Poison	Type	Damage	Saves Required	Save Interval
Black Lotus Nectar	Contact DC 17	1d3 Con	3	Immediate / 1 round / 1 round





BLACK ONES

Large Outsider [demon]

Climate/Terrain: Any land (Isle of the Black Ones)

Organization: Solitary, group (6–10),
or island colony of 50

Initiative: +8

Senses: Listen +10, Spot +10

Languages: Demonic, Argossian, Old Stygian, Zingaran

Dodge Defence: 19

Hit Points: 95 (10 HD); DR 5

Saves: Fort +12, Ref +9, Will +8

Speed: 25 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 claws +15 (1d8+6, AP 3) and 1 bite +10 (1d4+3, AP –)

Base Atk +10; **Grp** +20

Magic Atk: +8

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*

Plus all spells in 1d2+1 other styles

Power Points: 10 (max 20)

Abilities: Str 22, Dex 15, Con 20,

Int 14, Wis 10, Cha 16

Special Qualities: Fluting

Feats: Cleave, Improved Sunder, Power Attack, Steely Gaze

Skills: Balance +12, Bluff +13, Climb +16, Hide +12, Intimidate +13, Jump +16, Knowledge (arcana) +12, Move Silently +12, Perform (ritual) +13, Perform (ghastly fluting) +13, Search +12

Possessions: 2d6 hand-sized statues of victims, 2d10 × 100 silver pieces' worth of gems and jewellery

Advancement: –

The black ones are a specific type of demon that were called in large numbers ages ago to an island off the coasts of Argos and Zingara that has been dubbed unsurprisingly 'The Isle of the Black Ones'. Amidst the ruins of a marble city the demons built an age ago they skulk in the shadows and wade through the flooded canals.

Great treasure lies upon the isle, but only the truly brave or foolish go in search of it.

Black Ones are black-skinned, slightly reptilian demons with fishlike features and elongated arms that end in vicious talons.



They are covered in rippling muscles and a cold fire burns in their eyes, which reveals their ferocity and hunger for human flesh. Where the black ones tread, little survives.

A black one can be summoned with a *summon demon* spell, but will not teach their sorcery to others and are not generally amenable to being called from the isle in order to serve some prattling sorcerer.

COMBAT

Black ones are fierce and relentless combatants that tear at their foes with their savage talons and bite at them with needle-sharp piranha teeth. Although they have nothing but contempt for the human race, they will look to deal with armed or otherwise more effective threats before others.

On their island the black ones generally hide until a foolish person eats some of the tantalising poisoned fruits that grow there (DC 15 Fortitude save or fall into a deep sleep for 1d4 hours), then scoop up the unconscious trespasser and take them to an oily green pool for the ritual of transformation.





Ritual Waters: Black ones that either have gathered up unconscious humans or are somehow fighting near the oily green pool at the centre of their ruined city can perform a powerful ritual of transformation. The target is drowned in the mystical water (which will likely call for many grapple checks on behalf of the target and the black ones) and the black one must pass a Perform (ritual) DC 22 skill test. If successful, the target is transformed into a lifeless statue of themselves about the size of a human fist. This death is irreversible and cannot even be prevented by the expenditure of a Fate Point. If the ritual fails the target is merely drowned, although he can be Left for Dead as usual.

Fluting: Once per day a black one can use a thin black flute to focus its magic on a single creature within evil eye range (see *Conan the Roleplaying Game Second Edition*, page 237). On the first round the fluting has an effect on the effect as per the *entrance* spell. On the second round the effect heightens to *domination*. The playing requires the black one to use a standard action each round and any interruptions break the spell. Spells and powers that protect against magic, such as *warding*, protect against these effects normally.



BLACK SPAWN OF JULLAH

Large Outsider [demon]

Climate/Terrain: Any

Organization: Solitary

Initiative: +17

Senses: Listen +19, Spot +19, darkvision 120 ft., scent

Languages: Demonic

Dodge Defence: 24

Hit Points: 67 (10 HD); **DR** 5

Saves: Fort +12, Ref +13, Will +11

Speed: 30 ft., climb 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 claws +16 (1d6+7, AP 5) and bite +11 melee (1d6+3, AP 4)

Base Atk +10; **Grp** +21

Special Attacks: Improved Grab, Manifest Tentacle Spawn, Rend (2d6+14)

Abilities: Str 24, Dex 22, Con 20, Int 10, Wis 18, Cha 20

Special Qualities: Call of Jullah

Feats: Alertness, Diehard, Endurance, Improved Initiative

Skills: Climb +28, Jump +20, Knowledge (arcana) +13, Knowledge (nature) +13, Survival +17, Swim +20

Possessions: –

Advancement: –

Summoned by the high priests of the Cult of Jullah, these hulking black apes are powerful demons that exist to perpetuate the cult's stranglehold on their surroundings. They are covered in black fur that constantly weeps human blood, giving them a sticky, matted look and a sickly coppery smell. They emerge from sulphurous portals to obey the will of the cult, but are empowered by a lust that must be sated with a female virgin – else it will turn upon the summoner(s) as unworthy.

A black spawn of Jullah can be summoned with a *summon demon* spell, but only by a cultist of Jullah. If a proper virgin offering is not granted to the spawn within 2d6 minutes of its arrival, it will turn its rage upon the summoners before vanishing 2d10 rounds later.

COMBAT

The black spawn of Jullah fights in much the same way as the apes it borrows traits from, slashing with its claws and biting with an





extended jaw filled with dense teeth. Additionally, the spawn can produce furred tentacle spawn to aid it, or even call upon hordes of apes to battle alongside it.

Call of Jullah: By spending a full round roaring and hooting call into the air, the demon can call a number of local apes to come and aid it in combat. The spawn can call any of the following amounts of apes: 2d6 apes, 1d6 guardian apes of Jullah, or 1d3 grey apes. These beasts will arrive in 1d4 rounds and will gladly die for the black spawn of Jullah.

Improved Grab: To use this ability, the black spawn of Jullah must hit with a claw attack.

Manifest Tentacle Spawn: The black spawn of Jullah can part its bloody fur to allow 1d3 tentacle spawn (see page 109) to emerge and fight independently of itself. This can be done with a single standard action, and a black spawn can use it as often as they like during combat. The tentacle spawn are considered to be independent targets with their own hit points, but their creation costs the spawn of Jullah 1d8+1 hit points per tentacle created.

Rend: A black spawn of Jullah that makes a successful grab can make a single rend attack in place of its two claw attacks. The rend attack requires a successful grapple check and inflicts 2d6+14 damage with success.

Skills: Black spawn of Jullah have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BLOODED STONES

Large Outsider [demon]
Climate/Terrain: Any land and underground
Organization: Circle (5)
Initiative: +2
Senses: Listen +6, Spot +6
Languages: Demonic (understand only)

Dodge Defence: 7
Hit Points: 22 (4 HD); **DR Total**
Saves: Fort +5, Ref +2, Will +3
Immunities: All physical damage
Weaknesses: Demons and magic

Speed: 20 ft.
Space: 10 ft.; **Reach:** 10 ft.

Melee: Slam +8 (2d8+4, AP 4)
Base Atk +4; Grp +12

Abilities: Str 18, Dex 6, Con 12, Int 4, Wis 8, Cha 4
Special Qualities: Manifest
Feats: Endurance, Diehard
Skills: Knowledge (arcana) +4, Knowledge (history) +4
Possessions: –
Advancement: –

The Stones have been summoned by priests of the Hungry God many times over the centuries to protect holy sites and temples, feeding on the blood of the sacrifices made to these gigantic slab-like statues. When they are left dormant too long, they eventually stop waiting for sacrifices and go venturing out in search of the blood they need to exist.

A blooded stone can be summoned with a *summon demon* spell, or by a particularly large blood sacrifice at a holy site of the Hungry God (100 Hit Dice or more).

COMBAT

The blooded stones fight simply by sliding their bulky masses into their foes, crushing them to pulp.

Immunities: Blooded stones are immune to all physical harm, except that dealt by magical sources or other demons.

Manifest: As a standard action, the blooded stone can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. They generally do not do so unless the priest or sorcerer that originally summoned it has been killed.



BODILESS SLIMER

Climate/Terrain: Any land and underground
Organisation: Solitary
Initiative: +11
Senses: Listen +11, Spot +11, darkvision
Languages: Demonic

Dodge Defence: 21
Hit Points: 44 (8 HD);
DR 8; 16 vs. bludgeoning
Saves: Fort +6, Ref +11, Will +6
Immunities: Critical Hits

Speed: 30 ft.
Space: 10 ft.; **Reach:** 10 ft.
Melee: Slimy grapple +12/+7 finesse (grapple)
Base Atk +8; **Grp** +18
Special Attacks: Fiery Breath, Telepathic Mumbblings

Abilities: Str 10, Dex 20, Con 11, Int 8, Wis 10, Cha 1

Special Qualities: Invisibility, Slimy Resilience, Semi-Intangible, Manifest

Feats: Brawl, Dodge, Toughness

Skills: Climb +11, Intimidate +6, Jump +11, Listen +11, Spot +11, Survival +1

Possessions: –

Advancement: 9–12 HD (Large)

This horrible demon lurks in the dark places, waiting for the chance to maim and destroy at the whim of its dark masters. The bodiless slimer is invisible, making it hard to see. It is also at least partially intangible, though a strong sword will cut it easily enough. It constantly drips unpleasant, sticky slime and mouths obscenities just below conscious hearing but which are audible in the back of the mind. Its fiery breath burns its enemies in combat, making it more difficult to battle than a simple bandit.

A bodiless slimer can be summoned with a *summon demon* spell. It would be possible for a scholar to make a *demonic pact* with a bodiless slimer, though it knows no sorcery.

COMBAT

The bodiless slimer usually attacks with its slimy grapple, which works as a standard grapple attack except that the thick, sticky, irritant slime coating the creature inflicts an additional +1d4 damage and gives it a +4 innate bonus to all grapple checks. A bodiless slimer's base grapple damage is 1d6, with automatic AP. (See semi-intangible, right.)

Fiery Breath: As a full-round action, the bodiless slimer can breathe fire at any one opponent within 20 feet. This fiery breath deals 2d8 damage. The target gets a Reflex saving throw (DC 19) for half damage.

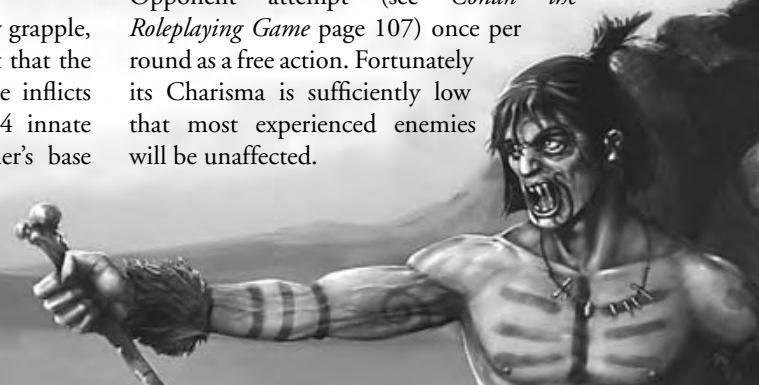
Invisible: The bodiless slimer is always invisible.

Manifest: As a standard action, the bodiless slimer can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Semi-Intangible: The bodiless slimer is immune to critical hits, as it has no true form beyond a collection of ichorous strands. Armour also does not protect from the damage caused by its slimy grapple as it can insinuate itself past even the most robust mail.

Slimy Resilience: A bodiless slimer is formed from a resilient, cobwebby stuff that springs back into place when struck, unless it can be cut right through. This makes it very difficult to harm with bludgeoning weapons. Piercing and slashing weapons can cut or stab right through the cobwebby stuff, separating it or poking through into vital organs. A bodiless slimer's Damage Reduction is doubled (to 16) against bludgeoning attacks of any kind.

Telepathic Mumbblings: A bodiless slimer mumbles constantly and mouthlessly to itself. This muttering cannot be heard with the ears alone but is heard within the very brain of all nearby. The slimer automatically affects all characters within 10 feet as though with a Demoralise Opponent attempt (see *Conan the Roleplaying Game* page 107) once per round as a free action. Fortunately its Charisma is sufficiently low that most experienced enemies will be unaffected.





BRYLUKAS (BAT-DEMON)

Medium Outsider [demon]

Climate/Terrain: Any

Organization: Solitary

Initiative: +15

Senses: Listen +20, Spot +20, darkvision 120 ft., scent

Languages: Any human and Demonic

Dodge Defence: 21

Hit Points: 71 (11 HD); **DR Total**

Saves: Fort +9, Ref +11, Will +11

Immunities: All physical damage

Weaknesses: Fire and silver inflict harm normally

Speed: 30 ft., fly 40 ft. (average)

Melee: 2 claws +15 (1d8+5, AP 3) and bite +10 (1d6+2, AP 2)

Base Atk +10; Grp +15

Special Attacks: Improved Grab, Wounding

Abilities: Str 21, Dex 19, Con 14,

Int 13, Wis 18, Cha 12

Special Qualities: Manifest

Feats: Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Track

Skills: Bluff +15, Climb +20, Hide +26, Jump +20, Knowledge (arcana) +15, Move Silently +26, Survival +18

Possessions: –

Advancement: 12–16 HD (Medium), 17–20 HD (Large)

A creature pulled from Zaporoskan legend, the brylukas is a spindly demon that bears the features of a man, beast and bat. They exist solely to destroy and soar the night on wings of black leather from the place of their summoning to the target of their rage. When the bat-demons have been placed upon the trail of their prey, or the prey of their summoner, nothing will stand in their way.

Brylukas are slightly smaller than a man in height, but have thin and leathery wings that stretch wide behind them. Their faces are a twist of bat and mannish features, with long and savage teeth in their jaws, glowing red eyes and fringed ears. Their sinewy bodies are covered in greasy thin fur, and their blood is as black and thick as tar.





A brylukas can be summoned with a *summon demon* spell, especially if the sorcerer plans on placing it in a *demonic pact*. Without the pact, a bat-demon will nearly always attack anything that gets in its path as it flies from place to place according to its own unfathomable whims – possibly including the sorcerer who summoned it!

COMBAT

Brylukas prefer to attack from above under the cover of night, flying down and slashing at their foes with their sharp talons or their snapping jaws. If set against a foe that cannot be dealt with quickly, the bat-demons will grasp their victim and fly high into the air in order to drop them repeatedly until they are dashed to death on the ground below.

Immunities: Brylukas are immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Improved Grab: To use this ability, the brylukas must hit with a claw attack. If it gets a hold, it can then fly at half speed while grappling and make bite attacks at its usual attack bonus.

Manifest: As a standard action, the brylukas can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Wounding: Any living creature damaged by a brylukas' sharp claws or teeth continues to bleed due to the nature of the demon's natural weaponry, losing 1 hit point per round thereafter. Multiple wounds do *not* result in cumulative bleeding, and a DC 10 Heal check or magical healing will stop the blood loss immediately.

Skills and Feats: Brylukas have a +8 racial bonus on Hide and Move Silently checks due to their dark colouration and eerie silence. They gain Flyby Attack as a bonus feat.

CHAKAN

Medium Monstrous Humanoid

Climate/Terrain: Warm and temperate forest

Organization: Solitary

Initiative: +10

Senses: Listen +6, Spot +2, darkvision 60 ft., scent

Languages: –



Dodge Defence: 14

Parry Defence: 12

Hit Points: 16 (3 HD); DR 2

Saves: Fort +4, Ref +4, Will +2

Speed: 30 ft., climb 20 ft.

Melee: Bite +6 finesse (1d6+3) and claw +1 finesse (1d4+2) or bite +6 finesse (1d6+3) and primitive club +0 (1d8+2, AP –)

Base Atk +3; Grp +5

Abilities: Str 15, Dex 16, Con 12, Int 5, Wis 12, Cha 4

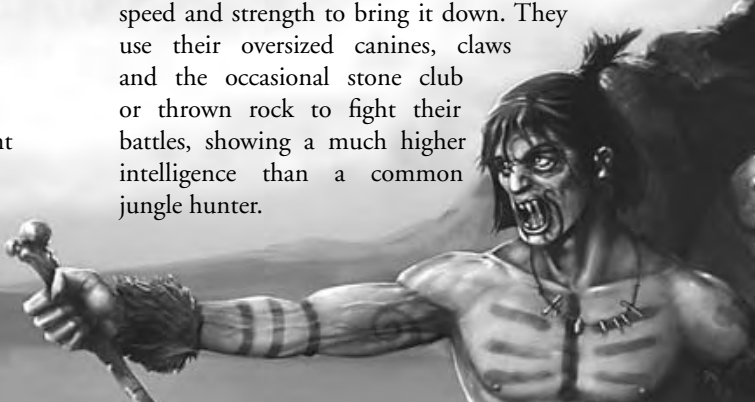
Feats: Improved Initiative, Track

Skills: Climb +11, Hide +8, Move Silently +8, Survival +6

Possessions: Primitive weapons and rare scavenged coin or jewellery

Advancement: 4–6 HD (Medium)

Chakans are very primitive primates that live deep in the Pictish Wilderness and similar locales around Hyboria. They stalk their prey like any other predator, using their speed and strength to bring it down. They use their oversized canines, claws and the occasional stone club or thrown rock to fight their battles, showing a much higher intelligence than a common jungle hunter.





These jungle humanoids are well-muscled and covered in supple brown or black fur, giving them a very ape-like appearance at first glance. Their chinless jaws are filled with sharp teeth and their hands end in black bestial claws. Small feral eyes lurk deep below a thick brow, and pointed ears sweep back from the sides of their heads. They are caught somewhere between a savage ape and a cunning tribal man, with the ferocity and cunning of both.

COMBAT

Chakan try to individually stalk their prey, using the jungle to their advantage until they can fall upon their victim with claws and fangs flashing. Some have been trained to use primitive weapons by spending time near Pict settlements, but these are a rare instance.

Skills: Chakans have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Furthermore they have a +4 racial bonus on Hide, Listen, Move Silently, Spot and Survival checks.

CHILD OF THE DARK

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organisation: Solitary

Initiative: +14

Senses: Listen +16, Spot +16

Languages: Demonic

Dodge Defence: 31

Hit Points: 45 (10 HD); DR 5

Saves: Fort +7, Ref +14, Will +8

Speed: 60 ft.

Melee: 2 slams +18/+18 finesse (2d6 cold plus paralysis)

Base Atk +10; **Grp** +17

Magic Atk: +8

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*
Plus all spells in 1d3+1 other styles

Power Points: 11 (max 22)

Special Attacks: Paralysis

Abilities: Str 16, Dex 24, Con 10,
Int 9, Wis 13, Cha 18

Special Qualities: Shadows, Manifest

Feats: Alertness, Combat Reflexes, Dodge, Weapon Focus (slam)

Skills: Hide +24, Intimidate +16, Listen +16, Move Silently +24, Spot +16

Advancement: By character class (usually scholar, soldier of thief)

Also known to scholars as the 'waif of outer space', the child of the dark appears rather like an ancient mummified sorcerer, though in fact it is a demon of the Outer Dark. All children of the dark have a powerful connection to shadows, and much of their magic is based on that connection. They are creatures of the eternal night, and even the unholy light that shines in their eyes seems somehow *dark*.

Children of the dark are most commonly summoned to put an enemy out of action without killing him outright. They may also make reasonably useful teachers for sorcerers to enter into *demonic pacts* with, though they only know 1d3+1 sorcery styles in addition to the usual Summoning spells.

COMBAT

The very touch of a child of the dark burns with the icy cold of the Outer Dark. This is actually cold damage, rather than fire damage, though to those who have never



experienced the cold of the void it will feel more like a white-hot branding iron. Their touch is so cold it can paralyse the entire body.

Manifest: As a standard action, the child of the dark can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Paralysis: Anyone damaged by a child of the dark's attack must make a Fortitude saving throw (DC 19) or be paralysed for 1d6 × 10 minutes. He may still speak but he is helpless to move his arms, torso or legs. After the paralysis wears off, he is fatigued (-2 to Strength and Dexterity, cannot run) for 1d6 further hours. A successful saving throw means he is unaffected by the paralysis.

Shadows: Whenever a child of the dark is in at least partial shadow, he gains a +4 circumstance bonus to his Defence. Furthermore, he can use shadows as a means of transport. Up to three times per day, when in any shadow, he may pass into a shadowy realm as a full-round action and move from there to any other shadow. This movement is not instantaneous but is rather at a similar speed to a running horse, around 240 feet per round or 6 miles per hour. While moving via shadows in this way, the child of the dark is invisible and incorporeal and may not affect or be affected by the material world in any way. It can remain in this state for up to 1 hour/HD (usually 10 hours) before being rudely propelled back into the material world, or home into the Outer Dark once more if there is no shadow nearby.

Skills: A child of the dark gains a +4 racial bonus to all Hide and Move Silently checks. This is increased to +8 if the child of the dark is in shadow of any kind.

CHILDREN OF THE NIGHT

Small Monstrous Humanoid

Climate/Terrain: Underground

Organization: Gang (4–9), band (10–100 plus 100% non-combatants plus one 3rd level sergeant per 20 adults and one leader of 4th–6th level), war band (10–24), or tribe (40–400 plus 100% non-combatants plus one 3rd level sergeant per 20 adults, one or two lieutenants of 4th or 5th level, one leader of 6th–8th level)

Initiative: +1 (+1 Dex)

Senses: Darkvision 60 ft., Listen +1, Spot +1

Languages: Nightspeak

Dodge Defence: 12

Parry Defence: 11

Hit Points: 5 (1 HD); **DR** 1

Saves: Fort +3, Ref +1, Will -1

Speed: 30 ft.

Melee: Primitive hatchet +2 (1d6, AP -)

Ranged: Primitive javelin +3 (1d8, AP -)

Base Atk +1; **Grp** -3

Special Attacks: Versatility

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Special Qualities: Fearless

Feats: Alertness

Skills: Craft (traps) +2, Hide +1, Move Silently +1

Possessions: Primitive weapons, scraps of cloth, scavenged coin and jewellery

Advancement: By character class (usually barbarian)

Children of the Night are a diminutive race of reptilian humanoids with fanged mouths and scaly flesh that live in secret places deep below the surface of the world. They are well-muscled and wiry, able to inflict terrible and deadly wounds with primitive flint and bone weaponry. In the dark, where the children live, their yellow eyes glow with a natural feral light.





They once lived in the Pictish Wilderness, but were forced into the underground by the tribes of Picts when they came and conquered all before them. Now the children are monstrous beings that wear the skins of serpents as loincloths, eat fungus and vermin, and occasionally come to the surface to hunt their ancient foes and eat their flesh.

COMBAT

Children of the night use primitive weapons and traps to deal with their enemies, and are especially fond of pits filled with vipers or spears.

Fearless: Children of the night get a +2 bonus on all Will saves against any kind of fear effect.

Versatility: Children of the night are well-practiced with all manners of deadly weaponry. They only suffer a -2 penalty to hit when using a weapon they are not normally proficient with, including exotic weapons.

CRAWLER

Huge Magical Beast [cold]

Climate/Terrain: Any frozen or underground

Organization: Solitary

Initiative: +15

Senses: Listen +11, Spot +7, darkvision 60 ft., low-light vision

Languages: -

Dodge Defence: 21

Hit Points: 91 (14 HD); DR 4

Saves: Fort +9, Ref +12, Will +5

Immunities: Cold damage

Weaknesses: +50% damage from fire

Speed: 40 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Bite +19 melee (1d10+3 plus 1d6 cold, AP 5) and slam +14 melee (1d8+6 plus 2d6 cold, AP -)

Base Atk +14; **Grp** +28

Special Attacks: Cold Damage, Constrict, Improved Grab, Trip

Abilities: Str 23, Dex 17, Con 12, Int 2, Wis 12, Cha 2

Feats: Alertness, Stealthy,

Toughness, Weapon Focus (slam), Weapon Focus (bite)

Skills: Hide +7, Move Silently +8

Possessions: Indigestible metals

Advancement: 15–21 HD (Huge), 22–28 HD (Gargantuan)

A mystical beast that is a gigantic cross between worm, serpent and water elemental, crawlers seem to exist solely in places where warmth is hard to come by. Deep dungeons that never see the light of day, the frozen plains of Hyperborea or Nordheim, or similar places might be home to a single crawler. These creatures have a multi-hued texture that shimmers like oil upon water; going from violet to blue to black and even light grey as it slithers in search of prey.

These horrid beasts slither up from underground depths and exist solely to devour the warmth of others. Strangely enough, there are some who worship captive or territorial crawlers – such deranged priesthoods rarely survive contact with their ‘god’ but the cults persist nonetheless.



COMBAT

Crawlers instinctively know the power in their preternaturally cold flesh, and know how to bring their deadly coils and jaws to bear against a foe in a way to make sure their freezing touch will incapacitate them. When a foe is thoroughly frozen, they can then be eaten or dragged away to be eaten at a later time.

Cold Damage: Every hit by a crawler inflicts additional cold damage in varying amounts depending on the nature of the contact (listed in the attack). A character struck by a crawler in any way may attempt a DC 16 Fortitude save in order to suffer only half (round up) of the cold damage. A character with the Endurance feat may apply +4 to this save.

Constrict: On a successful grapple check, a crawler can deal 1d8+9 damage with its coils and an additional 4d6 of cold damage.

Improved Grab: To use this ability, the crawler must hit with its bite attack.

Trip: A crawler that hits with its slam attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the crawler.

Skills: Crawlers' keen hearing grants them a +4 racial bonus on all Listen checks.

DEMON OF THE DEEP

Gargantuan Outsider [demon]

Climate/Terrain: Aquatic

Organization: Solitary

Initiative: +17

Senses: Listen +27, Spot +27, aquasense 240 ft.

Languages: All human, Demonic, Old Stygian, Acheronian, Water

Dodge Defence: 23

Hit Points: 170 (20 HD); DR 6

Saves: Fort +16, Ref +17, Will +16

Speed: Swim 100 ft.

Space: 20 ft.; **Reach:** 20 ft.

Melee: 4 tentacles +32 melee (1d10+12, AP 7)

Base Atk +20; **Grp** +36

Magic Atk: +11

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*

Sea Witchery – *all*

Weather Witching – *all*

Power Points: 22 (max 44)

Special Attacks: Improved Grab, Rend (2d8+20, AP 7)

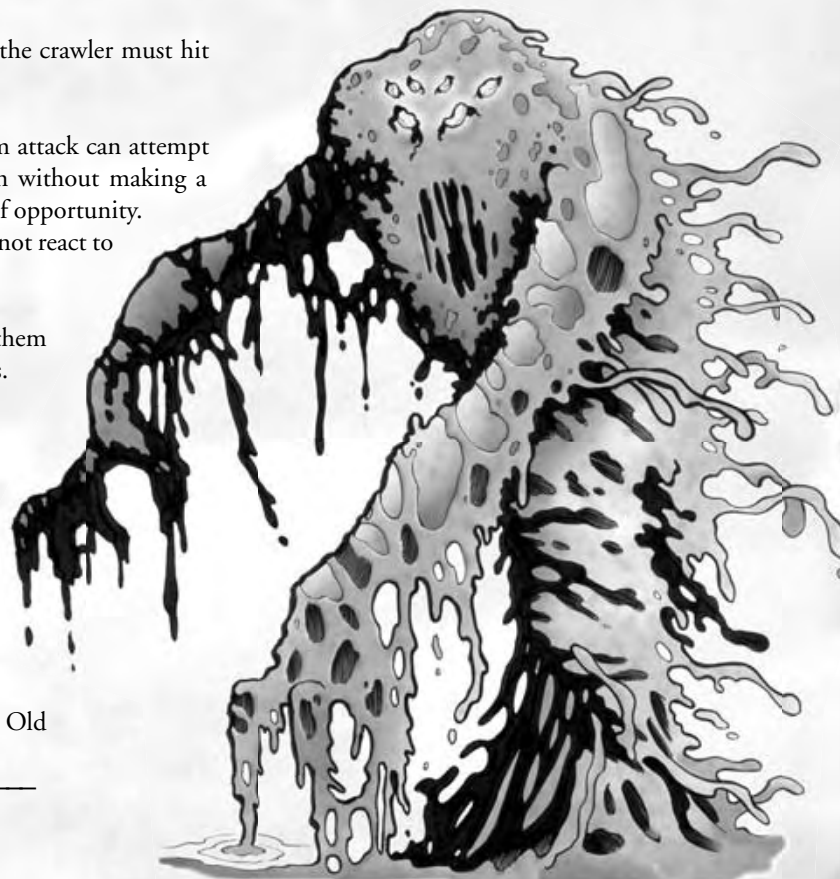
Abilities: Str 35, Dex 20, Con 18, Int 12, Wis 18, Cha 12

Feats: Adept (Sea Witchery), Adept (Weather Witching), Combat Reflex, Menacing Aura, Navigation, Steely Gaze, Track

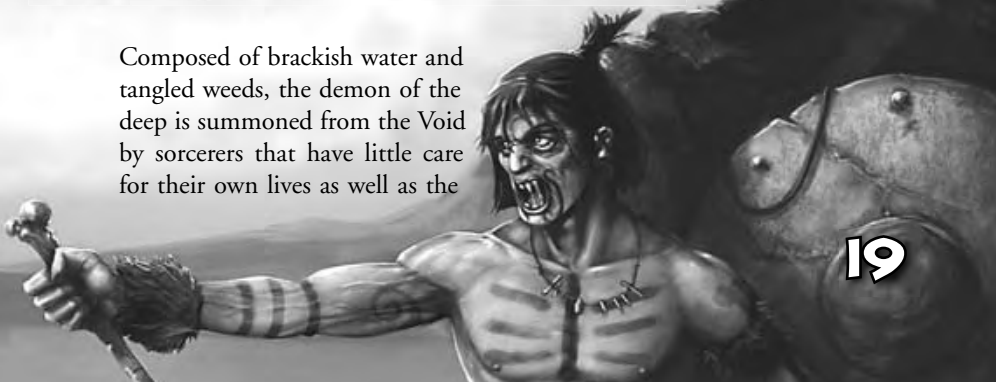
Skills: Intimidate +24, Knowledge (arcana) +24, Knowledge (geography) +24, Perform (ritual) +24, Search +27, Survival +27

Possessions: –

Advancement: 21–40 HD (Gargantuan)



Composed of brackish water and tangled weeds, the demon of the deep is summoned from the Void by sorcerers that have little care for their own lives as well as the





lives of their enemies. This ancient entity takes the shape of whatever it desires, always made from grey-green water, but normally chooses to be nothing more than a mass of water and whipping seaweed. No matter what shape it assumes, its six bright green glowing eyes shine like lanterns upon the surface of the ocean.

Sorcerers summon the demon of the deep to plumb its secret knowledge of history and the arcane. It can also cast all spells from the Sea Witchery and Weather Witching sorcery styles. If somehow forced to, it can teach spells from these styles as well, but it regards such an imposition as an invitation to later find and punish the offending sorcerer.

If you do not have access to *Pirate Isles*, assume the demon of the deep can control the weather as if it was a water elemental (see page 28). The demon of the deep can also summon and control creatures of the sea, hold ships in place, call tidal waves and even create narrow, focussed waves that can carry ships far inland.

The demon may be summoned with a *summon demon* spell. It may also be bound in a *demonic pact*.

COMBAT

The demon of the deep is able to grasp small boats and pull them below the waves, tearing them apart to drown the sailors within, often preferring to do so unless the ship is just too large. Even then it will simply glide across the surface in order to reach up with its tendrils of seaweed and snatch men to their watery deaths.

Although the demon of the deep is made of innumerable tendrils, it can only fight with four of them at a time. If someone is grappled by a tendril, anyone who can reach it may make sunder attacks against it in an attempt to free the victim – each tendril has 20 hit points and a DR of 6. If a tendril is severed the demon of the deep withdraws the stump into its mass and extrudes another, healthy tendril to attack with. The demon itself remains unhurt by severed tendrils.

Aquasense: The demon of the deep can locate creatures unerringly within 240 ft. of itself under or on the water, regardless of lighting conditions.

Improved Grab: To use this ability the creature must hit an opponent with a tentacle attack.

Render: If the demon hits a single target with two tentacle attacks it automatically inflicts an additional 2d8+12 damage to that target, ignoring DR from armour or helmets, and hardness from objects. If it hits a target with three tentacles, increase this damage to 3d8+12; all four tentacles hitting the same target will make the damage 4d8+12.

DINOSAUR

Gigantic reptiles from ancient times, dinosaurs exist in the deepest parts of the Hyborian wilderness. They all have a pebbly skin texture, thick hide and corded muscles that can move their large bodies fast enough to be the predators of the lost world. They are an image of the world before mankind, and where these beasts roam mankind trembles.

DEINONYCHUS

Large Animal

Climate/Terrain: Warm forests

Organization: Solitary, pair, or pack (3–6)

Initiative: +6

Senses: Listen +10, Spot +10, low-light vision, scent

Languages: –

Dodge Defence: 11

Hit Points: 34 (4 HD); DR 2

Saves: Fort +8, Ref +6, Will +2

Speed: 60 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Talons +6 (2d6+4, AP 4) and 2 foreclaws +1 (1d3+2, AP –) and bite +1 (2d4+2, AP 2)

Base Atk +3; Grp +11

Special Attacks: Pounce

Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Feats: Run, Track

Skills: Hide +9, Jump +12, Survival +11

Possessions: –

Advancement: 5–8 HD (Large)

Bright green along its back and flanks, the deinonychus walks tall and generally bipedal. It has huge claws on its feet and thick, scaly fingers on its comparatively smaller forelimbs. Its large tail is held straight behind it for balance, making this predator fast and agile. Although known to generally hunt in packs, a lone deinonychus is still a deadly combatant.





COMBAT

Deinonychus uses its speed and weight to its advantage, leaping in and savaging its target in the first few moments of a combat. Its powerful legs and sharp claws can tear flesh from bone with each swipe.

Pounce: If a deinonychus charges a foe, it can still make a full attack.

Skills: A deinonychus has a +8 racial bonus to Hide, Jump, Listen, Spot and Survival checks.

Melee: Bite +13 (2d8+8, AP 5)

Base Atk +7; Grp +23

Abilities: Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9

Special Qualities: Hold Breath

Feats: Alertness, Great Fortitude, Toughness (x2)

Skills: Hide -2, Swim +16

Possessions: -

Advancement: 11-20 HD (Huge),

21-30 HD (Gargantuan)

An air-breathing dinosaur that lives its life in and under water, the elasmosaurus is very much like a gigantic serpent with an ovoid body separating its long and slender neck and tail. With the exception of its vast size, those who see its neck or tail often believe it to be a water serpent.

ELASMOSAURUS

Huge Animal

Climate/Terrain: Warm aquatic

Organization: Solitary, pair or herd (5-8)

Initiative: +9

Senses: Listen +7, Spot +12, low-light vision, scent

Languages: -

Dodge Defence: 16

Hit Points: 125 (10 HD); **DR** 3

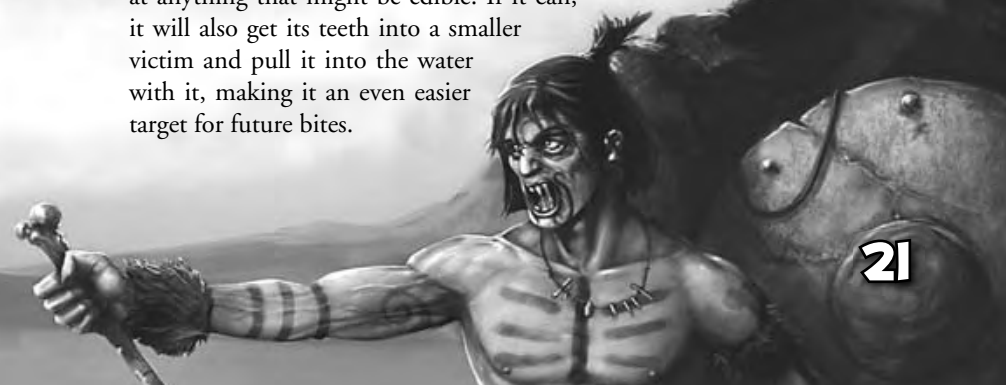
Saves: Fort +15, Ref +9, Will +4

Speed: Swim 50 ft.

Space: 15 ft.; **Reach:** 10 ft.

COMBAT

The elasmosaurus is a very aggressive predator, anapping at anything that might be edible. If it can, it will also get its teeth into a smaller victim and pull it into the water with it, making it an even easier target for future bites.





Hold Breath: An elasmosaurus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: An elasmosaurus has a +8 racial bonus to Hide checks made in water. It also receives a +8 racial bonus on Swim checks and may always take 10 on Swim checks, even if rushed or threatened.

PACHYCEPHALOSAURUS

Huge Animal

Climate/Terrain: Temperate plains

Organization: Solitary, pack (5–8) or herd (9–15)

Initiative: +8

Senses: Listen +8, Spot +8, low-light vision, scent

Languages: –

Dodge Defence: 14

Hit Points: 177 (12 HD); **DR** 5

Saves: Fort +15, Ref +8, Will +5

Speed: 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Head +16 (2d10+8, AP 4)

Base Atk +10; **Grp** +26

Special Attacks: Powerful Charge

Abilities: Str 26, Dex 10, Con 25, Int 1, Wis 12, Cha 7

Feats: Alertness, Great Fortitude, Run, Toughness (×4)

Skills: Jump +8, Survival +6

Possessions: –

Advancement: 13–20 HD (Huge),

21–40 HD (Gargantuan)

A strange bipedal dinosaur that can drop to all fours for short sprinting runs, the pachycephalosaur evolved a unique body trait that it uses as a shield and a weapon – a five-inch thick dome of solid bone at the top of its skull. Although a herbivore, this dinosaur can become agitated and protective of its family members very easily – charging down targets and crushing them with its powerful head butt.

COMBAT

Pachycephalosaur will either rear up and butt downward onto targets with its domed skull, or crush them with a charging attack like a living battering ram.

Powerful Charge: When a pachycephalosaur charges, its head butt attack deals 4d10+16 points of damage instead of the normal amount and automatically sends the target (if mobile) flying 6d6 feet directly away from the impact.

PTERODACTYL

Large Animal

Climate/Terrain: Temperate plains and coasts

Organization: Solitary or eyrie (5–10)

Initiative: +9

Senses: Listen +5, Spot +5, low-light vision, scent

Languages: –

Dodge Defence: 16

Hit Points: 60 (8 HD); **DR** 2

Saves: Fort +9, Ref +9, Will +2

Speed: 10 ft., fly 40 ft. (average)

Space: 10 ft.; **Reach:** 5 ft.

Melee: Bite +10 (1d10+4, AP 2) and 2 claws +4 (1d8+2, AP –)

Base Atk +6; **Grp** +14

Special Attacks: Improved Grab

Abilities: Str 19, Dex 16, Con 17, Int 1, Wis 11, Cha 6

Feats: Alertness, Flyby Attack, Weapon Focus (bite)

Skills: Climb +6, Survival +3

Possessions: –

Advancement: 9–12 HD (Huge),

13–16 HD (Gargantuan)

One of the only dinosaurs capable of true flight, the pterodactyl is a predator of the skies. These beasts are called ‘wyverns’ in Zembabwei, ‘drakes’ in Kosala, and ‘dracoi’ in Khitai due to their widespread range. Pterodactyls live in coastal eyries all across the warmer shores of Hyboria, living off the fish that the waves provide.

Pterodactyls are large flying reptiles with sharp-toothed beaklike mouths that extend three to four feet from their heads, a twenty-foot wingspan from body to clawed tip, and angular, grasping talons on the ends of its muscular legs. Some varieties, namely the wyverns of Zembabwei, have long tails that end in spade-shaped growths, but these serve no purpose other than balance during flight.

COMBAT

Pterodactyls will try to catch and eat anything they believe they can carry off to their nests high in the seashore cliffs,



including humans. They use their sharp teeth to tear into an enemy that is too well protected to get at, but prefer to simply snatch up a target in its claws and fly high into the air to drop the victim – both killing and tenderising the prey for their hatchlings.

Improved Grab: To use this ability, a pterodactyl must hit with a claw attack. A pterodactyl can only use this ability against creatures smaller than itself.

TRICERATOPS

Huge Animal

Climate/Terrain: Temperate plains

Organization: Solitary, pair or herd (5–8)

Initiative: +9

Senses: Listen +7, Spot +7, low-light vision, scent

Languages: –

Dodge Defence: 12

Hit Points: 232 (16 HD); **DR** 7

Saves: Fort +19, Ref +9, Will +6

Speed: 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Gore +20 (2d8+10, AP 10)

Base Atk +12; **Grp** +20

Special Attacks: Powerful Charge, Trample

Abilities: Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7

Feats: Alertness, Great Fortitude, Improved Overrun, Toughness (×3)

Skills: Survival +12

Possessions: –

Advancement: 17–32 HD (Huge),
33–48 HD (Gargantuan)

One of the most recognisable dinosaurs, the triceratops is actually of very little danger to mankind – except when agitated. The gigantic three-horned beast is a herbivore that would much rather ignore all other forms of life, but is well-equipped to protect itself from natural predators or hunters. It can be spooked easily, and will defend itself or its eggs with a savage ferocity unseen in many predatory animals.

COMBAT

Triceratops use their huge horns and bony crest to smash or gore its foes, or it might crush them under their wide-toed feet while trying to get away from a dangerous situation.

Powerful Charge: When a triceratops charges, its gore attack deals 4d8+20 points of damage instead of the normal amount.

Trample: A triceratops gains a +4 bonus on checks made to overrun enemies and deals 2d12+15 points of crushing damage to any enemy knocked prone by its overrun attacks. A triceratops may overrun as many targets as it likes each round.

TYRANNOSAURUS (KING THUNDER LIZARD, JUNGLE DRAGON)

Huge Animal

Climate/Terrain: Warm jungle and plains

Organization: Solitary or pair

Initiative: +13

Senses: Listen +12, Spot +12, low-light vision, scent

Languages: –

Dodge Defence: 17

Hit Points: 225 (18 HD); **DR** 5

Saves: Fort +16, Ref +12, Will +8

Speed: 40 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Bite +20 (3d6+13, 19–20/×2 critical, AP 12)

Base Atk +13; **Grp** +30

Special Attacks: Improved Grab, Swallow Whole

Abilities: Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10

Feats: Alertness, Improved Critical (bite), Run, Toughness (×3), Track

Skills: Jump +9, Survival +10

Possessions: –

Advancement: 19–36 HD (Huge),
37–54 HD (Gargantuan)

The image of ancient predation, the tyrannosaurus is a gigantic meat-eating machine of muscle and savagery. It has a six-foot long head filled with sword-length teeth that grip and tear flesh, stripping a large carcass in minutes. When a tyrannosaurus decides it is going to eat something, there is little alive that can stop it.

COMBAT

Tyrannosaurus is a swift runner and powerful predator capable of chasing down and snapping at targets, bringing its huge jaws and sharp teeth down around its victim to shred it to bits.





Improved Grab: To use this ability, a tyrannosaurus must hit with a bite attack.

Swallow Whole: A tyrannosaurus can try to swallow a grappled opponent that is smaller than itself by winning a grapple check against the victim. Once the beast has the target inside, the target takes 2d10+6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dinosaur's digestive process. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 20 points of damage to the beast. The tyrannosaurus's gullet is hit automatically, and has a DR of 2. If the target escapes muscle action will seal the hole immediately, forcing each swallowed target to cut its own way out.

Skills: A tyrannosaurus has a +2 racial bonus to Listen and Spot checks.

DRAGON

Huge Animal

Climate/Terrain: Warm and temperate jungle and plains

Organization: Solitary or pair

Initiative: +6

Senses: Listen +11, Spot +11, low-light vision, scent

Languages: –

Dodge Defence: 12

Hit Points: 184 (16 HD); DR 9

Saves: Fort +17, Ref +8, Will +6

Speed: 40 ft.

Space: 20 ft.; **Reach:** 10 ft.

Melee: Bite +22 (3d6+12, AP 8) and 2 slams +17 (2d8+6, AP –) and sting +17 (2d6+6 plus poison, AP 4)

Base Atk +12; Grp +32

Special Attacks: Improved Grab, Poison, Swallow Whole, Trample

Abilities: Str 35, Dex 7, Con 25, Int 1, Wis 12, Cha 7

Feats: Alertness, Awesome Blow, Endurance, Improved Bull Rush, Power Attack, Titanic Blow

Skills: Swim +13

Possessions: Gathered possessions of killed victims

Advancement: 17–32 HD (Huge), 33–48 HD (Gargantuan)

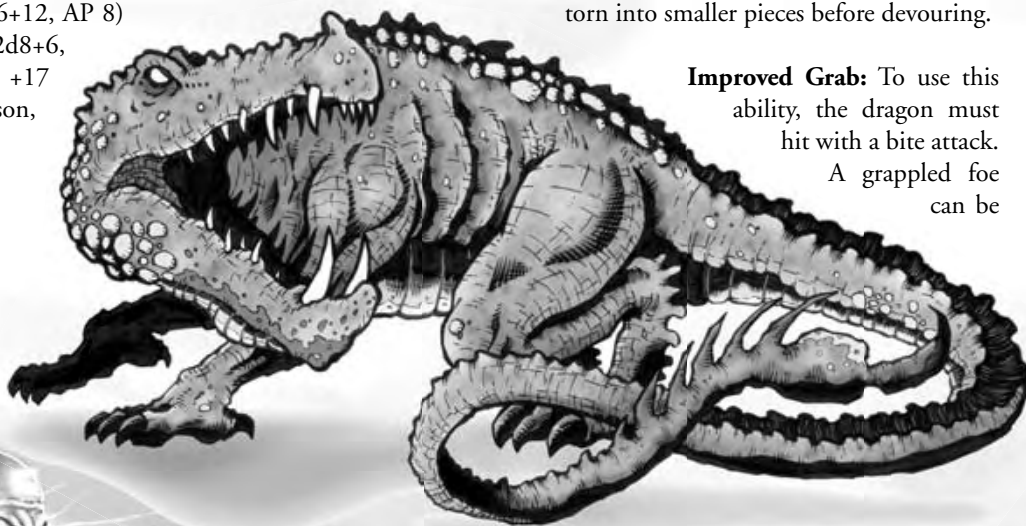
Nearly extinct, the scaly dragons that once prowled Hyboria are now relegated to the deep wilderness where mankind cannot hope to find them. They lurk in the dark depths of Kush and the Black Kingdoms, awaiting trade caravans full of tasty horses or foolish warriors to come and try and slay them. They are ancient and deadly beasts that are capable of ravaging entire towns if coaxed out from their lairs.

Dragons are massive creatures, roughly thirty feet in length from their tusk-filled mouth to their stinger-tipped tails, and they are voracious carnivores that will eat anything they can kill and tear apart – which is nearly every creature in Hyboria. When a dragon is on the hunt, nothing is safe.

COMBAT

Dragons fight with every tool nature gave them, tearing into their foes with their savage teeth, crushing them beneath their heavy feet, and impaling them on their venomous stinger. Anything that cannot be swallowed whole is torn into smaller pieces before devouring.

Improved Grab: To use this ability, the dragon must hit with a bite attack. A grappled foe can be





struck by the stinger automatically, with no need for an attack roll. The dragon must still use an attack (a standard action or part of a full attack) to attack with the stinger. Alternatively, creatures smaller than the dragon can be swallowed.

Poison: Anything that suffers damage from a dragon's sting attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Dragon Toxin	Injury DC 22	1d4 Str	4	Immediate / 1 round / 1 round / 1 round

Swallow Whole: A dragon can try to swallow a grappled opponent that is smaller than itself by winning a grapple check against the victim. Once the beast has the target inside, the target takes 2d8+6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dragon's digestive process. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the beast. The dragon's gullet is hit automatically, and has a DR of 4. If the target escapes muscle action will seal the hole immediately, forcing each swallowed target to cut its own way out.

Trample: A dragon gains a +4 bonus on checks made to overrun enemies and deals 2d8+18 points of bludgeoning damage to any enemy knocked prone by its overrun attacks. A dragon may overrun as many targets as it likes each round.

DRAGON, AQUATIC

Huge Animal
Climate/Terrain: Aquatic
Organization: Solitary
Initiative: +9
Senses: Listen +2, Spot +2, low-light vision, scent
Languages: –

Dodge Defence: 13
Hit Points: 111 (10 HD); DR 7
Saves: Fort +15, Ref +9, Will +4

Speed: Swim 50 ft.
Space: 15 ft.; **Reach:** 10 ft.
Melee: Bite +13 (2d8+12, AP 7)
Base Atk +7; **Grp** +23

Abilities: Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Feats: Alertness, Great Fortitude, Toughness (x2)
Skills: Hide +4 (+12), Swim +16
Possessions: –
Advancement: 11–22 HD (Huge),
 23–40 HD (Gargantuan)

Heralds of the time when the Atlanteans were young, the aquatic dragons live in the deepest parts of the unreachable areas of ocean and are said to rise when the ocean needs to claim a life for its watery gods. In actuality the 'dragon' is just an enormous reptile that evolved the ability to breathe water instead of air. These creatures have egg-shaped bodies with thin flippers, a long serpentine neck and tail, and a mouthful of razor-sharp fangs capable of shearing a man in two.

These gigantic creatures are very rare and only come to the surface when summoned by a sorcerer's magic, drawn from the depths to become a danger for generations to come. Brought by magic, the beasts remain long after the sorcerer is dead, rising when the sea is turbulent enough to threaten ships and





cause some tasty human treats to fall into the waves. They are voracious and violent and, once summoned, can only be returned to the deep as a corpse.

COMBAT

Aquatic dragons battle their foes simply and efficiently, reaching up onto the decks of ships with their elongated necks to strike at targets. It is generally an ambush predator that appears, attacks, vanishes and reappears once more.

Skills: Aquatic dragons are coloured to match the waters they live in perfectly, gaining a +8 bonus to Hide checks while underwater. It also receives a +8 racial bonus on Swim checks and may always take 10 on Swim checks, even if rushed or threatened.

ELEMENTALS

The most powerful of sorcerers call up elementals to perform tasks for them, such as destroying large structures or transporting them across distances of hundreds of miles. These creatures are not truly alive, as they are gathered and animated by the powers of magic from the naturally inert substances of the world.

AIR ELEMENTAL

Gargantuan Elemental [air]
Climate/Terrain: Any land and sea
Organisation: Solitary
Initiative: +22
Senses: Listen +28, Spot +26
Languages: Air plus any four

Dodge Defence: 32
Hit Points: 130 (20 HD); **DR** 6
Saves: Fort +8, Ref +22, Will +9

Speed: 20 ft., fly 220 ft. (perfect)
Space: 20 ft.; **Reach:** 20 ft.
Melee: Bite +18 (2d6+7, AP 7), 2 wing buffets +16 (1d8+3, AP -)
Base Atk +15; **Grp** +34

Abilities: Str 25, Dex 30, Con 14, Int 18, Wis 16, Cha 13
Special Qualities: Manifest
Feats: Alertness, Combat Expertise, Dodge, Endurance, Flyby Attack, Multiattack, Power Attack

Skills: Listen +28, Spot +26
Advancement: 21–30 HD (Gargantuan)

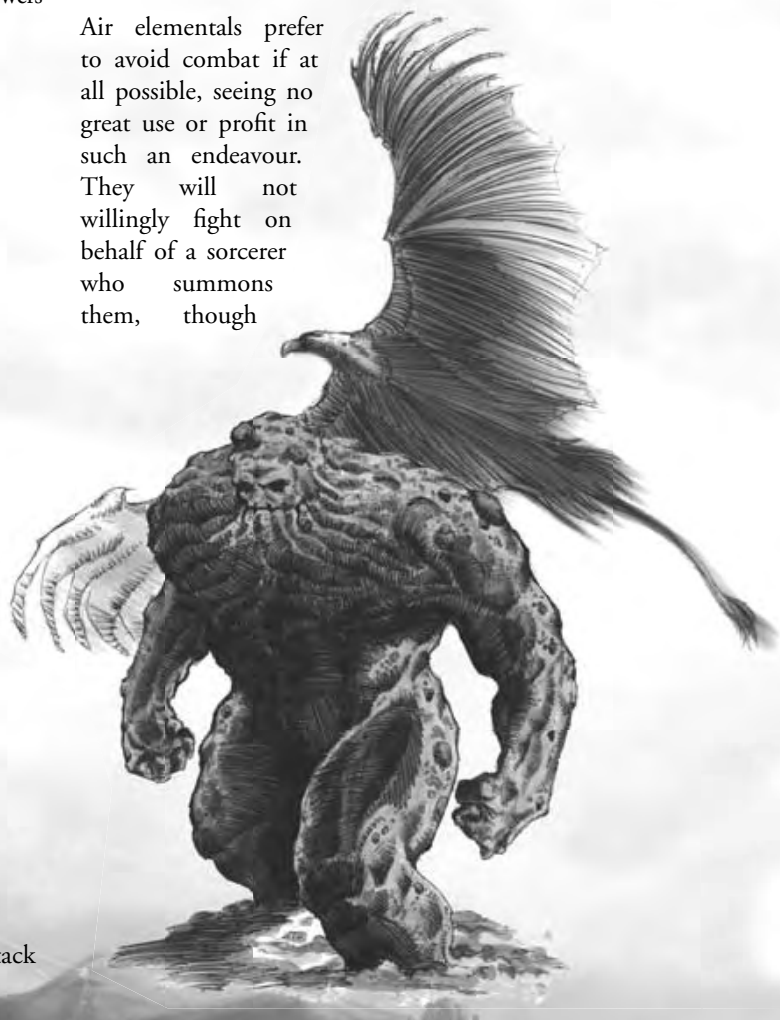
The air elemental is an enormous flying creature with a 40-foot wingspan. It is not quite either bird or bat but is highly intelligent nonetheless.

Air elementals are usually summoned for transport, not combat. They can sustain a flying speed of around 50 miles per hour and maintain perfect manoeuvrability, even hovering in place. The scholar must have some idea of his destination – air elementals are not bloodhounds and cannot track down a particular character, though the scholar could specify a well-known city or simply a direction. The air elemental will transport up to three individuals on its back, which can include the summoner but need not.

Air elementals are sometimes known as ‘horses-of-air’ to sorcerers from the East.

COMBAT

Air elementals prefer to avoid combat if at all possible, seeing no great use or profit in such an endeavour. They will not willingly fight on behalf of a sorcerer who summons them, though



if attacked while transporting him or someone else on his behalf they will defend themselves, assuming it is somehow impossible to flee.

Manifest: As a standard action, the air elemental can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

EARTH ELEMENTAL

Gargantuan Elemental [earth]

Climate/Terrain: Any land and underground

Organisation: Solitary

Initiative: +22

Senses: Listen +25, Spot +21

Languages: Earth plus any two

Dodge Defence: 13

Hit Points: 150 (20 HD); **DR** 14

Saves: Fort +17, Ref +6, Will +10

Speed: 30 ft.

Space: 20 ft.; **Reach:** 20 ft.

Melee: 2 slams +26 (2d8+15, AP 16)

Base Atk +15; **Grp** +42

Special Attacks: Rock Incarnate

Abilities: Str 40, Dex 10, Con 16, Int 15, Wis 18, Cha 8

Special Qualities: Manifest

Feats: Awesome Blow, Cleave, Great Fortitude, Greater Sunder, Improved Bull Rush, Improved Sunder, Power Attack

Skills: Listen +25, Spot +21

Advancement: 21–30 HD (Gargantuan)

Earth elementals appear like massive, squat, thickly muscled humanoids. Their skin seems to be made from solid brown or grey rock and their bodies are extraordinarily strong and powerful. When an earth elemental speaks, it sounds like the cracking and splitting sounds caused by a mighty earthquake.

Sorcerers call upon earth elementals to destroy features of stone, whether castles or mountains, or simply to smash their opponents to smithereens with their huge fists.

COMBAT

Earth elementals relish combat, striding in with both fists flying.

Rock Incarnate: An earth elemental may meld with an existing stone edifice, either a natural formation such as a cliff or mountain or a man-made stone structure such as a castle. The edifice can be of any size from a minimum of one 5-foot by 5-foot by 5-foot cube to a maximum of 100 such cubes per Hit Die of the earth elemental. This incarnation into the very rock allows the earth elemental complete control of the rock but only within the limits of what could naturally occur given sufficient factors such as fault-lines. In effect, an earth elemental can cause either a major earthquake or a sudden landslide. Either way, anyone on or within 40 feet of the rock affected will be pounded with rubble and possibly trapped under rocks, taking a total of 1d6 damage per HD of the earth elemental, with a Reflex saving throw allowed for half damage (DC 20).

Manifest: As a standard action, the earth elemental can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. If desired, an earth elemental may both manifest to and return from a state of Rock Incarnate (see above).

FIRE ELEMENTAL

Gargantuan Elemental [fire]

Climate/Terrain: Any land and underground

Organisation: Solitary

Initiative: +19

Senses: Listen +23, Spot +23

Languages: Fire plus any two

Dodge Defence: 29

Hit Points: 90 (20 HD); **DR** 10

Saves: Fort +6, Ref +19, Will +10

Speed: 50 ft.

Space: 20 ft.; **Reach:** 20 ft.

Melee: 2 slams +19 finesse (1d6+2 plus 2d10 fire)

Base Atk +15; **Grp** +34

Special Attacks: Flame Incarnate

Abilities: Str 15, Dex 25, Con 10, Int 15, Wis 18, Cha 8

Special Qualities: Manifest, Body of Flame

Feats: Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Power Attack, Weapon Focus (slam)

Skills: Listen +23, Spot +23

Advancement: 21–30 HD (Gargantuan)





Fire elementals resemble enormous, flame-red salamanders, the lizards said to live in volcanoes. Their bodies are constantly wreathed in flame. A fire elemental's eyes resemble liquid pools of fire and no discernable pupil or any other feature is visible in the flames. When a fire elemental speaks, its voice resembles the roaring of a great fire.

Sorcerers call upon fire elementals when they wish to use the raw power of flame to destroy whole armies or devastate vast swathes of countryside.

COMBAT

Fire elementals prefer to avoid direct combat and use other flames to do their work for them.

Body of Flame: A fire elemental's body is covered in flames. Any creature in melee combat with it will be dealt 1d10 fire damage per round unless the creature is wielding a reach weapon.

Flame Incarnate: A fire elemental may take on a form of pure, incorporeal flame up to once per day for up to one minute (10 rounds). A large source of flame (covering at least four 5 foot by 5 foot squares) must be present for the fire elemental to use its flame incarnate power. The fire elemental becomes one with the source of flame, hugely amplifying its effects over the entire area it exists in, which can be a total of up to four 5 foot by 5 foot squares per Hit Die of the fire elemental, depending on the area covered by the initial source of flame. Any creature within the source of flame when the fire elemental becomes one with it will be dealt 4d10 fire damage per round, with a Fortitude saving throw (DC 20) allowed for half damage.

Manifest: As a standard action, the fire elemental can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. If desired, a fire elemental may both manifest to and return from a state of Flame Incarnate (see above).

WATER ELEMENTAL

Gargantuan Elemental [water]

Climate/Terrain: Any land, underground and sea

Organisation: Solitary

Initiative: +11

Senses: Listen +27, Spot +19

Languages: Water plus any two

Dodge Defence: 19

Hit Points: 110 (20 HD); DR 10

Saves: Fort +9, Ref +11, Will +10

Speed: 20 ft., swim 90 ft.

Space: 20 ft.; **Reach:** 20 ft.

Melee: Bite +21 (2d10+10, AP 11), 2 slams +19 (2d6+5, AP -)

Base Atk +15; **Grp** +37

Special Attacks: Improved Grab, Swallow Whole, Weather Control, Water Control

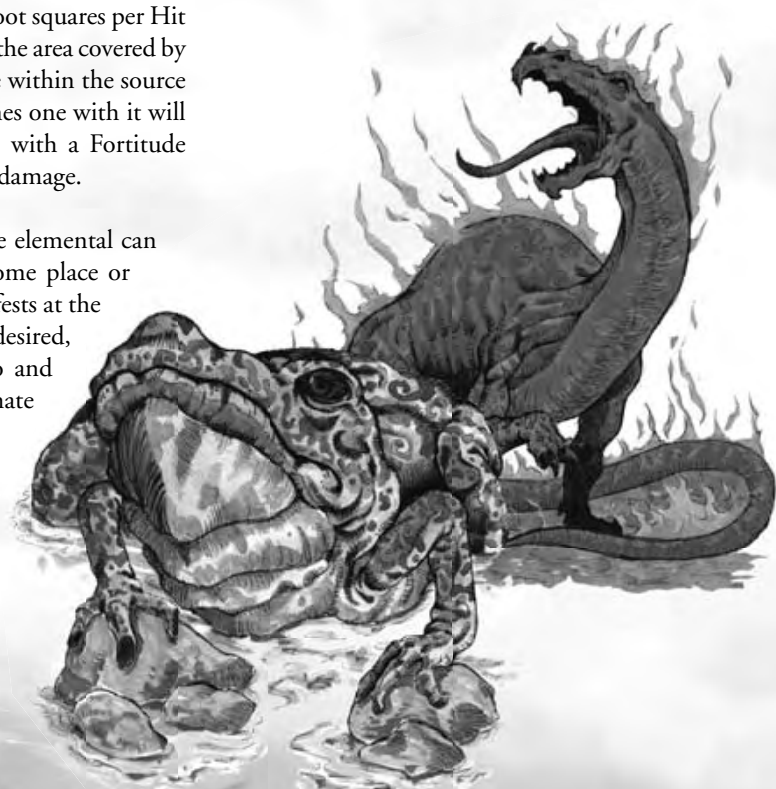
Abilities: Str 30, Dex 20, Con 12, Int 15, Wis 18, Cha 8

Special Qualities: Manifest

Feats: Cleave, Combat Expertise, Dodge, Great Cleave, Great Fortitude, Multiattack, Power Attack

Skills: Listen +27, Spot +19

Advancement: 21–30 HD (Gargantuan)





This weird-looking and ugly creature is clearly amphibious but does not appear to be either a giant frog or great newt exactly. It has a deep, croaking voice like a louder version of a frog's call. A water elemental's skin is patterned with swirling dark blues and greens.

Sorcerers usually call up water elementals because they want a specific weather or tidal effect created. Water elementals can be highly effective at tasks from destroying ships to blocking river crossings.

COMBAT

Water elementals prefer to use the wind and waves to attack their enemies at a distance.

Improved Grab: To use this ability, a water elemental must hit with its bite attack.

Manifest: As a standard action, the water elemental can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Swallow Whole: If a water elemental begins its turn with an opponent held it can swallow that opponent with a successful grapple check. If it succeeds, the opponent takes bite damage and is relocated to the elemental's stomach. Unless otherwise noted, the opponent can be up to one size category smaller than the water elemental. A swallowed creature is considered to be grappled, while the water elemental is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (at least 20 points of cutting damage would need to be dealt before it could cut its way free) or it can just try to escape by crawling back up the gullet. If the swallowed creature succeeds wotj its grapple check it returns to the water elemental's mouth (still grappled), where it may be bitten or swallowed again.

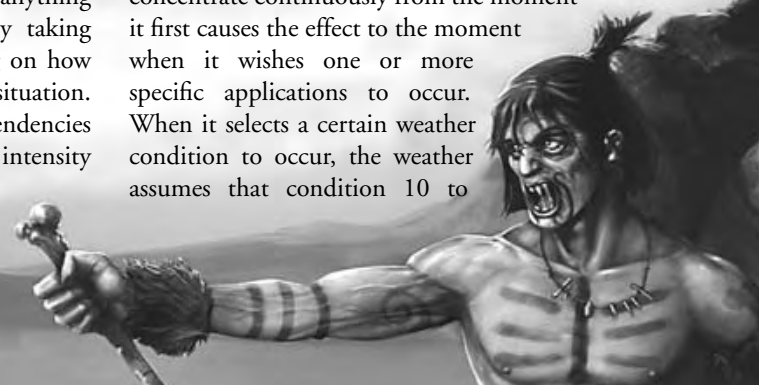
Water Control: A water elemental can control a body of water up to a radius of 20 miles around its current location. This effect is a full-round action to initiate, but persists for 4d12 hours after the water elemental ceases concentrating. It changes the tides and waves in the local area. The water elemental can call forth great tsunamis to sink ships at sea, calm down choppy waters or anything in-between. Changes occur gradually, typically taking 10 to 20 minutes to fully manifest, depending on how different the change is from the current tidal situation. The water elemental can control the general tendencies of the waves and tides, such as the direction and intensity of the current. However, this must be within the

normal range for the behaviour of water – even a water elemental cannot reverse the flow of a river, for example, because this would cause water to flow uphill. It can also control specific applications of the weather – which ships get targeted by the tsunamis, for example – but doing so requires it to concentrate continuously from the moment it first causes the effect to the moment when it wishes one or more specific applications to occur. When it selects a certain condition to occur within the water, the waves and tide assume that condition 10 to 20 minutes later, changing gradually, not abruptly. The situation continues as the water elemental leaves it for the full 4d12 hours or until the water elemental manifests the effect again. Simultaneous contradictory conditions are not possible – if two water elementals attempt to create different effects across the same body of water, neither is capable of affecting conditions significantly. This means that one water elemental can be used to negate the water control effects of another.

Weather Control: Up to three times per day, a water elemental can use a full-round action to control the weather selectively anywhere within a 20-mile radius of its current location. This effect persists for 4d12 hours after the water elemental ceases concentrating. It changes the weather in the local area. The water elemental can call forth weather appropriate to the climate and season of the area it is in. Changes occur gradually, typically taking 10 to 20 minutes to fully manifest, depending on how different the change is from the usual weather.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The water elemental can control the general tendencies of the weather, such as the direction and intensity of the wind. It can also control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado – but doing so requires it to concentrate continuously from the moment it first causes the effect to the moment when it wishes one or more specific applications to occur. When it selects a certain weather condition to occur, the weather assumes that condition 10 to





20 minutes later, changing gradually, not abruptly. The weather continues as the water elemental leaves it for the full 4d12 hours or until the water elemental manifests this effect again. Simultaneous contradictory conditions are not possible – if two water elementals attempt to create different effects across the same area, neither is capable of affecting conditions significantly. This means that one water elemental can be used to negate the weather control effects of another. The water elemental can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

EMERALD LOTUS

Large Plant

Climate/Terrain: Sorcerous or holy gardens

Organization: Solitary, patch (5–10), or grove (11–30)

Initiative: +4

Senses: Listen –4, Spot –4, blindsense 90 ft., low-light vision

Languages: –

Dodge Defence: 13

Hit Points: 38 (4 HD); DR 2

Saves: Fort +4, Ref +4, Will –3

Speed: 2½ ft. (cannot run)

Space: 10 ft.; **Reach:** 15 ft.

Melee: 2 whip-like branches +6 finesse (1d6+4)

Base Atk +3; **Grp** +11

Special Attacks: Blood Drain, Blood Frenzy, Constrict, Improved Grab

Abilities: Str 18, Dex 16, Con 20, Int –, Wis 2, Cha 26

Special Qualities: Mindless

Feats: –

Skills: –

Possessions: Anything left behind from previous kills

Advancement: 5–9 HD (Large), 10–19 HD (Huge), 20+ HD (Gargantuan)

Emerald lotus is an iridescent green plant with a sharp, musky odour. Its vine-like sections are dotted with very sharp thorns, and it grows only with the blood of its victims – withering away to a husk in just a few weeks if it cannot feed.

Many sorcerers grow clippings of wild emerald lotus to protect their precious herb and alchemy gardens, keeping them sated through trespassers and frequent offerings. The leaves and flowers of the plant can be dried and smoked as a very powerful hallucinogen that adds to the magical potency of the imbiber; however, it can be quite addictive, leaving many addicts an ashen and withdrawn image of their former selves.

COMBAT

Emerald lotus uses its whip-like branches to sink its hollow thorns into its foes, drinking of their blood quickly and efficiently. Their mobility is remarkable, even leaning and thrashing toward the scent of blood in the air, like any other agitated predator.

Blood Drain: An emerald lotus that manages to succeed in a grapple check against a living target can suck its blood with its thorns.

If it pins the foe it drains blood, dealing 1d4 points of

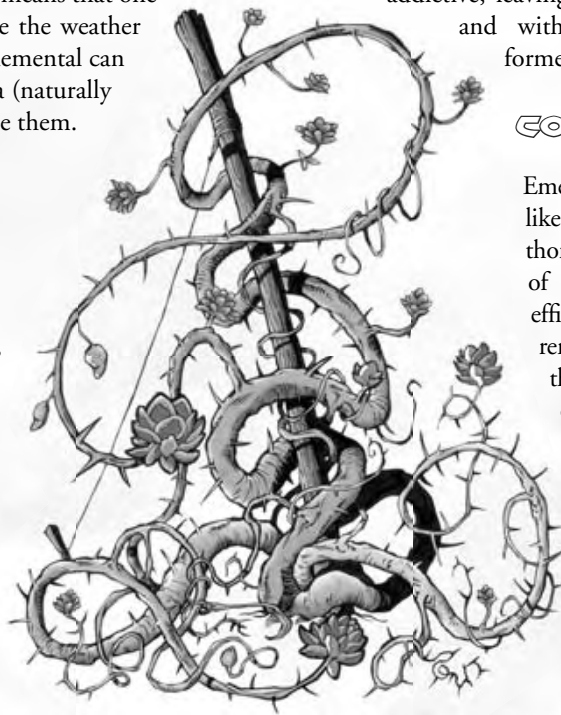
Constitution damage each round the pin can be maintained. For each successful round of blood drain, the emerald lotus gains 5 temporary hit points.

This blood drain is how an emerald lotus keeps itself alive and growing. For every week it does not receive at least one hit point worth of blood for each of its Hit Dice, it withers and loses 1 HD. However, for every full-grown Medium-sized mammal it drains completely, it gains 1 HD (maximum of 1 HD per week).

Blood Frenzy: An emerald lotus knows when a possible food creature is injured within 90 feet of its position and flies into a hunger frenzy. It gains a +2 bonus to all hit and damage rolls, but a –2 penalty to its defence. This state lasts for one minute.

Constrict: On a successful grapple check against a creature whose blood it cannot drain, an emerald lotus deals 1d6+4 damage.

Improved Grab: To use this ability, an emerald lotus must hit with its whip-like branch attack.



FOAMING BLASPHEMY

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +11

Senses: Listen +11, Spot +11, darkvision 60 ft.

Languages: –

Dodge Defence: 17

Hit Points: 44 (8 HD); DR 5

Saves: Fort +7, Ref +7, Will +6

Immunities: Critical hits, transformation.

Speed: 20 ft.

Melee: 2 claws +10 (1d3+2 plus corporeal instability, AP –)

Base Atk +8; Grp +10

Special Attacks: Corporeal Instability, Mad Thing Drumming

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Feats: Improved Initiative, Mobility, Skill Focus (Perform (percussion))

Skills: Climb +13, Escape Artist +12, Hide +12, Jump +9, Perform (percussion) +14, Survival +2, Tumble +14, Use Rope +3

Possessions: Scraps of former host's equipment (armour and clothing is torn and unrecognisable, however)

Advancement: 9–12 HD (Medium), 13–24 HD (Large)

These sad and horrible creatures are the result of coming into contact with the mutating energies surrounding the denizens of Hell. A foaming blasphemy's bodily dimensions vary from moment to moment, but they tend to be a vaguely humanoid shape of tendrils, claws, eyes and mouths that cannot be thought of as human any longer.

COMBAT

Foaming blasphemies are not built for combat as much as they are built to pass on the mutating curse that formed them or to serve as mad choirs for the rituals of the depraved. No matter the form or HD of the foaming blasphemy, they may only ever make two attacks per round.

Alien Anatomy: Foaming blasphemies are constantly mutating beings without discernable organs or features, making them immune to critical hits.

Corporeal Instability: Any attack from a foaming blasphemy against a living creature can cause the same type of terrible mutation that created it. The

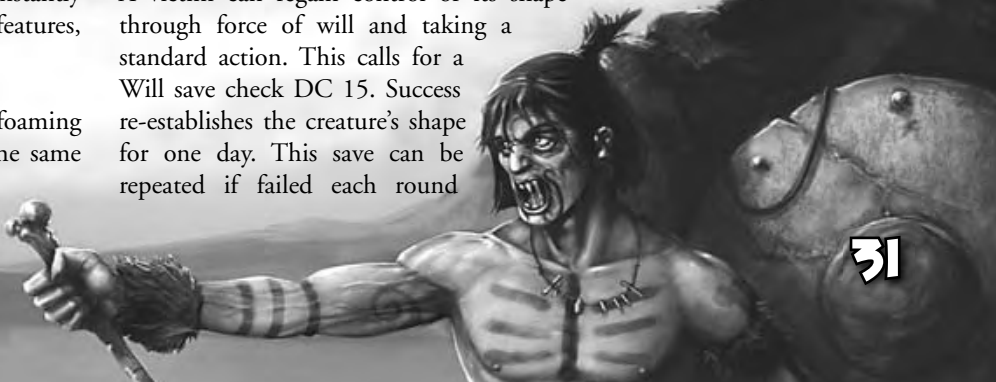


targeted creature must succeed on a Fortitude save DC 15 or become a spongy, amorphous mass. Unless the target manages to control the new form (see below), its shape melts, flows and boils into an unrecognisable mess.

An affected creature is unable to hold or use any item. Clothing, armour, jewellery and other worn equipment immediately become useless. Large items worn or carried – armour, backpacks, and so on. – hinder more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce the victim's speed to 10 feet or one-quarter normal, whichever is less. Searing pain means that the target cannot act coherently, cast spells, or use magic items. If it attacks, it does so blindly, suffering a –4 penalty on attack rolls with a 50% miss chance.

Each round a target spends in this state causes one point of Wisdom drain from mental shock and dementia. If this drain brings the target to 0 Wisdom, they are considered to have been transformed into a foaming blasphemy.

A victim can regain control of its shape through force of will and taking a standard action. This calls for a Will save check DC 15. Success re-establishes the creature's shape for one day. This save can be repeated if failed each round





until successful. Corporeal instability is not a disease or a curse and is very hard to remove, but a *warding* or *greater warding* spell will do the job if the sorcerer can beat a DC of 14 with his magic attack roll.

Immunity to Transformation: Foaming blasphemies cannot have their forms altered permanently in any way by mortal magic. Although they might assume a wolf's body for a moment when targeted by an *awful rite of the were-beast*, it will quickly melt into claws and writhing flesh once more. At best, form-altering magic can fix a foaming blasphemy's shape until the blasphemy's next action, when it reverts to its usual formless shape.

Mad Thing Drumming: With a successful Perform (percussion) skill check versus DC 23, the foaming blasphemy may grant one scholar within range a +1 morale bonus to his magic attack rolls plus an additional +1 for every 5 points that the foaming blasphemy exceeds the DC of that check. The foaming blasphemy must have some kind of magical link with the scholar if line of sight cannot be achieved.

FOREST-DEVIL

Medium Monstrous Humanoid
Climate/Terrain: Warm or temperate forest
Organization: Gang (2–5) or mob (6–36)
Initiative: +0
Senses: Listen +2, Spot +2, scent
Languages: Primalspeak

Dodge Defence: 10
Hit Points: 13 (2 HD); DR 2
Saves: Fort +5, Ref +0, Will +2

Speed: 40 ft.
Melee: 2 claws +4 (1d6+2, AP –)
Base Atk +2; **Grp** +4

Abilities: Str 15, Dex 10, Con 14, Int 8, Wis 14, Cha 6
Feats: Stealthy
Skills: Climb +2, Hide +3, Jump +2, Move Silently +3, Survival +2
Possessions: Coin, jewellery, and other polished or attractive materials
Advancement: 3–4 HD (Medium)

Forest-devils are six to six-and-a-half foot tall bestial humanoids with long arms and powerful

muscles, covered in wiry brown fur and leathery skin. They bear dozens of small spurs of horn-like material on the backs of their hands and forearms that are used in dominance fighting in their mobs.

These dangerous beings live in great numbers throughout the Pictish Wilderness and other coastal forests of Hyboria, preying on lone travellers and small game when they are not being controlled by the ritual magic of Pictish shamans and used as forest enforcers.

Forest-devils speak in a language of growls and grunts that only they seem to understand well enough to call it a language. Some have been taught to understand simple Pictish commands.

COMBAT

Forest-devils attack in a rushing pack, much like rabid dogs, hurling themselves at their foes in great waves. They do not seem to care if they are injured or even killed, so long as the pack gets to eat when the hunt is done.

Skills: Forest-devils gain a +4 circumstance bonus to all Hide, Listen, Move Silently, Spot and Survival checks when in forest conditions, due to their excellent camouflage, natural predatory instincts and highly attuned senses. They also have a +4 circumstance bonus to all Climb checks made to climb trees.



FROST GIANT

Huge Monstrous Humanoid [cold]
Climate/Terrain: Any cold (mostly mountains)
Organization: Solitary or family (2–4)
Initiative: +4
Senses: Listen +3, Spot +3, low-light vision
Languages: Ymirish and Hyperborean

Dodge Defence: 12
Parry Defence: 21
Hit Points: 105 (10 HD); DR 4
Saves: Fort +16, Ref +4, Will +3
Immunities: Cold damage
Weaknesses: +50% damage from fire

Speed: 40 ft.
Space: 15 ft.; **Reach:** 10 ft.
Melee: Oversized war club +16/+11 (2d10+12, AP 12) or fist +16 (1d8+8, AP --)
Base Atk +10; **Grp** +26
Special Attacks: Primal Terror

Abilities: Str 27, Dex 12, Con 22, Int 8, Wis 11, Cha 7
Feats: Brawl, Combat Reflexes, Crushing Grip, Endurance, Improved Grapple, Improved Sunder, Greater Sunder
Skills: Balance +3, Climb +16, Jump +10, Knowledge (nature) +2, Survival +8
Possessions: Collected skins, furs and metallic items from past kills (5d6 × 100 silvers worth)
Advancement: By character class (usually barbarian)

The frost giants once ruled Nordheim and the northern reaches in the age of Atlantis, but their heavy footfalls have been leaving trails through the snow for centuries. As the rise of mankind pushed them further and further north, the giants became embittered toward mankind. They began to equate humans with skittering little vermin, and the frost giants began to target them for raids, rape and murder.

Frost giants are between twelve and fifteen feet in height and easily weigh over 2,000 pounds. They seem made of solid muscle and iron-hard bones, towering over even some of the white bears of the north. They tend to have sloping features and thick, reddish hair and beards that they keep in braids and dreadlocks. Although not strictly carnivorous, frost giants tend to have oversized and angular teeth for smashing up bones and frozen vegetation, allowing them to make a meal out of nearly anything they can get their thick-nailed hands upon.



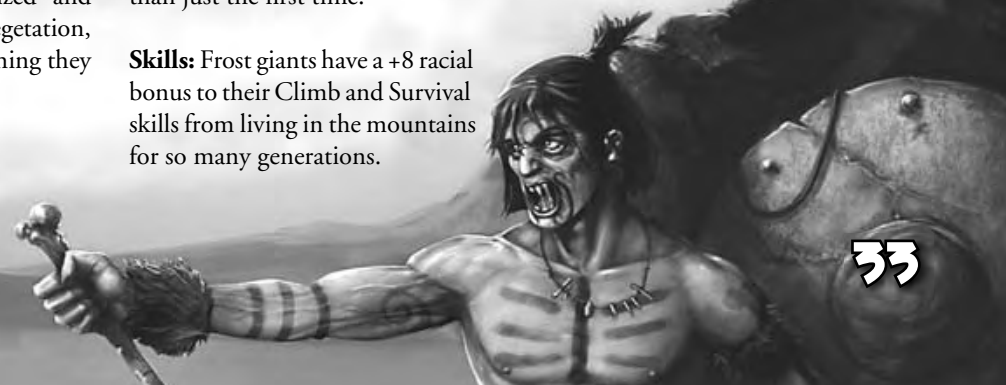
The current age does not see many frost giants left in the world, with only a few small families living in the Eiglophian mountains and many lone huntsmen wandering Vanaheim, Asgard and parts of northern Cimmeria. When the wind is low at the foot of the mountains it is said that travellers can hear the booming songs of the giants, echoing down in the ancient tongue of Ymirish.

COMBAT

Frost giants are strong and tough, using their natural size and physique to overwhelm their foes. In ancient times the giants wielded huge swords and axes, but the lack of forge-worthy bronze or metalworking tools has turned them to simply uprooting trees or carving stone into heavy clubs as long as a man. They wield these clubs with relentless force, falling to the use of their hands if a club is not available.

Primal Terror: Seeing a frost giant is an instinctually frightening moment, calling for a Terror of the Unknown check (normal DC 15). In addition, a character must make this check every time they see a frost giant, rather than just the first time.

Skills: Frost giants have a +8 racial bonus to their Climb and Survival skills from living in the mountains for so many generations.





FROST WORM (SNOW-DEVIL, DRAGON OF THE MOUNTAINS)

Gargantuan Magical Beast [cold]
Climate/Terrain: Any cold plains or mountains
Organization: Solitary
Initiative: +10
Senses: Listen +5, Spot +5, darkvision 60 ft., low-light vision, scent
Languages: –

Dodge Defence: 17
Hit Points: 175 (14 HD); **DR** 6
Saves: Fort +14, Ref +10, Will +6
Immunities: Cold damage
Weaknesses: +50% damage from fire

Speed: 50 ft., burrow 10 ft.
Space: 20 ft.; **Reach:** 10 ft.
Melee: Bite +19 (2d10+12 plus 2d8 cold, 19–20/x2 critical, AP 8)
Base Atk +14; **Grp** +34
Special Attacks: Breath Weapon, Cold Damage, Wormsong
Magic Atk: +3

Abilities: Str 26, Dex 13, Con 20, Int 2, Wis 11, Cha 11
Special Qualities: Brittle Weapons
Feats: Alertness, Improved Critical (bite), Iron Will, Toughness (x2), Weapon Focus (bite)
Skills: Hide +0 (+10)
Possessions: –
Advancement: 15–21 HD (Gargantuan), 22–50 HD (Colossal)

Known to exist in glacial tunnels in the farthest reaches of the North and occasionally surfacing in the frozen peaks of the Eiglophians, frost worms are enormous eel-like beasts that were called to earth from some otherworldly place of cold and ice ages ago and have managed to thrive in their icy lairs. Travellers that accidentally discover the smooth-bored tunnels of a frost worm are lured to their dooms by the soft trilling song of the beasts, only to be ripped apart in their hagfish-like mouths.

Frost worms are gigantic beasts, their boneless bodies covered in silky white fur. At one end it has a stubby and rounded tip of a tail; the other end is dominated



by a smooth, jawless head filled with fearsome teeth and topped with two phosphorescent green eyes. The creature emanates cold from its bluish-white skin, even bleeding a thin fluid that freezes anything it touches. Forty feet or more in length, meeting a single frost worm can be the end of any mountain exploration – and only the bravest of fools would ever seek to hunt one willingly.

COMBAT

Frost worms slide up to their targets slowly and deliberately, ‘singing’ their eerie song to call the weak-willed into striking range. Once placed in a proper position, the worm falls upon the target with its round lamprey’s mouth, grinding them to bits with rows of teeth and a very sharp-edged tongue.

Breath Weapon: The exhalations of a frost worm are essentially blasts of freezing air and spittle, meaning that anything in the 5 foot area directly in front of a frost worm’s mouth at the beginning of a combat round automatically suffers 1d8 cold damage.

Brittle Weapons: Any weapon that pierces the hide of the frost worm is splashed with its freezing blood, making it brittle and possibly causing it to crack. Any metallic or stone weapon that inflicts harm on a frostworm must



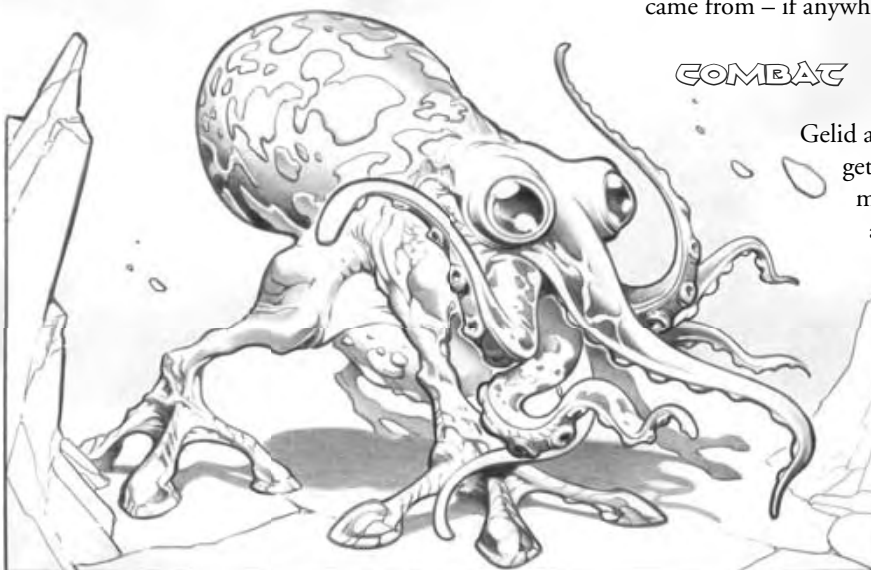


pass an immediate DC 15 Fortitude save or crack, splinter or shatter upon next striking anything with a damage resistance or hardness of 2 or greater.

Cold Damage: The amount of cold emanated by a frost worm is supernaturally intense, inflicting 1 point of damage automatically every round to any living thing within 30 feet. Additionally, any living thing making contact with the frost worm in any way will suffer 2d8 cold damage. Contact victims may attempt a Fortitude save DC 17 in order to suffer only half (round up) of the cold damage. A character with the Endurance feat may apply +4 to this save.

Wormsong: Instead of attacking, the frost worm can push air through its cavernous, mysterious body cavities to create a haunting and powerful trilling song. This song has a lulling and calming effect that can be overwhelming, like the flowing sound of cathedral pipes. This sonic mind-affecting ability affects all conscious creatures able to hear it within 100 feet. Target creatures must make a Will save (DC set by the frost worm's magic attack roll) or be unable to take any actions other than move toward the frost worm for as long as the creature sings. Failing the save means that the targets will move constantly toward the beast, but can be violently shaken (as a full-round action) to gain an additional Will save. Once a target has successfully fought off the wormsong, he is immune to further uses of the ability for 24 hours.

Skills: Frost worms are coloured to hide in icy and snowy areas, gaining a +10 racial bonus to Hide checks in these areas.



GELID ABOMINATION

Medium Aberration

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +8

Senses: Listen +3, Spot +3, darkvision 60 ft.

Languages: Any human

Dodge Defence: 19

Hit Points: 45 (10 HD); **DR Total**

Saves: Fort +5, Ref +8, Will +6

Immunities: All physical damage

Weaknesses: Fire and silver inflict harm normally

Speed: 30 ft.

Melee: 6 tentacles +13 (1d6+5) and bite +11 (1d8+2)

Base Atk +7; Grp +12

Special Attacks: Constrict, Tentacles, Improved Grab, Horrible Laughter

Abilities: Str 20, Dex 20, Con 10, Int 8, Wis 8, Cha 12

Feats: Great Fortitude, Multiattack, Weapon Focus (tentacle), Weapon Focus (bite)

Skills: Bluff +6, Climb +5

Possessions: –

Advancement: 11–15 HD (Medium), 16–20 HD (Large)

Gelid abominations are twisted masses of flesh that slightly resemble a cross between an octopus and a frog, but given a human woman's shrill and panicked voice. They are horrible creations of magic and infernal curiosity that cause fear in all who look upon them, drawing questions from some scholars as to where these things originally came from – if anywhere at all.

COMBAT

Gelid abominations fight with a goal – to get a target inside its giant froglike mouth. Its tentacles whip and flail at a target wildly, gripping them with suckered tips to bring them ever closer to the row of sharp ridges between its greasy lips.





Constrict: The gelid abomination can deal 1d6+5 points of crushing damage with a successful grapple check.

Improved Grab: To use this ability the creature must hit an opponent with a tentacle attack.

Tentacles: A gelid abomination may make a single tentacle attack against anything within reach in any round where its only action is to make a grapple check. This attack cannot begin an improved grab.

Horrible Laughter: The shrill human voice that emanates from a gelid abomination is often hysterical and filled with childlike laughter, causing a -2 circumstance penalty on all fear-related saves made within 120 feet, including any Terror of the Unknown checks prompted by its own gruesome appearance.

Immunities: Gelid abominations are immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Skills: A gelid abomination gains a +4 circumstance bonus to any Bluff or Perform checks for which the ability to perfectly duplicate a woman's voice would be useful. Note that in most cases this bonus can only be applied if the target or audience for the skill check is unable to see the gelid abomination.



Speed: Fly 20 ft. (perfect)
Melee: Chill +8 touch (1d6 Constitution damage)
Base Atk +5; Grp -
Magic Atk: +1
Special Attacks: Despair

GHOST, HAUNTING

Medium Undead

Climate/Terrain: Any

Organization: Solitary

Initiative: +5

Senses: Listen +12, Spot +12, darkvision 60 ft.

Languages: Southern Islander

Dodge Defence: 16

Parry Defence: 14

Hit Points: 31 (5 HD); **DR Total**

Saves: Fort +4, Ref +5, Will +3

Immunities: Physical damage

Weaknesses: Silver weapons do normal damage

Abilities: Str -, Dex 13, Con -, Int 10, Wis 14, Cha 16

Special Qualities: Bite Sword, Fearless, Haunt Limitations, Insubstantial, Southern Islander Features, Trap Sense +1, Uncanny Dodge

Feats: Alertness, Dodge, Endurance, Mobility, Stealthy, Track, Weapon Focus (war spear)

Skills: Hide +5, Knowledge (local) +6, Perform (dance) +11, Profession (sailor) +8, Survival +8

Possessions: -

Advancement: By character class (barbarian)

Some sentient beings that are killed in times of duress or great emotional pain will cling to the last fragments of life they have in order to become a spiritual anchor to the earthly plane. These apparitions are tied to a specific location, most often their home or location at which they died, becoming a reoccurring threat to any and all who come to their haunting place.



They are wispy images of their former selves, blue or greyish white in hue, that float around their haunt in an effort to get vengeance on others for having what they could not keep – life.

The sample haunting ghost presented here was based on a 5th level Southern Islander barbarian; a superstitious man whose unreasoning terror at the horror that took his life has turned him into another hazard in its lair.

COMBAT

Haunting ghosts do not combat their foes normally, they use their fearful image and sounds to paralyse their targets before passing a ghostly hand through them and chilling their heart with the cold of the eternal grave.

Chill: Haunting ghosts that make contact with living flesh inflict 1d6 Constitution damage, ignoring any armour worn unless it is made from silver.

Despair: At the mere sight of this haunting ghost, the viewer must succeed in a Will save DC 15 or be paralysed with fear for 1d3 rounds. Targets cannot be affected again by despair for 24 hours, whether or not they pass the save.

Haunt Limitations: Haunting ghosts are tied to a specific location, and cannot venture too far outside of its boundaries. The ghost can only go outside the given boundaries by a number of feet equal to the ghost's Charisma score.

Immunities: Haunting ghosts are immune to all physical damage, except that dealt by either magic or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Insubstantial: Haunting ghosts are apparitions, able to pass through solid objects as if they were not there unless they contain more than 10% silver in their construction or are otherwise magically protected.

CREATING A HAUNTING GHOST

'Haunting Ghost' is an acquired template that can be added to any humanoid creature if the Games Master feels the situation could create a ghost, referred to hereafter as the base creature.

A haunting ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Climate/Terrain: Any, usually the same as the base creature.

Initiative: Same as the base creature.

Senses: +4 to Listen and Spot checks.

Languages: Same as the base creature.

Dodge/Parry Defence: Same as the base creature, although haunting ghosts will only get to use their Parry Defence in the unlikely event they face a weapon that can touch their insubstantial form. They use their Charisma modifier in place of their Strength modifier when calculating Parry Defence.

Damage Reduction: Set to 0

Hit Dice: Increase all current and future Hit Dice to d12s.

Saves: Same as the base creature except for the loss of a Constitution bonus to Fortitude saves.

Special Qualities: A haunting ghost gains the following special abilities:

Immunities: Haunting ghosts are immune to all physical damage, except that dealt by either magic or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

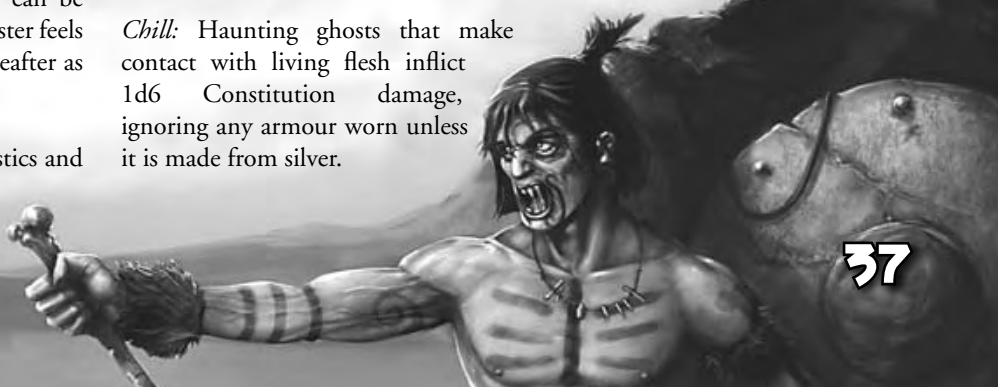
Insubstantial: Haunting ghosts are apparitions, able to pass through solid objects as if they were not there unless they contain more than 10% silver in their construction or are otherwise magically protected. They cannot be grappled or otherwise held except with specially crafted silver accoutrements.

Haunt Limitations: Haunting ghosts are tied to a specific location, and cannot venture too far outside of its boundaries. The ghost can only go outside the given boundaries by a number of feet equal to the ghost's Charisma score.

Speed: fly 20 ft. (perfect)

Attack: A haunting ghost loses all of its normal attacks, but gains a chill attack. Chill attacks cannot be made as finesse attacks.

Chill: Haunting ghosts that make contact with living flesh inflict 1d6 Constitution damage, ignoring any armour worn unless it is made from silver.





Space/Reach: Same as the base creature.
Base Attack: Same as the base creature.
Grapple: Haunting ghosts cannot grapple or be grappled.
Special Attacks: A haunting ghost loses all the special attacks of the base creature but gains the despair power:

Despair: At the mere sight of a haunting ghost, the viewer must succeed in a Will save with a DC of (10 + ½ the ghost's Hit Dice + it's Charisma modifier) or be paralysed with fear for 1d3 rounds. Targets cannot be affected again by the same ghost's despair for 24 hours, whether or not they pass the save.

Sorcery: As the base creature.
Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +6. As an insubstantial undead creature, a haunting ghost has no Strength or Constitution score. It gains its Charisma modifier as a bonus to attack rolls.
Feats: Haunting ghosts gain Alertness and Weapon Focus (touch), even if the base creature cannot meet the prerequisites.
Skills: Haunting ghosts gain a +4 bonus to Hide and always move in perfect silence unless they choose to make a sound. Otherwise, skills are the same as those of the base creature.
Possessions: Whatever might remain in the ghost's haunt.
Advancement: By character class. Favoured classes remain the same as they did in life.
Corruption: As the base creature +3.

HAUNTING GHOSTS AND CODES OF HONOUR

Haunting Ghosts never have codes of honour. A ghost who had a code of honour in his previous life immediately loses it on becoming a haunting ghost and may never regain it. All that matters to the ghost now is getting revenge upon the living for what happened to it.

GHOST, SPONTANEOUS

A spontaneous ghost is formed when a human or other intelligent creature dies with a task unfinished, with the knowledge that a loved one is about to die, or another extremely emotional and traumatic desire in their hearts. At the moment of his death, the being may attempt a Will saving throw (DC 25, with various circumstance modifiers depending on the level of the creature's commitment to the task or loved one) to return as a ghost.

A spontaneous ghost has one chance, and one chance only, to alter the world of the living. He can manifest anywhere within one mile of his place of death and one day of his date of death.

This manifestation can last for up to one round, plus one additional round per point of Wisdom bonus (if any). During that time he can interact with other creatures and objects exactly as though he were alive but with the added effect that any opponent he strikes in melee (with a weapon or unarmed attack) must make a Will saving throw (DC 20 + ½ ghost's former class level + ghost's former Charisma modifier) or be affected as though he had failed a Terror of the Unknown saving throw for as long as the spontaneous ghost is manifested.

At the end of the spontaneous ghost's manifestation, it vanishes forever to whichever hell or paradise is its destination unless somehow bound by sorcery to a particular location (see the haunt limitations trait of the haunting ghost for details on being bound to a specific location).

GHOST WHALE

Gargantuan Undead
Climate/Terrain: Aquatic
Organization: Solitary
Initiative: +5
Senses: Listen +23, Spot +23, aquasense 120 ft., low-light vision
Languages: –

Dodge Defence: 11
Hit Points: 102 (12 HD); **DR** 7
Saves: Fort +4, Ref +5, Will +10

Speed: Swim 40 ft.
Space: 20 ft.; **Reach:** 10 ft.
Melee: Bite +14 (4d6+12, AP 10)
Base Atk +6; **Grp** +30
Special Attacks: Charging Strike





Abilities: Str 35, Dex 13, Con –, Int 8, Wis 14, Cha 6
Special Qualities: Undead Traits
Feats: Alertness, Improved Overrun, Power Attack, Toughness (x2)
Skills: Swim +35
Possessions: None
Advancement: 13–18 HD (Gargantuan), 19–36 HD (Colossal)

Once a frequent sight to Atlantean ships, the titanic ghost whales were a pleasant omen in that era. Now their colossal skeletons lurk in the impossible deeps, preserved, animated and driven mad by the sorceries the Atlanteans used to summon and control them. They are now monsters of the deep, preying on ships unfortunate enough to cross paths with the pale skeletal behemoths.

Ghost whales frequently rest atop the waves at night, basking their brilliant white skeletons in the moonlight for all to see. Ships that can see these beasts on the horizon will steer well out of their way to avoid coming anywhere near them – hopefully also avoiding angering these vengeful creatures from the past.

COMBAT

Ghost whales are surprisingly intelligent, coming up from below a ship and ramming it repeatedly

until it comes apart into kindling. Anyone who does not immediately drown is then snatched up one by one until the whale's hunger or vengeance is sated.

Aquasense: A ghost whale can detect anything in or on the water within 120 feet of it using sonar pulses. If the ghost whale is somehow deafened or silenced, it can no longer use this ability.

Charging Strike: If a ghost whale executes a charge attack, it strikes with its head, dealing 5d12 bludgeoning damage in addition to its normal bite damage. Ghost whales can only effectively use this attack on targets of Large size or larger.

Skills: A ghost whale has a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check, even if rushed or threatened and can perform the run action while swimming. It has a +4 racial bonus to Listen and Spot checks (included in profile above) that is negated if the ghost whale cannot employ its aquasense ability.

GHOUL

Medium Monstrous Humanoid
Climate/Terrain: Any land
Organisation: Solitary, patrol (2–4), or gang (5–20)
Initiative: +7
Senses: Listen +5, Spot +5
Languages: Any one

Dodge Defence: 16
Hit Points: 39 (6 HD); DR 2
Saves: Fort +6, Ref +7, Will +2

Speed: 40 ft.
Melee: 2 claws +9 (1d4+3, AP –) and bite +7 (1d8+1, AP 4)
Base Atk +6; Grp +9
Special Attacks: Improved Grab, Relentless Jaws





GHOUl ROT

Some ghouls who live in particularly moist environments (swamps, marshes, etc.) will collect foul bits of decaying flesh under their claws, making every rake the source of possible infection. These ghouls gain the following special attack:

Disease: A tainted ghoull that attacks a living creature with its claws will almost invariably pass on a horrid disease of some kind. These diseases are collectively known as 'ghoull rot'. The damaged target must pass a DC 14 Fortitude save or be struck with the contagion. After 1d2 days of incubation the target must make a DC 14 Fortitude save every day or lose 1d3 Str and 1d3 Con. If the victim makes two daily saving throws in succession then they have fought off the disease.

Abilities: Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 1
Feats: Multiattack, Power Attack, Toughness
Skills: Hide +13, Listen +5, Move Silently +13, Spot +5
Possessions: Some minor trinkets and collected baubles from their kills, no more than 3d6 silver worth
Advancement: By character class (probably barbarian)

Ghouls are misshapen, grey humanoids of enormous strength and vitality. They eat human flesh. Ghouls can be found in the highest numbers in the ancient oak forests on the border between Zingara and Argos, but similar creatures exist in the wilds of other lands. It is whispered that the ghouls have a limited society of sorts, deep within the forest, though travellers and scholars have never returned alive to confirm or deny these rumours.

Ghouls speak their own language of grunts, howls and screams. No non-ghoull has yet mastered it, largely due to the near impossibility of dealing peacefully

with these primal horrors. It is very similar to the 'language' of the man-apes, but the two do not seem to be otherwise related.

COMBAT

Ghouls usually attack in a wild frenzy of claws and teeth, though against a more powerful foe they will use more careful hit-and-run tactics. They are very stealthy and enjoy night raids, snatching away members of a party to be devoured before their allies even know they are gone.

Improved Grab: To use this ability, the ghoull must hit with a bite.

Relentless Jaws: If a ghoull is grappling an opponent it can make bite attacks against him with no penalty for grappling (+9 attack roll). This also gradually chews through its opponent's armour – each round the ghoull uses relentless jaws, including the first round, the AP rating of its bite increases by a cumulative +1.

Skills: Ghouls have a +2 racial bonus to their Hide and Move Silently skills.



GIANT BAT

Medium Animal

Climate/Terrain: Temperate to warm forests and plains

Organization: Solitary or cloud (20–50)

Initiative: +9

Senses: Listen +12, Spot +7, blindsense 60 ft., low-light vision, scent

Languages: –

Dodge Defence: 17

Hit Points: 45 (6 HD); DR 3

Saves: Fort +8, Ref +9, Will +2

Speed: 20 ft., fly 60 ft. (good)

Melee: Bite +7 (1d6+1, AP –) and 2 claws +1 (1d4+2, AP –)

Base Atk +4; Grp +6

Special Attacks: Improved Grab

Abilities: Str 14, Dex 19, Con 16, Int 2, Wis 11, Cha 6

Feats: Alertness, Flyby Attack, Weapon Focus (bite)

Skills: Move Silently +8

Possessions: –

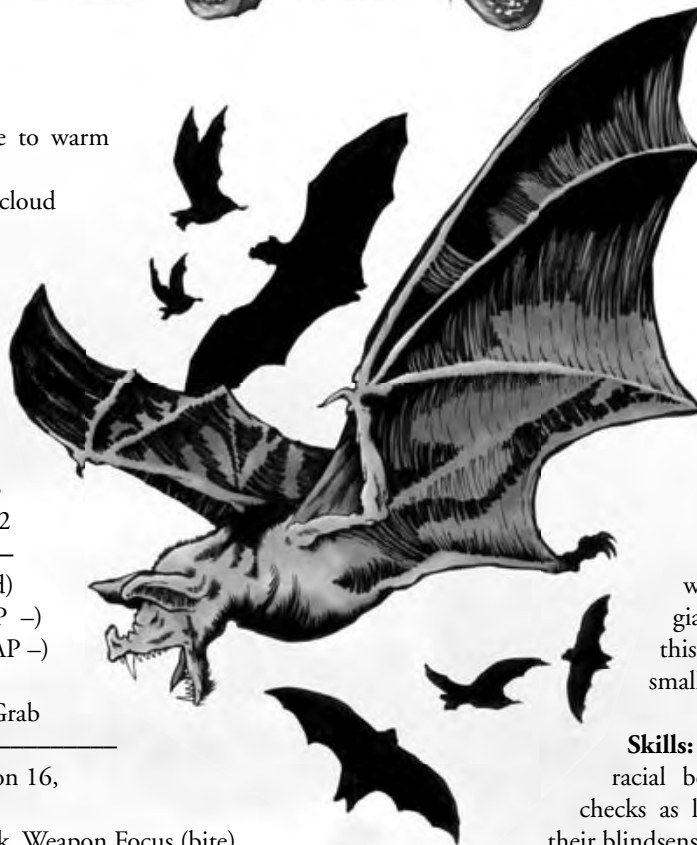
Advancement: 7–10 HD (Large), 11–14 HD (Huge)

Although the evening skies are frequented by clouds of bats, there are a few breeds that grow to amazingly large sizes. Giant bats are flying predators that seek out small animals to swoop down upon and scoop up. Where normal bats fill their bellies on insects all night long, a giant bat looks for rats, squirrels, and even small cats or dogs.

Giant bats are roughly the size of large dogs, three feet in length from snout to clawed feet, with ten to twelve foot leathery wingspans. They have brown to black fur over their lithe bodies and upturned snouts that curl upward to reveal a row of razor sharp fangs. Giant bats are a fearsome sight, but are thankfully disinterested in attacking humans without due cause.

COMBAT

Giant bats swoop down from the sky to slash at their foes with their scythe-like teeth and talons when they cannot simply grab small prey and fly away with them.



Blindsense: A giant bat notices and locates creatures and objects within 60 feet through their echolocation sonar. They can ‘see’ in this way in any amount of darkness.

Improved Grab: To use this ability, the giant bat must hit with a bite attack. Unlike other creatures with improved grab, giant bats can only use this ability on targets smaller than they are.

Skills: Giant bats have a +10 racial bonus to Listen skill checks as long as they can use their blindsense ability.

GIANT CENTIPEDE

Medium Vermin

Climate/Terrain: Underground or warm marshes

Organization: Solitary, tangle (2–4), or colony (5–20)

Initiative: +6

Senses: Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.

Languages: –

Dodge Defence: 16

Hit Points: 39 (6 HD); DR 2

Saves: Fort +7, Ref +5, Will +2

Speed: 40 ft., climb 40 ft., burrow 10 ft.

Melee: Bite +6 (1d6+2 plus poison, AP –)

Base Atk +4; Grp +6

Special Attacks: Poison





Abilities: Str 14, Dex 17, Con 14, Int –, Wis 10, Cha 5

Special Qualities: Vermin Traits

Feats: –

Skills: Climb +11, Hide +11

Possessions: –

Advancement: 7–9 HD (Medium), 10–14 HD (Large), 15–22 HD (Huge)

Like a rope of orange-brown chitin lined with fast-moving legs and tipped with a pair of short, spiky pincers coated in a potent neurotoxin, giant centipedes are prehistoric hunters of dark places that prey on the unwary. They are fast and wily, emerging from a tiny sinkhole or burrowed lair in a flash of motion, paralysing their prey with their pincers in order to feast upon their decaying flesh.

COMBAT

Giant centipedes are not terribly tactical fighters, preferring to ambush their prey and snap at them repeatedly until their poison utterly paralyses them. After the target loses motor functions completely, the centipede can begin its slow and painful feast.

Poison: Anything that suffers damage from a giant centipede's bite attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Giant Centipede Toxin	Injury DC 15	1d2 Dex	5	Immediate / 1 round / 1 round / 1 round / 1 round

Skills: A giant centipede has a +4 racial bonus on Spot checks, a +8 racial bonus on Climb and Hide checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A giant centipede can always choose to take 10 on Climb checks, even if rushed or threatened.

GIANT CROCODILE, STYGIAN

Amongst the massive crocodiles that line the banks of the River Styx in Stygia and Shem, there is a race of true throwbacks to the age of dragons – the giant Stygian crocodiles. These near-black beasts are made up of thick, knobbly hide and have long mouths filled with interlocking teeth as long as daggers. They are much more sinister than a common crocodile, often choosing to attack large prey that draws too near just because they have the opportunity. Many riverside travellers or boatmen have met their ends between the twisting, tearing jaws of a giant Stygian crocodile.

The older and wiler a Stygian crocodile gets, the larger it grows. In just a few years a good example of an adult will be around twelve feet in length, while some who have been reported to have lived for decades can easily grow as long as thirty feet in length! These ancient examples move away from the colonies of their lesser kin in favour of open waters or secluded marshland where they can live out their years like a lurking dragon.

COMBAT

Giant Stygian crocodiles have a very simple technique to deal with nearly anything it attacks – grab and twist until the target comes apart. They can batter things around with their tails as well, but the simple bite-until-dead method generally does in all but the hardest of prey.

Improved Grab: To use this ability, a giant Stygian crocodile must hit with its bite attack. Once it has a target in its mouth it can begin to savage roll.

Hold Breath: A giant Stygian crocodile can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

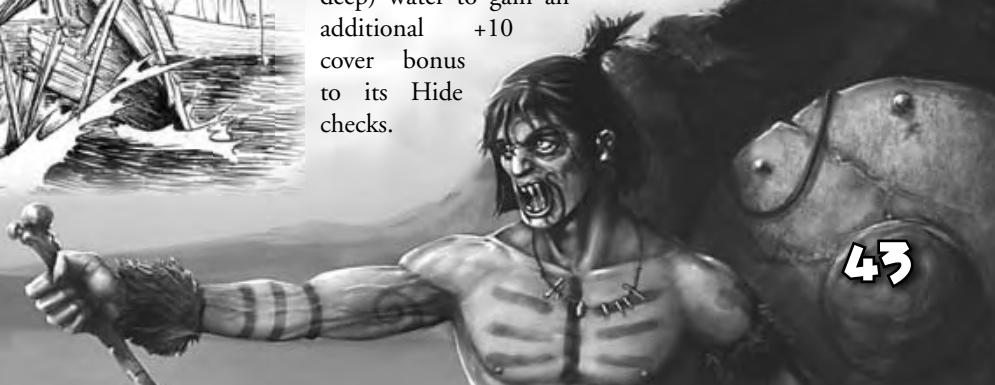
Savage Roll: Giant Stygian crocodiles cannot effectively chew their food, so they roll rapidly in the water to tear prey to pieces so it can be swallowed. Crocodiles performing the savage roll full-round action on a grappled victim inflict their bite damage and automatically threaten a critical hit – they do not need to roll to hit, merely to confirm the potential critical hit for double normal damage.



	Adult Large Animal	Venerable Huge Animal	Ancient Huge Animal
Climate/Terrain:	Warm marshes and rivers	Warm marshes, rivers and coasts	Warm marshes, rivers and coasts
Organization:	Solitary or colony (6–11)	Solitary or colony (5–9)	Solitary or pair
Initiative:	+6	+9	+15
Senses:	Listen +4, Spot +4, low-light vision	Listen +4, Spot +4, low-light vision	Listen +6, Spot +6, low-light vision
Languages:	–	–	–
Dodge Defence:	15	16	20
DR:	5	6	7
Hit Points:	59 hp (7 HD)	95 hp (10 HD)	133 hp (14 HD)
Saves:	Fort +9, Ref +6, Will +3	Fort +12, Ref +10, Will +4	Fort +14, Ref +13, Will +6
Speed:	20 ft., 30 ft. swim	20 ft., 30 ft. swim	30 ft., 40 ft. swim
Full Attack:	Bite +12 (2d8+8, AP 8) and tail slap +12 (1d12+8, AP –)	Bite +14 (2d8+9, AP 9) and tail slap +14 (1d12+9, AP –)	Bite +18 (2d8+10, AP 10) and tail slap +18 (1d12+10, AP –)
Space/Reach:	10 ft./10 ft.	15 ft./10 ft.	20 ft./15 ft.
Base Attack:	+5	+7	+10
Grapple:	+17	+24	+28
Special Attacks:	Improved Grab, Savage Roll	Improved Grab, Savage Roll	Improved Grab, Savage Roll
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2	Str 29, Dex 13, Con 20, Int 1, Wis 13, Cha 3	Str 31, Dex 14, Con 21, Int 2, Wis 14, Cha 4
Special Qualities:	Hold Breath	Hold Breath	Hold Breath
Feats:	Alertness, Endurance, Skill Focus (Hide)	Alertness, Endurance, Lightning Reflexes, Skill Focus (Hide)	Alertness, Endurance, Improved Initiative, Lightning Reflexes, Skill Focus (Hide)
Skills:	Hide +1, Swim +18	Hide –1, Swim +19	Hide +2, Swim +20
Possessions:	–	–	–
Advancement:	8–9 HD (Large)	11–13 HD (Huge)	15–20 HD (Huge), 21+ HD (Gargantuan)



Skills: Giant Stygian crocodiles have a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check, and can perform the run action while swimming. Crocodiles also receive a +4 racial bonus to Hide and Move Silently checks while in the water, and can choose to only reveal its eyes and nostrils in murky (and in the case of the larger crocodiles, deep) water to gain an additional +10 cover bonus to its Hide checks.





GIANT EAGLE (GREAT HAWK)

Large Animal

Climate/Terrain: Temperate mountains

Organisation: Solitary, pair, or eyrie (5–12)

Initiative: +7

Senses: Listen +6, Spot +15, low-light vision

Languages: –

Dodge Defence: 15

Hit Points: 22 (4 HD); DR 3

Saves: Fort +2, Ref +7, Will +3

Speed: 10 ft., fly 80 ft. (average)

Space: 10 ft.; **Reach:** 5 ft.

Melee: 2 claws +7 (1d8+4, AP –) and bite +2
(1d10+2, AP 5)

Base Atk +3; **Grp** +11

Abilities: Str 18, Dex 17, Con 12, Int 2, Wis 14, Cha 10

Special Qualities: Evasion

Feats: Alertness, Flyby Attack

Skills: Listen +6, Spot +15, Survival +3

Possessions: Some shiny jewellery, the occasional coin or scrap of cloth

Advancement: 5–8 HD (Large), 9–12 HD (Huge)

These wondrous and magnificent beasts were common in the age of Atlantis, but most were hunted to extinction or killed by weather changes throughout Hyboria. They are still present from place to place, and at least one city in Asgard claims to have an aviary dedicated solely to them.

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds. Giant eagles are extremely scarce during Conan's time but are often used by sorcerers as a form into which to shape shift. Giant vultures are another favourite option for certain types of sorcerer (often Oriental Magic practitioners) and should be treated as giant eagles.

COMBAT

A giant eagle typically attacks from high above, diving toward its target at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening or that could not serve as food. A mated pair attacks in concert, making repeated diving attacks to drive away intruders and fights to the death to defend their nest or hatchlings.

Evasion: Against an attack that allows a Reflex save for half damage, a successful save results in no damage instead. Failed saves are unaffected.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

GIANT JELLYFISH

Large Animal

Climate/Terrain: Aquatic

Organization: School (20–100)

Initiative: –1

Senses: Aquasense 120 ft.

Languages: –

Dodge Defence: 10

Hit Points: 16 (3 HD); DR –

Saves: Fort +4, Ref –1, Will +1

Speed: Swim 10 ft.

Space: 10 ft.; **Reach:** 15 ft.

Melee: 2d4 tentacles (roll each round) +4 (1d3 plus poison, AP –)



Base Atk +2; **Grp** +8

Special Attacks: Poison, Stinging Tentacles

Abilities: Str 14, Dex 6, Con 12, Int –, Wis 10, Cha 2

Special Qualities: Aquasense, Mindless

Feats: –

Skills: Swim +10

Possessions: –

Advancement: 4–6 HD (Large), 7–9 HD (Huge), 10–15 HD (Gargantuan)

Giant jellyfish, semi-translucent creatures swimming gently through the water and trailing metres of stinging tentacles, are some of the simplest forms of animal life in Hyboria. They drift quietly in the water's current in search of fish and ocean mammals to paralyse and eventually digest.

Giant jellyfish come from a myriad of different individual species, but they all have soft and gelatinous bodies with circles of tentacles hanging from their undersides. These tentacles are covered in miniscule stingers that inject hundreds of pin-pricks worth of toxin into their victims.

COMBAT

Giant jellyfish do not exactly engage in combat: they simply float near their targets and let their trailing tentacles touch and paralyse them until they succumb to nervous failure or drown. Most targets are either quickly killed by the schools of giant jellyfish or utterly avoid them, as there is not much else one can do when one finds oneself swimming in their midst.

Aquasense: A giant jellyfish can detect any movement in or on the water within 120 feet of it. It has no other sense besides touch and so cannot be blinded or deafened. Nor can it detect creatures that are not in the water.

Improved Grab: To use this ability the creature must hit an opponent with a tentacle attack.

Poison: Anything touched by the tentacles of a giant jellyfish is immediately affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Giant Jellyfish Toxin	Contact DC 18	1d3 Str and Dex	5	One per round

Note that armoured characters are only affected by this poison if the giant jellyfish's sting penetrates their armour. Of course, armoured characters in a giant jellyfish's natural environment have other problems...

Giant jellyfish are immune to their own poison and that of other giant jellyfish.

Stinging Tentacles: The water around a giant jellyfish is always filled with floating tentacles, or bits of shed tentacles, making swimming near them hazardous. Anything swimming within 10 feet of a giant jellyfish runs the risk of being stung by this deadly flotsam – any Swim check made in this area that has a result of 12 or less leads the swimmer to be 'attacked' by one of the jellyfish's tentacles as well as any other consequences a poor check result might have.

Skills: Giant jellyfish have semi-transparent bodies that give them a +8 bonus to Hide checks while in water. They also have a +8 racial bonus on any Swim check. They can always choose to take 10 on a Swim check.





GIANT MANTIÐ

Small Animal

Climate/Terrain: Warm to temperate plains, forests and hills

Organization: Solitary

Initiative: +7

Senses: Listen +1, Spot +1, low-light vision, scent

Languages: –

Dodge Defence: 17

Hit Points: 32 (5 HD); DR 2

Saves: Fort +6, Ref +7, Will +1

Speed: 20 ft., climb 20 ft., fly 40 ft. (good)

Melee: 2 foreclaws +6 (1d6+2, AP 3) and bite +1 (1d8+1, AP 2)

Base Atk +3; **Grp** +1

Special Attacks: Pounce

Abilities: Str 14, Dex 16, Con 14, Int 2, Wis 11, Cha 6

Feats: Flyby Attack, Track

Skills: Climb +6, Hide +8, Jump +8, Move Silently +8, Survival +2

Possessions: –

Advancement: 6–10 HD (Medium), 11–15 HD (Large)

One of the greatest natural predators in the Hyborian wilds, giant mantids thrive on attacking small animals and injured travellers. From the bright green ‘praying’ mantis that hunts the Aquilonian plains to the deep russet tunnel hunters of Cimmeria, giant mantids are a terrifying breed of insect. Mantids are voracious eaters that swoop down from hiding places to grab small prey and devour them – not even waiting until they are dead to get a bite!

These insects are three or four feet long from the ends of their wings to the tip of their triangular heads, and range in colour from green to brown. They all have folding foreclaws that make up their front legs, which they use to slice and capture prey to be devoured.

COMBAT

Giant mantids prefer to use momentum and surprise to catch their prey unawares, grasping them in their serrated foreclaws before beginning to devour them with their slicing mandibles.

Pounce: If a giant mantid charges a foe, it can make a full attack.

Skills: Giant mantids have a +4 racial bonus to all Climb, Hide, Jump and Move Silently skill checks. They can always choose to take 10 on their Climb checks, even when rushed or threatened.



GIANT OCTOPUS

Large Animal

Climate/Terrain: Aquatic

Organization: Solitary or pair

Initiative: +8

Senses: Listen +5, Spot +5, low-light vision

Languages: –

Dodge Defence: 15

Hit Points: 44 (8 HD); DR 2

Saves: Fort +7, Ref +8, Will +3

Speed: 30 ft., swim 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 8 tentacles +10 (1d4+5, AP –) and bite +8 (1d8+2, AP 5)

Base Atk +6; **Grp** +15

Special Attacks: Constrict, Improved Grab

Abilities: Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3



Special Qualities: Jet

Feats: Alertness, Multiattack, Skill Focus (Hide)

Skills: Climb +6, Escape Artist +8, Hide +9, Swim +13

Possessions: –

Advancement: 9–12 HD (Large), 13–24 HD (Huge), 25–40 HD (Gargantuan)

This colour-changing beast from the deep is one of the most lethal hunters in the oceanic world. Giant octopi live in nearly every stretch of saltwater, pulling fish and other food sources from the waves with their prehensile and very strong tentacles. They are extremely curious beasts that are always inquisitive about whatever items or creatures they come across in the depths, trying to get a taste of nearly everything it comes in contact with – just to see if it can continue to eat it.

Giant octopi are intelligent, voracious and deadly creatures that sailors and coastal fishermen have learned to try and avoid rather than battle. Too many men have gone to their deaths in the coils of their tentacles or bled out from the slash of their beaked bites.

COMBAT

In combat, giant octopi generally attack from the surface of the water if possible. If their targets are out of attack range, they have no problems scaling the sides of boats to get a better vantage point. They generally enjoy grabbing a single target and pulling it into the water to be drowned and eaten.



Attackers can attack the tentacles of a giant octopus with a normal sunder attack, although a ‘spare’ tentacle can make an attack of opportunity as normal. Each tentacle has hit points equal to the Hit Dice of the whole octopus, a damage reduction of 2, and if the octopus is currently grappling with a target using that tentacle the grappled target will suffer half damage as well from any attacks targeting it. Giant octopuses suffer no ill effects from losing tentacles although any octopus that loses two or more tentacles will retreat. Lost tentacles regenerate fully in 1d10 days.

Constrict: The octopus deals 1d4+5 points of crushing damage (AP 5) with a successful grapple check.

Improved Grab: To use this ability the creature must hit an opponent with a tentacle attack.

Ink Cloud: The creature can emit a large cloud of jet-black fluid resembling ink 20 feet wide and 20 feet long once per minute as a free action. The cloud provides total concealment for anyone within or on the other side of the cloud.

Jet: As a full-round action a giant octopus can force water through its body at a remarkable rate, sending it scooting straight backwards for 200 feet. This action and movement provoke attacks of opportunity as normal. An octopus can make as many overrun attacks as part of a jet as it likes.

Skills: Giant octopi have colour-changing skin that gives them a +4 bonus to Hide checks. It also has a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check, and can perform the run action while swimming.

GIANT SLUG

Large Vermin

Climate/Terrain: Any marsh or underground

Organization: Solitary or swarm (3–10)

Initiative: +1

Senses: Listen +0, Spot +0, tremorsense 60 ft.

Languages: –

Dodge Defence: 10

Hit Points: 75 (10 HD); DR 2





Saves: Fort +10, Ref +1, Will +3

Weaknesses: Double damage from fire, damage from salt

Speed: 20 ft., burrow 10 ft., swim 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: Bite +10/+5 (1d6+4 plus 2d4 acid, AP 8)

Base Atk +7; **Grp** +15

Special Attacks: Acid

Abilities: Str 19, Dex 6, Con 16, Int –, Wis 10, Cha 2

Special Qualities: Vermin Traits

Feats: –

Skills: Climb +12, Swim +12

Possessions: –

Advancement: 11–18 HD (Large), 19–25 HD (Huge)

The swamps, lakes, marshes and caverns of Hyboria occasionally hide these foul beasts, where it is cool and moist enough for them to thrive between their blood meals. Giant slugs slide around in the muck, hunting their prey with slow deliberation and dedication. Where giant slugs breed in high enough numbers, travellers quickly begin to become scarce and desiccated bodies begin to surface everywhere.

Giant slugs are huge slabs of mucous-laden invertebrate flesh that range in colour from black to various shades of green. They are seven to eight feet in

length, weigh nearly six hundred pounds, and can stretch out their bodies to a surprising length when they need to lash out with their puckered mouth.

COMBAT

Giant slugs fight simply, sliding forward in order to bite with their saw-toothed mouths which secrete a constant flow of digestive acids strong enough to eat through metal armour. Giant slugs are best served as ambush predators due to their slow speed out of water, and have been known to lurk in the shallows in order to get one good strike in before their prey can try to escape.

Acid: Giant slugs secrete powerful digestive acids in their puckered mouths, inflicting terrible burns upon anything that comes in contact with. Not only does this add +4 AP to the slug's bite attacks (already figured into the statistics above), but also adds 2d4 acid damage to all bite attacks.

Slime: Giant slugs are covered in a thick mucous membrane that protects it from any sort of weaponry that cannot cut through it. Bludgeoning weapon attacks slide harmlessly off the creature inflicting minimum damage.

Weaknesses: Due to the nature of the giant slug's body structure it suffers terrible wounds from anything that rapidly dehydrates it. Fire or heat-based attacks inflict double normal damage, and raw salt will inflict 1d4 damage per round upon it.

Skills: Giant slugs have a +8 racial bonus on Climb and Swim checks. A giant slug can always choose to take 10 on Climb or Swim checks, even if rushed or threatened.



GIANT TICK

Small Vermin

Climate/Terrain: Temperate forests and plains

Organization: Solitary or nest (5–10)

Initiative: +3

Senses: Listen +0, Spot +0, tremorsense 60 ft.

Languages: –

Dodge Defence: 13

Hit Points: 19 (3 HD); **DR** 3

Saves: Fort +3, Ref +3, Will +1

Weaknesses: Bloated

Speed: 20 ft., climb 20 ft.

Melee: Legs +5 touch (grapple)

Base Atk +2; **Grp** +1

Special Attacks: Blood Drain, Improved Grab

Abilities: Str 16, Dex 14, Con 10, Int –, Wis 10, Cha 2

Special Qualities: Vermin Traits

Feats: –

Skills: Climb +11, Hide +10

Possessions: –

Advancement: 4–6 HD (Small)

Ticks and lice are a constant annoyance to the people and animals of Hyboria. Just as the Hyborian wilds produce larger than common animals, they also produce larger than common parasites like the giant tick. Unlike the tinier versions, these two-foot diameter discs of chitin, sharp legs and driving jaws can kill a full grown man in just a few hours, such is their hunger for blood.

Giant ticks are large, shield-shaped arachnids with flat bodies and eight long segmented legs. They range in colour from black and brown to a deep forest green, having evolved specifically to hide in foliage and shadows long enough to get their legs onto a victim unseen. Once fed, the giant tick bloats up and swells with stolen blood, looking almost spherical and taking on a reddish hue under its stretched chitinous skin.

COMBAT

Giant ticks are not exactly predatory, preferring to climb onto a sleeping or slow-moving target in order to bury its head and drink its blood. Active prey can usually fend them off with relative ease. Giant ticks can be rather persistent, however, and have been known to weather a few blows in order to get to their meal.

Bloated: When a giant tick is full of blood (see below), it is too swollen and stretched to move with any agility and loses its Dexterity bonus to defence. Additionally, a bloated giant tick's damage reduction is reduced to 1 because it is under pressure and relatively easy to split open.

Blood Drain: Giant ticks plunge their head into a victim in order to get at the river of blood beneath its skin. A giant tick that manages to get a hold on a victim actually inserts its head inside them (doing 1d4 damage that bypasses worn armour) and locks its mandibles open to prevent easy removal. Every round a giant tick remains attached in this way it automatically inflicts one point of Constitution damage. A giant tick is considered bloated (see above) when it has drained seven or more points of Constitution and is full when it has drained 10. When full, a tick disengages and waddles off to digest its meal.



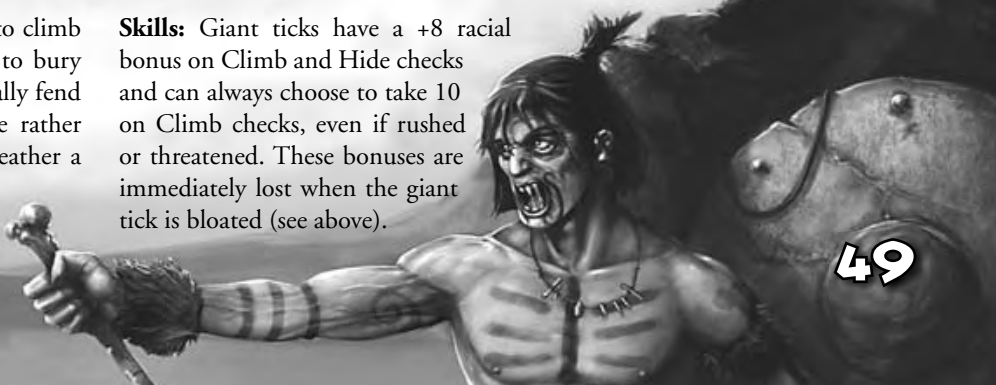
Removing an attached tick can be tricky. If it suffers any fire or cold damage it will disengage immediately. It can be removed with a successful grapple check but if the victim beats the tick by 5 or more its head snaps off in the wound.

The tick can also be cut off as a full-round action that provokes attacks of opportunity but this will always leave the head in the wound. Likewise, a tick which is simply killed will always leave the head stuck in.

A severed tick head can be removed with a successful DC 12 Heal check. The check can be tried multiple times but each failure inflicts 1d4 damage that cannot be reduced by damage reduction. A tick head which is left in the wound rots and may infect the victim. Treat this as a disease with an incubation period of 1d3 days, a save DC of 18 and a daily damage of 1d3 Constitution.

Improved Grab: To use this ability, a giant tick must hit with its legs attack.

Skills: Giant ticks have a +8 racial bonus on Climb and Hide checks and can always choose to take 10 on Climb checks, even if rushed or threatened. These bonuses are immediately lost when the giant tick is bloated (see above).





GIANT WHITE RAM (EIGLOPHIAN WARDEN SHEEP)

Large Animal [cold]
Climate/Terrain: Cold mountains
Organization: Solitary
Initiative: +5
Senses: Listen +8, Spot +8, low-light vision, scent
Languages: –

Dodge Defence: 16
Hit Points: 68 (8 HD); DR 3
Saves: Fort +11, Ref +7, Will +3

Speed: 40 ft., climb 30 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: Head butt +8 (2d6+3, AP 5) and 2 hooves +3 (1d6+3, AP 3)
Base Atk +6; **Grp** +13
Special Attacks: Powerful Charge

Abilities: Str 17, Dex 13, Con 20, Int 2, Wis 13, Cha 6
Feats: Alertness, Endurance, Power Attack
Skills: Balance +9, Climb +11, Hide –2, Jump +11, Survival +9
Possessions: –
Advancement: 9–16 HD (Large)

Something of a local legend in the Eiglophian mountains and northern Cimmeria, the giant white ram is a horse-sized mountain sheep that has become a prize for hunters throughout Hyboria. To find, track and kill one of the supposed 'Eiglophian warden sheep' is a feat worth of a lifetime of bragging, luring many foolish men to their frozen deaths in the peaks. They are a very rare creature to find, and most hunters are forced to give up pursuit because of the weather, terrain or other wildlife.

A giant white ram is the size of a draft horse, covered in white wool, and sports a pair of extremely thick and curved ivory-hued horns. The animal is wary at all times, having evolved around tribes of hunters, and always has its twitching ears and darting blue eyes ready to alert it to the presence of a possible threat.

COMBAT

Giant white rams fight much in the way as a normal mountain ram would, using its thick horns to batter its foes – perhaps even hard enough



to knock them off a nearby mountain cliff. They also have angled hooves useful for mountain climbing, which they can rear back and use to slash at foes before falling into them head-first.

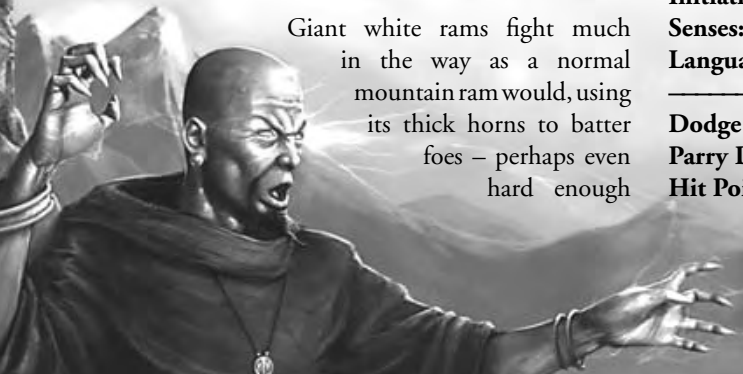
Powerful Charge: When a giant white ram charges, its head butt attack deals 4d6+6 points of damage (AP 6) instead of the normal amount.

Skills: Giant white rams have a +8 racial bonus on Balance, Climb, Jump and Survival checks. A giant white ram can always choose to take 10 on a Climb check, even if rushed or threatened. Additionally, they gain an additional +8 to their Hide skill checks when in snowy terrain or weather conditions due to their colouring.

GIANT-KIN

Large Monstrous Humanoid [cold]
Climate/Terrain: Any cold land
Organization: Solitary
Initiative: +3
Senses: Listen +3, Spot +3, low-light vision
Languages: Varies by location, occasionally Ymirish

Dodge Defence: 12
Parry Defence: 14
Hit Points: 42 (5 HD); DR 3



Saves: Fort +8, Ref +3, Will +2
Immunities: Cold damage
Weaknesses: +50% damage from fire

Speed: 30 ft.
Space: 10 ft.; **Reach:** 10 ft.
Melee: Large two-handed axe +9 (2d10+7, ×3 critical, AP 10)
Base Atk +5; **Grp** +14

Abilities: Str 20, Dex 14, Con 18, Int 11, Wis 12, Cha 9
Feats: Brawl, Power Attack
Skills: Balance +4, Climb +9, Jump +7, Survival +9
Possessions: Normal traveller's gear, plus 3d6 skins, furs or leathers (1d6 × 10 silvers worth)
Advancement: By character class (usually barbarian)

When the frost giants of the far north began to turn their vicious attentions on the men of Nordheim, Cimmeria and Hyperborea, many villages were raided by their kind. Frost giants are not known for their pleasantries and many



BLOOD OF THE GIANTS (GENERAL FEAT)

You are the infamous offspring between a human and a frost giant, making you a massive beast of a human and a freakish pariah to your own people.

Prerequisites: Must be chosen at character generation; must be Cimmerian, Vanir, Aesir or Hyperborean.

Benefit: You gain all of the following modifiers to your character from this feat:

- ❖ You are a Large creature, suffering the bonuses and penalties of larger size (see page 169).
- ❖ +4 Str, +2 Con, -2 Int, -2 Wis, -2 Cha.
- ❖ Gain a natural Damage Reduction of 3.
- ❖ Gain the cold subtype.
- ❖ Armour, clothing and similar gear costs three times as much to manufacture.

Special: This feat should be treated as a very rare occurrence, and being giant-kin makes the character a constant target for the northern peoples, who have been plagued by frost giant attacks for centuries.

violations of villagers – particularly women – took place. The resulting offspring of these unions, which kill the mother in childbirth every time, are called giant-kin.

Giant-kin are hulking humans, eight to ten feet tall on average, with thick hair and pale skin. They are thickly muscled even as a child, and bear an instinctual capacity for violence and bloodshed that often makes them pariahs of their communities – if they are allowed to survive at all. Those giant-kin who reach adulthood are frequently mountaineers and wilderness hermits, living out their years much like their monstrous parent.

COMBAT

Giant-kin know their strength and size makes a big difference in most combats, and they frequently use two-handed weapons to make the most of their prowess.

Skills: Giant-kin have a +2 racial bonus to their Climb and Survival skills due to the physical adaptations they inherited from their frost giant parent.





GOLDEN JUNGLE MONKEY

Small Animal

Climate/Terrain: Jungle or tropical marshes

Organization: Small pack (5–15) or Colony (50–250)

Initiative: +6

Senses: Listen +0, Spot +0, low-light vision, scent

Languages: –

Dodge Defence: 15

Hit Points: 5 (1 HD); **DR** –

Saves: Fort +1, Ref +6, Will +1

Speed: 30 ft., climb 30 ft.

Melee: Slam +4 finesse (1d3+1)

Base Atk +0; **Grp** –3

Abilities: Str 12, Dex 19, Con 13, Int 3, Wis 9, Cha 6

Feats: Skill Focus (Sleight of Hand)

Skills: Balance +12, Climb +12, Hide +9, Jump +2,
Sleight of Hand +7

Possessions: Collected jewellery or coins

Advancement: 2–3 HD (Medium)

The golden jungle monkeys of the Barachan Isles are a constant problem for the sailors and tribals in the jungles and marshes around Tortage. Their bodies are covered, except for their blue faces, by yellow and orange fur. This covering is long and soft, making them into flashes of colour as they cavort through the thick tree canopy. They are remarkably intelligent and travel in large numbers in order to distract and misdirect travellers in order to steal food and shiny objects to decorate their communal lairs.

COMBAT

Golden jungle monkeys use their balled fists and feet to bash at anyone they see as a genuine threat, but prefer escape to conflict in nearly every situation.

Skills: A golden jungle monkey has a +8 racial bonus on Balance and Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A golden jungle monkey can always choose to take 10 on Climb checks, even if rushed or threatened.



GORGON

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +11

Senses: Listen +7, Spot +12, darkvision

Languages: Demonic, Old Shemitish, Old Stygian and Acheronian

Dodge Defence: 17

Hit Points: 39 (6 HD); **DR** Total

Saves: Fort +7, Ref +7, Will +8

Immunities: Physical damage

Weaknesses: Fire and silver do damage normally,
eye vulnerability

Speed: 30 ft.

Melee: Unarmed strike +7 (1d3+1)

Ranged: By alchemical weapon +8

Base Atk +6; **Grp** +7

Magic Atk: +12

Sorcery (non-caster)

Summoning – *greater demonic pact*,
summon demon, *summon elemental*

Hypnotism – *all*

Plus all spells in 1d4 other styles



Power Points: 13 (max 26)
Special Attacks: Paralysis, Petrify

Abilities: Str 13, Dex 14, Con 15, Int 18, Wis 17, Cha 29
Special Qualities: Manifest

Feats: Dodge, Improved Initiative, Steely Gaze
Skills: Bluff +18, Craft (alchemy) +13, Craft (herbalism) +9, Decipher Script +8, Diplomacy +18, Hide +8, Intimidate +18, Knowledge (arcana) +13, Knowledge (religion) +13, Move Silently +8, Perform (ritual) +18, Sense Motive +12

Possessions: Alchemical weaponry, elegant clothing, jewellery (1d6 × 100 silver pieces' worth)

Advancement: By character class (usually scholar)

Unnaturally beautiful she-demons, gorgons are lithe and seductive beings with dark brown hair and a perfectly shaped body. They are so gorgeous as to be distracting, and only through the midnight gaze of their jet black third eye can anything be noticed as otherworldly. Gorgons are normally summoned to act as sensual playthings or demonic assassins, using their feminine wiles to get close enough to a target to drain them of life and leave them petrified husks.

Most gorgons are also scholars, often of tremendous power. They favour the Hypnotism sorcery style, particularly *domination*.



A gorgon can be summoned with a *summon demon* spell. Alternatively, it makes a good subject for a demonic pact spell. Even gorgons who are not themselves scholars will have knowledge of (though not the ability to cast) 1d4+1 sorcery styles and the usual Summoning spells which they could teach to those who summon them. Gorgon scholars can add the spells they personally know to that.

COMBAT

Gorgons prefer to paralyse their foes before setting upon them to drain their life energies. If forced into a straight conflict they will rely on their sorcery and seductive ways to hopefully be spared.

Darkvision: Gorgons can see perfectly even in conditions with no light whatsoever. Their range of vision is limited only by the horizon or any obstacles that might be in their way.

Immunities: Gorgons are immune to all physical damage, except that dealt by either fire, objects made from silver, or anything that directly strikes their black third eye. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used. If a critical hit is ever scored to the front of the gorgon, assume it struck the third eye. If the eye is struck and the gorgon is not destroyed, it must manifest to its home plane for 1d6 rounds immediately.

Manifest: As a standard action, the gorgon can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. There is generally a flash of light around them when they do so.

Paralysis: Any creature that meets the gaze of the black third eye must immediately pass a DC 15 Will save or become immobilised until the gorgon looks away.

Petrify: Creatures paralysed by the gorgon's eye take one point of Constitution damage every round as their life energies are absorbed by the gorgon. If the target is reduced to 0 Constitution they are left as a dead husk of grey, withered flesh that resembles stone but crumbles at the lightest touch.





Some apes and gorillas grow to very large sizes, gathering together to form families of their own kind in the woods and wooded foothills of Hyboria's mountains. They occasionally lead companies of smaller apes, or even join groups of grey apes, but are far more commonly found living in their own territories – which they defend fiercely.

COMBAT

Great apes are of a similar mind to their smaller cousins, only fighting when their territory or family is threatened. They prefer to eat leaves and vegetation to fresh meat, but will do so if the need or situation arises for it. A few brutal claw strikes are often enough to lay low most prey, with the danger of being pulped between the apes' massive hands always a possibility.

Crush: A great ape that is grappling can make a single crush attack against its grappled target in place of its two claw attacks. The crush attack automatically inflicts 3d8+5 damage on the grabbed target without any need to roll to hit. This attack has no AP.

Improved Grab: To use this ability, the great ape must hit with a claw attack.

Skills: Great apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

GREAT APE

Huge Animal

Climate/Terrain: Warm forests and mountains

Organization: Solitary or company (2–5)

Initiative: +7

Senses: Listen +5, Spot +5, low-light vision, scent

Languages: –

Dodge Defence: 14

Hit Points: 42 (7 HD); **DR** 3

Saves: Fort +7, Ref +7, Will +3

Speed: 30 ft., climb 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: 2 claws +10 (1d10+7, AP –) and bite +5 (1d8+3, AP –)

Base Atk +5; **Grp** +16

Special Attacks: Improved Grab, Crush (3d8+5, AP –)

Abilities: Str 25, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Special Qualities: –

Feats: Alertness, Toughness

Skills: Climb +16, Jump +12

Possessions: Broken weaponry and shiny items

Advancement:

8–12 HD (Large),

13–18 HD (Huge)

GREAT BEAR

Huge Animal

Climate/Terrain: Dense forests, tundra, frozen plains

Organization: Solitary or pair

Initiative: +5

Senses: Listen +6, Spot +6, low-light vision, scent

Languages: –

Dodge Defence: 16

Hit Points: 42 (7 HD); **DR** 4

Saves: Fort +12, Ref +5, Will +5

Speed: 40 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: 2 claws +18 (2d4+10, AP 5), bite +12 (2d8+5, AP 5)

Base Atk +9; **Grp** +27

Special Attacks: Improved Grab, Bear Hug (3d12+15, AP –)

Abilities: Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10

Feats: Endurance, Run, Toughness, Track, Weapon Focus (claw)





Skills: Climb +10, Swim +10, Survival +6
Possessions: Scraps of clothing or armour
Advancement: 13–24 HD (Huge)

In the deep wilds where man dreads to dwell, there are giants of muscle and fur that make the largest of grizzlies tremble when they pass. Massive bears, twelve feet at the shoulder when on all fours, live in these wild places without fear of predator or hunter. A single swipe of their short sword-long claws can turn a man to pulp, and nothing can withstand more than a few moments between their gigantic forelegs.

Great bears have been heralded as the ‘protectors of the wild’, claiming huge territories in the Pictish Wilderness, Cimmeria, Nordheim and Hyperborea to keep safe from the ever expanding tribes of mankind. From the massive white polar bears of the high frozen plains to the black mountain bears of the Graaskals, great bears can be a threat to wayward travellers who choose to cross them.

COMBAT

Luckily great bears rarely go on the offensive toward humans unless protecting their young, as they are generally omnivorous and would rather have a light snack of some melons or berries. However, occasionally the situation calls for violence and their deadly claws and jaws are put to the task of shredding whatever has raised their ire. Their great strength and terrible ferocity are more than a match for anything Hyboria can set in their way.

Bear Hug: A great bear that is grappling a target can make a single bear hug on that target in place of its two claw attacks. The bear hug attack automatically deals 3d12+15 damage to the target. This attack has no AP.

Improved Grab: To use this ability, the great bear must hit with a claw attack.



GREAT BOAR

Large Animal
Climate/Terrain: Temperate and warm forest
Organization: Solitary, or hunting herd (5–8)
Initiative: +5
Senses: Listen +8, Spot +8, low-light vision, scent
Languages: –

Dodge Defence: 13
Hit Points: 52 (7 HD); **DR** 4
Saves: Fort +8, Ref +5, Will +3

Speed: 40 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: Gore +12 (1d8+8, AP 5)
Base Atk +5; **Grp** +17

Abilities: Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Special Qualities: Ferocity
Feats: Alertness, Endurance, Iron Will
Skills: Survival +11
Possessions: –
Advancement: 8–16 HD (Large), 17–21 HD (Huge)

In the deeper forests and woods where herds of boar can be found, the occasional pack of larger and deadlier males rise to become a roaming threat to anyone that might cross their paths. These great boars are larger than horses and have no fear of anything. When word spreads that great boars have moved into a populated area, the populace panics, livestock is pulled behind closed doors, and hunters walk out on shaking legs in order to deal with the ferocious monstrosities.

COMBAT

Great boars are single-minded ferocity given form, charging forward into their targets with thick and curving tusks, goring them to the core and trampling the entrails without pause or mercy.

Ferocity: A great boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.





GREAT SHARK

Huge Animal
Climate/Terrain: Aquatic
Organization: Solitary
Initiative: +13
Senses: Listen +8, Spot +8, aquasense 90 ft., keen scent 180 ft.
Languages: –

Dodge Defence: 17
Hit Points: 181 (18 HD); **DR** 7
Saves: Fort +14, Ref +13, Will +7

Speed: Swim 60 ft.
Space: 15 ft.; **Reach:** 10 ft.
Melee: Bite +18/+13/+8 (2d10+8, 19-20/x2 critical, AP 8)
Base Atk +13; **Grp** +27
Special Attacks: Blood Frenzy, Chew, Improved Grab, Swallow Whole

Abilities: Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Special Qualities: Keen Scent
Feats: Endurance, Improved Critical (bite), Power Attack, Run, Toughness (2), Weapon Focus (bite)
Skills: Jump +13, Swim +14
Possessions: Whatever is not digested inside its stomach
Advancement: 19–32 HD (Huge), 33+ HD (Gargantuan)

There was once a time when twenty foot long sharks were commonplace in the blue waves of the ocean, but now they can only be dredged up by the casting of powerful sorceries. Engines of death and violence that exist solely to hunt, kill and breed, great sharks are called from the gloom of the deepest ocean trenches to do one thing – feast.

Although there are dozens of different types of sharks in the waters of Hyboria, there is only one shape and style of great shark. They bear a passing resemblance to white sharks but their skin is a splotchy and unhealthy grey – the sun does not reach into the depths where they normally dwell.

COMBAT

Great sharks have one style of attack – direct and final. Charging up from the shadowy murk a great shark strikes with terrible power and lethality, often drawing its target fully into its mouth without so much as grazing it with its teeth until it is



far too late. Something that cannot be swallowed will be grasped in the ring of daggers that passes for a maw and shaken, turning even an armoured warrior into pulp in the blink of an eye.

Aquasense: A great shark can detect anything in or on the water within 90 feet of it.

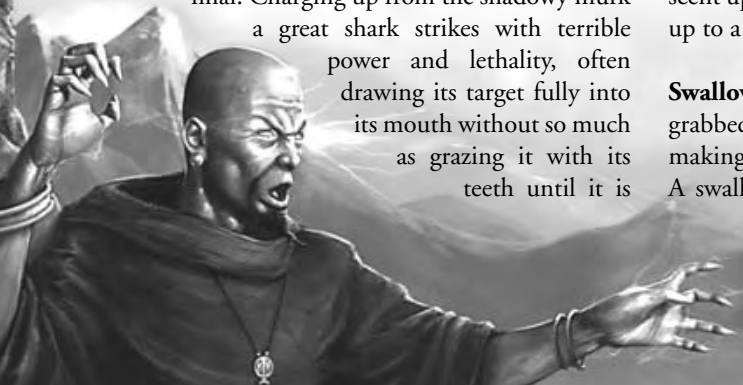
Blood Frenzy: A great shark that can smell an injured creature within 90 feet of its position will be subject to this special rule. It gains a +3 bonus to all hit and damage rolls, but a –2 penalty to its defence. This state lasts for one minute.

Chew: A great shark can inflict bite damage on all victims held in its maw as a free action once per round.

Improved Grab: To use this ability, the great shark must hit with its bite attack.

Keen Scent: A great shark's sense of smell is so honed underwater that it can automatically notice creatures by scent up to 180 feet away, but can smell blood in the water up to a mile away.

Swallow Whole: A great shark can try to swallow a grabbed opponent of up to one size category smaller by making a successful grapple check against the victim. A swallowed victim takes 2d6+6 points of bludgeoning





damage plus 1d4 points of acid damage per round from the great shark's digestive process. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the beast. The great shark's gullet is hit automatically, and has a DR of 6. If the target escapes the great shark's body will seal the hole immediately, forcing each swallowed target to cut its own way out.

Skills: A great shark has a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check even if rushed or threatened and can perform the run action while swimming.

GREY APE

Large Animal

Climate/Terrain: Warm forests

Organisation: Solitary

Initiative: +7

Senses: Listen +6, Spot +6, low-light vision, scent

Dodge Defence: 15

Hit Points: 35 (6 HD); DR 2

Saves: Fort +7, Ref +7, Will +3

Speed: 30 ft., climb 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

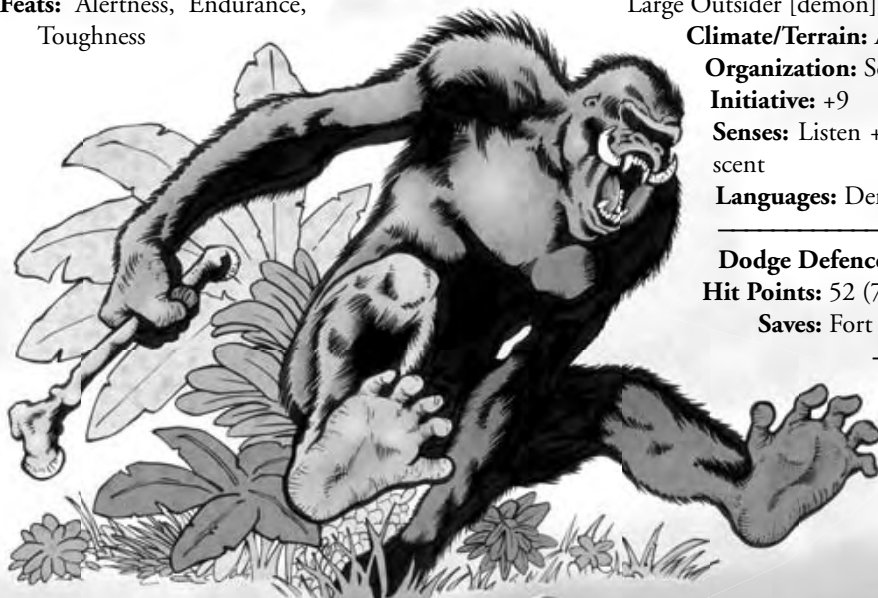
Melee: 2 claws +10 (1d8+7, AP -) and gore +5 (2d8+3, AP 8)

Base Atk +4; **Grp** +15

Special Attacks: Improved grab, crush

Abilities: Str 24, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Feats: Alertness, Endurance, Toughness



Skills: Climb +16, Listen +6, Spot +6

Advancement: 7–12 HD (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape stands well over 7 feet tall, even in its usual knuckle-dragging crouch, and weighs 400 to 500 pounds. Unlike other apes, they have large bestial tusks that enable them to make gore attacks. They can be found almost primarily in the East, particularly in the forests on the shores of the Vilayet Sea and in far Khitai.

COMBAT

When hunting or threatened grey apes attack in a lumbering rush, goring and grappling a single target until it is dead, then moving on to the next. They are savage opponents that have been idolised by many primitive tribes for their strength and power.

Crush: A grey ape can make a single crush attack against a grappled victim. The crush attack automatically inflicts 4d8+7 damage on the target with no AP.

Improved Grab: To use this ability, the grey ape must hit with a claw attack.

Skills: Grey apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

GREY DEVIL

(SERVANT OF BIT-YAKIN)

Large Outsider [demon]

Climate/Terrain: Any

Organization: Solitary or guardian circle (5–12)

Initiative: +9

Senses: Listen +13, Spot +13, darkvision 60 ft., scent

Languages: Demonic

Dodge Defence: 19

Hit Points: 52 (7 HD); DR 4

Saves: Fort +8, Ref +9, Will +8





Speed: 30 ft., climb 30 ft.
Space: 10 ft.; **Reach:** 10 ft.
Melee: 2 claws +11 (1d6+5, AP 5)
Base Atk +7; **Grp** +16
Special Attacks: Improved Grab, Rend (2d6+5, AP 5), Trip

Abilities: Str 21, Dex 19, Con 16, Int 10, Wis 16, Cha 18
Special Qualities: Sorcerous Glow
Feats: Alertness, Diehard, Endurance
Skills: Climb +23, Jump +15, Hide +10, Knowledge (arcana) +10, Move Silently +22
Possessions: –
Advancement: –

Called to the temples of blood goddesses and other violent deities, the grey devils are also known as the servants of Bit-Yakin; named thusly for their only known permanent residence at the dark prophet's temple in the deepest ranges of the Black Kingdoms. They can be summoned elsewhere, making them 'servants' of other gods and faiths, but they are most frequently referred to by this commonplace name.

These demons are made of hairy flesh and sinewy muscle, standing slightly taller than a man with a bestial but human-like face. Their arms are oversized and drag upon the ground when not extended, ending in a fistful of deadly black talons that are hooked like the beak of a buzzard. Their most unique and otherworldly feature is the yellowed glow in their eyes, which puts a chill fear in the hearts of the strongest of warriors who look upon them.

A servant of Bit-Yakin can be summoned with a *summon demon* spell. They also make good subjects for a *demonic pact* spell, forcing them to protect a holy site or artefact with every haggard breath of their beast-like bodies. They know nothing of true sorcery, and cannot teach their masters any sorcery at all.

COMBAT

Servants of Bit-Yakin use their agile bodies and sharp claws to slice and tear apart their foes, preferring pack tactics in enclosed spaces to open warfare. Their animalistic and bloody fighting style leaves macabre scenes of torn limbs and spilled entrails in the places where they are summoned, a testament to their deep and fierce lust for violence.

Improved Grab: To use this ability, the grey devil must hit with a claw attack.

Rend: A grey devil can make a single rend attack against a target it is grappling. If the grey devil wins a grapple check, it inflicts 2d6+5 damage with an AP of 5.

Sorcerous Glow: The grey devils have eerie glowing eyes that shake the will of anyone who look upon them. Living creatures within 30 feet of a grey devil that can see its unnatural glowing eyes suffer a –2 penalty to all Will saves, including Terror of the Unknown checks.

Trip: A grey devil that hits with a claw attack can attempt to trip the opponent (+5 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the grey devil.

Skills: Grey devils have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Additionally, they are almost supernaturally quiet and gain a +8 racial bonus to Move Silently skill checks.



GUARDIAN APE OF JULLAH

Large Animal

Climate/Terrain: Warm forests or jungle

Organization: Solitary

Initiative: +8

Senses: Listen +3, Spot +3, low-light vision, scent

Languages: –

Dodge Defence: 15

Hit Points: 52 (8 HD); **DR** 3

Saves: Fort +8, Ref +8, Will +3

Speed: 30 ft., climb 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 claws +10 (1d6+5, AP –) and bite +5 (1d6+2, AP –)

Base Atk +6; **Grp** +15

Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Feats: Alertness, Diehard, Endurance

Skills: Climb +12, Jump +12

Possessions: Leftover clothing or armour from sacrifices or victims

Advancement: 9–15 HD (Large), 16–21 HD (Huge)

Large and hulking apes raised by the cultists of Jullah to watch over holy shrines and temples, the guardian apes are larger than normal apes and are trained to have a savage lust for human flesh. They are captured by the cult at infancy and taught to be ruthless killing machines in the name of the ape-god.

Unless a guardian ape has slipped its cult's control and is roaming in the wilds it will be fat and healthy from numerous sacrifices, its matted white fur likely dyed with tribal patterns and stained with the blood of human offerings.

COMBAT

Guardian apes are simplistic combatants, ripping into their targets with fingers as strong as steel and tipped with jagged claw-like nails. When they can do so, they also happily snap at a target with their large canine teeth, tearing sizable gashes in exposed flesh.

Skills: Guardian apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.



GUARDIAN DEMON

Large Outsider [demon]

Climate/Terrain: Marshland and underground

Organization: Solitary

Initiative: +7

Senses: Listen +14, Spot +14, darkvision 60 ft.

Languages: Demonic (understand only)

Dodge Defence: 17

Hit Points: 67 (9 HD); **DR** 3

Saves: Fort +9, Ref +7, Will +8

Speed: 30 ft., fly 30 ft. (average)

Space: 10 ft.; **Reach:** 5 ft.

Melee: Claw +10 (1d8+2, AP 2)

Base Atk +9; **Grp** +15

Special Attacks: Blood Drain

Abilities: Str 14, Dex 12, Con 16, Int 8, Wis 14, Cha 1

Special Qualities: Stalk

Feats: Crushing Grip, Improved Grapple, Stealthy, Track

Skills: Climb +14, Hide +11, Jump +14,

Move Silently +15, Survival +14

Possessions: –

Advancement: 10–15 HD (Large),
16–20 HD (Huge)





This horrible summoned being is an amalgamate creature made up of mites, rats, bats, insects and men. It is a roughly amorphous creature of legs, jaws, muscle and chitin that slides across itself like a shambling heap: a landslide of life with a purpose. These terrifying things are called to protect the temples and holy sites of darkness.

The guardian demons exist to answer the summons and do so happily because it means they will soon be feasting on all of the death and carrion that their new home can offer them. They absorb the creatures of filth and decay, adding them to themselves, in order to become larger and more powerful for the next time they are summoned.

A guardian demon can be summoned with a *summon demon* spell. It would even be possible for a scholar to make a *demonic pact* with a guardian demon, though it is unable to teach him any sorcery.

COMBAT

Guardian demons slide out of the darkness to stalk their foes, slamming into them with a formed pseudopod of fangs and jaws, biting and draining the blood from them. If they cannot strike with surprise they will still charge into the fray to deal with their enemies but it is not their preferred style.

Blood Drain: If a guardian demon is grappling a target, it can bring its mouths to bear upon the target and drain its blood as a free action once per round per grappled target. This deals 1d4 points of temporary Constitution damage. Every point of Constitution the guardian demon drains in this way heals it for 5 hit points of damage.

Stalk: At the start of each round, the guardian demon can nominate a target it is trying to stalk. The guardian demon gets a +4 bonus to Hide and Move Silently checks that oppose its stalked target's Spot and Listen skill checks.

HYDRAGON

Huge Magical Beast

Climate/Terrain: Temperate forest and marshes

Organization: Solitary

Initiative: +12

Senses: Listen +10, Spot +10, low-light vision, scent

Languages: –

Dodge Defence: 22

Hit Points: 207 (18 HD); **DR** 5

Saves: Fort +16, Ref +12, Will +8

Speed: 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Bite +24/+19/+14/+9 (3d6+12, AP 8)

Base Atk +18; **Grp** +34

Special Attacks: Improved Grab, Swallow Whole

Abilities: Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10

Special Qualities: Curse

Feats: Alertness, Awesome Blow, Improved Bull Rush, Power Attack, Run, Toughness, Track

Skills: Survival +9, Swim +14

Possessions: –

Advancement: 19–36 HD (Huge),
37–54 HD (Gargantuan)



This beast is the result of an ancient curse that has survived throughout the ages, transforming the unlucky into hulking reptiles. The hydradragon has a body similar to a dinosaur with a long tail and neck, humanoid hands with opposable thumbs, and clawed limbs used to pull apart their meals. The beast's massive head is similar to that of a serpent: a distending jaw filled with fangs capable of shearing meat as it disappears down into the hydradragon's throat.

Stories about the beast claim that it can only truly be killed once and for all by a single brave soul who fights it in single combat; even then it stays dead only until an impure person touches the foul blood of the thing – when the hydradragon is said to rise once more to hunt the Pictish Wilderness.

COMBAT

The hydradragon does its best to simply force victims down its gullet, slicing them apart with savage fangs before moving onto the next possible morsel.

Curse: Anyone who kills the hydradragon, but did not do so in single combat, runs the risk of being cursed to become the next hydradragon. Should this occur, the creature who dealt the final blow must pass a Fortitude save and Will save (both at DC 15) to avoid the effects of the curse. If both saves are failed then the slayer will assume the shape and mind of the hydradragon that very night. If both saves are passed the slayer is safe but the remains of the hydradragon still carry the curse. The next creature to touch it (which could be a carrion bird or scavenger) must make the saving throws. If that creature passes, the next creature must make the saves, and so on. Even if the hydradragon's body rots away to nothing its curse lingers around the place of its demise waiting for a victim.

If only the Fortitude save is failed, the victim will suffer increasing pain and disfigurement over the next ten days (–1 per day on all attacks and skill checks) before their body spontaneously distorts into the figure of the hydradragon and their mind is lost to its bestial instincts for good. If only the Will save is failed, the victim's mind rapidly degrades to a bestial state (1 point of Intelligence drain and –1 to all Charisma-based skill checks except Intimidate every day). When the victim's Intelligence becomes 2, they become the hydradragon. Both of these forms of the curse can be halted either by killing the transforming victim – in which case their slayer must make the saving throws and their body becomes cursed as if they were the hydradragon – or if someone with lower Corruption is exposed to the hydradragon's remains. In the latter

case, the penalties vanish or the lost Intelligence returns immediately, but the new victim begins to transform. This is how the hydradragon effectively lasts for all time, until a pure (Corruption 0) and powerful warrior can defeat it single-handed.

Improved Grab: To use this ability, the hydradragon must hit with its bite attack.

Swallow Whole: A hydradragon can try to swallow a grabbed opponent of Medium size or smaller by making a successful grapple check against the victim. Once the beast has the target inside, the target takes 2d8+8 points of bludgeoning damage plus 2d4 points of acid damage per round from the hydradragon's gizzard. A swallowed creature can cut its way out using a light slashing or piercing weapon and dealing 25 points of damage to the beast. The hydradragon's gizzard has a Defence of 10 and a DR of 2. If the target escapes the hydradragon's body will seal the hole immediately, forcing each swallowed target to cut its own way out.

Skills: A hydradragon has a +2 racial bonus to all Listen and Spot checks due to its powerful predatory instincts.

HYENA LORD

Large Animal

Climate/Terrain: Warm desert and jungle

Organization: Solitary, pair, or pack (10–20, plus 5–10 young)

Initiative: +5

Senses: Listen +5, Spot +5, low-light vision, scent

Languages: –

Dodge Defence: 13

Hit Points: 42 (5 HD); DR 3

Saves: Fort +8, Ref +5, Will +2

Speed: 50 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Bite +10 (2d6+12, AP 9)

Base Atk +3; Grp +15

Special Attacks: Trip

Abilities: Str 26, Dex 13, Con 19, Int 3, Wis 12, Cha 6

Special Qualities: Uncanny Intellect

Feats: Alertness, Track

Skills: Jump +8, Survival +5

Possessions: Anything they may not be able to digest; jewellery, some weapons, coins, etc.

Advancement: 6–7 HD (Large)





The hulking shapes of packs of hyena lords, hooting and calling to one another in the dead of night, have forced men to the ground in the deserts of Stygia and Shem and the jungles of Darfar for many generations. These monstrous beasts are as large as a warhorse, twice as strong, and have jaws that can crush plate mail into unrecognisable heaps of metal. However, it is their frightening, predatory intelligence that makes them most dangerous.

Where hyena lords have decided to make their hunting grounds, large animals quickly become scarce; even the massive elephants of Shem fall prey to these packs of trap-jawed killing machines. Their intelligence makes them efficient hunters and powerful foes, and it is only by the grace of the gods that they are not more numerous than they are.

COMBAT

Although most targets can be dispatched in a single snap or two of their powerful jaws, hyena lords prefer to throw a target (or its mount) to the ground to be dealt with by the slower pack members or the young (which have the statistics of normal hyenas).



Trip: A hyena lord that hits with its bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the hyena.

Uncanny Intellect: Unlike other creatures of the animal type, hyena lords have an Intelligence score of 3 and have the potential to become even smarter. There is no upper limit to a hyena lord's Intelligence,

HYENA-MEN (JAMANKH'S CURSED)

Medium Monstrous Humanoid

Climate/Terrain: Warm plains (Punt)

Organization: Solitary, hunting party (4–6), or pack (7–12 plus one 5th level alpha)

Initiative: +3

Senses: Listen +2, Spot +2, low-light vision, scent

Languages: Old Shemitish

Dodge Defence: 13

Parry Defence: 15

Hit Points: 26 (4 HD); DR 2

Saves: Fort +6, Ref +3, Will +3

Speed: 30 ft.

Melee: War club +8 melee (2d6+6, AP 8) and bite +4 melee (1d8+2, AP 4)

Base Atk +4; Grp +8

Special Attacks: Laughter, Relentless Jaws

Abilities: Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6

Feats: Iron Will, Weapon Focus (bite)

Skills: Hide +6, Intimidate +4, Jump +8, Knowledge (nature) +2, Knowledge (religion) +2, Move Silently +6, Survival +4

Possessions: Assorted Kushite weapons

Advancement: By character class (usually barbarian)

Created through the sorcerous curses of the hyena demon-god Jamankh, the hyena-men are a race of evil creatures that exist solely to roam the savannahs of Punt and Shem in search of prey for all of their dark appetites. They are foul, depraved and dedicated to the furthering of the demon-god's role in the realm of mankind.

Hyena-men are well-muscled and slightly hunched, bearing a thick mane of spotted or striped fur on their necks and shoulders that grows down their spines the older they get. Their skin tone is always very dark, almost chocolate in hue, and is frequently dotted with dozens of raised marks caused by ritual scarring. Their most distinguishing feature is that of a great hyena's head in place of a human one, but bearing the intelligent eyes of a man instead of the feral glint of a beast. Their muzzles are filled with thick, sharp teeth that they bare almost constantly while they let out their hideous and unsettling hoots and howls.





Jamankh's cursed follow the will of their demon-god, seeking to fill their bellies with meat and sate their lustful desires to breed with any human females that cross their paths. Although it is possible to create a new hyena-man through the sorcerous teachings of Jamankh, the majority of the monsters are created unwillingly through the wombs of kidnapped women from local towns, travelling caravans and occasional worshipper sacrifices.

COMBAT

Hyena-men are powerful beings of great strength that enjoy little more than maiming a target with a few swings of a club before setting upon them with their vice-like jaws. They are especially fond of crippling foes with called shots to the legs or back, especially potential female victims.

Laughter: A hyena-man can take a standard action to give voice to his echoing and unsettling 'laughter', imposing a -1 penalty to Will saves on every non-hyena-man within 30 feet. This penalty lasts for as many hours as the hyena-man has Hit Dice and stacks both with itself and the laughter of other hyena-men. A whole pack gibbering and howling can quickly reduce the strongest-willed man to insanity.

Relentless Jaws: If a hyena-man is grappling an opponent it can make bite attacks against him with no penalty for grappling (+8 attack roll). This also gradually chews through its opponent's armour - each round the hyena-man uses relentless jaws, including the first round, the AP rating of its bite increases by a cumulative +1.

Skills: Hyena-men receive a +4 bonus to Hide, Jump, Move Silently and Survival checks because of their predatory instincts.



IRON SHADOW

Medium Construct

Climate/Terrain: Any (Isle of Iron Statues)

Organization: Solitary

Initiative: +2

Senses: Listen +5, Spot +5, darkvision 60 ft., low-light vision

Languages: -

Dodge Defence: 12

Hit Points: 53 (6 HD); DR 8

Saves: Fort +2, Ref +2, Will +3

Speed: 30 ft.

Melee: Slam +8 (1d8+3, 19-20/x2 critical, AP 5)

Base Atk +4; Grp +7

Special Attacks: Rending Grip

Abilities: Str 16, Dex 10, Con -, Int 12, Wis 12, Cha 12

Special Qualities: Construct Traits

Feats: Power Attack, Improved Sunder, Weapon Focus (slam)

Skills: Climb +8, Perform (ritual) +6, Search +10

Possessions: -

Advancement: -

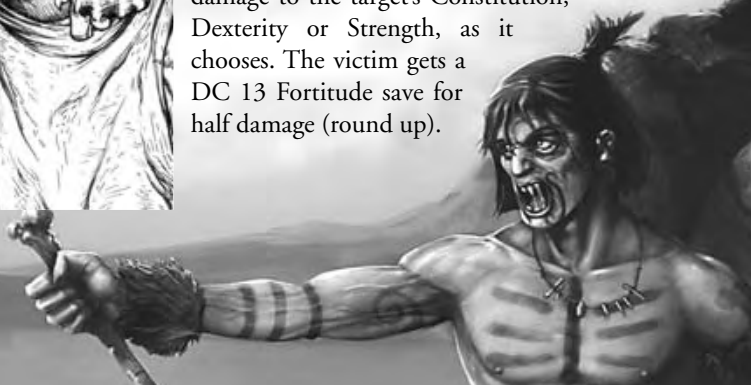
Created through sorcery and animated to serve, iron shadows are humanoid golems of solid iron that are animated when moonlight strikes their polished surfaces.

Although the most infamous iron shadows are the ones that are created on the Isle of Iron Statues through the horrific casting of the *invocation of Xuthalla* (see *Secrets of Skelos*), other places could also be home to these looming creatures.

COMBAT

Iron shadows are simplistic warriors, grabbing their foes and pulling them limb from limb.

Rending Grip: The mighty fingers of their horrible iron hands and arms can crush a man's limbs or neck in moments, if they can get a solid grip on them. With a successful grapple check an iron shadow can choose to inflict some or all of its damage as damage to the target's Constitution, Dexterity or Strength, as it chooses. The victim gets a DC 13 Fortitude save for half damage (round up).





JAGUAR-MEN (CHOSEN OF ARENSNUPHIS)

Medium Monstrous Humanoid

Climate/Terrain: Warm jungles (Kush)

Organization: Solitary, hunting party (2–3), pack (6–10 plus one 4th level alpha), or tribe (30–70 plus an equivalent number of non-combatants plus one 4th level veteran per 10 adults, two or three chieftains of 5th or 6th level, and one tribal leader of 8th–9th level)

Initiative: +8

Senses: Listen +5, Spot +5, low-light vision, scent

Languages: Pidgin Kushite

Dodge Defence: 14

Parry Defence: 14

Hit Points: 16 (3 HD); DR 1

Saves: Fort +4, Ref +4, Will +2

Speed: 30 ft.

Melee: War spear +5 (1d10+3, ×3 critical, AP 4) or 2 claws +5 (1d6+2, AP –)

Base Atk +3; Grp +5

Special Attacks: Pounce, Rage

Abilities: Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 8

Feats: Alertness, Track

Skills: Balance +7, Climb +6, Hide +7, Jump +6, Knowledge (nature) +4, Move Silently +7, Survival +5

Possessions: Assorted Kushite weapons, scavenged and hand-made jewellery (primarily ivory and turquoise worth 3d6 × 10 silvers)

Advancement: By character class (usually barbarian)

Living in treetop villages above the jungles of Kush is a race of animalistic feline men that are the holiest and most pious of servants to the hunting god Arensnuphis. They were once normal Kushites, but gave their bodies and souls over to the brother of Apedemak for a taste of his natural predator's instincts.

Jaguar-men are lithe, dark-skinned men with yellow and black splotches on the backs of their arms, neck and shoulders. They have thin-fingered hands that end in sharp white claws, and padded feet good for climbing. Their faces are extremely feline, including a split cat's palate covering long and sharp teeth, golden predatory eyes, and pointed ears that

twitch at the slightest sounds. In the right light they might pass for human, but a closer look would reveal them for what they truly are.

The chosen of Arensnuphis exist only to hunt and raise their families to do the same. They dislike dealing with outsiders, viewing 'normal' humans as little more than intelligent prey. They thrive for the feeling they get after a good hunt and kill, and will often look to explorers and their escorts for sport – or even food if they wish to.

COMBAT

Jaguar-men know the jungle like the backs of their clawed hands, and enjoy nothing more than following their prey for a few miles before falling down upon them with their weapons – both natural and not. They abhor the use of traps and ranged combat, knowing that the purity of any kill must be made at arm's length alone.

Pounce: If a jaguar-man charges a foe it can still make a full attack, so long as all attacks are directed at the subject of its charge.

Rage: A jaguar-man that takes damage in combat flies into a berserk rage the following round, tossing aside its weaponry and instead clawing its targets until either it or its opponents are dead. It gains +4 Strength, +4 Constitution and –2 Defence. The jaguar-man cannot end its rage voluntarily, and will attack the closest target that most recently injured it.

Skills: Jaguar-men receive a +4 bonus to Balance, Climb, Hide, Jump and Move Silently skills because of their honed predatory instincts.



KHITAN DRAGON LIZARD

Large Animal

Climate/Terrain: Warm to tropical plains**Organization:** Solitary or pack (3–6)**Initiative:** +3**Senses:** Listen +4, Spot +4, low-light vision, scent**Languages:** –**Dodge Defence:** 12**Hit Points:** 45 (6 HD); **DR** 4**Saves:** Fort +10, Ref +3, Will +2**Speed:** 30 ft.**Space:** 10 ft.; **Reach:** 5 ft.**Melee:** Bite +8 (1d10+6, AP 5) and 2 claws +2 (1d6+4, AP 2); or bite +8 (1d10+6, AP 5) tail slap +2 (1d6+4, AP –)**Base Atk** +4; **Grp** +12**Special Attacks:** Disease, Rending Bite**Abilities:** Str 19, Dex 12, Con 17, Int 1, Wis 10, Cha 2**Special Qualities:** –**Feats:** Alertness, Great Fortitude, Weapon Focus (bite)**Skills:** Survival +9**Possessions:** –**Advancement:** 7–9 HD (Large), 10–14 HD (Huge)

The hulking grey dragon lizards of Khitai can be seen in their hunting packs throughout the flat grasslands of that huge territory. They are never far from the trail of their next meal, always ready to fill their bellies with hunks of meat – rotten or fresh, it matters nothing to them. Part scavenger and part predator, dragon lizards are deadly combatants that have powerful jaws, sharp claws, and a saliva filled with a poisonous cocktail of impurities.

A single dragon lizard is around ten feet in length and three or so wide, with a wide-

mouthed head filled with sharp teeth at one end and a tapered tail at the other. They tend to be grey or greenish in colour with little to no markings upon them, making them very effective ambush predators for a beast their size.

Khitai dragon lizards have a particular lust for horseflesh, and will follow the scent of horses for many miles outside of their normal territory in order to try and grab a flank. Of course they are never opposed to making a meal of a human if they must, but they generally attack men only when hungry or directly threatened.

COMBAT

Dragon lizards use their deadly jaws to cause horrid wounds that carry myriad infections due to their diet of rotten meat and brackish water. The creatures' hunting habits take advantage of their toxic bite and they will frequently allow injured victims to flee – only to track their scent long enough to find their fever-wracked body days later!

Disease: A dragon lizard that attacks a living creature with its jaws will almost invariably pass on a terrible illness called 'dragon fever'. The disease has a save DC of 13, an incubation period of 1d2 days and does 1d4 Dex and 1d3 Con damage.

Rending Bite: The jaws of a dragon lizard are extremely strong, gripping and tearing off chunks of meat with a single yank of its head. This, combined with their mouth full of infections, means that any wounds inflicted by the dragon lizard's bite attack are difficult to heal or treat naturally, adding +3 to any Heal check DCs involving them.

Skills: Dragon lizards have a +4 racial bonus on any Survival check due to their hardy healthiness and predatory instincts.





KING SCORPION

Huge Vermin

Climate/Terrain: Warm deserts and underground

Organization: Solitary, pair or pack (3–6)

Initiative: +7

Senses: Listen +3, Spot +7, darkvision 60 ft., tremorsense 60 ft.

Languages: –

Dodge Defence: 11

Hit Points: 57 (9 HD); **DR** 7

Saves: Fort +9, Ref +4, Will +4

Speed: 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: 2 claws +9 (1d8+5, AP 6) and sting +7 melee (2d4+2 plus poison, AP 5)

Base Atk +6; **Grp** +19

Special Attacks: Constrict (1d8+5), Improved Grab, Poison

Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 12, Cha 5

Special Qualities: Toxic Ichor, Vermin Traits

Feats: Alertness, Multiattack, Stealthy, Track

Skills: Climb +9, Hide +3, Move Silently +5, Survival +7

Possessions: –

Advancement: 10–13 HD (Huge), 14–17 HD (Gargantuan)

Stygian king scorpions are an enormous sub-species of giant scorpion that has evolved a frighteningly cunning mind capable of setting ambushes, tracking prey, and even solving simple problems. Coloured black as the deepest night with tiny violet blotches, the beasts' exoskeletons are angular, less dense but sharp like a knife at creases and focal points. The most disconcerting fact about the king scorpion is that it is so poisonous that even the fatty fluids flowing within its carapace are toxic to any come into contact with them – including those who are forced to battle it in melee!

COMBAT

King scorpions fight much like normal giant scorpions when they are forced to do so directly, but would prefer to sneak up to a sleeping foe or spring an effective ambush whenever possible.

They use their armour-piercing pincers to slice and hold their prey and then plunge their stingers into them.



Constrict: King scorpions can deal their normal claw damage on a held victim with a successful grapple check.

Improved Grab: To use this ability the king scorpion must hit an opponent with a claw attack.

Poison: King scorpions are equipped with a potent poison in their stingers that paralyzes muscles and organ functions while tissue rapidly liquefies for easier eating on the part of the scorpion. Anything that suffers damage from a scorpion's sting attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
King Scorpion Toxin	Injury DC 20	1d2 Con + 1d3 Dex	4	Immediate / 1 round / 1 round / 1 round

Toxic Ichors: The fatty 'blood' found inside the carapace of the king scorpion is remarkably toxic, meaning that any wound that cracks or cuts the carapace sprays potentially deadly fluids. Any attack that damages the scorpion will





cause a gout of ichor to fill the 5-foot square adjacent to the scorpion and closest to the source of the injury. For melee attacks with non-reach weapons, this means the attacker's square. People using reach and ranged weapons are safer, but they may still inadvertently cause others to be sprayed.

Any creature in the sprayed square must immediately pass a DC 18 Reflex save or be splashed with the substance. The toxic ichors have the following profile:

Poison	Type	Damage	Saves Required	Save Interval
King Scorpion Toxic Ichors	Contact DC 16	1d3 Con	1	Immediate

Skills: King scorpions have a +4 racial bonus on Climb, Hide and Spot checks.



KRAKEN

Huge Animal

Climate/Terrain: Aquatic

Organization: Solitary

Initiative: +11

Senses: Listen +3, Spot +3, low-light vision

Languages: –

Dodge Defence: 15

Hit Points: 90 (12 HD); **DR** 4

Saves: Fort +9, Ref +6, Will +5

Speed: 30 ft.

Space: 15 ft.; **Reach:** 30 ft.

Melee: 10 tentacles +15 (1d6+8, AP –) and bite +13 (2d8+4, AP 10)

Base Atk +9; **Grp** +25

Special Attacks: Constrict, Improved Grab

Sorcery Knowledge: –

Abilities: Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Special Qualities: Ink Cloud, Jet

Feats: Alertness, Diehard, Endurance, Multiattack, Toughness (2)

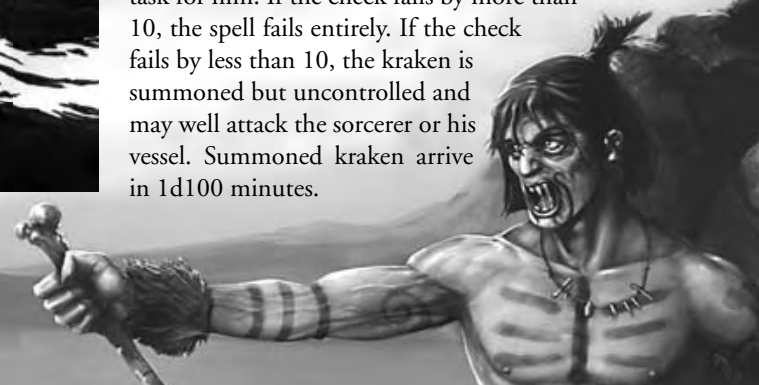
Skills: Hide –4, Survival +1, Swim +16

Possessions: –

Advancement: 13–24 HD (Huge), 25+ HD (Gargantuan)

Called by powerful sorcery or priestly devotion to the sea gods, the kraken is an ancient and mighty squid that comes to the surface of the dark waters to reach up and snatch sailors from the decks of ships. It is said that the kraken only chooses sinful souls to drag down into the deep. In truth, however, no one is safe from its suckered grasp when a kraken is summoned. When not obeying the call of sorcerers kraken silently glide through the waves in search of food and, eventually, a mate. They are a terrible and ancient reminder that the oceans hide many mysteries.

Kraken can be summoned by a specially modified version of the *summon elemental* spell cast over open water out of sight of any land. When the spell is cast the sorcerer must make a Knowledge (arcana) check with a DC of 10 + the kraken's Hit Dice. If the check succeeds he has summoned and bound a kraken, which perform a single task for him. If the check fails by more than 10, the spell fails entirely. If the check fails by less than 10, the kraken is summoned but uncontrolled and may well attack the sorcerer or his vessel. Summoned kraken arrive in 1d100 minutes.





COMBAT

Kraken generally swim up to the side of a ship and reach up with their long tentacles to grab targets and drag them into the water toward their serrated beaks. They can pull small ships apart if need be, but rarely does an uncontrolled kraken have the desire to smash wood when soft and desirable flesh is attainable.

Attackers can attack the tentacles of a kraken with a normal sunder attack, although a 'spare' tentacle will make an attack of opportunity as normal. Each tentacle has hit points equal to the Hit Dice of the whole kraken, a damage reduction of 4, and if the kraken is currently grappling with a target using that tentacle, the grappled target will suffer half damage as well from any attacks targeting it. Kraken suffer no ill effects from losing tentacles although any kraken that loses three or more tentacles will retreat. Lost tentacles regenerate fully in 1d10 days.

Constrict: The kraken deals 1d6+8 points of crushing damage with a successful grapple check.

Improved Grab: To use this ability the kraken must hit an opponent with a tentacle attack. A kraken can use improved grab on creatures up to and including Gargantuan in size.

Ink Cloud: The kraken can emit a large underwater cloud of jet-black fluid that resembles ink 20 feet wide and 20 feet long once per minute as a free action. The cloud provides total concealment for anyone within or on the other side of the cloud.

Jet: As a full-round action a kraken can force water through its body at a remarkable rate, sending it scooting straight backwards for 200 feet. This action and movement provoke attacks of opportunity as normal. A kraken can make as many overrun attacks as part of a jet as it likes.

Skills: Kraken have colour-changing skin that gives them a +4 bonus to Hide checks. They also have a +8 racial bonus on any Swim check. They can always choose to take 10 on a Swim check, and can perform the run action while swimming. Kraken gain Multiattack as a bonus feat.

LAMIA

Large Outsider [demon]

Climate/Terrain: Temperate deserts

Organization: Solitary, pair, or gang (3–4)

Initiative: +12

Senses: Listen +12, Spot +12, darkvision 60 ft., low-light vision

Languages: Demonic

Dodge Defence: 18

Parry Defence: 17 (only when armed)

Hit Points: 49 (9 HD); **DR** 3

Saves: Fort +7, Ref +10, Will +7

Speed: 30 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Bite +10 (1d4+1 plus blood drain, AP –) and tail slap +5 (1d8+2, AP 2) or by weapon +10/+5

Base Atk +9; **Grp** +15

Magic Atk: +7

Sorcery (non-caster)

Summoning – *greater demonic pact, summon demon, summon elemental*
Plus all spells in 1d2+1 other styles

Power Points: 13 (max 26)

Special Attacks: Blood Drain, Constrict, Dominate, Improved Grab, Lure

Abilities: Str 14, Dex 15, Con 12, Int 13, Wis 15, Cha 16

Special Qualities: Manifest

Feats: Dodge, Lightning Reflex, Mobility, Persuasive

Skills: Bluff +17, Concentration +13, Diplomacy +15, Hide +14, Intimidate +17, Knowledge (arcana) +13, Move Silently +14, Sense Motive +14

Possessions: Exquisite weaponry and clothing, occasional magic artefact

Advancement: 10–13 HD (Large), 14–27 HD (Huge), or by character class (usually scholar)

The lamia are a breed of seductive demons with the lower body of a serpent and the upper body of a voluptuous naked woman. They have glassy violet eyes that cannot blink, always looking for another soul to corrupt and bodies to drain. They have a pleasant hiss that somehow charms the toughest of minds, but their chosen victims are usually children – upon which they sate a demonic lust for innocent blood.

A typical lamia is eight to nine feet tall with its thick, black, serpentine body coiled underneath it. Fully extended they can reach up to 20 feet in length and weigh around 700 pounds. They have long fangs that fold up into their sensual mouths, only revealing them when they decide to strike.





A lamia can be summoned with a *summon demon* spell involving a small child as a sacrifice but can also be pulled into the world through the suffering of children and flaws in the reproductive process. Where there are unfit parents, stillbirths and sterility, lamia can find cracks through which to crawl into the world.

Lamia make a good subject for a *demonic pact* spell if they are promised a supply of children to feed upon. Even non-scholar lamia have access to some sorcery styles that they can choose to teach their sorcerer allies, but any lamia with levels of scholar can add their known spells to what they can teach.

COMBAT

Lamia generally do not attack adults if they can help it, choosing to charm children to feed upon at their leisure. If forced into conflict, commonly because of a child's defenders, they will try to grapple them and bite them while crushing them with their coils.

Blood Drain: A lamia that manages to succeed in a grapple check with a living target can suck its blood with its long fangs. If it pins the foe, it drains blood, dealing 1d4 points of Constitution damage each round the pin can be maintained. For each successful round of blood drain, the lamia gains 5 temporary hit points.

Constrict: With a successful grapple check a lamia can deal 1d8+8 damage (AP 4).

Dominate: A lamia can crush an opponent's will just by locking eyes with him. This takes a standard action on the part of the lamia and those merely looking at it are unaffected. Anyone the lamia targets with this ability must succeed on a Will save (DC set by the lamia's magic attack roll) or fall instantly under the lamia's influence as per a *domination* spell with

no Hit Dice limit. The target must be within 30 feet of the lamia's unblinking eyes to be affected and follows the rules for evil eye range spells.

Improved Grab: To use this ability, a lamia must hit with its tail slap attack.

Lure: With a gentle hiss (standard action) a lamia can place all children within 60 feet into an obedient trance. (Will save to avoid, DC set by the lamia's magic attack roll.) While in this trance the children are conscious but wholly unaware of their surroundings, and will move with a dreaming languor to obey any instructions they are given. Against adults, the hiss provokes a Corruption save against the same DC. Failure indicates that the adult in question finds the lamia eerily attractive. Any saving throws by that character against the lamia's dominate ability suffer a -4 penalty. The disposition of Non-Player Characters towards the lamia is improved by one step if they succumb to the hiss.

Most effects of the hiss last for one minute. The disposition-altering effect on Non-Player Characters lasts until their disposition is altered once again by another effect.

Manifest: As a standard action, a lamia can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Skills: Lamia have a +4 racial bonus to Bluff and Hide skill checks.





LOTUS-THING

Large Plant [demon]

Climate/Terrain: Any

Organization: Solitary

Initiative: +5

Senses: Listen +2, Spot +2, darkvision 60 ft., low-light vision

Languages: –

Dodge Defence: 12

Hit Points: 34 (4 HD); DR Total

Saves: Fort +4, Ref –1, Will –4

Immunities: Physical damage

Weaknesses: Normal damage from silver, double damage from fire.

Speed: 20 ft.

Melee: Touch +4 finesse (poison)

Base Atk +3; **Grp** +7

Special Attacks: Magical poison, Miasma, Poison

Abilities: Str 10, Dex 14, Con 18, Int 8, Wis 9, Cha 12

Special Qualities: Mixed Being

Feats: Endurance, Skill Focus (Hide)

Skills: Hide +6

Possessions: –

Advancement: –

Created by twisted wizards who wanted ambulatory guardians for their lotus groves, the lotus-things are demonically possessed bodies infested with a black lotus plant cutting. The final result is a shambling mass of lotus pollen and vines wrapped around a dark form with glowing eyes that is constantly searching for fresh kills to fertilise its plant parts.

COMBAT

Lotus-things do not wage combat like a normal creature. They simply try to send their targets into comas of hallucinogenic and euphoric glee, eventually causing the target to overdose and die.

Cursed: Because of the unholy union of lotus and demon, the lotus-things suffer a –4 magical penalty to all saving throws (already included above).

Immunities: Lotus-things are immune to all physical damage, except that dealt by either fire (from



which they take double damage thanks to their plant vulnerability) or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Magical Poison: The pollen miasma (see below) surrounding a lotus-thing is partially physical in nature and partially driven by demonic magic in effect. Lotus-things have a strange seductive quality to them that makes passers-by deliberately want to get closer and inhale their poison. This grants the lotus-thing a +4 bonus to the save DC of its poison (already included below). A *warding* spell will suppress this bonus for 3d6 rounds.

Miasma: Lotus-things are surrounded by a constant heady scent of pollen that forces all within 20 feet of it to make a Fortitude save DC 25 or be affected as though inhaling a black lotus blossom (see page 279 of *Conan the Roleplaying Game*).

Mixed Being: A lotus-thing is an unholy combination of many different kinds of creature. Although it has the



plant type, it has the demon subtype (normally restricted to outsiders). This makes it vulnerable to certain spells and effects that would otherwise not affect a plant.

Poison: Anything that comes into contact with a lotus-thing, primarily through its touch attack, is immediately affected by the following poison:

Poison	Type	Damage	Saves	Save Interval
Black Lotus Nectar	Contact	1d4 Con	3	Immediate / 1 round / 1 round / 1 round

MAN-APE

Large Monstrous Humanoid

Climate/Terrain: Temperate and cold mountains

Organisation: Solitary

Initiative: +7

Senses: Listen +5, Spot +5, low-light vision, scent

Languages: None

Dodge Defence: 15

Hit Points: 39 (6 HD); **DR** 5

Saves: Fort +7, Ref +7, Will +3

Speed: 30 ft., climb 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 slams +11 (1d8+6, AP

–) and bite +9

(1d10+3, AP –)

Base Atk +6; **Grp** +16

Special Attacks: Improved

Grab, Crush

Abilities: Str 22, Dex 15,

Con 14, Int 5,

Wis 12, Cha 7

Feats: Alertness,

Multiattack,

Power Attack

Skills: Climb +12,

Listen +5, Spot

+5, Perform

(mimic) +7,

Search +2

Possessions:

Shiny objects,

coins, etc.

Advancement:

7–10 HD (Large)

The deadly and greatly feared man-ape has close to human intelligence and is almost as tough as a grey ape, making them terrifying foes in all respects. Man-apes are actually descended from ancient Atlanteans, having degenerated from their human state to a more primitive one, rather than being some kind of ‘missing link’. An adult male man-ape is 8 to 9 feet tall and weighs around 350 pounds.

Man-apes are not thought to have a true language of their own, though they are able to communicate with one another with a combination of body language and simple hooting and grunting vocalisations.

Man-apes are found almost exclusively in the mountains to the east of Zamora, on the fringes of the Eastern Desert. Certain Corinthian and Zamorian scholars occasionally travel to these mountains and attempt to train man-apes, but because of the creature’s ‘high’ intelligence such training always risks breaking down, whereas training a true animal would not generally involve this danger.

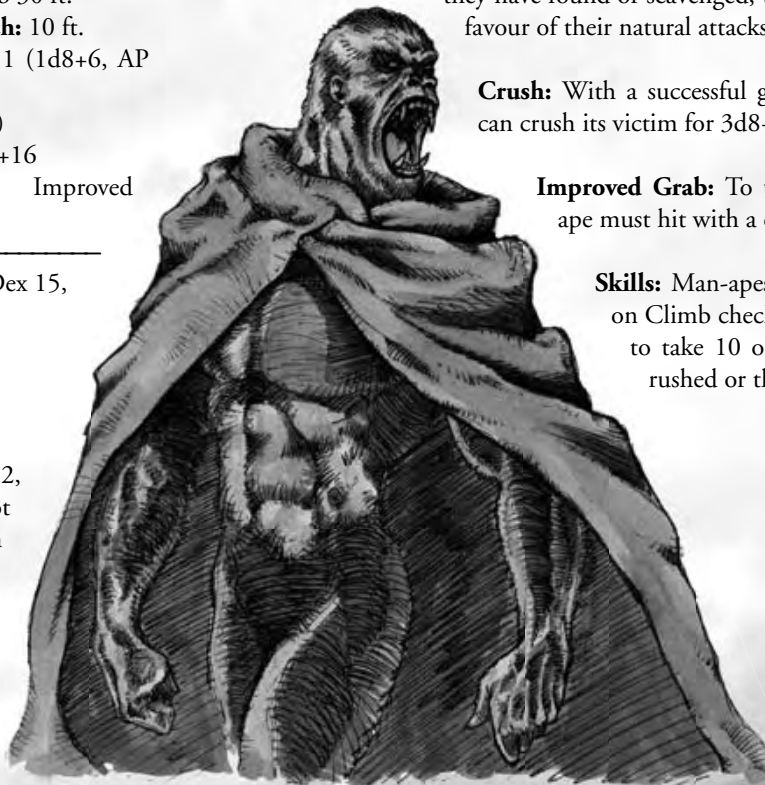
COMBAT

Powerful and brutally simple, man-apes attempt to grapple their victims in order to crush them, then settle down to gnaw them apart at their leisure. Although it has been known that man-apes will occasionally use crude tools they have found or scavenged, they eschew weaponry in favour of their natural attacks.

Crush: With a successful grapple check a man-ape can crush its victim for 3d8+9 damage (AP 6).

Improved Grab: To use this ability, the man-ape must hit with a claw attack.

Skills: Man-apes have a +6 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.





MAN-BRUTE (OGRE)

Large Monstrous Humanoid
Climate/Terrain: Any land
Organization: Solitary or pair
Initiative: +1
Senses: Listen +0, Spot +0
Languages: Any local human

Dodge Defence: 10
Parry Defence: 15
Hit Points: 19 (3 HD); DR 1
Saves: Fort +7, Ref +1, Will +0

Speed: 30 ft.
Space: 10 ft.; **Reach:** 10 ft.
Melee: Large axe +7 (2d6+6, AP 5) or unarmed +7
 (1d6+4, AP -)
Base Atk +3; **Grp** +11

Abilities: Str 19, Dex 10, Con 14, Int 8, Wis 8, Cha 6
Special Qualities: Subservient, Thick-Skinned
Feats: Brawl, Great Fortitude
Skills: Climb +4, Intimidate +7, Survival +0
Possessions: Weaponry, light armour, little coin
 (1d6 silver)
Advancement: By character class (usually barbarian)

Massive men with piggish features and overly hairy limbs, man-brutes have existed for ages in servitude to others. They are somewhat of a mutant species of human, likely from the cross-breeding of demons, and are instinctively subservient to the purer race. They cannot fight against a stronger will than theirs, and thrive in a state of servitude as if it were their natural order.

Each man-brute is likely to be slightly different than the rest of his kin, but they all stand around eight feet tall and have rippling muscles and heavy girths. Their faces are somewhat bestial, and they speak with the lisp of having teeth too large for their palates.



COMBAT

Man-brutes are simple folk that understand simple weaponry: axes, clubs and spears. When no weapon is available to them, they can just as easily bash in a man's head with their knotted ham fists.

Subservient: Man-brutes are bred to follow the orders of a stronger willed person. Any use of Bluff, Diplomacy or Intimidate against them by a human gains a +4 circumstance bonus.

Thick-Skinned: The flesh of a man-brute is thick and almost leathery in certain areas, making them difficult to injure without a weapon. Man-brutes are considered to have a DR of 5 against any attacks that have an AP of -.

Skills: Due to their imposing stature and monstrous features, all man-brutes gain a +4 racial bonus to the Intimidate skill.



MAN-SERPENT (CHILD OF SET, APOPHISTINE, GOD IN THE BOWL)

Huge Outsider [demon]

Climate/Terrain: Any land or underground (Stygia)

Organization: Solitary or pair

Initiative: +6

Senses: Listen +10, Spot +10, darkvision 60 ft.

Languages: Demonic, Old Stygian

Dodge Defence: 13

Hit Points: 52 (5 HD); **DR** 5

Saves: Fort +10, Ref +6, Will +6

Weaknesses: Sorcerous Phase Vulnerability

Speed: 30 ft., climb 30 ft., swim 30 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Slam +13 (1d8+10, AP –)

Base Atk +5; **Grp** +23

Magic Atk: +5

Sorcery (non-caster)

Summoning – *greater demonic pact*,
summon demon, *summon elemental*

Plus all spells in 1d3+1 other styles

Power Points: 13 (max 26)

Special Attacks: Constricting Grapple

Abilities: Str 30, Dex 15, Con 22, Int 16, Wis 15, Cha 17

Special Qualities: Improved Terror of the Unknown

Feats: Stealthy, Steely Gaze

Skills: Bluff +11, Craft (alchemy) +11, Decipher Script +11, Hide +4, Intimidate +11, Knowledge (arcana) +11, Knowledge (religion) +11, Move Silently +12, Sense Motive +10

Possessions: Leftover items from previous sacrifices; gold and jewellery

Advancement: 6–11 HD (Huge), 12–23 HD (Gargantuan), 24+ HD (Colossal), or by character class (usually scholar)

The hideous Stygian man-serpents are a very rare and powerful variety of demon. It is said that Set himself saw their creation of in the ages before mankind. They are enormous black snakes covered in strange and twisting colour patterns, ending not in a serpent's head but the fanged face of a man. They are said to be the ancient gods of prehistory, locked away in sarcophagi under the Stygian pyramid tombs, emerging after being disturbed to wreak havoc upon the people of this age.



Behind their statuesque faces of emotionless flesh unfurls a twenty to thirty foot long serpentine body that shimmers when it moves like oil on top of water. Frequently found buried in the gilded offerings of Set cultists and sacrifices, it is not uncommon for a man-serpent to only allow its face to show before uncoiling its thick body to crush its prey.

Man-serpents make useful subjects for a *demonic pact* spell. These huge creatures have access to 1d3+1 sorcery styles and the usual Summoning spells in which they could teach those who summon them in accordance to the religion of Set. Man-serpent scholars can add the spells they personally know to the list they can teach.

COMBAT

A man-serpent can either batter opponents with the weight of its coiled body or try to get them between its rings of flesh to crush the life from them. Many who first see a man-serpent cannot understand what they are seeing and go insane with fear, making chasing them down and eating them that much easier.





Constricting Grapple: The crushing coils of a man-serpent prevent their victims from breathing. Anyone grappling a man-serpent begins to suffocate as described on page 221 of *Conan the Roleplaying Game*. In addition, a successful grapple check allows the man-serpent to inflict 1d8+10 damage with an AP of 10 – every two points of damage inflicted by this attack reduces the suffocating victim's rounds of remaining breath by one.

Improved Terror of the Unknown: So unnatural is the look of the man-serpent that it can add its Charisma bonus to the DC of any Terror of the Unknown checks made due to its appearance. Additionally, a natural roll of '1' on this check will cause the target's heart to stop – killing them in a number of rounds equal to their Constitution bonus (or instantly if their Constitution bonus is 0 or less).

Sorcerous Phase Vulnerability: Anyone speaking the words that *unweave* to a man-serpent will inflict great pain upon it. Simply uttering the mundane words is enough to do so, but remembering the words requires a Knowledge (arcana) check at DC 20. If the words are spoken aloud, however, any man-serpents within range of hearing will be struck by enough pain to impose a -4 penalty on attack rolls and skill checks for the rest of that round and the one following.

MANELESS LION

Large Animal

Climate/Terrain: Warm plains

Organization: Solitary or mated pair

Initiative: +9

Senses: Listen +6, Spot +6, low-light vision, scent

Languages: –

Dodge Defence: 18

Hit Points: 75 (10 HD); DR 2

Saves: Fort +10, Ref +9, Will +3

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: 2 claws +12 melee (1d6+6, AP 3) and bite +7 melee (1d10+3, AP 4)

Base Atk +7; **Grp** +17

Special Attacks: Improved Grab, Pounce, Rage, Rake 1d6+6 (AP 3)

Abilities: Str 22, Dex 15, Con 16, Int 3, Wis 10, Cha 7



Feats: Alertness, Run, Stealthy, Track

Skills: Hide +4 (+12), Jump +6, Move Silently +8, Survival +5

Possessions: Weapons, scraps of armour, indigestible metal objects

Advancement: –

A rare breed of lion that hunts mainly in the Stygian grasslands, the maneless lion is a hulking brute of a beast that has no need of pride or companionship – it walks, hunts and kills all on its own. Much like a lone male from a common lion pride, a maneless lion is a ferocious and bloodthirsty beast that will attack nearly anything it comes across.

Maneless lions are exactly as they sound – a big lion with no sign of a mane at all. Unlike the females of normal lion species, who have no manes, these beasts have thick corded necks that are covered in short hair the same mottled brown colour as the rest of their bodies. Some claim that these creatures are the wandering gods of the lions but they are mortal creatures and can be slain – with difficulty – by common steel.



COMBAT

Maneless lions charge directly into combat with their foes, regardless of numbers or size. They use the damage they take in these brutal assaults to fuel their fury, and it can be assured that a maneless lion would rather die than give up a possible kill.

Improved Grab: To use this ability, a maneless lion must hit with its bite attack.

Pounce: If a maneless lion charges a foe it can still make a full attack, including two rake attacks.

Rage: A maneless lion that takes damage in combat flies into a berserk rage the following round, clawing and biting ferociously until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 Defence. The creature cannot end its rage voluntarily, and will attack the closest target that most recently injured it.

Rake: Melee attack +12 for 1d6+6 damage with an AP of 3.

Skills: Maneless lions have a +4 racial bonus to Hide and Move Silently checks. If in areas of tall grass or similar cover, their Hide bonus increases to +12.

MANTICORE

Large Magical Beast

Climate/Terrain: Warm marshes

Organization: Solitary, pair or pride (3-6)

Initiative: +7

Senses: Listen +3, Spot +7, darkvision 60 ft., low-light vision, scent

Languages: -

Dodge Defence: 15

Hit Points: 57 (6 HD); DR 5

Saves: Fort +9, Ref +7, Will +3

Speed: 40 ft.

Space: 10 ft.;

Reach: 5 ft.

Melee: 2 claws +10 (1d10+2, AP 3) and bite +8 (1d8+2, AP 2) and tail stinger +9 (1d6+2 plus poison, AP 3); or urticating hairs

Base Atk +6; Grp +15

Special Attacks: Improved Grab, Poison, Pounce, Rake 1d10+2 (AP 3), Urticating Hairs

Abilities: Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9

Special Qualities: -

Feats: Multiattack, Track, Weapon Focus (tail stinger)

Skills: Jump +6, Survival +5

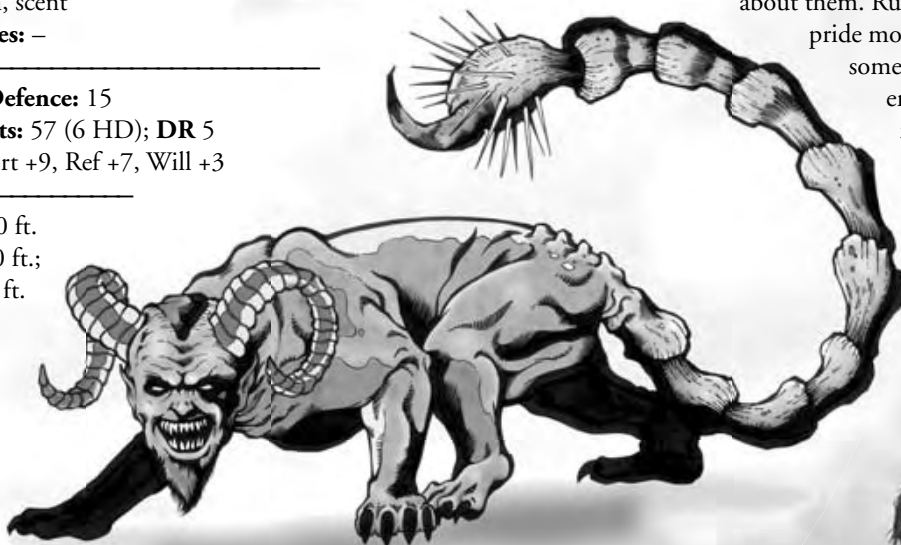
Possessions: -

Advancement: 7-16 HD (Large), 17-18 HD (Huge)

A dark and distant relative to the sphinx, the manticore is a twisted combination of different creatures into one body. Behind the shark-toothed face of a bearded man curls two black rams' horns. The beast is made up of the sinewy body of a lion, its paws tipped in ebony claws as dense as iron, and ending in a thick, segmented scorpion's tail. Surrounding the deadly stinger of the tail is a cluster of wiry hairs like that found all over a tarantula, which the beast can hurl into the air when threatened.

Manticores live in foggy marshes, using the cover of night to fall upon their prey, killing it with quick tail stings before falling upon it with savage teeth and claws. When a pride of manticores chooses to make kills, some prey will be mauled but taken alive to the den for the young to devour. If there are no cubs to feed, manticores will simply swallow and digest every part of their prey - armour, bones and all - before moving along.

Manticores are avoided at all costs by those who know about them. Rumours of a manticore pride moving into the area can sometimes be enough to empty entire villages; if the people do not leave, the manticores will undoubtedly come for them soon enough.





COMBAT

Manticores fight much like a lion or other great cat, pouncing on their prey in order to sink their stinger into them repeatedly while raking with their iron-hard claws. If outnumbered or surprised they can also unleash clouds of tiny chitinous hairs that are steeped in mild venom, paralyzing their victims before finishing them off with claws or fangs.

Improved Grab: To use this ability, a manticore must hit with its bite attack.

Poison: Anything that suffers damage from a manticore's stinging attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Manticore Toxin	Injury DC 14	1d3 Con	4	Immediate / 1 round / 1 round / 1 round

Pounce: If a manticore charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack roll +10, 1d10+2 damage, AP 3.

Urticating Hairs: With a standard action a manticore can make a snapping shake of its tail and loose a cloud of small barbed hairs in a 10 foot radius cloud centred on the manticore. Anyone caught in this cloud other than manticores must pass a DC 19 Fortitude save or become paralysed with swollen joints and irritated skin for 1d6 × 10 minutes. The targets may speak painfully, but they cannot move their body parts. After the paralysis wears off, the targets are fatigued (–2 to Strength and Dexterity, cannot run) for the following 1d6 hours.

Skills: Manticores have a +4 racial bonus to Spot checks due to their predatory instincts.

MONSTROSITY FROM HELL (ZUG, THE DWELLER BELOW, ELDER DARKNESS)

Huge Outsider [demon]

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +13

Senses: Listen +28, Spot +28

Languages: Demonic and Acheronian

Dodge Defence: 24

Hit Points: 490 (20 HD); **DR** 10

Saves: Fort +27, Ref +13, Will +17

Immunity: Critical hits, massive damage, sneak attacks, transformation

Speed: 10 ft.

Space: 15 ft.; **Reach:** 15 ft

Melee: 8 tentacles +33 (2d6+15 plus corporeal instability, AP 8) and bite +28 melee (2d8+7 plus corporeal instability, AP 16)

Base Atk +20; **Grp** +43

Magic Atk: +15

Sorcery

All spells in all styles.

Power Points: 55 (max 110)

Special Attacks: Corporeal Instability, Swallow Whole

Abilities: Str 40, Dex 13, Con 40, Int 18, Wis 20, Cha 20

Special Qualities: Alien Anatomy, Immunity to Transformation, Manifest

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Critical (tentacle), Improved Critical (bite), Improved Sunder, Power Attack

Skills: Climb +38, Craft (alchemy) +27, Craft (herbalism) +27, Decipher Script +27, Intimidate +28, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (religion) +27, Perform (ritual) +28, Swim +38

Possessions: –

Advancement: –

The monstrosities from hell are indescribable beasts of pure chaos and eternal darkness called up from the depths of the Outer Void to be worshipped by the most depraved of fools. They are a mass of slithering tentacles, mouths, eyes and disembodied voices speaking in tongues older than any human spoken word. These demons, for lack of a better term, are as old as the world and exist only to bring about the end of all things.

Monstrosities from hell are capable of casting spells as a 20th level Scholar, but only pass on their sorcery styles to their most loyal of worshippers. It is rare that any of

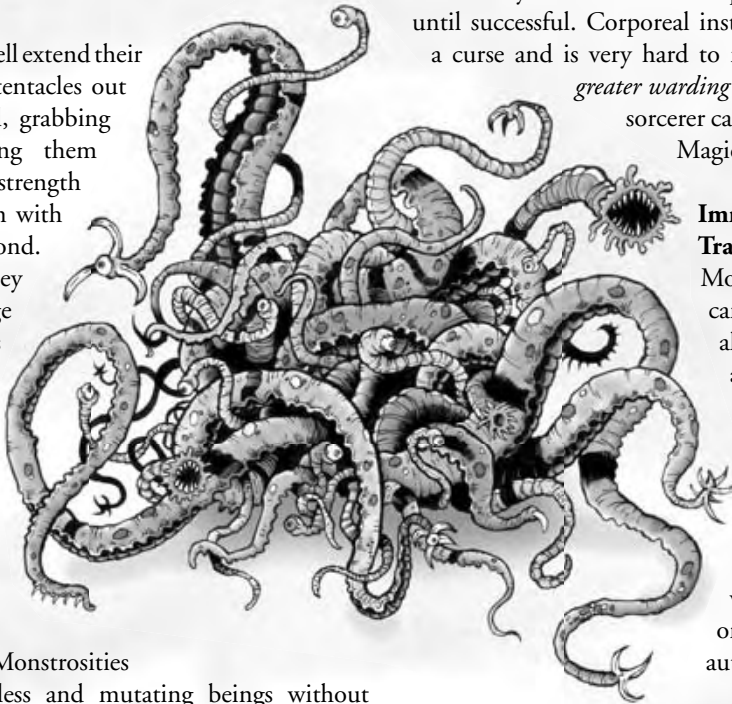


their cultists would be prepared or brave enough to be in the presence of the monstrosity long enough to learn anything from it,

A monstrosity from hell cannot be summoned with the *summon demon* spell or be a subject for a *demonic pact*. They can only be called to this plane through a massive human sacrifice by one of their high priests equal to a total hit points killed that surpasses the monstrosities' own hit point total (approximately 170 people).

COMBAT

Monstrosities from hell extend their suckered or clawed tentacles out of their mass at will, grabbing targets and crushing them with their immense strength while mutating them with the powers from beyond. Occasionally they will manifest a huge collection of mouths that form together into one gigantic maw to swallow up their foes. Nothing can hope to survive long in a conflict with a monstrosity from hell.



Alien Anatomy: Monstrosities from hell are formless and mutating beings without discernable organs or features, making them immune to critical hits, death by massive damage and sneak attacks.

Corporeal Instability: Any attack from a monstrosity from hell against a living creature can cause a terrible mutation. The targeted creature must succeed at a DC 20 Fortitude save or become a spongy, amorphous mass. Unless the target manages to control the new form (see below), its shape melts, flows and boils into an unrecognisable mess.

An affected creature is unable to hold or use any item. Clothing, armour, jewellery and other worn equipment immediately become useless. Large items worn or carried – armour, backpacks, etc. – hinder more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce the victim's speed to 10 feet or one-quarter normal, whichever is less. Searing pain means that the target cannot act coherently, cast spells, or use magic items. If it attacks, it does so blindly,

suffering a -4 penalty on attack rolls with a 50% miss chance.

Each round a target spends in this state causes one point of Wisdom drain from mental shock and dementia. If this drain brings the target to 0 Wisdom, they are considered to have been transformed into a foaming blasphemy.

A victim can regain control of its shape through force of will and taking a standard action. This calls for a Will save check DC 20. Success re-establishes the creature's shape for one day. This save can be repeated if failed each round until successful. Corporeal instability is not a disease or a curse and is very hard to remove, but a *warding* or *greater warding* spell will do the job if the sorcerer can beat a DC of 25 with his Magic Attack Roll.

Immunity to Transformation:

Monstrosities from hell cannot have their form altered permanently in any way by mortal magic. Although they might assume a wolf's body for a moment when targeted by an *awful rite of the were-beast* it will quickly revert to tentacles and writhing flesh once more on the following round (an automatic free action).

Manifest: As a standard action the monstrosity from hell can leave Earth and return to its home place. It cannot return to Earth without another massive blood sacrifice.

Swallow Whole: If a monstrosity from hell begins its turn with an opponent held in its mouth because of a previous grapple check, it can attempt a second grapple check (as if pinning the opponent). If it succeeds, it swallows the target whole and inflicts normal bite damage. Every round a creature is within the monstrosity they take no damage but are subject to its corporeal instability attack. Unless otherwise noted, the opponent can be up to one size category smaller than the monstrosity. A swallowed creature is considered to be grappled for rules purposes, while the monstrosity is not. A swallowed creature can cut its way out using





a light slashing or piercing weapon by dealing 25 points of damage to the beast. The monstrosity's flesh is hit automatically, and has a DR of 10. If the target escapes the monstrosity's body will seal the hole immediately, forcing each swallowed target to cut its own way out. Alternatively, if the target can somehow beat the monstrosity in a grapple check, it can pull itself free.

MUMMY (TA-NEHEH)

Medium Undead

Climate/Terrain: Any land

Organization: Solitary, warden squad (2–4) or tomb guardian detail (6–10)

Initiative: +2 (+2 Reflex)

Senses: Listen +8, Spot +8, darkvision 60 ft.

Languages: –

Dodge Defence: 13

Hit Points: 60 (8 HD); DR 4

Saves: Fort +2, Ref +2, Will +8

Weaknesses: Double damage from fire

Speed: 20 ft.

Melee: Slam +10 (1d6+5, AP –)

Base Atk +4; Grp +9

Special Attacks: Choke, Despair, Improved Grab

Abilities: Str 20, Dex 10, Con –, Int 6, Wis 14, Cha 15

Special Qualities: Resistant to Blows, Undead Traits

Feats: Alertness, Toughness, Weapon Focus (slam)

Skills: Hide +7, Move Silently +7

Possessions: Golden jewellery, occasional weaponry

Advancement: 9–16 HD (Medium), 17–24 HD (Large)

Traditional mummies, also known as the ta-neheh, are reanimated embalmed corpses wrapped in specially prepared funerary materials brought back to protect the tombs of their superiors. They are granted undeath through the leaves of the dark ta-neheh plant, which are turned into a powerful elixir that must be poured into the mouth of the mummy

monthly. If the mummy cannot get these leaves before the month is out, it will revert back to its inanimate state until the ritual can be fully performed again.

The ritual must be performed under the light of the full moon, and requires a Perform (ritual) check. The ta-neheh elixir requires 200 silver pieces' worth of the plant and must be completed before the moon leaves the sky. This produces enough elixir to last 1d6 months and sustain a mummy of (the check result minus 10) Hit Dice. The ritualist does not know if his ritual has succeeded or not (Games Master makes the roll) until it comes time to animate the mummy; if the Perform check created elixir insufficient to sustain the mummy, the ta-neheh becomes uncontrolled and will relentlessly seek out more of the plant, killing any and all who stand in its way.

COMBAT

Mummies use their supernatural strength to batter their foes but prefer to use their vice-like grip to strangle the life from them if they can. When a ta-neheh mummy seeks to destroy an enemy, it never gives up and never gives quarter – it exists only to slay its targets.

Choke: The vice-like grip of a ta-neheh prevents its victim from breathing. Anyone grappling a ta-neheh begins to suffocate as described on page 221 of *Conan the Roleplaying Game*. In addition, a successful grapple check allows the mummy to inflict 1d6+5 damage with no AP – every two points of damage inflicted by this attack reduces the suffocating victim's rounds of remaining breath by one.

Despair: At the mere sight of a ta-neheh, the viewer must succeed in a Will save (DC 16) or be paralysed with fear for 1d4 rounds. Targets cannot be affected again by despair for 24 hours, whether or not they pass the save.

Improved Grab: To use this ability the creature must hit an opponent with a slam attack.

Resistant to Blows: Ta-neheh mummies are made of incredibly resilient embalmed flesh, and they can withstand remarkable amounts of damage. Physical attacks only do half damage, applied before DR.

Vulnerable to Fire: A ta-neheh mummy's body is flammable due to its rotting wrappings and the embalming process that creates



them, causing them to suffer double the normal damage from fire. A ta-neheh's damage reduction and resistance to blows does not apply to damage caused by fire.

MUMMY, LIVING KA

Medium Undead 5th level noble

Climate/Terrain: Stygia

Organization: Solitary

Initiative: +2

Senses: Listen +6, Spot +6, darkvision 120 ft., Qebsneuf's sight

Languages: Old Stygian, Stygian

Dodge Defence: 12; 15 vs. ranged

Parry Defence: 20

Hit Points: 34 (5 HD); **DR** 6

Saves: Fort +1, Ref +2, Will +4

Immunities: Cold damage

Weaknesses: Double damage from fire

Speed: 30 ft.

Melee: Broadsword +8 (1d10+5, 19-20/x2 critical, AP 8)

Ranged: Stygian bow +6 (1d12, 19-20/x2 critical, AP 2)

Base Atk +3; **Grp** +8

Magic Atk: +7

Power Points: 1 (max 2)

Special Attacks: Animate Ushabtiu Figurines

Abilities: Str 20, Dex 13, Con –, Int 10, Wis 10, Cha 20

Special Qualities: Rank Hath Its Privileges, Regional Features +1, Social Ability (Refuge), Lead By Example +2, Fast Healing 2, Open the Invisible Door, Resistant to Fire, Trappings of Eternal Life, Undead Traits

Feats: Alertness, Exotic Weapon Proficiency (Stygian bow), Mounted Combat, Mounted Archery, Point Blank Shot, Precise Shot, Toughness

Skills: Craft (alchemy) +3, Handle Animal +10, Hide +5, Knowledge (arcana) +6, Knowledge (local) +2, Knowledge (nobility) +8, Knowledge (warfare) +8, Move Silently +5, Perform (ritual) +11, Ride +9, Search +4

Possessions: The riches of his tomb.

Advancement: By character class (noble)

This sample living *ka* mummy is an ancient nobleman, long interred and finally risen from his tomb with dreams of conquest. He could be found at the head of a conquering army, as the right-hand creature to a foul sorcerer, or even worming his way back into power behind the sorcerous guise provided by his funerary trappings.



The *ka* is the part of the spirit where personality is housed and given form, sometimes leaving the dying body of a person in order to find a more suitable host of flesh. Any separated *ka* can find the mummified remains of a vessel and possess it if the proper rituals and conduits are performed. This requires Knowledge (arcana) and Knowledge (religion) skill checks at DC 25 to perform successfully with all the required funerary trappings necessary (see below).

Living *ka* mummies look just as they did in life, except they radiate some small amount of timelessness in their eyes from their time in the lands of the dead. Unlike the cursed mummies of rags and decay, living *ka* mummies often can exist in plain sight and no one would be the wiser until they reveal their eternal might.

Living *ka* mummies speak any languages they knew in life.





CREATING A LIVING KA MUMMY

'Living ka mummy' is an acquired template that can be added to any humanoid or animal creature, referred to hereafter as the base creature.

A living ka mummy uses all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Climate/Terrain: Any, usually the same as the base creature.

Initiative: Same as the base creature.

Senses: +4 to Listen and Spot checks, and gains darkvision at 120 ft.

Languages: Same as the base creature.

Dodge/Parry Defence: Same as the base creature with slight changes for increased Strength, decreased Dexterity and the possible addition of the Dodge feat.

Damage Reduction: 6 (supernatural), replacing any existing natural DR.

Hit Dice: Increase all current and future Hit Dice to d12s.

Saves: Same as the base creature, except the loss of a Constitution bonus to Fortitude saves due to undead traits.

Special Qualities: A living ka mummy retains all the special qualities of the base creature and gains undead traits (see page 165). In addition, it gains the following special qualities:

Open the Invisible Door: The living ka mummy can create an invisible passage through wooden, plaster, or stone walls, but not other materials. The open door is invisible to all creatures except its creator, and only it can pass through it. If it desires, it can take a single Medium-sized or smaller living creature through the door at the same time. The power creates an escape route or exit method for some mummies who are buried deep beneath tons of stony pyramid or sealed tombs. Casting this spell takes a standard action and costs 1 Power Point per 10 feet of material penetrated.

Qebsneuf's Sight: A living ka mummy always knows the location and state of its funerary trappings; it can track down tomb robbers or foolish adventurers to the ends of the earth if it must in order to reclaim its ties to Earth.

Trappings of Eternal Life: The ritual used to preserve a body for the ka to possess it require numerous interesting and specific funerary trappings to function. These funerary trappings are expensive, requiring a total of 10,000 silver pieces to have crafted – more if simply trying to purchase them. Each trapping is responsible for another ability or power of the possessed mummy, and as long as the living ka mummy is in possession of the item(s), these powers function normally. The second someone else lays claim to the item (or destroys it in noted cases), that power ceases and Qebsneuf's sight allows the mummy to know who has it (or destroyed it) and where it is. The table opposite shows all of the funerary trappings and what they do individually.

Fast Healing: A living ka mummy heals 2 points of damage each round so long as it has its trappings of the Tet and the Pillow.

Immunities: A living ka mummy is completely immune to cold damage.

Resistant to Blows: A living ka mummy only suffers half normal damage (before DR) from physical blows.

Vulnerability to Fire: A living ka mummy is flammable from the mystic embalming process and suffers double the normal damage from fire. Their normal damage reduction does not apply to fire damage.

Speed: Same as the base creature.

Attack: A living ka mummy retains all the attacks of the base creature and also gains a slam attack with a damage of 1d6 plus Strength bonus if it did not already have one. If the base creature can use weapons, the living ka mummy retains this ability. A creature with natural weapons retains those natural weapons. A living ka mummy fighting without weapons uses either its slam attack or its primary natural weapon if it has any. A living ka mummy armed with a weapon uses its slam or a weapon, as it desires.

Space/Reach: Same as the base creature.

Base Attack: Same as the base creature.

Grapple: Same as the base creature +3 because of enhanced Strength score.

Special Attacks: A living ka mummy retains all the special attacks of the base creature and gains those described below. Saving throws have a DC set by the living ka mummy's magic attack roll unless noted otherwise.

Animate Ushabtiu Figurines: The living ka mummy can animate the funerary figures and statues buried with him in a similar manner to the *animate statue* spell (see *Secrets*



Funerary Item	Power Tied/Controlled to Funerary Item
Collar of gold in the shape of hawk spreading wings	Ability to appear without decay and in human clothing.
Carnelian amulet of the Heart	Ability to think clearly. Gains the Mindless trait if ever destroyed.
Green marble ringlet of the Scarab, set in gold	Animate Ushabtiu Figurines
Red jasper trinket of the Buckle	Allows for scholarly spell casting if scholar.
Gold armband of the Tet	Fast Healing (half of it).
Hematite bracelet of the Pillow	Fast Healing (half of it).
Gold amulet of a vulture clutching two ankhs	Hit Dice. Half of the mummy's HD are lost if this is destroyed. Recalculate hit points and saving throws, but not feats or skills.
Blue porcelain ring of the Papyrus Sceptre	Renewed vigour. Mummy's Strength will drop to 4 if destroyed.
Gold armband of the Soul.	Enables the <i>ka</i> to unite with the mummified body and the spirit at will. Destruction of this will erase the mummy's memory.
Jasper ring of life (Ankh)	Darkvision 120 ft.
Red porcelain ring of Nefer	Empowers the mummy's saving throws; without it the mummy can only pass a saving throws on a natural 20.
Red jasper amulet of the Serpent's Head	Loss of this amulet removes the mummy's abilities to call upon normal skill checks.
Ivory or gold false phallus or nipples	Ability to have sex and create children with mortal couplings.
Lapis lazuli bracelet of the Shen	Mummy will begin to decay, losing 1 HD per month until reclaimed.
Gold trinket of the Frog	Allows the mummy to use any special class abilities and features it had in life.
Mesthâ (canopic jar with human head)	If this is destroyed, mummy loses all bonuses to Defence Value and is considered to be always flat-footed.
Hapi (canopic jar with canine head)	Allows for mummy's slam attack.
Tuamaufef (canopic jar with jackal's head)	Allows for ability score increases and bonus feats.
Qebsneuf (canopic jar with hawk's head)	Qebsneuf's Sight

of *Skelos*). The first ten minutes of animation are free but it costs 3 Power Points per minute to maintain an animation after that. These statues will often be of normal Stygian animals, and will have the same statistics as an average member of that species while animated. This is a unique spell and can be countered by *warding* or other such magic.

Sorcery Knowledge: As the base creature. If the mummy does not already have Power Points, it gains Power Points equal to its Wisdom modifier + 2.

Abilities: Increase from the base creature as follows: Str +6, Dex -2, Wis +2, Cha +4. As an undead creature, a living *ka* mummy has no Constitution score.

Feats: Living *ka* mummies gain Alertness and Toughness, assuming the base creature does not already them.

Skills: Living *ka* mummies have a +4 racial bonus on Hide, Move Silently and Search checks. Otherwise, skills are the same as those of the base creature.

Corruption: +2

Possessions: As the base creature.

Advancement: By character class.

LIVING *KA* MUMMIES AND CODES OF HONOUR

Living *ka* mummies may never have codes of honour. A mummy who had a code of honour in his previous life immediately loses it on becoming a living *ka* mummy and may never regain it. The will to defeat death, and all that it brings with it, becomes the only code the creature can follow.



NAGA (WHORES OF SET)

Large Monstrous Humanoid

Climate/Terrain: Any underground

Organization: Solitary or brothel (4–11, with one 10th level Madame)

Initiative: +10

Senses: Listen +8, Spot +8, darkvision 60 ft., low-light vision

Languages: Old Stygian

Dodge Defence: 19

Parry Defence: 17 (only when armed)

Hit Points: 44 (8 HD); **DR** 2

Saves: Fort +7, Ref +6, Will +5

Speed: 30 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: 2 claws +12 finesse (1d3+3) and tail +9 (1d8+3, AP –) or by weapon +12/+7 finesse

Base Atk +8; **Grp** +15

Magic Atk: +7

Sorcery

Hypnotism – *entrance, terrible fascination, hypnotic suggestion*

Summoning – *demonic pact, channel demon*

Power Points: 6 (max 12)

Special Attacks: Constrict, Improved Grab, Poison

Abilities: Str 17, Dex 19, Con 12, Int 16, Wis 17, Cha 21

Special Qualities: Regeneration 3

Feats: Combat Expertise, Deceitful, Dodge, Multiattack, Ritual Sacrifice

Skills: Bluff +10, Climb +7, Diplomacy +10, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +8, Move Silently +8, Perform (ritual) +10, Sense Motive +8

Possessions: Exotic weaponry, silks, gold jewellery (worth 10d6 × 5 silver)

Advancement: 8–10 HD (Large), or by character class (usually scholar)

The naga are an ancient race of all-female Set-worshippers that once were human, but gave their bodies over to the dark god in sacrifice to become powerful creatures. He taught them how to make the men of the world serve them, become fathers to their young, and to sustain them like cattle

sustains the tribes. They became his priestesses, his lustful slaves, and they were enthralled by his power.

They traded their humanity for a place in Set's unholy graces. They gave their legs; he gave them a serpent's body. They shed their blood; he replaced it with venom. They devote their lives to his teachings; he gives them dark magic. They are the seductive monsters of the Stygian catacombs and tombs, and explorers and travellers are warned to avoid their lairs.

Each naga is roughly fifteen feet in length, with a supple and attractive feminine torso atop the coiled trunk of an asp. Their eyes are an unearthly green with golden slits, their teeth hide a pair of small fangs, and the ends of their fingers are wickedly sharpened talons of bone.

The naga have some inherent sorcerous talents, preferring hypnotism and summoning to help them keep their wombs full and bring about the next generation of serpent-women to serve the Stygian god. They are friends to other Set worshippers, but their desire for male flesh and seed can overpower them when dealing with even high priests of the dark religion, requiring that temples use females to converse with a brothel of naga.



COMBAT

Naga prefer not to use combat to deal with their enemies if they do not have to, relying on what little sorcery they have to lure victims to their venomous embrace. When they are forced to use violence they coat their weapons with their toxic saliva, paralyzing a foe in order to sacrifice them to the Snakefather at their leisure.

Constrict: With a successful grapple check a naga can deal 2d8+6 damage with no AP.

Improved Grab: To use this ability, a naga must hit with its tail attack.

Poison: Naga saliva is a deadly paralytic venom in which they coat their weaponry. Anything that suffers damage from a naga's weaponry is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Naga Venom	Injury DC 15	1d2 Dex	5	Immediate / 1 round / 1 round / 1 minute / 1 hour

Regeneration: Nagas take normal damage from any weapon wielded by a woman.

Skills: Naga have a +4 racial bonus to Climb, Hide and Move Silently skill checks due to their flexible serpentine bodies.



NIGHT-WEIRD

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +10

Senses: Listen +11, Spot +11, blindsight 120 ft., scent

Languages: Demonic (understand only)

Dodge Defence: 20

Hit Points: 31 (7 HD); DR 3

Saves: Fort +7, Ref +10, Will +6

Speed: 20 ft., fly 60 ft (good)

Melee: 2 claws +12 finesse (1d4+3)

Base Atk +7; Grp +10

Special Attacks: Clammy Prison, Envelop (2d6+4 plus clammy prison), Improved Grab

Abilities: Str 17, Dex 20, Con 11, Int 6, Wis 12, Cha 14

Special Qualities: Manifest, Rubbery Flesh

Feats: Great Fortitude, Flyby Attack, Track

Skills: Hide +15, Move Silently +15, Sense Motive +11, Survival +11

Possessions: –

Advancement: 8–12 HD (Medium)

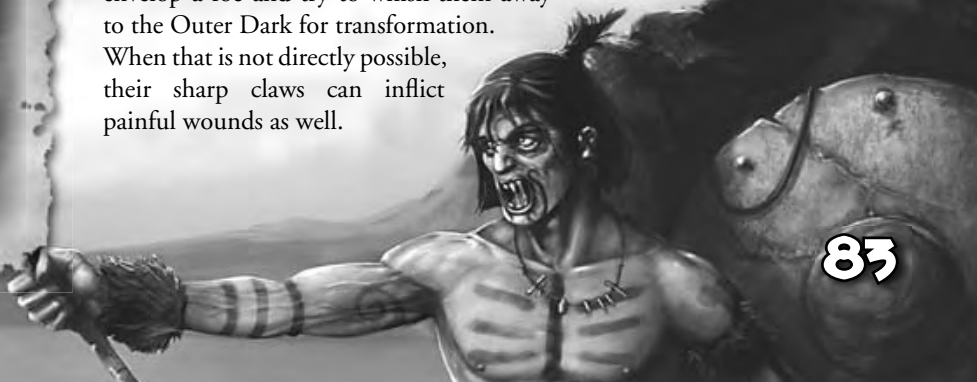
These rubbery bat-winged humanoids are a demonic presence from the inner reaches of the darkest souls, called forth by sorcerers to wing fallen souls back to the Outer Dark. They are mainly human in shape and size, but have no distinguishable facial features – save for a thin crease that could serve as a mouth if it were to scowl or grin.

Called night-fiends, night-gaunts, or simply gaunts of darkness, night-weirds are called up during the casting of the *draw forth the soul* spell to act as the vessel for the victim's soul. They can also be summoned with a *summon demon* spell but rarely serve as good targets for a *demonic pact* due to their lack of sorcerous knowledge and generally dull intellect. When summoned, a night-weird is most often used for unsubtle assassinations.

COMBAT

Night-weirds exist to carry off souls to become new night-weirds, so their most common form of attack is to simply envelop a foe and try to whisk them away to the Outer Dark for transformation.

When that is not directly possible, their sharp claws can inflict painful wounds as well.





Blindsight: Night-weirds have blindsight, the extraordinary ability to use a combination of magical, non-visual senses to operate effectively without vision. This ability makes invisibility and concealment (even magical darkness) irrelevant to the night-weird. This ability operates out to a range of 120 feet. A night-weird cannot distinguish colour or visual contrast with its blindsight (which means it cannot read). It is immune to spells or spell-like effects with a range of Evil Eye and to other gaze attacks. The night-weird is immune to being blinded. Night-weird blindsight works underwater and in a vacuum.

Clammy Prison: A night-weird that has successfully enveloped its target (see below) imprisons him in its clammy grasp, smothering him with its wings and crushing him with its sinewy strength. In addition to the damage dealt by the envelop attack, a night-weird that has successfully enveloped a target forces him to make a Will saving throw DC 15 or be stricken with horror at his fate. A character so stricken has a -4 circumstance penalty to all attack rolls, grapple checks and saving throws until he can escape from the night-weird's grasp or be rescued somehow.

Envelop: With a successful grapple check a nightweird can inflict 2d6+4 damage. This represents a combination of crushing damage and rending from claws and brute strength. Furthermore, its clammy embrace is extraordinarily difficult to escape from (see clammy prison, above).

Improved Grab: To use this ability, a night-weird must hit with its claw attack.

Manifest: As a standard action, the night-weird can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. Note that a night-weird who has enveloped a target may not manifest until it releases him; if it wishes to turn him to a night-weird himself, it must carry him off to the Outer Dark by flying him there.

Rubbery Flesh: Night-weird flesh is so resilient and rubbery that their Damage Reduction is increased to 6 against bludgeoning weapons and bludgeoning weapons do not count as having any AP against night-weirds.

Skills: A night-weird gains a +4 circumstance bonus on all Survival checks made for tracking purposes.

NORDWOLF

Large Animal

Climate/Terrain: Cold to arctic plains, woods and mountains

Organization: Solitary, pair, or pack (4-8)

Initiative: +6

Senses: Listen +2, Spot +2, low-light vision, scent

Languages: -

Dodge Defence: 15

Hit Points: 45 (6 HD); DR 3

Saves: Fort +10, Ref +7, Will +3

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Bite +6 (2d6+4, AP 3) and 2 claws +1 (1d6+3, AP -)

Base Atk +4; Grp +11

Special Attacks: Rend, Trip

Abilities: Str 17, Dex 14, Con 16, Int 2, Wis 13, Cha 6

Special Qualities: -

Feats: Endurance, Great Fortitude, Run, Track

Skills: Hide +0 (+4), Jump +4, Survival +5

Possessions: Metallic objects taken as den-trophies

Advancement: 7-10 HD (Large), 11+ HD (Huge)

In the northern hills and evergreen forests of Nordheim and Hyperborea there roams a species of massive wolves as large as horses that hunts man as well as beast. In the cold and frozen north, carnivores must take whatever they can in order to stay well fed, and the vicious nordwolf is no exception. When food is scarce, packs of these massive predators can be found as far south as Cimmeria or even Brythunia, often trailing after wintering caravans.

These massive beasts are five to six feet at the shoulder, nearly two-thirds that length wide, and sometimes eight feet from nose to tail. They are coated in thick white or grey fur, have piercing blue eyes, and a maw filled with curved teeth as long as a man's hand. When a nordwolf pack comes to hunt in the area, only the bravest of warriors or hunters dares confront them with anything short of a militia behind them.

COMBAT

Nordwolves fight very much like their smaller cousins, tripping up foes in order to set their weight upon them and pull them apart with their powerful jaws. Nordwolves are smarter than their kin, however, and reaching up to pull a man from his mount is just as possible a tactic for these beasts as going after the mount itself - depending on what would be easier for the nordwolf at the time.





Rend: A nordwolf can make a rend attack for 4d6+6 damage with a successful grapple check.

Tenacity: Nordwolves are raised in harsh environments filled with dangerous predators, and fighting to the bitter end can be the difference between starving and surviving. Nordwolves can fight beyond reaching 0 hit points, requiring a DC 15 Fortitude save each round they are in negative hit points to stay conscious.

Trip: A nordwolf that hits with a normal bite attack (non-rendering) can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the nordwolf.

Skills: Nordwolves receive a +4 racial bonus to Survival checks when tracking by scent and a +4 racial bonus to Hide checks when in snowy terrain.

ORISHA

Medium Monstrous Humanoid

Climate/Terrain: Any mountains

Organization: Solitary, pair or pack (3-5)

Initiative: +9

Senses: Listen +2, Spot +2, darkvision 120 ft., scent

Languages: Atlaian

Dodge Defence: 15

Hit Points: 25 (3 HD); DR 3

Saves: Fort +7, Ref +5, Will +1

Speed: 30 ft., climb 20 ft.

Space: 5 ft.; **Reach:** 10 ft.

Melee: 2 claws +8 finesse (1d6+3)

Base Atk +3; Grp +6

Special Attacks: Wounding

Abilities: Str 16, Dex 19, Con 18, Int 7, Wis 10, Cha 1

Special Qualities: Light Blindness

Feats: Alertness, Weapon Focus (claws)

Skills: Climb +11, Hide +4, Move Silently +4

Possessions: -

Advancement: 4-6 HD (Medium), 7-9 HD (Large)

The orisha are an ancient race of primitive humanoids that lurk in the peaks and valleys of many mountain ranges, but have been attributed specifically to the Ogun range. These carnivorous ambushers have a lupine cast to their woolly bodies, with long limbs that end in savagely long claws. These claws are just as useful for scaling mountain cliffs as they are for puncturing armoured targets, allowing the orisha to move freely in their home territory and dispatch their prey with little worry.





These grey and shaggy humanoids are rarely seen due to their strange and violent aversion to light (even moonlight), but their long and haunting howls to one another can be heard for miles at night on the mountain trails.

Between their inherent fear of light and their instinctual ambush tactics, it is often too late to notice an orisha when it attacks.

COMBAT

The orisha use their natural surroundings to set up elaborate ambushes in order to sweep in and slash up their prey before vanishing again. While the prey is dealing with horrible, ragged wounds that bleed and bleed, the orishas may return to inflict more wounds – eventually coming in to claim every bit of prey they can.

Light Blindness: As innately nocturnal creatures, the orisha have developed a severe fear of light. This imposes a -4 penalty on all actions and attack rolls when exposed to any natural light, even moonlight. This penalty is reduced to -1 if only in the radius of an artificial light source (torch, campfire, or similar).

Wounding: The orisha's claws are sickle-like and long, allowing them to inflict terrible wounds when they slice flesh. Anything that suffers at least one point of damage from an orisha's claw attack will continue to lose one hit point per round after the initial wound. This blood loss is cumulative from multiple wounding strikes, and it requires a DC 15 Heal check (as a full round action) to staunch the bleeding.

Skills: The orisha's claws and long limbs give it a +8 racial bonus to all Climb checks. An orisha can take 10 on Climb checks even when rushed or threatened.

PICTISH HOUND

Medium Animal

Climate/Terrain: Any woods or plains

Organization: Solitary or pack (5–12)

Initiative: +5

Senses: Listen +2, Spot +2, low-light vision, scent

Languages: –

Dodge Defence: 13

Hit Points: 13 (2 HD); DR 1

Saves: Fort +5, Ref +5, Will +1

Speed: 40 ft.

Melee: Bite +4 (1d4+3, AP –)

Base Atk +1; Grp +4

Abilities: Str 16, Dex 14, Con 14, Int 2, Wis 12, Cha 6

Feats: Track

Skills: Hide +6, Jump +6, Move Silently +6, Survival +5

Possessions: –

Advancement: 3–5 HD (Medium)

A crossbreed between the common dog and the wolves of the Pictish Wilderness, Pictish hounds are shaggy canines that can be as large as an adult human when fully grown. They are loyal pets and guardians to the Pict tribes, and many Pict camps will have at least one pack of the beasts lurking around to serve as protectors, hunters and scouts.

Their matted fur is naturally brown or black in colour, but many tribes cut or dye their hounds' fur to match their warpaint or dressings, making for some rather odd-looking canines to be found in the Wilderness. Although they are frequently found in Pict camps, there are many packs of wild hounds to be found roaming the land, likely freed by inter-tribal warring.



COMBAT

Pictish hounds deal with conflict like any other canine – with loud barking and sharp teeth. Some are equipped with crude barding or muzzle-guards by their masters, but that may or may not do anything to aid the beast in combat.

Skills: Pictish hounds have a +4 racial bonus on Hide, Jump and Move Silently checks.

RIDERS OF OLLAM-ONGA

Medium Outsider [demon]

Climate/Terrain: Any land

Organization: Solitary or patrol (2–7)

Initiative: +8

Senses: Listen +10, Spot +10, fast tracking

Languages: Demonic

Dodge Defence: 17

Hit Points: 33 (6 HD); DR 4

Saves: Fort +6, Ref +8, Will +6

Speed: 30 ft.

Melee: 2 claws +9 (1d8+3 plus 2d6 hellfire, AP –)

Base Atk +6; Grp +9

Magic Atk: +6

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*

Power Points: 11 (max 22)

Special Attacks: Hellfire, Windblast

Abilities: Str 17, Dex 16, Con 13, Int 10, Wis 13, Cha 17

Special Qualities: Fast Tracking, Manifest, Regeneration 2, Uncanny Steed

Feats: Mounted Combat, Spirited Charge, Ride-by Attack, Track

Skills: Balance +12, Handle Animal +14, Intimidate +12, Ride +16, Search +9, Survival +12

Possessions: –

Advancement: By character class (usually nomad)

The riders of Ollam-Onga are black-clad horsemen riding demonic steeds of jet black in service to the demonic lord of Gazal. They are made up of flowing cloaks of black that only show skeletal black claws and flickering eyes of fire from under their billowing cowls. Even when the riders' steeds are running at full speed, their cowls do not fall back to their shoulders. In fact, the faster they ride the more their cloaks open up to look like batwings behind them. Although they are roughly human sized and shaped, their bodies cannot be shown in detail.

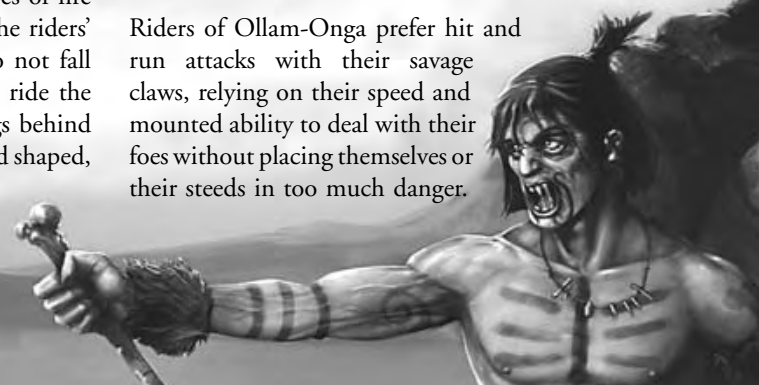


There are only seven riders of Ollam-Onga and they have a personal connection to the archdemon – performing his every wish and request, even serving his powerful priests and worshippers if told to do so. Should the actual archdemon Ollam-Onga be defeated or destroyed, all seven riders will appear within 1d6 hours to avenge him and protect his remains.

A rider of Ollam-Onga who is summoned with a *summon demon* spell or similar will only come if there is already an uncanny steed (see page 112) present, ready for him to mount and command. Furthermore, riders of Ollam-Onga can only be summoned by a *summon demon* spell if the sorcerer is a worshipper of Ollam-Onga, or has a *greater demonic pact* with the archdemon.

COMBAT

Riders of Ollam-Onga prefer hit and run attacks with their savage claws, relying on their speed and mounted ability to deal with their foes without placing themselves or their steeds in too much danger.





For eternal servants of an archdemon, they tend to fight like cowards.

Fast Tracking: A rider of Ollam-Onga can track without penalty while moving at the full speed of his mount.

Hellfire: Every time a rider of Ollam-Onga hits a target, its touch burns painfully. This deals +2d6 fire damage that is not affected by armour. A target who takes damage from hellfire may only take either a move or standard action on the following round due to the pain from the attack.

Manifest: As a standard action, a rider of Ollam-Onga can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Windblast: At the cost of three Power Points riders of Ollam-Onga may conjure up a magical blast of wind that can knock over opponents and render missile fire ineffective. This blast of wind originates from the rider and moves in the direction the rider is facing. The force of the windblast automatically extinguishes candles, torches and similar unprotected flames, affecting an area 10 feet wide and 100 feet long. Creatures caught in the area must make a Fortitude save (DC set by the magic attack roll of the rider) or be knocked prone. Mounted targets can use their Ride skill instead of their Fortitude save, suffering 1d6 damage if they fail and fall from the mount. A windblast can also do anything that a surge of wind could do naturally – such as blow vapour or dust away, knock over tents and awnings, and so on.

Uncanny Steed: Each rider of Ollam-Onga rides an uncanny steed summoned for it (see page 112 for details).

Skills: Riders of Ollam-Onga gain a +4 racial bonus to all Ride checks and a +2 racial bonus to all Handle Animal and Survival checks. They gain Track as a bonus feat.

RISEN DEAD

Medium Undead

Climate/Terrain: Any land and underground

Organisation: Gang (2–5), squad (6–10), or mob (11–20)

Initiative: +0

Senses: Listen +0, Spot +0

Dodge Defence: 10

Hit Points: 19 (3 HD);

DR –

Saves: Fort +1, Ref +0, Will +3

Speed: 20 ft.

Melee: Slam +4 (1d6+3, AP –)

Base Atk +1; Grp +4

Abilities: Str 17, Dex 8, Con –, Int –, Wis 10, Cha 1

Special Qualities: Limp Stumble, Mindless, Undead Traits

Advancement: 4–5 HD (Medium)

Sorcerers and demons have been calling the recently dead to walk again and fight on their behalf for centuries, leaving teeming masses of the risen dead in temples, caverns and grave sites all over Hyboria. They are not terribly effective warriors, but they are the personification of resilience.

COMBAT

Risen dead are slow and steady, pulling and clawing with their fingers or tearing with their blunt teeth when they get their hands on their foes. Although they are not especially good combatants, they often come in numbers and cannot be ignored.

Limp Stumble: A risen dead moves and fights with a very awkward staccato movement that makes them ineffectual and eerie in combat. A risen dead can only make *either* a move or standard action per combat round but never both.

RIVER LION

Large Animal

Climate/Terrain: Warm rivers and lakes

Organization: Solitary or pair

Initiative: +11

Senses: Listen +7, Spot +6, low-light vision, scent

Languages: –



Dodge Defence: 15
Hit Points: 57 (6 HD); **DR** 2
Saves: Fort +10, Ref +7, Will +2

Speed: 30 ft., swim 50 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: Bite +7 (1d8+3, AP 3) and 2 claws +2 (1d4+3, AP -)
Base Atk +4; **Grp** +11
Special Attacks: Improved Grab, Savage Roll

Abilities: Str 16, Dex 14, Con 20, Int 2, Wis 11, Cha 7
Special Qualities: Hold breath
Feats: Alertness, Improved Initiative, Run
Skills: Swim +8
Possessions: -
Advancement: 7-10 HD (Large)

A large and powerful prehistoric cousin to the river otter, river lions are sleek and muscular mammals that glide through the rivers and lakes of Argos, Zingara and Aquilonia in search of sizable prey to sate their fast metabolism. With sharp claws and tusked jaws, a single river lion can be a deadly surprise for swimmers or boaters.

A single river lion is roughly seven feet in length from its tapered, tusked snout to the end of its slender tail. Covered in oily tan fur, they sun themselves on rocks and shores for much of the morning before plunging into the water in search of drinking deer, swimmers and other possible targets for their bloody ambushes.

COMBAT

River lions often use the element of surprise to shoot out of the surface of the water and grab an unsuspecting victim in their tusked jaws before beginning to thrash and flip wildly to tear off pieces of the target. If forced into a prolonged conflict, a river lion's claws are sharp and long, but they prefer to use hit and run tactics to kill their prey.

Improved Grab: To use this ability, a river lion must hit with its bite attack.

Hold Breath: A river lion can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Savage Roll: River lions use their tusks to get hold of a target and pull off pieces of flesh for easier eating, so they instinctually roll rapidly in the water to do so. River lions performing the savage roll action in a

grapple inflict their bite damage and automatically threaten a critical hit – they do not need to roll to hit, merely to confirm the potential critical hit for double normal damage (without the normal penalty for attacking while grappling).

Skills: River lions have a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check and can perform the run action while swimming. River lions also receive a +4 racial bonus to Hide and Move Silently checks while in the water.

SABRE-TOOTH

Large Animal
Climate/Terrain: Temperate and warm forest
Organisation: Solitary, pair or pack (4-9, plus 2-8 young)
Initiative: +5
Senses: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 13
Hit Points: 42 (5 HD); **DR** 4
Saves: Fort +10, Ref +5, Will +3

Speed: 30 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: 2 claws +9 melee (1d10+7, AP -), bite +4 melee (2d10+3 plus puncture, AP 8)
Base Atk +3; **Grp** +14
Special Attacks: Improved grab, pounce, rake 1d10+3, puncture, tooth breaking

Abilities: Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Feats: Alertness, Great Fortitude
Skills: Balance +7, Hide +7, Listen +5, Move Silently +9, Spot +5, Swim +12
Advancement: 6-10 HD (Large)

Sabre-tooths resemble tigers or other big cats in form but have minimal markings (their fur is typically a sandy colour all over) and extremely powerful forequarters in comparison to other big cats. Even their hindquarters are more powerful than those of a lion. This makes them very strong but their bulk makes them slower than most big cats and contributes to their quick and savage hunting style. Their most distinctive feature, though, is the pair of vast teeth that give them their name. These are huge curved fangs, bigger than daggers and capable of inflicting the most devastating injuries. Though





these fangs are enormously powerful weapons, they are far more brittle than smaller fangs and older sabre-tooths often have one or both of their great teeth broken off.

Sabre-tooths are not so common as in former times now that humanity and wild cats have spread over many of their old hunting grounds. They can still be found deep in the forests of the Pictish Wilderness and shamans of the Pictish race often call upon them as powerful allies.

COMBAT

Sabre-tooths prefer to stalk their prey. They will drop from a hidden position atop a tree or rock and slay their victims within instants. They will attack a large victim such as an elephant or bull until the sabre-tooth causes a puncture (see below), at which point the sabre-tooth will retreat until its victim bleeds to death. This allows the sabre-tooth to avoid the risk of injury, since although it is tough it must eat a fair amount to survive and any serious wound may impede its hunting ability to such a degree that it starves to death. In open combat with a determined and well-armed foe, the sabre-tooth will consider fleeing, particularly if it is injured.

Pounce: If a sabre-tooth charges during the first round of combat, it may make a full attack (plus two rake attacks) at the end of its movement.

Puncture: A bite attack from a sabre-tooth that scores a critical hit on an opponent is considered to have punctured a major blood vessel. The victim will lose one hit point per round (from blood loss) until the wound is treated (DC 15 Heal check) or they receive some sort of sorcerous healing.

Tooth Breaking: A sabre-tooth whose bite attack does maximum damage on a critical hit (that is, a roll

of 16 on 2d8 on a critical hit) loses one of its large canine teeth. This sticks in the wound and causes an additional 1d6 damage but the sabre-tooth's bite damage drops to 2d6+3 and it can no longer deal a puncture effect (see above). It is possible for the second canine to break off if maximum damage is done a second time (12 on 2d6), in which case the sabre-tooth's bite damage drops to 2d4+3.



Improved Grab: To use this ability, a sabre-tooth must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake: If a sabre-tooth is grappling it may make a rake attack with its rear claws. This attack has an attack bonus of +9 and deals 1d10+3 damage with no AP. Rake attacks do not suffer the usual -4 penalty for attacking with weapons while grappling. If a sabre-tooth uses its pounce ability, it may make two rake attacks in addition to its normal attacks.

Skills: Sabre-tooths receive a +6 racial bonus to Balance, Hide and Move Silently checks.

In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

SAURIAN

Huge Animal

Climate/Terrain: Warm forests

Organization: Solitary, pair, or pack (3-6)

Initiative: +8

Senses: Listen +10, Spot +10, low-light vision, scent

Languages: -

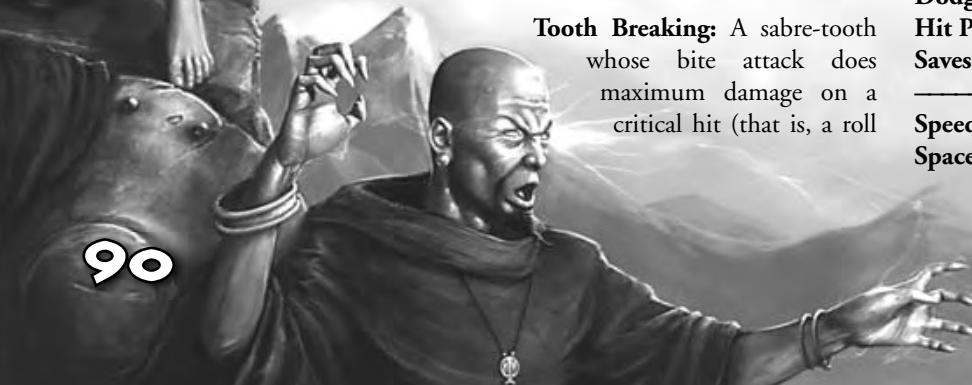
Dodge Defence: 16

Hit Points: 84 (8 HD); DR 3

Saves: Fort +11, Ref +8, Will +4

Speed: 40 ft.

Space: 15 ft.; **Reach:** 10 ft.





Melee: Talons +9 (2d8+5, AP 5) and 2 foreclaws +4 (1d4+2, AP 2) and bite +4 (2d6+2, AP 5)

Base Atk +6; **Grp** +19

Special Attacks: Pounce

Abilities: Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10

Special Qualities: –

Feats: Run, Toughness, Track

Skills: Hide +5, Jump +13, Survival +10

Possessions: –

Advancement: 9–16 HD (Huge),

17–24 HD (Gargantuan)

A hulking bipedal reptile similar to some dinosaurs (see page 20), the saurians are ancient predators that live in some of Hyboria's oldest forests and hunt down large animals and wayward travellers with equal fervour. Twelve feet in height and twice that in length, a single saurian is a deadly opponent with interlocking teeth, wicked claws, and scythe-like talons at the end of its corded legs. Saurians rarely give their target a chance to fear them – for the attack is already over and the target dead in a single strike.

COMBAT

Saurians hide in high foliage for as long as they can before leaping out feet-first upon a single target, slashing into it and pinning it to the ground in order to begin feasting. If forced to battle for prolonged amounts of time, a saurian will single out an opponent until it is incapacitated rather than attacking randomly.

Pounce: If a saurian performs a charge action it may still make a full attack action at the terminus of its charge.



Skills: The saurian has a +8 racial bonus on Jump, Listen, Spot and Survival skill checks due to their natural predatory instincts and physiology.

SEA FIRE

Medium Outsider [demon]

Climate/Terrain: Aquatic

Organization: Solitary

Initiative: +8

Senses: Listen +5, Spot +5

Languages: Demonic (understand only)

Dodge Defence: 15

Hit Points: 9 (2 HD); **DR** Total

Saves: Fort +3, Ref +8, Will +3

Immunities: Physical damage

Weaknesses: Fire and silver do normal damage

Speed: Fly 20 ft. (perfect)

Melee: –

Base Atk –; **Grp** –

Magic Atk: +7

Special Attacks: Confuse, Summon Monsters

Abilities: Str –, Dex 20, Con 10, Int 2, Wis 10, Cha 20

Special Qualities: Manifest

Feats: Skill Focus (Intimidate)

Skills: Intimidate +13, Profession (sailor) +5

Possessions: –

Advancement: 3–6 HD (Large)

The demon known as sea fire is a strange and bodiless being that cannot actually be seen unless it is dancing in and out of the waves at night as it plays with the unfortunate sailors it leads to their deaths. They are utterly invisible during the day, and come to glowing life at night in order to call forth the minions of the sea to catch the sailors that they lure to the foamy water.

Sailors that see sea fire, the demon or the natural phenomenon, will generally hoist sails and cower under the decks until the unlucky man (the one who drew deck detail) playing lookout gives the signal that the floating orbs of wispy light have passed.





Sea fire can be summoned with a *summon demon* spell, and can only be told apart from common quirks of the weather that can be found in the ocean mists when it pulsates or moves *against* the breeze or wind, which may require a Spot check (opposed by the sea fire's Hide check).

COMBAT

Sea fire does not actually combat its foes; instead it tries to lure sailors to their deaths at the jaws and claws of the sea beasts it can summon. If it is actually threatened in a way that can harm it, it will vanish back to the Outer Dark.

Confuse: Once per round the sea fire may target one sentient being within 60 feet of itself in order to mystify and confuse it. The target must make a Will save (DC set by the sea fire's magic attack roll). If the target is successful, it is immune to any further sea fire confuse abilities for one week. If it fails, it then receives a -4 competence penalty to all Profession skill checks for the next seven days.

Immunities: Sea fire are immune to all physical damage, except that dealt by objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver jewellery, candlesticks, mugs, etc. could be used.

Manifest: As a standard action, the sea fire can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Summon Monsters: Once per day the sea fire may attempt to summon up to 30 HD of local aquatic animals to its location. This ability has a 30% chance of success. The summoned creatures arrive in 1d4 hours to the point they were summoned, and are instantly considered hostile to anything in the water not summoned by the sea fire.

SERPOPARD

Medium Magical Beast

Climate/Terrain: Warm and temperate forests

Organization: Solitary or pair

Initiative: +9

Senses: Listen +3, Spot +3, low-light vision, scent

Languages: -

Dodge Defence: 16
Hit Points: 22 (3 HD);
DR 2

Saves: Fort +3, Ref +9, Will +4

Speed: 50 ft.

Melee: Bite +7 finesse (1d8+3) and 2 claws +2 finesse (1d4+1)

Base Atk +3; **Grp** +6

Special Attacks: Improved Grab, Pounce, Rake (1d4+1)

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Special Qualities: -

Feats: Alertness, Skill Focus (Climb)

Skills: Balance +6, Climb +10, Hide +8, Jump +11, Move Silently +8

Possessions: Anything made of polished metal

Advancement: 4-5 HD (Medium)

An ancient beast from the age of Set, the serpopard is a strange creature that has been seen on many Stygian engravings from the origins of their religion. It is a beast with the body of a great cat topped with a long and serpentine neck that ends in a draconic or crocodilian head filled with savage teeth.

Serpopards are rare in the current age, living mostly in thick forest ruins that were once holy sites to the worshippers of Set. They hunt alone or in pairs, scouring the forest for small game animals and wayward travellers to set upon and devour.



COMBAT

Serpopards generally lurk in the low branches of trees awaiting their chosen prey, leaping down upon it with their claws and tearing off great chunks of flesh with their reptilian teeth. If a battle goes on too long, a serpopard will likely try to escape rather than possibly suffer serious injury.

Improved Grab: To use this ability, a serpopard must hit with its bite attack.

Pounce: If a serpopard charges a foe, it can make a full attack, a rake attack.

Rake: Attack bonus +7 finesse, damage 1d4+1.

Skills: Serpopards have a +4 racial bonus to Hide and Move Silently checks, and a +8 bonus to Jump checks.

SERVITOR OF QUF-JUSHKE'EEN

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +6

Senses: Listen +15, Spot +15

Languages: Demonic

Dodge Defence: 17

Hit Points: 67 (9 HD); **DR** 4

Saves: Fort +9, Ref +6, Will +9

Speed: 20 ft. (legs) or 40 ft. (tentacles)

Melee: 8 tentacles +16 (1d8+6) and bite +13 (1d6+6, AP 2)

Base Atk +9; **Grp** +15

Magic Atk: +8

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*

Power Points: 13 (max 26)

Special Attacks: Constrict, Improved Grab, Slime

Abilities: Str 23, Dex 10, Con 17, Int 12, Wis 17, Cha 19

Special Qualities: Manifest, Slime

Feats: Blindfight, Dodge, Multiattack, Weapon Focus (tentacle)

Skills: Craft (herbalism) +13, Heal +9, Hide +12, Jump +18, Knowledge (arcana) +13, Move Silently +12, Perform (dance) +11, Sense Motive +15

Possessions: –

Advancement: By character class (usually scholar or barbarian)

Created by the demon-god of the monstrous ghouls, Quf-jushke'een, these hideous demons are hulking lumps of toad-like flesh that are covered in thorny protrusions. Equipped with a maw of fangs and crooked teeth, three sets of red, glowing eyes, and a mass of slimy tentacles acting as forelimbs, the servitors of the ghoul-god are horrors that exist to serve their foul master and feast upon the flesh of all who stand before them.

The servitors can either waddle forward on their rear legs at its normal rate, or it can slither forward on its tentacles at its increased speed. If it moves in this way it cannot make tentacle attacks for 1 round due to the rearranging of its tentacles.

Servitors of Quf-jushke'een are most commonly summoned to hunt down and devour the enemies of the sorcerer who summons them.





They may also make reasonably useful teachers for sadistic sorcerers to enter into demonic pacts with. Though they only know the Summoning sorcery style they will gladly pass that information on to any the sorcerer wishes – if only to ensure more servitors are called to Earth.

COMBAT

The servitors fight in a straightforward manner, crashing forward into their enemies with their tentacles in order to draw them into their mouths to be devoured.

Constrict: The servitor can deal 1d8+6 points of crushing damage (no AP) with a successful grapple check.

Improved Grab: To use this ability the creature must hit an opponent with a tentacle attack.

Manifest: As a standard action, the servitor of Quf-jushke'een can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Slime: A servitor of Quf-jushke'een produces a greasy, black slime over its body at all times. If this slime is taken orally or smeared onto bare flesh it acts as a drug, providing a sexual high. Characters in contact with the slime must make a DC 13 Fortitude save or be unable to take any non-sexual actions for 1d4 hours. Anyone under the influence of servitor slime is considered *entranced* for the purposes of other effects and spells.

SHAMBLING BOAR-THING

Medium Monstrous Humanoid

Climate/Terrain: Warm forests

Organization: Solitary

Initiative: +8

Senses: Listen +4, Spot +4, darkvision 60 ft., scent

Languages: –

Dodge Defence: 14

Hit Points: 26 (4 HD); DR 4

Saves: Fort +5, Ref +4, Will +2

Speed: 40 ft., climb 20 ft.

Melee: Gore +9 (2d6+7, AP 6) and 2 slams +4 melee (1d4+5, AP –)

Base Atk +4; **Grp** +9

Abilities: Str 20, Dex 16, Con 13, Int 5, Wis 12, Cha 6

Special Qualities: –

Feats: Improved Initiative, Toughness

Skills: Climb +9, Hide +7, Jump +5, Move Silently +4

Possessions: Broken armour and torn clothing from past kills

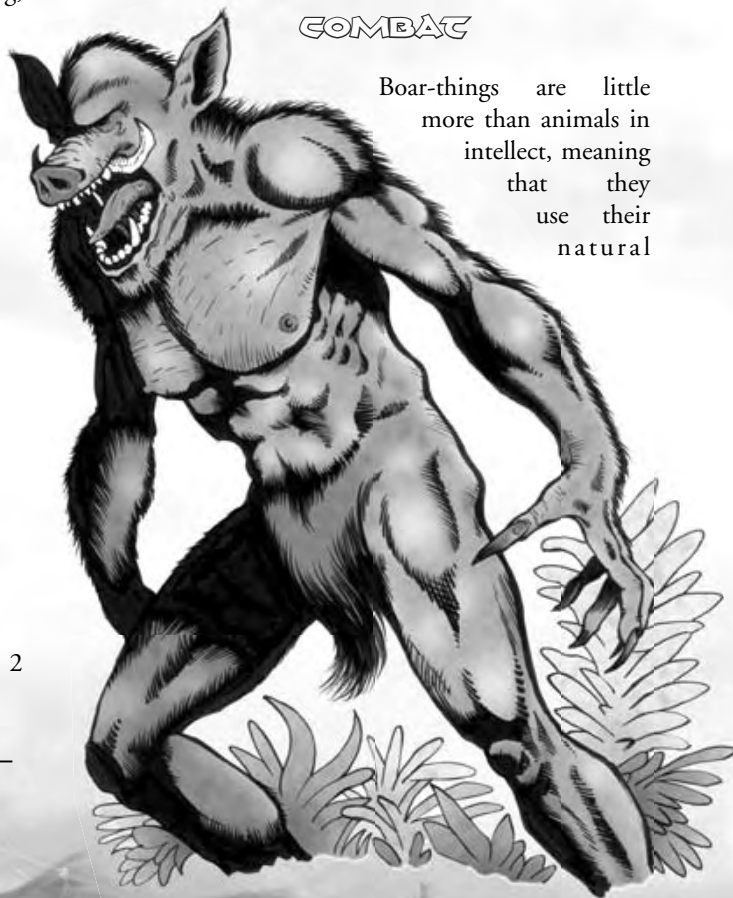
Advancement: 5–9 HD (Large)

Native to Kush and the surrounding jungles and forests, the shambling boar-things look as though they might be a demon or sorcerous creation made from man and boar. Much to the opposite, these hulking masses of muscle and fur are actually an ancient throwback to the times when beasts and men were much one and the same. They have lived hidden away in the dark parts of the jungle, stalking and killing their prey without outside notice or interference.

Shambling boar-things are five to six feet tall at their bent shoulders, covered in tufts of wiry black hair, and have the long arms of an ape or baboon. Their heads are that of oversized boars, with feral yellow eyes darting from under bony brows in search of prey. Two curving tusks sprout from their upper jaws, but many of their teeth are pointed and dense for the tearing of flesh and plant matter alike.

COMBAT

Boar-things are little more than animals in intellect, meaning that they use their natural



weaponry to deal with anything that confronts them. They tear with their tusks and pummel with their fists, but their most fearsome weapon is their uncanny stealth and their ability to lay a deadly ambush.

Skills: Shambling boar-things have a +4 racial bonus on Climb and Hide checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

SIREN

Medium Outsider [demon]

Climate/Terrain: Aquatic

Organization: Solitary or coven (2–16)

Initiative: +11

Senses: Listen +16, Spot +16

Languages: Demonic, any human

Dodge Defence: 19

Parry Defence: 16 (only when armed)

Hit Points: 52 (10 HD); **DR** 5

Saves: Fort +8, Ref +11, Will +11

Speed: 30 ft., swim 30 ft.

Melee: Slam +14/+9 finesse (1d6+2)

Base Atk +10; **Grp** +12

Magic Atk: +11

Sorcery

Summoning – *greater demonic pact, summon demon, summon elemental*

Hypnotism – *all*

Power Points: 16 (max 32)

Abilities: Str 14, Dex 18, Con 12, Int 8, Wis 18, Cha 22

Special Qualities: Body Voice, Manifest, Waterbreathing

Feats: Adept (Hypnotism), Archer's Bane, Dodge

Skills: Bluff +18, Diplomacy +18, Knowledge (arcana) +6, Perform (dance) +18, Sense Motive +16, Swim +22

Possessions: Jewellery and discarded armour and weapons from past victims

Advancement: 9–18 HD (Medium)

Sirens are humanoid demons that have a naked female form covered in light green or blue scales, webbed fingers and toes, and glittering, slitted eyes. They are summoned to be the sexual playthings of twisted sorcerers but can often found seducing sailors to their deaths on the foaming shores of Hyboria. Even though sirens can speak in every known human tongue, they do not normally have to do so to get their dark intentions across to any man who looks upon them.

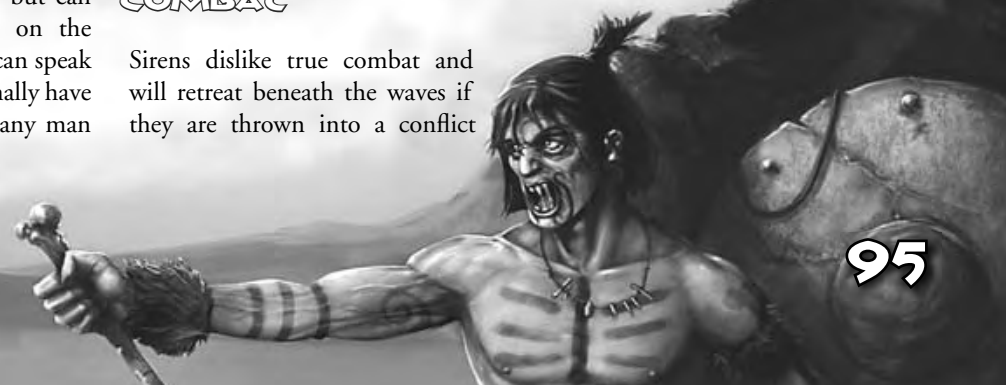


All sirens know how to cast spells from the Hypnotism sorcery style, but they generally focus upon *hypnotism*, *hypnotic suggestion* and *mass hypnotic suggestion* to better lure sailors from the safety of their ships. Once they have them in their clutches, it is a simple swim to the bottom to drown and devour them. Sirens are vastly more feared than nearly any other sea being, as entire weak-willed crews have been prey to a single siren over the course of just a few hours.

A siren can be summoned with a *summon demon* spell. Alternatively, it makes an excellent subject for a *demonic pact* spell. A siren's Hypnotism powers are innate rather than learned, so they cannot teach male sorcerers their spells; they are, however, fully capable of teaching them to women.

COMBAT

Sirens dislike true combat and will retreat beneath the waves if they are thrown into a conflict





that their spells cannot get the better of. Should they be forced to defend themselves, they will almost always grapple a target and try to drown them.

Body Voice: A siren's body language is so eloquent that any creature that can see them might fall under their dark power. They can use spells with the Evil Eye range on anyone who can see them – actual eye contact is not required.

Manifest: As a standard action, the siren can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Waterbreathing: Sirens can breathe underwater or in the air without hindrance or ill effect.

Skills: Sirens receive a +8 racial bonus to Swim checks and can always take 10 on Swim checks, even when rushed or threatened. They can also use the run action while swimming.

SMOKE-SERPENT

Medium Outsider [demon]

Climate/Terrain: Any land and underground

Organisation: Solitary

Initiative: +16

Senses: Listen +0, Spot +2

Languages: Demonic (understanding only)

Dodge Defence: 27

Hit Points: 39 (8 HD);

DR Total

Saves: Fort +6, Ref +16, Will +6

Immunities: All physical damage

Weaknesses: Silver does normal damage

Speed: 40 ft.

Melee: Strangle +19 finesse (grapple)

Base Atk +8; **Grp** +18

Special Attacks: Grapple

Abilities: Str 16, Dex 30, Con –, Int 1, Wis 10, Cha 1

Special Qualities: Immunities, manifest

Feats: Dodge, Toughness, Weapon Focus (strangle)

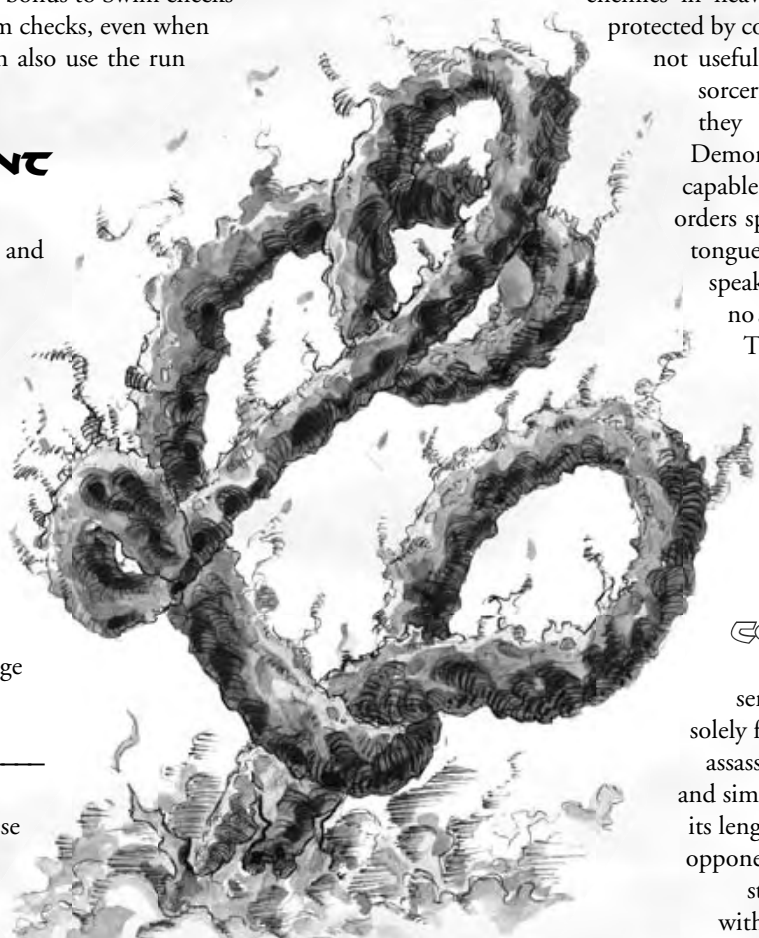
Skills: Hide +29, Move Silently +37, Spot +2

Advancement: 9–12 HD (Medium), 13–18 HD (Large), 19–24 HD (Huge), 25–30 HD (Gargantuan), 31–36 HD (Colossal)

Smoke-serpents are one of the more unusual demons to be summoned to Earth, with bodies composed of living smoke. They are usually blue in colour, though shades of green and purple have also been known.

Smoke-serpents are called up by sorcerers wishing to make public demonstrations of their power or to attack enemies in heavy armour or protected by cover. They are

not useful for teaching sorcery, as though they understand Demonic and are capable of following orders spoken in that tongue, they cannot speak it and know no sorcery styles. They are a weapon, and no more.



COMBAT

The smoke-serpent is made solely for combat or assassination, pure and simple. Winding its length around an opponent's throat, it strangles them within moments.

Grapple: The smoke-serpent's main attack is a grapple. It makes its grapple attempt as usual. If it succeeds, it latches on to its opponent's neck, flowing



through his armour (if any) so as to completely bypass any protection it might offer. Once it is around the neck, it becomes partially corporeal; in this state, it is able to do damage to its opponent (2d6+3) each round with a successful grapple check but it loses some of the benefits of its immunities (see below).

Immunities: Smoke-serpents are immune to all physical damage, except that dealt by objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver jewellery, candlesticks, mugs, etc. could be used. As soon as a smoke-serpent begins to deal damage, however, it becomes partially corporeal and can be damaged by normal weaponry or other objects. A smoke-serpent that disengages from a grapple is no longer partially corporeal and may no longer be hurt by non-silver objects.

Manifest: As a standard action, the smoke-serpent can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Skills: The smoke serpent gains a +8 racial bonus to Hide checks, and a +16 racial bonus to Move Silently checks.

**Snake-men
(SERPENT-MEN,
CHILDREN OF SET)**

Medium Monstrous Humanoid

Climate/Terrain: Any

Organization:

Solitary or pair

Initiative: +4

Senses: Listen +6, Spot +8, darkvision 60 ft., scent

Languages: Serpentine, Old Stygian

Dodge Defence: 12

Parry Defence: 14

Hit Points: 14 (4 HD);

DR –

Saves: Fort +3, Ref +4, Will +4

Speed: 30 ft.

Melee: Bite +4 (1d4 plus poison, AP –) or poniard +4 (1d6+1, AP 2)

Base Atk +4; **Grp** +5

Magic Atk: +3

Sorcery

Counterspells – *warding, ward dwelling*

Hypnotism – *entrance, terrible fascination*

Summoning – *demonic pact, channel demon, master, aid me!*

Power Points: 7 (max 14)

Special Attacks: Poison

Abilities: Str 12, Dex 10, Con 8, Int 16, Wis 17, Cha 15

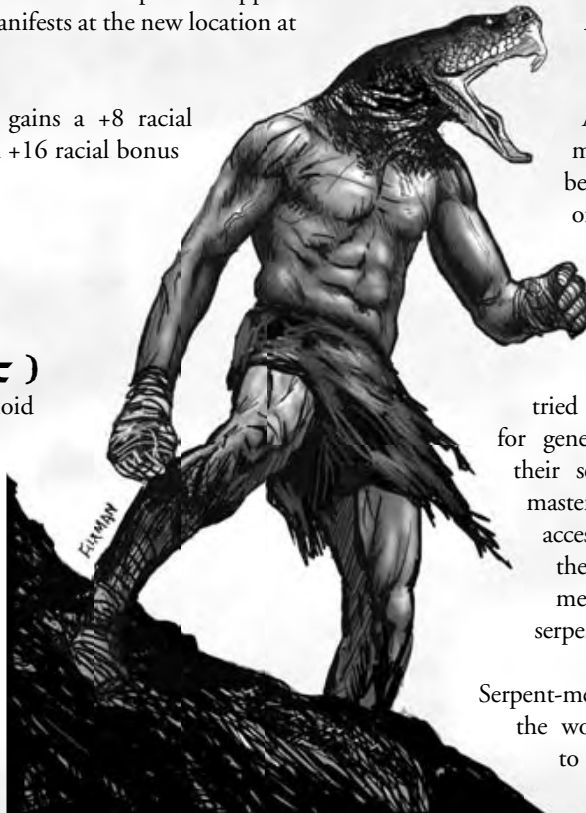
Special Qualities: Shape-shifting, Soul-enslavement

Feats: Alertness, Dodge

Skills: Bluff +11, Craft (alchemy) +10, Knowledge (arcana) +9, Sense Motive +12

Possessions: Jewellery, clothing, weaponry and occasional alchemical potions

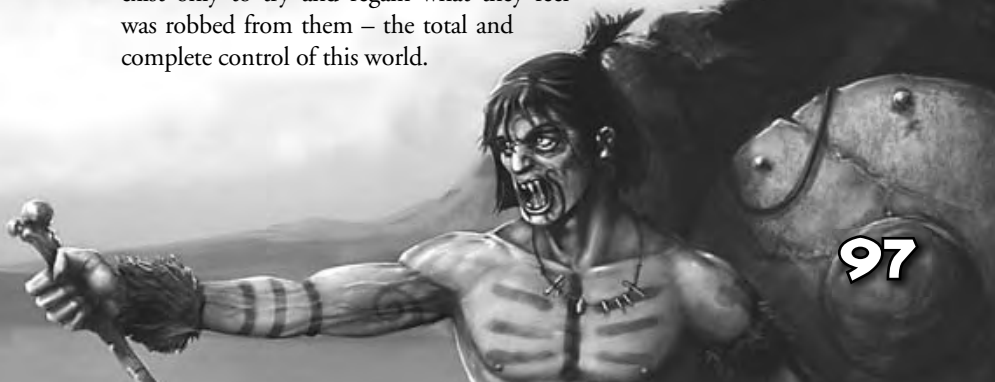
Advancement: by character class (usually scholar)



Ancient beings from the age before men, snake-men are humanoid beings with the necks and heads of gigantic serpents growing from between their shoulders. They have lived in the shadows of the world since the age where they ruled from their towers and cities. These abominations have tried to enslave the souls of mankind for generations upon generations from their secret lairs throughout Hyboria, mastering sorceries that only they have access to. From their ancient origins in the shadow of Yig and Set, the snake-men are the truest children of the serpent gods.

Serpent-men live hidden from the rest of the world, orchestrating dark schemes to enslave mankind and battle the heralds of the new age. They are dark and evil beings that

exist only to try and regain what they feel was robbed from them – the total and complete control of this world.





COMBAT

Snake-men that are forced to do direct battle with a foe use exquisitely crafted weaponry or their thick-fanged mouths to bite their foes. The poison inside of their glands is a potent and primordial cocktail of venoms, rotting flesh as well as robbing a target of breath *and* paralyzing their nerves – making even the slightest scratch from their fangs potentially fatal.

Poison: Anything that suffers damage from a snake-man's bite attack is also affected by the following poison:

Poison	Type	Damage	Saves	Save Interval
Snake-Man Venom	Injury DC 14 plus snake-man's Con bonus	1d3 Str and 1d2 Con	4	10 minutes/ 1 minute/ 1 minute/ 1 minute

Shape-shifting: Serpent-men can assume the shape of any human form they wish by weaving a web of sorcery around their faces as an actor might put on a mask. They gain a +10 magical bonus to any Disguise rolls they make during this time and can attempt to disguise themselves as someone specific. If a snake-man is killed, he automatically reverts to his natural state. While masked in this way any reflective surface will show the snake-man's true features. As a result they tend to favour dull metals and low lighting while masquerading as human.

Soul-enslavement: All serpent-men are taught spells and rituals that can bind the souls of the recently departed. The serpent-man needs to be left alone with the corpse of someone who died within the last minute (or is currently dying) for 10 minutes and spend four Power Points. If the spell is successful, the serpent-man has bound the victim's soul. The soul can form a greater component for magic items dealing with Necromancy or the acquisition of knowledge (see *Secrets of Skelos* for more information) or the snake man can keep

it with him to torture or consult for information. Every soul kept in this latter manner grants a +2 circumstance bonus to any Knowledge skill checks using Knowledge skills the victim possessed in life. In addition, souls may impart special knowledge known only to the victim. More powerful serpent-men are often adept at binding souls as haunting ghosts (see page 36).

A serpent-man cannot have more souls enslaved than his character level (if any) +4.

Skills: Snake-men gain a +2 racial bonus to Bluff and Sense Motive checks.



SPIDER THING

Medium Aberration

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +5

Senses: Listen +5, Spot +5, darkvision 60 ft., tremorsense 60 ft.

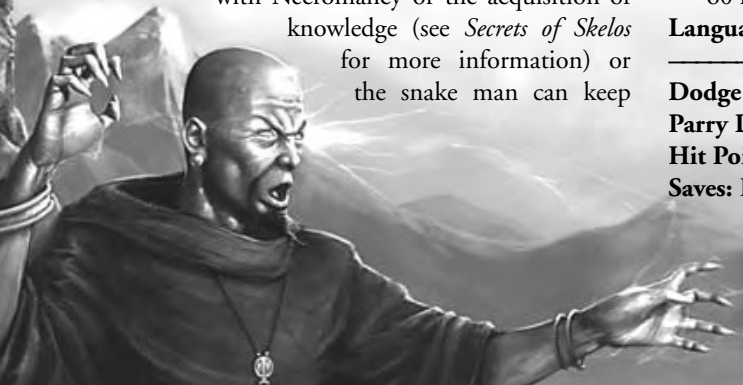
Languages: Demonic

Dodge Defence: 16

Parry Defence: 15

Hit Points: 68 (8 HD); **DR Total**

Saves: Fort +6, Ref +5, Will +8



Immunities: Physical damage

Weaknesses: Fire and silver do normal damage, -4 to saving throws vs. magic, tobacco allergy

Speed: 40 ft., climb 30 ft.

Melee: Broadsword +9/+4 finesse (1d10+2, 19-20/x2 critical, AP 5)

Ranged: Bow +9/+4 ranged (1d10+2, x3 critical, AP 6)

Base Atk +6; Grp +8

Special Attacks: Web

Abilities: Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8

Special Qualities: Aberration traits

Feats: Exotic Weapon Proficiency (Shemite bow), Point Blank Shot, Stealthy

Skills: Climb +10, Hide +9, Jump +6, Move Silently +9

Possessions: Bow, arrows, some coin and jewellery (5d6 x 3 worth in silvers)

Advancement: By character class (usually borderer or thief)

A sorcerous hybrid of demons and spiders, spider things are black-skinned monstrosities. They have demonic upper bodies topped with curling horns and sharply pointed ears behind a scowling human face framing glowing red eyes. Their lower bodies are that of a shining black spider, marked with yellow splotches and stripes.

Spider things are found most often in catacombs and underground caverns, where they make their web-filled dens a series of sticky traps that will alert them to the presence of intruders – and likely their next meal!

COMBAT

Spider things prefer to ambush prey that has become twisted up in their webs, using arrows from their bows to dispatch them before cutting them free to be eaten. If cornered a spider thing often resorts to climbing sheer surfaces to get to a better vantage point but can also fight capably in close combat with weapons taken from fallen enemies.

The spider thing presented here is equipped with a Shemite bow and broadsword, but they can and will use a wide variety of weapons if given the opportunity. Spider things are proficient with all martial weapons.

Allergies: Spider things are somehow allergic to tobacco and tobacco smoke. Being around the substance causes them to cough and sneeze, giving them a -2 penalty to Listen and Spot checks. This penalty is raised to -5 for Move Silently and Hide checks.

Immunities: Spider things are immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver buckles, candlesticks, mugs, etc. could be used.

Susceptible to Magic: The spider things are held together by a strange force of the arcane that leaves the beasts particularly weak against outside magic. Spider things suffer a -4 penalty to all saves versus magical effects.

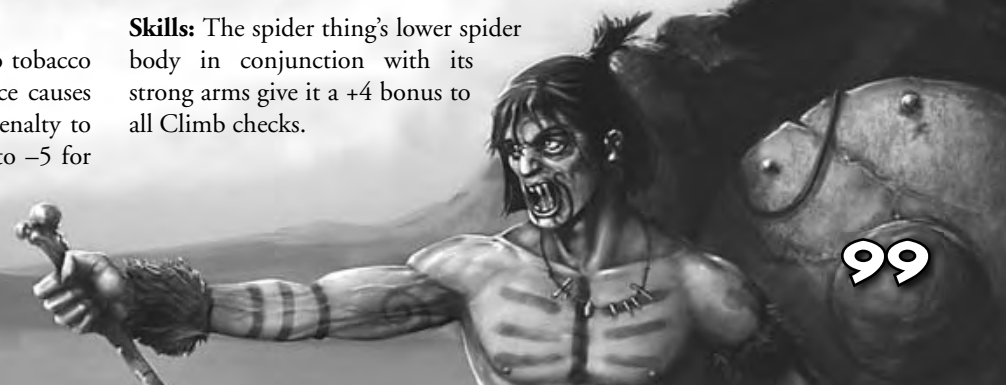
Tremorsense: A spider thing can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider thing's webs.

Web: Spider things often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider thing and one creature of the same size. Spider things can also throw a web six times per day. This has a maximum range of 50 feet, with a range increment of 10 feet and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC 16) or burst the web with a Strength check (DC 20). Both are standard actions. A creature snared by the web is entangled (see page 224 of *Conan the Roleplaying Game*).

Spider things often create sheets of sticky webbing around 20 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points and sheet webs have damage reduction 5. It is not possible to bypass this damage reduction with finesse but the webs burn well – fire bypasses this DR completely.

A spider thing can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: The spider thing's lower spider body in conjunction with its strong arms give it a +4 bonus to all Climb checks.





STARVED ONE

Large Undead

Climate/Terrain: Any

Organization: Solitary

Initiative: +5

Senses: Listen +6, Spot +6, darkvision 60 ft.

Languages: As host, plus Demonic

Dodge Defence: 13

Hit Points: 65 (10 HD); **DR** 3

Saves: Fort +3, Ref +4, Will +7

Speed: 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 claws +12 (1d6+7, AP 3) and bite +7 melee (2d4+3, AP 3)

Base Atk +5; **Grp** +12

Abilities: Str 24, Dex 12, Con –, Int 11, Wis 11, Cha 3

Special Qualities: Eternal, Flesh Consumption/Regeneration, Frightening Visage, Uncanny Dodge, Undead Traits

Feats: Improved Grapple, Improved Sunder, Power Attack, Track

Skills: Climb +15, Hide +5, Jump +15, Survival +8, Tumble +9

Possessions: –

Advancement: –

The starved ones are an ancient type of demonic spirit that can be summoned forth into a husk made from a mostly whole corpse by removing the corpse's spirit and trapping it in its liver. The summoner can then control the actions of the starved one to a great degree. To do this, a sorcerer must have a fresh corpse at hand while casting the *summon demon* spell and make a successful DC 15 Heal check as part of the ritual. If the check fails the starved one is created but is fully in control of its own actions. If the check succeeds, anyone holding the creature's removed liver can issue it verbal commands that it must obey.

Always retaining a certain amount of features from the host husk, the starved one also takes on the physical properties of anything it manages to devour. The strength, the resilience, even the physical look of the flesh (before

it was rent and chewed of course) becomes a part of the starved one. This is why it constantly eats certain pieces of certain targets depending on what the body is in need of at that time. Should the starved one ever reclaim its husk's liver (and therefore spirit) it will regain control over itself as it did once in life.

COMBAT

The starved one is a bestial combatant despite its humanoid frame. It uses its great strength and indomitable resistance to injury (at least permanent injury) to its advantage, gladly taking lesser blows to grapple with a particularly delectable morsel.

Beside its ability to devour and regenerate flesh, its iron-hard talons can inflict savage wounds.

Flesh Consumption/Regeneration:

The starved one is in an eternal state of decomposition and self-digestion, making its very existence a constant agony of hunger and decay. Each day the starved one loses 10% of its maximum hit points at sunrise as parts of itself decay. To combat these effects, the starved one must devour organs, flesh

and bones to regenerate lost tissue. Eating specifically what is missing (if it missing an eye, it eats an eye; a foot, a foot; and so forth) it regains 1 hit point per hit point of damage (or the equivalent) it inflicts with its bite attack. If simply feasting on dead or prepared meat, it regenerates 1d10 hit points per minute of non-stop feasting.

This regeneration then re-grows the missing flesh with attached amounts of the substance devoured. So, if the starved one is missing an eye and devours the bulging black eye of a cow it will regenerate its eye as a bulging black cow's eye. Torn or wounded muscles will grow back striped with different tones, textures and shapes of flesh, some even with the fur of the beast devoured!

Eternal: Should the starved one's husk ever be destroyed (brought to 0 hit points) it will collapse into a heap of



rotting meat and organs but will rise again at the next sunset with 1d6 hit points (and will have a lot of feasting to do to regenerate fully). The only way to permanently destroy a starved one is to force it to starve to death (that is, ensure it loses its final hit points to sunrise decomposition).

Frightening Visage: The starved one is a twisted undead host to a demonic spirit. It causes great terror in those who it attacks in melee, forcing a Will save at DC 14 with failure resulting in panicked fleeing for 1d3 rounds. Once this check has been passed, the target does need to make another for the rest of the combat.

STYGIAN SCARAB

Small Vermin

Climate/Terrain: Warm deserts and underground

Organization: Solitary or nest (5–20)

Initiative: +3

Senses: Listen +2, Spot +6, darkvision 60 ft., tremorsense 60 ft.

Languages: –

Dodge Defence: 14

Hit Points: 19 (3 HD); **DR** 3

Saves: Fort +6, Ref +3, Will +1

Speed: 30 ft., burrow 10 ft., fly 30 ft. (good)

Melee: Bite +5 (1d6+2 plus ability damage)

Base Atk +2; **Grp** +0

Special Attacks: Visceral Damage

Abilities: Str 14, Dex 14, Con 15, Int –, Wis 10, Cha 2

Special Qualities: Mindless, Vermin Traits

Feats: Alertness, Track

Skills: Climb +10, Hide +10, Survival +6

Possessions: –

Advancement: 4–5 HD (Small)

Stygian scarab beetles are housecat-sized insects that live a nocturnal cycle of seeking out fleshy meals to stave off the desert thirst. Although they are capable of rapid and well-controlled flight, they rarely do so due to the cost in energy, preferring to wait in burrows and sinkholes for nightfall before venturing out and trying to overtake sleeping travellers or their mounts.

Stygian scarabs come in three distinct varieties: emerald, gold and midnight. Emerald scarabs have a brilliant green hue to their exoskeletons and almost solely live underground in Stygian tombs and catacombs. Gold scarabs look as though they are carved from gilded metal and are amongst the most ferocious desert hunters, often



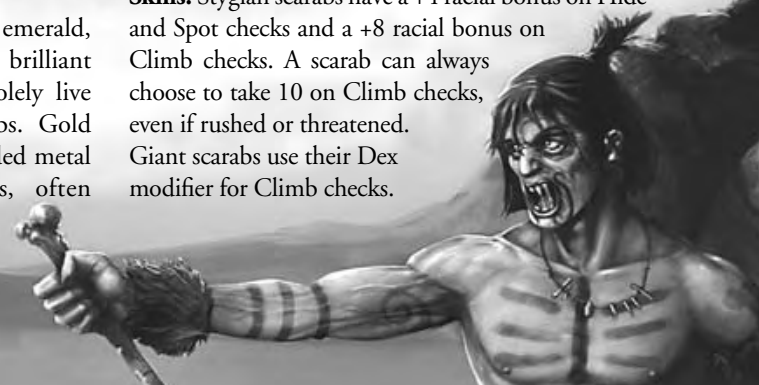
flying in packs to fall upon a single target like a plague of locusts. Midnight scarabs are an interesting oily black hue that takes on a rainbow of sheens at the right angle and tend to thrive near oasis water sources.

COMBAT

Stygian scarabs bite their foes with mouthparts that are not specifically designed for combat – pinching and tearing gobs of flesh instead of slicing or shearing it off like a normal predator.

Visceral Damage: The kind of wound that a scarab's mouthparts leave is extremely painful and damaging to the surrounding tissues. Whenever a scarab successfully inflicts damage upon a living target with its bite attack it also inflicts 1 point of temporary Dexterity or Strength damage (attacker's choice). These wounds are also notoriously hard to heal, adding +5 to the DC of any Heal skill checks made on someone wounded by a scarab.

Skills: Stygian scarabs have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A scarab can always choose to take 10 on Climb checks, even if rushed or threatened. Giant scarabs use their Dex modifier for Climb checks.





SWAMP DEMON, LESSER

Medium Monstrous Humanoid

Climate/Terrain: Any swamp or marsh

Organization: Solitary or tribe (10–25)

Initiative: +5

Senses: Listen +1, Spot +1, scent

Languages: Pidgin local tongue

Dodge Defence: 12

Hit Points: 22 (4 HD); DR 2

Saves: Fort +5, Ref +2, Will +1

Speed: 30 ft., swim 30 ft.

Melee: Claw +6 (1d6+3, AP 2)

Base Atk +4; **Grp** +6

Special Attacks: Ambush

Abilities: Str 14, Dex 12, Con 12, Int 3, Wis 10, Cha 3

Special Qualities: Amphibious

Feats: Blind Fight, Improved Grapple

Skills: Escape Artist +3, Hide +2 (+6), Move Silently +2, Survival +3, Swim +10

Possessions: Scavenged items, weapons, armour and jewellery from victims

Advancement: 5–8 HD (Medium), 9–12 HD (Large)

A sick cross between beast, man and demon, the lesser swamp demons are actually the result of a demonic entity mating with a swamp denizen – oftentimes a willing cultist or worshipper. They are horrid creatures with red eyes, vicious claws, and a layer of mud and slime that clings to them like a second skin. A thick mist of swamp steam seems to follow them wherever they go.

The swamp demons eke out an existence eating fish and small swamp animals, occasionally having to turn on one another for food. As a result they will happily feast on the flesh of travellers if they have the chance to catch any.

COMBAT

Lesser swamp demons do their best to lay waiting in deep mud or water, ambushing their prey and dragging them down into the muck to be shredded with sharp claws and feasted upon leisurely.



Ambush: When a lesser swamp demon attacks during a surprise round it gains a sneak attack of +1d6 for that surprise round only.

Amphibious: Swamp demons are equally at home on land or under water, and can breathe in both environments normally. They must keep their flesh damp, however: for every hour they are unable to do so they suffer a cumulative –1 penalty to all attack rolls, saves and skill checks and a single hit point of damage. The damage cannot be healed until the swamp demon has had a chance to re-moisturise. When re-introduced to water the penalties are removed immediately and the swamp demon can begin to heal.

In addition, swamp demons do not suffer movement penalties in deep or shallow bogs. (See page 327 of *Conan the Roleplaying Game*.)

Skills: Swamp demons have a +8 racial bonus to Swim checks and can take 10 on Swim checks even when rushed or threatened. They also receive a +4 racial bonus to Hide checks made when in muddy or watery terrain and a +2 racial bonus to Escape Artist checks from their slimy coating (which they lose if allowed to dry out).



SWAMP DEVIL

Medium Outsider [demon]

Climate/Terrain: Temperate and warm jungle**Organization:** Solitary**Initiative:** +11**Senses:** Listen +18, Spot +18, low-light vision, scent**Languages:** All human and animal**Dodge Defence:** 23**Hit Points:** 54 (12 HD); DR 1**Saves:** Fort +8, Ref +11, Will +12**Speed:** 30 ft.**Melee:** 2 claws +16 finesse (2d6+2)**Base Atk** +12; **Grp** +14**Magic Atk:** +9**Sorcery**Nature Magic – *summon beast, greater summon beast, spirit of the land, command weather*

Plus all spells in all styles for teaching only.

Power Points: 8 (max 16)**Special Attacks:** Flaming Aura**Abilities:** Str 14, Dex 16, Con 10, Int 15, Wis 18, Cha 17**Special Qualities:** Manifest, Wild Empathy**Feats:** Alertness, Dodge, Stealthy, Track, Weapon Focus (claw)**Skills:** Bluff +18 (+20), Climb +17, Handle Animal +18, Hide +18, Knowledge (nature) +17, Move Silently +18, Perform (mimic) +22, Survival +21**Possessions:** –**Advancement:** 13–18 HD (Large)

Swamp devils are tall reptilian humanoids wreathed in a nimbus of green fire, hiding their true form from any that they do not choose to reveal themselves to. They have flaming red eyes that bulge out of their bestial face, and a sloped brow that makes them seem almost primate-like. They have pointed ears and lipless mouths, giving them a wolfish grin when pleased with their dark actions. The rest of their form is lithe and angular, covered in scales and sinuous muscle.

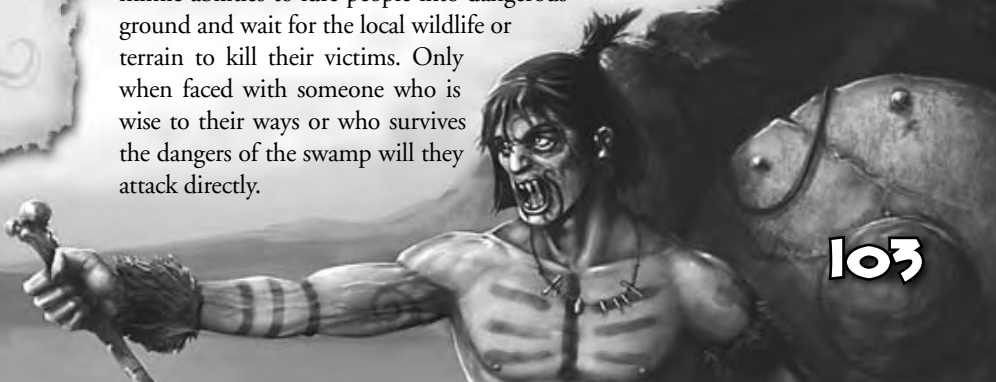
These demons are the minions and children of the foul god Jhebbal Sag, and are created as tools for his most powerful sorcerous minions. They can be found in higher numbers in the Pictish Wilderness and in Kush, but could rise wherever followers of Jhebbal Sag hold power.

Swamp devils cannot be summoned in a conventional way but when a *demonic pact* is made with one it will immediately manifest on Earth in a physical form and loiter around the sorcerer it is bound to. They only form pacts with sorcerers who have already pledged themselves to Jhebbal Sag. Swamp devils use only a little sorcery themselves but have knowledge of all sorcery styles for the purposes of teaching their masters.

A pact with a swamp devil is a serious affair, tying both mortal and devil with bonds that will endure unto death. They have a perfect telepathic link that works over any distance, allowing instantaneous mind-to-mind communication. Each time one of them is wounded, the other is dealt precisely the same damage. If either drops below 0 hit points, the other is reduced to the same number. If either is killed, the other dies instantly and painfully.

COMBAT

Swamp devils only fight with mortals when instructed to do so by their sorcerous masters or to defend themselves if necessary. When set upon a target, however, only its destruction will cause them to cease in their hunt. They typically use their mimic abilities to lure people into dangerous ground and wait for the local wildlife or terrain to kill their victims. Only when faced with someone who is wise to their ways or who survives the dangers of the swamp will they attack directly.





Flaming Aura: Swamp devils are constantly wreathed in a nimbus of shifting green flames. These flames are actually as cold as the Outer Dark, and inflict 2d6 cold damage to anyone within 5 feet of the swamp devil each round. The target may make a DC 16 Fortitude save for half damage.

Manifest: As a standard action, the swamp devil can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action. A swamp devil that has entered into a *demonic pact* permanently loses this ability and may no longer leave Earth.

Wild Empathy: The swamp devil may use its Handle Animal skill to improve the attitude of an animal in the same way that the Diplomacy skill normally improves the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the swamp devil and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people it might take more or less time. The swamp devil can also use this ability to influence a magical beast but the check carries a -4 penalty.

Skills: Swamp devils gain a +4 racial bonus to all Perform (mimic) checks, as well as a +2 racial bonus to all Survival checks to get along in the wild (not that they need to eat, but they might be called on to hunt for others) and a +2 racial bonus to all Bluff and Disguise checks which involve impersonating another.

SWARMS

Swarms are a general classification of creature that is actually comprised of animals that normally would not be much of a threat on their own but, as a dense mass, can be very dangerous to anything they come into contact with.

A swarm is treated as a single creature or entity with an occupied space of 10 feet. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed and a single defence value.

It is treated for all purposes as one beast.

For more information see the swarm subtype description on pages 165–166.

There are many different types of creatures that make up swarms, but they are all one generic subtype of creature known as 'swarm', and follow the same rules.

Although swarms consist of dozens, hundreds or even tens of thousands of different individual creatures, they do not suffer individual casualties as they begin to take damage. The creatures do suffer losses to their body mass, but only when they lose their last hit point has the swarm suffered enough casualties to lose its cohesion and scatter.

SWARM COMBAT

Swarms battle by coming into contact with their targets and inflicting numerous small attacks that add up to effectively one wound. A swarm does not make attack rolls – it simply moves so that it is occupying the same space as its enemy. Swarms never provoke attacks of opportunity, nor can they make use of them.

A swarm always occupies four connected five-foot squares although, unlike other Large creatures, a swarm can rearrange its mass however it likes – forming a long line or squeezing through tight spaces, for example. A swarm can also be moved through by any creature but this will subject the creature to the swarm's attack as if the swarm moved onto him.

Vulnerabilities of Swarms

Swarms are extremely difficult to destroy with common physical attacks, as weapons glide through the mass inflicting minor casualties on a huge number of creatures. They do have some specific vulnerabilities, however:

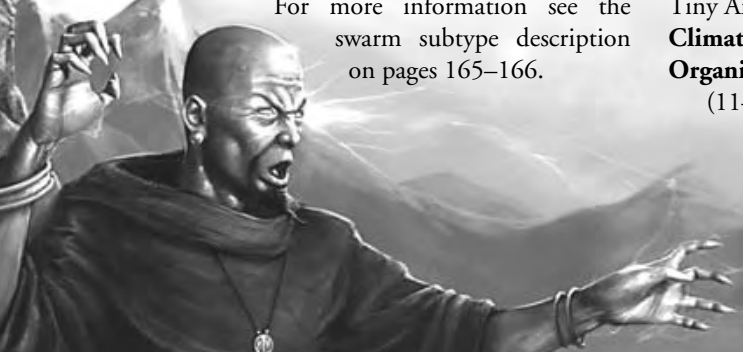
- ✦ A lit torch or similar flaming implement swung into a swarm inflicts 1d3 damage per hit.
- ✦ A lit lantern or similarly contained fuel source used as a thrown weapon deals 1d4 points of damage to every five-foot square in and adjacent to where the object breaks.
- ✦ Various sorcerous powders and unguents can be used to attack swarms, such as Kothic or Acheronian demon-fire. If it is capable of affecting an entire area rather than a single creature then it will normally do full damage to a swarm.

BAT SWARM

Tiny Animal [swarm]

Climate/Terrain: Temperate woods and deserts

Organization: Solitary, flight (2–4 swarms), or colony (11–20 swarms)





Initiative: +4

Senses: Listen +6, Spot +6, blindsense 20 ft., low-light vision

Languages: –

Dodge Defence: 16

Hit Points: 13 (3 HD); **DR** –

Saves: Fort +3, Ref +5, Will +3

Immunities: Half damage from weapons

Speed: 5 ft., fly 40 ft. (good)

Space: 10 ft.; **Reach:** 0 ft.

Attack: Swarm (1d6, AP –)

Base Atk –; **Grp** –

Special Attacks: Distraction

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Special Qualities: Swarm Traits

Feats: –

Skills: –

Possessions: –

Advancement: –

Nocturnal bat swarms swoop across the surface of the ground in search of low-flying insects and the occasional small vermin or bird to get swept up into their tiny gnashing mouths. They are also prevalent in caverns and catacombs, and can be the death of spelunkers in an instant.

COMBAT

A bat swarm flies up and surrounds warm-blooded prey, darting in and biting to grab pieces of flesh. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Blindsense: A bat swarm notices and locates creatures and objects within 20 feet through their echolocation sonar. They can ‘see’ in this way in any amount of darkness but this ability is negated if the swarm is somehow deafened or sound is suppressed.

Distraction: Any living creature that begins its turn with a bat swarm in its space must succeed in a DC 11 Fortitude save or be nauseated for 1 round by the rain of guano and buffeting of wings.

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are negated if it cannot use its blindsense ability.

CENTIPEDE SWARM

Diminutive Vermin [swarm]

Climate/Terrain: Underground or warm marshes

Organization: Solitary, tangle (2–4 swarms), or colony (5–12 swarms)

Initiative: +7

Senses: Listen +0, Spot +4, darkvision 60 ft., tremorsense 30 ft.

Languages: –

Dodge Defence: 21

Hit Points: 31 (9 HD); **DR** –

Saves: Fort +5, Ref +7, Will +3

Immunities: Weapon damage

Speed: 20 ft., climb 20 ft.

Space: 10 ft.; **Reach:** 0 ft.

Attack: Swarm (2d6 plus poison, AP auto)

Base Atk –; **Grp** –

Special Attacks: Distraction, Poison

Abilities: Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2

Special Qualities: Swarm Traits, Vermin Traits

Feats: –

Skills: Climb +12

Possessions: –

Advancement: –

Centipede swarms are rust-orange tides of segmented bodies, legs and tiny pincers laden with paralytic poison. A single sting is not enough to harm a human, but thousands can overwhelm the most enduring of men.

COMBAT

A centipede swarm crawls across warm bodies in search of flesh to devour. The swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction: Any living creature that begins its turn with a centipede swarm in its space must succeed in a DC 13 Fortitude save or be nauseated for 1 round by the overwhelming pricks of thousands of tiny legs and pincers.





Poison: Anything that suffers damage from a centipede swarm's attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Centipede Toxin	Injury DC 13	1d2 Dex	2	Immediate / 1 round

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks; it uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm can always choose to take 10 on Climb checks, even if rushed or threatened.

PIRANHA SCHOOL

Tiny Animal [swarm]

Climate/Terrain: Tropical and warm rivers and marshes

Organization: Solitary or frenzy (4–12 swarms)

Initiative: +7

Senses: Listen +2, Spot +6, low-light vision, scent

Languages: –

Dodge Defence: 18

Hit Points: 18 (4 HD); **DR** –

Saves: Fort +4, Ref +7, Will +3

Immunities: Half damage from weapons

Speed: Swim 40 ft. (good)

Space: 10 ft.; **Reach:** 0 ft.

Attack: Swarm (2d6, AP 2)

Base Atk –; **Grp** –

Special Attacks: Blood Frenzy, Distraction, Wounding

Abilities: Str 4, Dex 16, Con 10, Int 1, Wis 14, Cha 4

Special Qualities: Swarm traits

Feats: –

Skills: Swim +11

Possessions: –

Advancement: –

Schools of piranha swim through the rivers and swamps of Kush and the Black Kingdoms in tightly packed groups that seem docile and pleasant until hunger strikes them – turning them into a water-churning machine of destruction.

COMBAT

A piranha school surrounds warm-blooded prey, rapidly biting off small chunks of flesh. The swarm deals 2d6 points of damage to any creature whose space it can occupy at the end of its move.

Blood Frenzy: Piranha schools will move to attack creatures which are already injured in preference to other targets. In addition, a piranha school attacking a creature which is already injured gains +2 damage. These rules do not apply to creatures which do not bleed.

Distraction: Any living creature that begins its turn with a piranha school in its space must succeed in a DC 13 Fortitude save or be nauseated for 1 round by the churning water and painful bites.

Wounding: Any living creature damaged by a piranha school continues to bleed due to the razor-like teeth of the fish, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding (but may well attract additional schools) and a Heal skill check DC 10 or magical healing will stop the blood loss immediately.

Skills: A piranha school has a +4 racial bonus on Spot checks. A piranha school has a +8 racial bonus on any Swim check. Piranha schools can choose to use their Dexterity modifier for their Swim checks instead of their Strength modifier. It can always choose to take 10 on a Swim check, and can perform the run action while swimming.

RAC SWARM

Tiny Animal [swarm]

Climate/Terrain: Any

Organization: Solitary, pack (2–4 swarms), or plague (7–12 swarms)

Initiative: +6

Senses: Listen +1, Spot +1, low-light vision, scent

Languages: –

Dodge Defence: 17

Hit Points: 18 (4 HD); **DR** –

Saves: Fort +4, Ref +6, Will +2

Immunities: Half damage from weapons

Speed: 15 ft., climb 15 ft.

Space: 10 ft.; **Reach:** 0 ft.





Attack: Swarm (1d6 plus disease, AP –)
Base Atk –; Grp –
Special Attacks: Disease, Distraction

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Special Qualities: Swarm traits
Feats: –
Skills: Balance +10, Climb +10, Hide +2, Move Silently +2, Swim +10
Possessions: –
Advancement: –

Plagues of rats have moved in huge swarms for as long as there have been rats to do so, and anything caught in the path of the skittering horde can expect to be slashed and gnawed on by dozens of the filthy beasts.

COMBAT

A rat swarm crawls quickly over its targets; biting and clawing at anything they can get to in order to hopefully grab something edible. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move, plus the effects of any diseases they might be carrying with them.

Disease: A rat swarm that attacks a living creature will almost invariably pass on a horrid disease known as ‘filth fever’ or ‘rat rot’. Such is the contagiousness of this disease any target subject to an attack by the swarm is exposed to it, whether they take damage or not. The victim must pass a DC 12 Fortitude save or be struck with the fever. After 1d3 days of incubation the target must make saves daily or lose 1d3 Dex and 1d3 Con. The disease is overcome by two successful saving throws in a row as normal.

Distraction: Any living creature that begins its turn with a rat swarm in its space must succeed in a DC 12 Fortitude save or be nauseated for 1 round by the smell and feel of hundreds of rats upon them.

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb and Swim checks. A rat swarm can always choose to take 10 on Climb checks, even if rushed or threatened. Rat swarms use their Dexterity modifier instead of their Strength modifier for Climb and Swim checks. A rat swarm can always take 10 on Swim checks, even if rushed or threatened.

SCORPION SWARM

Diminutive Vermin [swarm]
Climate/Terrain: Any but arctic
Organization: Solitary, tangle (2–6 swarms), or colony (7–12 swarms)
Initiative: +1
Senses: Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.
Languages: –

Dodge Defence: 15
Hit Points: 26 (4 HD); **DR** –
Saves: Fort +6, Ref +1, Will +1
Immunities: Weapon damage

Speed: 20 ft.
Space: 10 ft.; **Reach:** 0 ft.
Attack: Swarm (1d6 plus poison, AP auto)
Base Atk –; Grp –
Special Attacks: Distraction, Poison

Abilities: Str 3, Dex 10, Con 14, Int –, Wis 10, Cha 2
Special Qualities: Swarm traits, Vermin traits
Feats: –
Skills: Climb +4, Hide +4
Possessions: –
Advancement: –

Scorpion swarms are typically made up of recent hatchlings that are in search of mates or places to hide, working themselves into a hunger frenzy. Nothing that crosses their path is safe, especially if it can be eaten.

COMBAT

A scorpion swarm crawls across warm bodies in search of flesh to sting, liquefy and eventually feast upon. The swarm deals 1d6 points of damage to any creature whose space it can occupy at the end of its move, requiring the requisite poison saves as detailed below.

Distraction: Any living creature that begins its turn with a scorpion swarm in its space must succeed in a DC 11 Fortitude save or be nauseated for 1 round by the overwhelming pricks of thousands of spiny legs, chitinous hairs and pincers.





Poison: Anything that suffers damage from a scorpion swarm's attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Scorpion Toxin	Injury DC 12	1d2 Con	4	Immediate / 1 round / 1 round / 1 round /

Skills: A scorpion swarm has a +4 racial bonus on Climb, Hide and Spot checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A scorpion swarm can always choose to take 10 on Climb checks, even if rushed or threatened.

SPIDER SWARM

Diminutive Vermin [swarm]

Climate/Terrain: Underground or warm forests

Organization: Solitary, tangle (2–4 swarms), or colony (5–12 swarms)

Initiative: +3

Senses: Listen +0, Spot +4, darkvision 60 ft., tremorsense 30 ft.

Languages: –

Dodge Defence: 17

Hit Points: 9 (2 HD); **DR** –

Saves: Fort +3, Ref +3, Will +0

Immunities: Weapon damage

Speed: 20 ft., climb 20 ft.

Space: 10 ft.; **Reach:** 0 ft.

Attack: Swarm (1d6 plus poison, AP auto)

Base Atk –; **Grp** –

Special Attacks: Distraction, Poison

Abilities: Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2

Special Qualities: Swarm Traits, Vermin Traits

Feats: –

Skills: Hide +7, Climb +11

Possessions: –

Advancement: –

Spider swarms of tarantulas and wolf spiders happen occasionally in the wild when food sources are scarce, but these tides of legs and fangs are most commonly associated with the temples of some Zingaran gods. A thousand spider bites can make even a tough warrior a meal that will sustain a colony for weeks.

COMBAT

A spider swarm crawls across warm bodies in order to bite and eventually paralyse, covering it later in webs to protect them for a slow and lengthy devouring. The swarm deals 1d6 points of damage to any creature whose space it can occupy at the end of its move, requiring the requisite poison saves as detailed below.

Distraction: Any living creature that begins its turn with a spider swarm in its space must succeed in a DC 11 Fortitude save or be nauseated for 1 round by the prickly hairs and racing legs of the creatures passing over their bodies.

Poison: Anything that suffers damage from a spider swarm's attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Spider Toxin	Injury DC 11	1d3 Str	2	1 minute / 1 minute

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks, a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A spider swarm can always choose to take 10 on Climb checks, even if rushed or threatened.



VIPER SWARM

Tiny Animal [swarm]

Climate/Terrain: Temperate and warm land, aquatic, and underground

Organization: Solitary

Initiative: +7

Senses: Listen +5, Spot +5, darkvision 60 ft., low-light vision, scent

Languages: –

Dodge Defence: 18

Hit Points: 18 (4 HD); **DR** –

Saves: Fort +4, Ref +7, Will +1

Immunities: Half damage from weapons

Speed: 15 ft., climb 15 ft., swim 15 ft.

Space: 10 ft.; **Reach:** 0 ft.

Attack: Swarm (1d4 plus poison, AP –)

Base Atk –; **Grp** –

Special Attacks: Distraction, Poison

Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Special Qualities: Swarm traits

Feats: –

Skills: Balance +7, Climb +3

Possessions: –

Advancement: –

Most often found naturally during viper mating season, carpets of slithering serpents gather to become a frenzy of reproduction. They are also gathered by tribes that revere snakes, like many Picts and cults of Set, who keep them in pits and tunnels for their sacrifices and temple defences. Viper swarms move and hunt like a giant family, often killing anything they swarm over out of primal fear and frustration.

COMBAT

A viper swarm of any size slithers over warm bodies, often biting repeatedly as a defence reaction after realising that they cannot eat the target. The swarm deals a damage variable depending on the relative size of the individual serpents to any creature whose space it can occupy at the end of its move, requiring the requisite poison saves as detailed below.

Distraction: Any living creature that begins its turn with a viper swarm in its space must succeed in a DC 12 Fortitude save or be nauseated for 1 round by the weight and sensation of so many serpents upon it.

Poison: Anything that suffers damage from a viper swarm's attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Viper Toxin	Injury DC 11	1d4 Con	4	Immediate / 1 round / 1 round / 1 round

For cobra swarms, substitute the viper toxin for cobra toxin as described on page 375 of *Conan the Roleplaying Game*.

Skills: A viper swarm has a +4 racial bonus on Hide, Listen and Spot checks and a +8 racial bonus on Balance checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks.

TENTACLE SPAWN

Medium Outsider [demon]

Climate/Terrain: Any

Organization: Swarm (2–5)

Initiative: +4

Senses: Listen +5, Spot +5, darkvision 60 ft.

Languages: Demonic (understand only)

Dodge Defence: 12

Hit Points: 13 (2 HD); **DR** 4

Saves: Fort +7, Ref +4, Will +3

Speed: –

Space: 5 ft.; **Reach:** 10 ft.

Melee: Tentacle bite +5 (1d6+3, AP –)

Base Atk +2; **Grp** +5

Special Attacks: Paralysing Lather

Abilities: Str 16, Dex 13, Con 18, Int 5, Wis 10, Cha 3

Special Qualities: Portal-bound

Feats: Combat Reflexes

Skills: Hide +6, Move Silently +6, Search +2

Possessions: –

Advancement: –

Tentacle spawn are minor demons that are the 'feelers' for many types of dark gods and archdemons who are being summoned to Earth.

As a portal to the Outer Dark is opened and maintained by a sorcerer, a swarm of these faceless,



mouthed tentacles erupt from the portal to seek out sacrifices to help draw out their master. These beings also protect the sorcerer during the summoning.

Tentacle spawn can be summoned as part of a *summon demon* spell if an additional sacrifice is made in accordance to the (un)holy writings of that particular god. They will remain until the summoning is complete, the tentacle spawn is destroyed, or the portal is closed prematurely.

COMBAT

Tentacle spawn are simple beings that lash out and try and bite targets with their eerie mouths, working their demonic saliva into a terrible lather that works as a poison.

Paralysing Lather: Tentacle spawn saliva has interesting properties when bitten into a wound. This 'poison' works as follows:

Poison	Type	Damage	Saves Required	Save Interval
Paralysing Lather	Injury DC 12	1d2 Dex	2	Immediate / 1 round

Because tentacle spawn poison is magical in nature it can be countered by a *warding* or similar spell – test the sorcerer's magic attack roll against the DC of the poison.

Portal-Bound: Tentacle spawn manifest in the vicinity of an open or opening portal through which a powerful demon is coming as a way of 'clearing the path' and protecting whoever or whatever is opening the portal. Once manifest, tentacle spawn cannot move from their location. If the portal a tentacle spawn is bound to is closed, the spawn immediately dissolves into a puddle of foul-smelling black ooze.

TITAN SNAKE (DRAGON-VIPER, WORLDWORM)

Colossal Magical Beast
Climate/Terrain: Underground
Organization: Solitary
Initiative: +18
Senses: Listen +8, Spot +8, darkvision 60 ft., low-light vision, scent
Languages: –

Dodge Defence: 18
Hit Points: 380 (40 HD); **DR** 4
Saves: Fort +27, Ref +14, Will +14
Speed: 60 ft., climb 60 ft., swim 40 ft.
Space: 30 ft.; **Reach:** 20 ft.
Melee: Bite +38 melee (3d8+5 plus poison, 19–20/x2 critical, AP 12) and slam +33 melee (3d6+7, AP 5)
Base Atk +40; **Grp** +61
Special Attacks: Charging Slam, Constrict (3d8+7, AP 7), Improved Grab, Poison, Swallow Whole

Abilities: Str 20, Dex 12, Con 16, Int 5, Wis 12, Cha 5
Special Qualities: Fear of Sorcerers
Feats: Alertness, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Sorcerous Sight, Lightning Reflexes, Power Attack, Run, Toughness
Skills: Climb +13, Intimidate +10, Sense Motive +10, Survival +6, Swim +13
Possessions: Lair will be filled with tons of indigestible materials (metal, gems, etc.)
Advancement: 41–50 HD (Colossal)

One of the largest beasts to exist in (or under) Hyboria, the titan snake is a semi-mystical creature created from the forbidden pairing of serpent and demon. They live in tunnels below the surface of the world, slithering at remarkable speeds in search of worthy prey to sate their gluttonous hungers.



They take decades to grow to full size, but can reach lengths of over 80 feet. They have yellowish scales that are slightly raised and barbed, flashing golden eyes, and a mouthful of sword-length fangs that secrete deadly venom at all times. For its size, the titan snake is blindingly quick, striking and killing a foe long before it ever has a chance to react.

Titan snakes have been known to serve the will of powerful men and entities, but rarely make good allies due to their rampant need for food and greater-than-animal intelligence. Crafty sorcerers will use subtle magics to steer these massive engines of destruction against their enemies without the beast ever really knowing what sort of pawn it has become.

COMBAT

Titan snakes know their size advantage against most opponents and use their bulk to topple targets in order to make them easier prey for their constricting coils and venomous maw. They will not commit to a prolonged battle if they can help it and if a foe shows even the slightest possibility of seriously harming it the titan snake will try to escape instead of fight.

Charging Slam: A titan snake uses its weight to crush a foe with momentum, inflicting double normal damage with a slam attack when it charges.

Constrict: Titan snakes can deal 3d8+7, AP 7 damage with a successful grapple check.

Fear of Sorcerers: Titan snakes have a particular fear of sorcerers – or at least what they believe to be a sorcerer. Anyone who looks and acts like a sorcerer, or who uses actual sorcery, commands the snake's respect. The titan snake will give the sorcerer a wide berth and, while it will defend itself against the sorcerer, will prefer to flee and give him and his allies a wide berth. A successful Bluff check against the titan snake's Sense Motive can convince a titan snake that a character is a sorcerer whether he is or not.

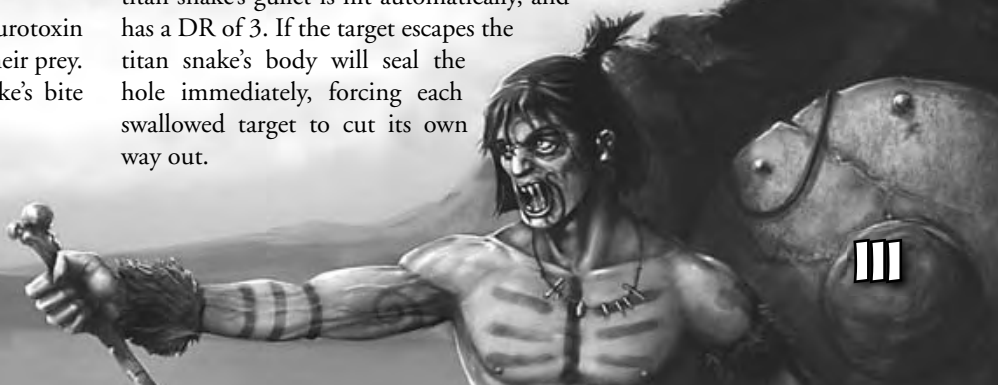
Improved Grab: To use this ability the titan snake must hit an opponent with a bite attack.

Poison: Titan snakes are equipped with a potent neurotoxin that paralyzes the organs and nervous system of their prey. Anything that suffers damage from a titan snake's bite attack is also affected by the following poison:



Poison	Type	Damage	Saves Required	Save Interval
Titan Snake Venom	Injury DC 34	2d2 Con	6	Immediate / 1 minute / 1 minute / 10 minutes / 1 hour / 1 day

Swallow Whole: A titan snake can try to swallow a grabbed opponent of up to one size category smaller by making a grapple check against the victim. Once the beast has the target inside, the target takes 2d8+8 points of bludgeoning damage plus 1d6 points of acid damage per round from the titan snake's digestive process. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the beast. The titan snake's gullet is hit automatically, and has a DR of 3. If the target escapes the titan snake's body will seal the hole immediately, forcing each swallowed target to cut its own way out.





Because of its Cleave feat a titan snake which successfully swallows a foe may immediately make a single bite attack at its normal bonus against any other target within reach.

Skills: A titan snake has a +8 racial bonus on Climb and Swim checks, and can always take 10 on such checks even if rushed or threatened. A titan snake's instinctive wariness grants it a +4 racial bonus on any Sense Motive checks.

UNCANNY STEED

Large Outsider (demon)
Climate/Terrain: Any land and underground
Organisation: Solitary
Initiative: +10
Senses: Listen +10, Spot +10
Languages: Demonic

Dodge Defence: 20
Hit Points: 52 (8 HD); **DR** 10
Saves: Fort +8, Ref +10, Will +5

Speed: 80 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: 2 hoofs +17 (2d6+10, AP 10), bite +15 (1d8+5, AP 5)
Base Atk +8; **Grp** +22
Magic Atk: +7
Sorcery (non-caster)
 Summoning – *greater demonic pact, summon demon, summon elemental*
 Plus all spells in 1d3 other styles

Power Points: 13 (max 26)

Abilities: Str 30, Dex 18, Con 15, Int 8, Wis 8, Cha 12
Special Qualities: Flight, Manifest
Feats: Dodge, Endurance, Multiattack
Skills: Climb +21, Intimidate +12, Jump +21, Listen +10, Spot +10
Advancement: 9–12 HD (Large)

This demon can take the form of either a camel or a horse but is always extremely muscular in form and stark black in colour. Unless it sometimes sprouts ragged wings, there is nothing save its colour and strength by which to tell it apart from an ordinary camel or horse. It also has a knowing and intelligent look in its eyes, which can unsettle those who look into them expecting an animal's return gaze.



Uncanny steeds are summoned by scholars wishing rapid transportation, bursting forth from the Outer Dark to ferry them over great distances. An uncanny steed that has a *demonic pact* with a particular scholar will consider itself bound by that pact even after the sorcerer's death and will carry him to whatever hell awaits him once the life passes from his body. Though uncanny steeds never use sorcery themselves, they can teach 1d3 sorcery styles plus the usual summoning spells.

COMBAT

Uncanny steeds rarely fight at all, choosing speed over ferocity in every instance. The uncanny steed considers combat to be somewhat beneath it – it is a steed and companion, not a defender or warrior – but will fight if need be, or if ordered to by the scholar who summoned it.

Flight: Up to once per day, an uncanny steed can sprout wings and fly at a speed of 120 feet with average manoeuvrability. It can continue flying for up to one minute per HD after which its wings vanish once more.

Manifest: As a standard action, the uncanny steed can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

VAMPIRE

Medium Undead 7th level scholar
Climate/Terrain: Stygia
Organization: Solitary
Initiative: +6
Senses: Listen +12, Spot +8
Languages: Old Stygian, Stygian

Dodge Defence: 15
Parry Defence: 14



Hit Points: 45 (7 HD); **DR** 6
Saves: Fort +2, Ref +7, Will +12
Immunities: Cold damage

Speed: 30 ft.
Melee: Slam +7 (1d8+2, AP –)
Base Atk +5; **Grp** +7
Magic Atk: +7

Sorcery

Counterspells – *warding, ward dwelling, ward by will, rune of Jhebbal Sag*

Curses – *lesser ill-fortune, weapon curse, ill-fortune, doom, greater ill-fortune*

Necromancy – *raise corpse, chill of the grave*

Power Points: 8 (max 24)

Special Attacks: Blood Drain, Children of the Night, Dominate

Abilities: Str 14, Dex 16, Con –, Int 18, Wis 15, Cha 18

Special Qualities: Background (independent), Fast Healing 5, Knowledge is Power, Undead Traits

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Stygian bow), Hexer, Improved Initiative, Iron Will, Lightning Reflexes, No Honour, Opportunistic Sacrifice, Ritual Sacrifice

Skills: Appraise +14, Bluff +12, Concentration +10, Craft (alchemy) +16, Decipher Script +14, Forgery +10, Handle Animal +6, Heal +8, Hide +11, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (nobility) +14, Knowledge (religion) +14, Move Silently +11, Perform (ritual) +16, Search +16, Sense Motive +14

Possessions: Scraps of clothing, eternal hunger

Advancement: By character class (any)

This sample vampire was a Stygian noblewoman not so long ago. Less interested in society than in her precious books she was outcast even from the religion of Set for her unscrupulous desire for power. Following her transformation into one of the living dead she could be found anywhere in the world, searching for arcane secrets or anything else that might help her establish a rule over others.

Vampires are created when the foolish elect to undergo certain transformations hinted at in the fabled *Book of Skelos*, courting darkness in the shadowy places beneath the Earth, seeking death willingly in order to find eternal life. It is believed that the great tombs of Stygia hold many royal vampires: kings and queens of old who refused to die at the end of their reign.

Vampires appear just as they did in life, though their flesh is cold and hard like marble. Their gaze, too, may appear a little too steady and wide-eyed to be entirely human. There are only a few certain means of identifying a vampire save by magic or by allowing it to bite you, making them a deadly enemy to have. The only clear indicator is that their eyes give off a golden glow in the dark, but even this might as easily be achieved with a prestidigitation spell.

Vampires speak any languages they knew in life.

CREATING A VAMPIRE

‘Vampire’ is an acquired template that can be added to any humanoid creature, referred to hereafter as the base creature.

A vampire uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Climate/Terrain: Any, usually the same as the base creature.

Initiative: Same as the base creature, plus the Improved Initiative feat.

Senses: +4 to Listen and Spot checks.

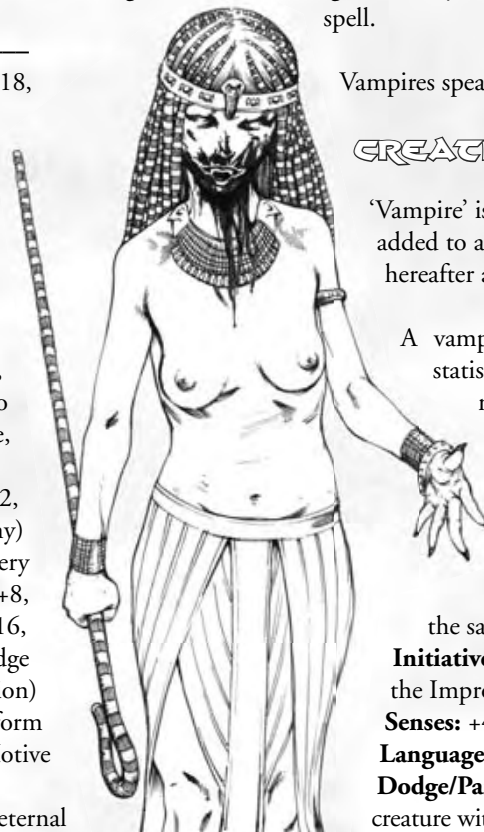
Languages: Same as the base creature.

Dodge/Parry Defence: Same as the base creature with changes for attributes and feats.

Damage Reduction: 6 (supernatural)

Hit Dice: Increase all current and future Hit Dice to d12s.

Saves: Same as the base creature, except the loss of a Constitution bonus to Fortitude saves.





Special Qualities: A vampire retains all the special qualities of the base creature and gains undead traits (see page 165) and the following special qualities:

Fast Healing: A vampire heals 5 points of damage each round so long as it has at least 1 hit point.

Immunities: A vampire is completely immune to cold.

Speed: Same as the base creature.

Attack: Vampires gain a slam attack as a natural weapon. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Space/Reach: Same as the base creature.

Base Attack: Same as the base creature.

Grapple: Same as the base creature +3 (from its newly enhanced Strength score).

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saving throws have a DC set by the vampire's magic attack roll unless noted otherwise.

Blood Drain: A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution damage each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night: Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard

action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate: A vampire can crush an opponent's will just by looking onto his eyes. This is similar to an evil eye spell, except that the vampire must use a standard action and those merely looking at it are not affected. Anyone the vampire targets who does not avoid his gaze must succeed on a Will saving throw or fall instantly under the vampire's influence similar to a *domination* spell. The ability has a range of 30 feet.

Sorcery Knowledge: As the base creature (if any) but with a Corruption score +4.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Feats: Vampires gain Alertness, Combat Reflexes Dodge, Improved Initiative and Lightning Reflexes, assuming the base creature meets the prerequisites and does not already have these feats.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Move Silently, Search and Sense Motive checks. Otherwise, skills are the same as those of the base creature.

Possessions: As the base creature.

Advancement: By character class. If the creature previously had a favoured class or classes they remain unchanged. Otherwise a vampire has no favoured class.

VAMPIRES AND CODES OF HONOUR

Vampires may never have codes of honour. A vampire who had a code of honour in his previous life immediately loses it on becoming a vampire and may never regain it. The Hunger – having to live on the blood and life force of the living – becomes the only 'code' the vampire can follow.

WERE-BEAST

Were-beasts are humanoids who can transform themselves into animals, or who have been permanently transformed into animals by way of a powerful curse. In its natural form, a were-beast looks like any other members of its kind, though natural were-beasts and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a were-beast resembles a powerful version of the normal animal, but upon close inspection its eyes (which often glow red or yellow in the dark) show a faint spark of unnatural intelligence.



Sometimes a were-beast begins life as a normal humanoid that is transformed by the curse *awful rite of the were-beast*. Such a creature is called an afflicted were-beast. Other were-beasts are born as were-beasts and are known as natural were-beasts. Natural were-beasts – also sometimes known as ‘true’ were-beasts – are the only ones that can change form. Afflicted were-beasts will spend the rest of their lives in animal form if they cannot be somehow cured.

COMBAT

A were-beast in its humanoid form uses whatever tactics and weapons are favoured by others of its kind, though it tends to be slightly more aggressive and cunning. A were-beast possesses the senses of its animal form, including scent and low-light vision. It has a deep empathy for (and ability to communicate with) animals of its animal form, meaning that a number of the creatures might flock to the aid of a were-beast.

A were-beast in animal form fights like the animal it resembles but with human intelligence, making it an exceptionally dangerous foe.

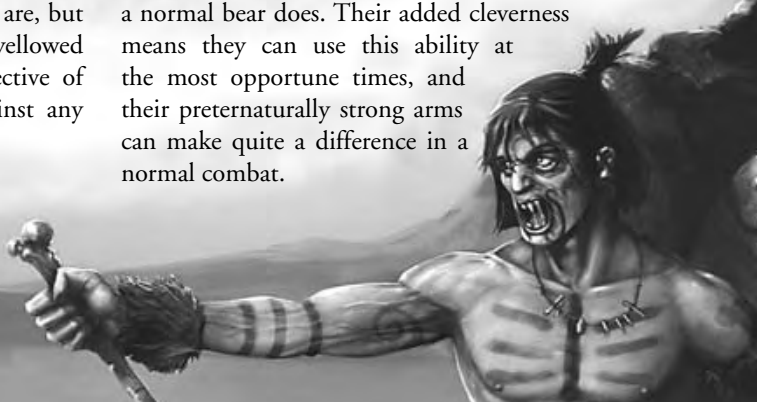
	Werebear, Human Form	Werebear, Bear Form
	Medium Humanoid [shapechanger]	Large Animal [shapechanger]
Climate/Terrain:	Temperate or cold hills and mountains	Temperate or cold hills and mountains
Organization:	Solitary, pair, or small pack (3–5 plus 2–6 bears)	Solitary, pair, or small pack (3–5 plus 2–6 bears)
Initiative:	+8	+9
Senses:	Listen +6, Spot +3, low-light vision, scent	Listen +6, Spot +3, low-light vision, scent
Languages:	Cimmerian	Cimmerian (understand only)
Dodge Defence:	15	15
Parry Defence:	13	–
DR:	4	9
Hit Points:	46 hp (7 HD)	60 hp (7 HD)
Saves:	Fort +9, Ref +8, Will +8	Fort +11, Ref +9, Will +6
Speed:	30 ft.	40 ft.
Melee	By weapon +8	2 claws +15 (1d10+12, AP 12) and bite +10 (2d8+6, AP 13)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Base Attack:	+5	+5
Grapple:	+8	+20
Special Attacks:	–	Bear Hug, Improved Grab
Abilities:	Str 16, Dex 12, Con 15, Int 8, Wis 16, Cha 8	Str 32, Dex 14, Con 18, Int 8, Wis 16, Cha 8
Special Qualities:	Alternate Form, Bear Empathy, Cimmerian Qualities, Favoured Terrain (hills)	Alternate Form, Bear Empathy, Cimmerian Qualities, Favoured Terrain (hills)
Feats:	Power Attack, Endurance, Iron Will, Run, Track	Power Attack, Endurance, Iron Will, Run, Track
Skills:	Climb +10, Knowledge (local) +2, Jump +7, Move Silently +6, Survival +9	Climb +23, Knowledge (local) +2, Jump +16, Move Silently +7, Survival +9
Possessions:	As character	As character
Advancement:	By character class	By character class

WEREBEAR

Werebears in humanoid form have no constant distinguishing traits to mark them for what they are, but they tend to have abnormally thick body hair and yellowed finger and toe nails. They are extremely protective of friends and family, and will stand defiant against any threats made toward them.

COMBAT

In bear form, a werebear can make bear hug attacks just as a normal bear does. Their added cleverness means they can use this ability at the most opportune times, and their preternaturally strong arms can make quite a difference in a normal combat.





Alternate Form: A natural werebear can assume the form of a bear or return to the form of a man.

Bear Hug: A werebear in bear form that gets a hold can make a bear hug attack with a successful grapple check. The bear hug attack deals 3d10+12 damage to the target.

Improved Grab: To use this ability, the werebear in animal form must hit with a claw attack. If it is successful, it can bear hug.

Bear Empathy: The werebear can naturally communicate with bears and gains a +4 racial bonus on Charisma-based checks against bears.

The werebear presented here is based on a 1st level Cimmerian borderer and natural were-beast, using the following base ability scores: Str 16, Dex 12, Con 15, Int 8, Wis 14, Cha 8.

WEREHYENA

Werehyenas in humanoid form tend to have annoyingly high-pitched or whiny laughs and matted hair that is multi-coloured. They also have a tendency to chew or gnaw on bits of wood or leather nervously, showing their awesome jaw strength even in humanoid shape.

COMBAT

In hyena form, a werehyena can trip just as a normal hyena does. Their added cunning means they use this ability to set up foes for traps and ambushes that normal hyenas are incapable of.

Alternate Form: A natural werehyena can assume the form of a hyena or return to the form of a man.

Trip: A werehyena in animal form that hits with a bite attack can attempt to trip the opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the werehyena.

	Werehyena, Human Form	Werehyena, Hyena Form
	Medium Humanoid [shapechanger]	Medium Animal [shapechanger]
Climate/Terrain:	Warm desert and jungles	Temperate or cold hills and mountains
Organization:	Solitary, pair, pack (5–10), or troupe (12–18 plus 20–30 hyenas)	Solitary, pair, pack (5–10), or troupe (12–18 plus 20–30 hyenas)
Initiative:	+12	+14
Senses:	Listen +9, Spot +9, low-light vision, scent	Listen +9, Spot +9, low-light vision, scent
Languages:	Shemitish	Shemitish (understand only)
Dodge Defence:	14	16
Parry Defence:	12	–
DR:	4	6
Hit Points:	31 hp (4 HD)	39 hp (4 HD)
Saves:	Fort +8, Ref +8, Will +1	Fort +10, Ref +10, Will +1
Speed:	30 ft.	50 ft.
Melee:	By weapon +5	Bite +9 (1d8+6, AP –)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Base Attack:	+3	+3
Grapple:	+5	+9
Special Attacks:	–	Trip
Abilities:	Str 14, Dex 14, Con 15, Int 8, Wis 14, Cha 10	Str 22, Dex 18, Con 19, Int 8, Wis 14, Cha 10
Special Qualities:	Alternate Form, Born to the Saddle, Favoured Terrain (desert or jungle), Hyena Empathy, Shemite Qualities	Alternate Form, Born to the Saddle, Favoured Terrain (desert or jungle), Hyena Empathy, Shemite Qualities
Feats:	Alertness, Improved Initiative, Iron Will, Track	Alertness, Improved Initiative, Iron Will, Track
Skills:	Appraise +1, Bluff +2, Climb +6, Knowledge (local) +1, Ride +6, Survival +7	Appraise +1, Bluff +2, Climb +10, Knowledge (local) +1, Ride +8, Survival +7
Possessions:	As character	As character
Advancement:	By character class	By character class





	Werewolf, Human Form	Werewolf, Wolf Form
	Medium Humanoid [shapechanger]	Medium Animal [shapechanger]
Climate/Terrain:	Temperate forests	Temperate forests
Organization:	Solitary, pair, pack (3–6) or troupe (2–5 plus 5–8 wolves)	Solitary, pair, pack (3–6) or troupe (2–5 plus 5–8 wolves)
Initiative:	+0	+2
Senses:	Listen +3, Spot +3, low-light vision, scent	Listen +3, Spot +3, low-light vision, scent
Languages:	Cimmerian	Cimmerian (understand only)
Dodge Defence:	9	13
Parry Defence:	12	–
DR:	4	6
Hit Points:	23 hp (3 HD)	29 hp (3 HD)
Saves:	Fort +5, Ref +0, Will +4	Fort +7, Ref +2, Will +4
Speed:	30 ft.	50 ft.
Melee:	By weapon +4	Bite +5 (1d8+3, AP –)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Base Attack:	+2	+2
Grapple:	+4	+5
Special Attacks:	Versatility (–2)	Trip
Abilities:	Str 15, Dex 6, Con 17, Int 10, Wis 14, Cha 14	Str 17, Dex 10, Con 21, Int 10, Wis 14, Cha 14
Special Qualities:	Alternate Form, Wolf Empathy, Nordheimer Qualities, Fearless	Alternate Form, Wolf Empathy, Nordheimer Qualities, Fearless
Feats:	Power Attack, Iron Will, Improved Bull Rush, Track	Power Attack, Iron Will, Improved Bull Rush, Track
Skills:	Climb +6, Craft (carpentry) +4, Intimidate +6, Jump +6, Knowledge (local) +2, Profession (farmer) +4, Survival +6	Climb +7, Craft (carpentry) +4, Intimidate +6, Jump +7, Knowledge (local) +2, Profession (farmer) +4, Survival +6
Possessions:	As character	As character
Advancement:	By character class	By character class

Hyena Empathy: The werehyena can naturally communicate with hyenas and gains a +4 racial bonus on Charisma-based checks against hyenas.

Skills: The werehyena presented here is based on a 1st level Shemite nomad and natural were-beast, using the following base ability scores: Str 14, Dex 14, Con 15, Int 8, Wis 12, Cha 10.

The werewolf presented here is based on a 1st level Nordheimer barbarian and natural were-beast, using the following base ability scores: Str 15, Dex 6, Con 17, Int 10, Wis 12, Cha 14.

WEREWOLF

Werewolves in humanoid form often grow thicker facial hair and have a slight growl to their voices when upset or angered.

COMBAT

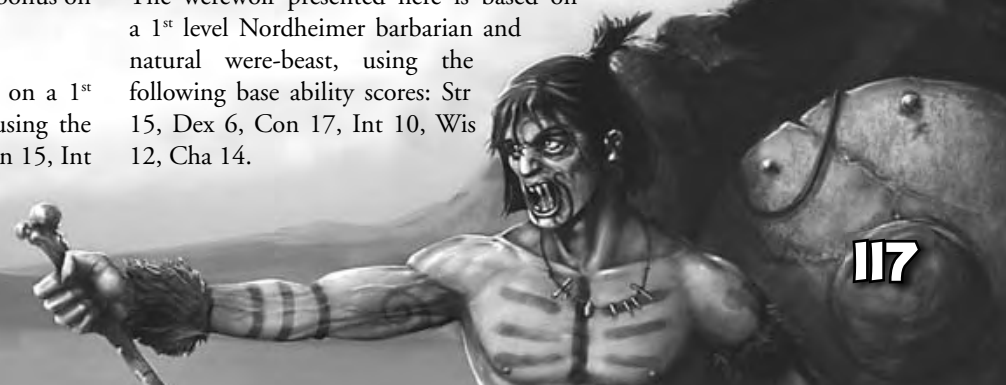
In wolf form, a werewolf can trip just as a normal wolf does. This, combined with the cleverness of the werewolf, means that foes can expect to be brought down at the worst times possible – especially if the werewolf is alpha of a pack of normal wolves.

Alternate Form: A natural werewolf can assume the form of a wolf or return to the form of a man.

Trip: A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the werewolf.

Wolf Empathy: The werewolf can communicate with wolves and gains a +4 racial bonus on Charisma-based checks against wolves.

Skills: A werewolf in wolf form gains a +4 racial bonus on Survival checks when tracking by scent.





CREATING A WERE-BEAST

'Were-beast' is a template that can be added to any humanoid, referred to hereafter as the base creature. The were-beast template can be inherited (for natural were-beasts) or acquired (for afflicted were-beasts). Becoming a were-beast is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change but the creature gains the shapechanger subtype. The were-beast takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type, referred to hereafter as the base animal. This animal can be any predator, scavenger or omnivore whose size is within one size category of the base creature's size (Small, Medium or Large for a Medium-size base creature). A were-beast uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the were-beast has in each form. This means a were-beast may have different hit point totals in human and animal form. Changing to a lower hit point form while wounded may kill the were-beast in the same way as a warrior coming down from a Fighting-Madness.

Speed: Same as the base creature or base animal, depending on which form the were-beast is using.

Dodge Defence: Same as the base creature or base animal, depending on the form the were-beast is using, except as follows: In human form the were-beast adds the natural Dodge Defence bonus from the animal type as a dodge bonus to its Dodge Defence. In animal form the were-beast adds its human class-based dodge bonus to its Dodge Defence.

Damage Reduction: The base creature's natural damage reduction increases by +4 in all forms.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The were-beast's grapple bonus uses its (new) base attack bonus and modifiers for Strength and size depending on the were-beast's form.

Attacks: Same as the base creature or base animal, depending on which form the were-beast is in.

Damage: Same as the base creature or base animal, depending on which form the were-beast is in.

Special Attacks: A were-beast retains the special attacks of the base creature or base animal, depending on which form it is using. A were-beast sorcerer cannot cast spells with verbal, somatic or material components while in animal form.

Special Qualities: A were-beast retains all the special qualities of the base creature and the base animal and also gains those described below:

Alternate Form: A natural were-beast can shift into animal form as though using the *shape-shifter* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the were-beast can be assumed. It does not assume the ability scores of the animal but instead adds the animal's physical ability score modifiers to its own ability scores. A slain were-beast reverts to its humanoid form (even an afflicted were-beast that could not voluntarily enter human form), although it remains dead. Separated body parts retain their animal form, however. Natural were-beasts have full control over this power.

Animal Empathy: In any form, were-beasts can communicate and empathise with normal animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee' and 'attack.'

Low-Light Vision: A were-beast has low-light vision in any form.





Scent: A were-beast has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All were-beasts gain +2 to Wisdom. In addition, when in animal form, a were-beast's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores -10 or -11. Furthermore, a were-beast may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A were-beast gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die though and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the were-beast's animal levels. In any form, a were-beast also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's feats. If this results in a were-beast having the same feat twice, the were-beast gains no additional benefit unless the feat can normally be taken more than once, in which case the duplicated feat works as noted in the feat description. This process may give the were-beast more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any 'extra' feats are denoted as bonus feats. It is possible that a were-beast cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the were-beast still has the feats but cannot use them when in humanoid form. A were-beast receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal

Organisation: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Advancement: By character class

COMMON WERE-BEASTS

Name	Animal Form	Animal Form Ability Modifiers
Werebear	Bear	Str +16, Dex +2, Con +8
Werehyena	Hyena	Str +8, Dex +4, Con +4
Werewolf	Wolf	Str +2, Dex +4, Con +4

CURING A WERE-BEAST

The only known way to cure the victim of an *awful rite of the were-beast* is to use the *greater warding* spell.

CHANGING FORM

The only were-creatures able to change form are natural were-creatures. Changing form is a standard action. Changing to animal form ruins the character's armour and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing but not armour. During the three nights of the full moon per month, a natural were-creature will change into animal form involuntarily and may not return to human form until dawn. Other than that, the natural were-creature has complete control over his transformations.

WILD-MEN

Medium Humanoid

Climate/Terrain: Warm jungles and cold mountains

Organization: Scouting party (2-3), mob (4-9), band (10-50 plus one 4th level pathfinder per 10 adults and one chieftain of 5th-7th level), war band (20-40), or tribe (50-400 plus 100% non-combatants plus one 4th level veteran per 10 adults, one or two chieftains of 5th or 6th level, one clan leader of 7th-9th level)

Initiative: +3

Senses: Listen +2, Spot +2, scent

Languages: Wildspeak

Dodge Defence: 11

Parry Defence: 13

Hit Points: 13 (2 HD); DR 1

Saves: Fort +4, Ref +3, Will +0

Speed: 30 ft.

Melee: Hunting spear +5 (1d8+3, AP 5)

Ranged: Hunting spear +2 (1d8+3, AP 5)

Base Atk +2; Grp +5

Special Attacks: Crimson Mist

Abilities: Str 17, Dex 11, Con 13, Int 8, Wis 11, Cha 7

Special Qualities: Bite Sword, Fearless, Versatility

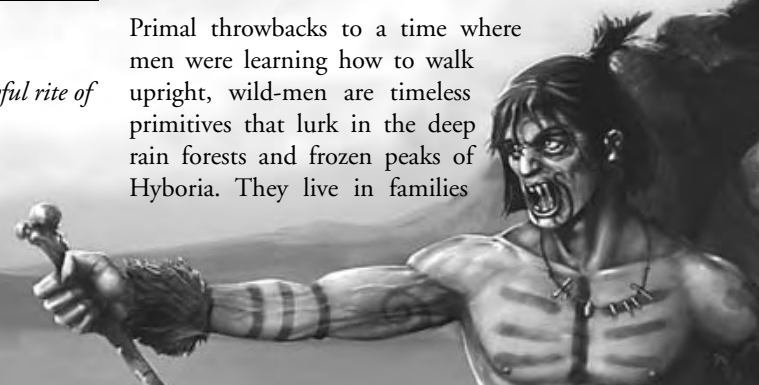
Feats: Alertness, Brawler, Endurance, Track

Skills: Climb +5, Intimidate -1, Survival +2

Possessions: Assorted weapons, scavenged coin and jewellery

Advancement: by character class (see below)

Primal throwbacks to a time where men were learning how to walk upright, wild-men are timeless primitives that lurk in the deep rain forests and frozen peaks of Hyboria. They live in families





COMBAT

Wild-men use weapons they have acquired from previous kills and raids in combat, preferring clubs and spears to more elegant weaponry that tends to see use as trophies for the clan leader. When in battle wild-men are very straightforward, ignoring tactics in favour of simply smashing their enemies to death with whatever comes to hand.

The wild-man presented here is a 2nd level barbarian. If creating your own wild-man characters, wild-men have the following racial features:

and clans that decorate themselves with identifying tribal patterns – anything from a single ritual scar to an elaborate series of tattoos or paints. From the deadly Blackjaws of the Eiglophian mountains to the Bloodscalp Marauders of the Westermarck, these hulking brutes are a threat to anyone who dares to step into their territories.

Wild-men are slightly hunched men with powerfully built bodies that are rarely covered in anything except war paint, hair and filth. Their eyes are slightly closer together than a normal human's, set into a sloping brow of thick and leathery skin. They move jerkily, like an animal, when moving normally – but can be as still and stealthy as a jaguar when on the hunt.

Wild-men speak a strange language of varied grunts, snarls and whistles that is called 'wildspeak'. It could theoretically be taught to linguists who could witness it in use, but with the violence-prone reactions of the wild-men to outsiders, this is nigh impossible.

- ✿ +6 Strength, +2 Constitution, –2 Intelligence, –4 Charisma: Wild-men are strong and hardy from their life in the wilderness but their intellects are underdeveloped.
- ✿ +1 racial bonus to Survival checks: Wild-men are well-schooled in surviving in their harsh homelands.
- ✿ +2 racial bonus to all saving throws to resist Intimidation: Wild-men are resistant to pain and have little imagination, making them difficult to frighten.
- ✿ Brawler as a bonus feat: Wild-men fight amongst themselves from birth. Any that survive to adulthood are capable fist-fighters.
- ✿ Scent: In many ways wild-men are closer to animal than man, including the keenness of their olfactory senses.
- ✿ Damage Reduction 1: Wild-men are tough. They have a natural DR of 1 that stacks with any they gain from class levels or armour.

Background Skills: Climb, Intimidate, Survival

Favoured Classes: Barbarian or Borderer

Prohibited Classes: Noble, Nomad, Pirate, Scholar, Soldier, Tempress

Automatic Languages: 'Wildspeak'

Bonus Languages: None



Wild-men are not recommended for use as Player Characters. While physically powerful, they are unused to civilised society and look exactly like what they are: throwbacks to mankind's origins among the beasts. This attitude and appearance will not make them welcome in any settlement of normal men – more likely they will be chased away with torches and pitchforks.

WIND GHOSTS

Medium Elemental

Climate/Terrain: Any land and sea

Organization: Solitary

Initiative: +9

Senses: Listen +9, Spot +9

Languages: Air

Dodge Defence: 19

Hit Points: 27 (5 HD); DR 2

Saves: Fort +2, Ref +9, Will +2

Speed: Fly 80 ft. (perfect)

Space: 5 ft.; **Reach:** 0 ft.

Ranged: 1d6 hurled objects +10 (1d6, AP –)

Base Atk +4; **Grp** –

Magic Atk: +3

Power Points: 5 (max 10)

Special Attacks: Gust of Wind, Hurl Object

Abilities: Str –, Dex 20, Con 12, Int 10, Wis 13, Cha 13

Special Qualities: Intangible, Windstorm

Feats: Dodge, Weapon Focus (hurled object)

Skills: –

Possessions: –

Advancement: 6–10 HD (Medium), 10–15 HD (Large)

Wind ghosts are minor air elementals that often do the bidding of storm or wind deity faiths. They are intangible in their natural state but their summoning binds them into a physical form – usually a collection of detritus organised into a floating face or humanoid figure. While thus bound the wind ghost can be destroyed by smashing this form. Unfortunately for would-be banishers, wind ghosts are far from defenceless. They can summon intense winds in a localised area and use these simultaneously to keep assailants away from their vulnerable form and to batter opponents with thrown objects.

As elementals, wind ghosts can be summoned with the *summon elemental* spell.



COMBAT

Wind ghosts prefer to fly out of the reach of attackers while whipping up a ferocious windstorm to deflect any ranged attacks and attacking with flung objects.

Gust of Wind: As a standard action a wind ghost can unleash a gust of wind. This wind affects everything in a path 60 feet long and five feet wide. Creatures must resist a trip attack made with an effective Strength of 20 or fall prone. Failure by more than five indicates the creature is blown back five feet for every five full points they fail the check by, and then is knocked prone. Normal flames of torch size or less are blown out and loose objects flung around. Heavier objects may be tipped over by the force of the blast. If in doubt, consider the gust of wind as having Strength 20 for the purposes of pushing things and breaking them.

Hurl Object: As a standard action a wind ghost can propel up to 1d6 unattended objects at a target or targets within 100 feet. The objects must





each weigh 10 lbs or less. Each object requires a ranged attack roll by the wind ghost to hit its target and does 1d6 damage unless the object is a weapon, in which case it does normal weapon damage. The wind ghost may split its attacks among targets as it wishes.

Intangible: A wind ghost's material presence is sustained by the constructed form it assembles when summoned and bound. This form is made of assorted bits and pieces and, while it can be hacked and smashed apart, it is not solid enough to grapple or to exert any real force on the physical world.

Windstorm: As a free action a wind ghost can fill a 30 foot radius around itself with howling winds. These impose the conditions of a severe windstorm (see *Conan the Roleplaying Game*, pages 222–223) in the affected area with the exception that movement in the area is not checked.



WINGED ONES

Large Monstrous Humanoid

Climate/Terrain: Any land

Organization: Solitary

Initiative: +6

Senses: Listen +9, Spot +9

Languages: Any human, Demonic

Dodge Defence: 16

Parry Defence: 23 (only when armed)

Hit Points: 90 (12 HD); DR 2

Saves: Fort +11, Ref +6, Will +7

Speed: 30 ft., fly 30 ft. (average)

Space: 10 ft.; **Reach:** 10 ft.

Melee: Slam +16/+11/+6 (1d6+5, AP –)

Base Atk +12; **Grp** +17

Magic Atk: +9

Sorcery

Counterspells – *warding, ward dwelling, ward by will*

Curses – *lesser ill-fortune, ill-fortune, greater-ill-fortune, doom, curse of Yizil, awful rite of the were-beast*

Divination – *astrological prediction, not this day,*

blessing of fate, psychometry, mind-reading, visions

Hypnotism – *entrance*

Necromancy – *raise corpse, the dead speak,*

chill of the grave

Power Points: 10 (max 30)

Abilities: Str 20, Dex 15, Con 16, Int 20, Wis 16, Cha 16

Special Qualities: Increased Maximum Power Points

(triple), Knowledge is Power, Magical Study, Scholar

Feats: Adept (Curses), Dodge, Hexer, Iron Will, Ritual Sacrifice, Tortured Sacrifice

Skills: Climb +11, Concentration +10, Craft (alchemy) +14, Craft (herbalism) +14, Decipher Script +14, Hide +8, Intimidate +11, Knowledge (arcana) +14, Knowledge (history) +14, Move Silently +8, Perform (ritual) +11, Search +11, Survival +6

Possessions: Jewellery and arcane artefacts

Advancement: By character class (usually scholar)

'The winged ones' is the only name for an ancient race that has been nearly extinct in Hyboria for centuries. They are powerful sorcerers and physical combatants with huge leathery wings, clawed paws and horned heads and they worship gods older than time itself. Their hairy limbs propel them along the ground like an ape when they have no room to spread their twenty foot wingspan.



In the current age there is but a single winged one known to be left, slumbering beneath a ruined city in Stygia. Where there is one there could be others, however, and the winged ones were surely powerful enough to last through the age of mankind's youth.

COMBAT

Winged ones prefer to fly over a victim and hurl their powerful magics down onto them, or to lay elaborate traps, or to use their sorcery to create creatures and situations such as to bring about their victory without ever necessitating coming within reach of a blade. When their arcane abilities cannot win the day, however, their powerful limbs can break bone and rend flesh easily enough and they will pitch into combat with animal savagery.

Increased Maximum Power Points: As the scholar class feature described on page 64 of *Conan the Roleplaying Game*.

Knowledge is Power: As the scholar class feature described on page 63 of *Conan the Roleplaying Game*.

Magical Study: Winged ones use the good magic attack bonus progression instead of the poor one. See page 167 for more information.

Scholar: A winged one gains scholar class features based on its Hit Dice rather than its character level. All other features are determined as if adding class levels normally (see page 170). Winged ones have a unique scholarly background ('winged one') which lets them learn any spells they like so long as they have access to an archive of their ancient knowledge, and do not have to spend skill points on Knowledge skills when they gain levels of scholar.

**WINGED SERPENT
(QUATZYL, CLOUD PYTHON)**

Huge Magical Beast
Climate/Terrain: Warm forests and mountains
Organization: Solitary
Initiative: +10
Senses: Listen +5, Spot +5, darkvision 60 ft., low-light vision, scent
Languages: –

Dodge Defence: 18
Hit Points: 114 (12 HD); DR 5
Saves: Fort +10, Ref +10, Will +8

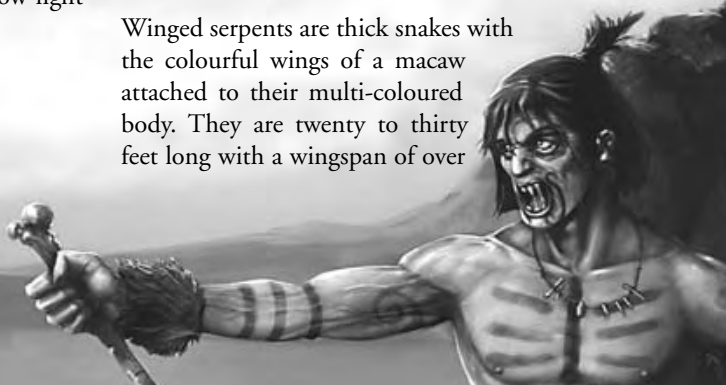


Speed: 30 ft., fly 40 ft. (good), swim 30 ft.
Space: 15 ft.; **Reach:** 10 ft.
Melee: Bite +20 (1d8+10, AP 5 plus poison) and slam +20 (2d8+10, AP –)
Base Atk +12; **Grp** +30
Special Attacks: Charging Slam, Constrict (3d6+10, AP 10), Improved Grab, Poison

Abilities: Str 30, Dex 14, Con 19, Int 2, Wis 11, Cha 6
Special Qualities: Fast Healing 3
Feats: Awesome Blow, Endurance, Great Fortitude, Improved Bull Rush, Power Attack
Skills: Climb +14, Move Silently +7, Survival +4, Swim +14
Possessions: –
Advancement: 13–18 HD (Huge), 19–24 HD (Gargantuan)

Strange and wonderful creatures that were spawned of animal and demon, the winged serpents of Kambuja are beautiful beasts that slither through the sky instead of the grass. They are powerful predators of the thick wooded areas, twisting through the trees like bats in order to seek out wild boar and deer to feed their constant hunger.

Winged serpents are thick snakes with the colourful wings of a macaw attached to their multi-coloured body. They are twenty to thirty feet long with a wingspan of over





fifteen feet, but they manage to weave their coils around obstacles with breathtaking deftness in order to set upon their prey.

Even though these fantastic predators are rare even in their home of Kambuja, close relatives have been spotted in other parts of Hyboria showing the physical characteristics of different birds and snakes combined. This means that there could have been many other couplings that produced these creatures, and perhaps even some migrating of the original species took place to create them.

COMBAT

Winged serpents use their size and mobility advantage to their benefit, choosing land-based prey that hopefully will not detect its rapid descent from above before it is too late. They lash out with their sharp and venomous fangs or wrap their targets in their strong coils in order to squeeze the life from them. Their natural resilience and preternatural ability to heal wounds allows them to suffer a great deal of damage while killing their prey, making them a very deadly beast to encounter.

Charging Slam: A winged serpent uses its weight to crush a foe with momentum, inflicting double normal damage with a slam attack when it charges.

Constrict: With a successful grapple check a winged serpent can deal 3d6+10 damage to its victim with an AP of 10.

Improved Grab: To use this ability the winged serpent must hit an opponent with a slam attack.

Poison: Winged serpents are equipped with venom that paralyses the muscles of its prey, keeping the target still while it is crushed and then swallowed. Anything that suffers damage from a winged serpent's bite attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Winged Serpent Venom	Injury DC 22	1d3 Dex	4	Immediate / 1 round / 1 minute / 1 minute

Skills: A winged serpent is accustomed to life in a wet jungle, granting it a +4 racial bonus on any Climb, Survival and Swim checks.

YAGGITE

Medium Outsider

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +8

Senses: Listen +10, Spot +10, darkvision 60 ft.

Languages: 2d6 human and Yagg

Dodge Defence: 18

Parry Defence: 17 (only when armed)

Hit Points: 55 (10 HD); **DR** 1

Saves: Fort +7, Ref +8, Will +15

Speed: 30 ft., fly 60 ft. (good) (if still winged)

Melee: Gore +11/+6 finesse (1d8) or by weapon +11/+6 finesse

Base Atk +10; **Grp** +10

Magic Atk: +11

Sorcery

Cosmic Sorcery* – *the time is right, horoscope, alignment of the heavenly paths*

Counterspells – *warding, ward dwelling, ward by will, greater warding*

Divination – *astrological prediction, not this day, blessing of fate, dream of wisdom*

Prestidigitation – *conjuring, telekinesis, greater telekinesis, magic builder**

Power Points: 15 (max 45)

Abilities: Str 11, Dex 12, Con 11, Int 20, Wis 26, Cha 22

Special Qualities: Blood of Power

Feats: Alertness, Knowledgeable, Skill Focus (Knowledge (arcana)), Toughness

Skills: Bluff +12, Craft (alchemy) +18, Craft (herbalism) +18, Diplomacy +19, Intimidate +13, Knowledge (arcana) +25, Knowledge (history) +22, Knowledge (geography) +22, Knowledge (religion) +22, Knowledge (nature) +22, Perform (ritual) +19, Search +15, Sense Motive +18, Sleight of Hand +7, Survival +21

Possessions: Very little; occasional jewellery or alchemic goods

Advancement: 11–20 HD (Medium)

The Yaggites are actually aliens from the faraway planet of Yag. They have had a strange interest in Earth for tens of thousands of years, coming here at the beginning of time to investigate the state of humankind's overall evolution.





When the Kings of Yag threw their homeworld into disarray and destruction, several Yaggites fled into the Outer Dark and found their way to Earth, where they became stranded. Now all Yaggites that are discovered in Hyboria are either these original refugees, or the mysterious servants of the Kings of Yag sent to find their lost brethren.

Yaggites are green-skinned men with lithe bodies and the tusked heads of an elephant, linking them to the development of that species here on Earth in some way. Away from Earth the Yaggites have large, angelic wings; but for some reason these features do not appear

here. Something about Earth's atmosphere causes the wings to vanish as if they did not exist, even though they will sprout anew when they leave.

Yaggites can speak in several human languages, but always do so in a monotone and eerie voice that does not match their mouth movements. They can also obviously speak Yagg, an utterly alien and disorienting language that requires the use of a trunk.

These strange aliens are generally honourable folk that live in solitude, trying to avoid detection by their kings' huntsmen and conflict with any locals. Although they consider themselves pacifists, they are capable of defending themselves from all threats they may encounter with their mighty sorcery.

Their knowledge of all things magical has made the few Yaggites known to be on Earth to be targeted for imprisonment and servitude by evil sorcerers. Although most power-hungry magic wielders try to capture the aliens and force them to teach them, a Yaggite would gladly show a friendly and genuine scholar how to cast the spells they know – if they were simply asked.

* If you do not have access to *Secrets of Skelos* then assume the yaggite can create a magical link to anyone it knows the birth date of even without materials, can create gigantic and elaborate structures in only a few hours and can take 20 on its magic attack rolls (if it has the time, as per the usual rules for taking 20) although this last ability can have disastrous side effects if the spell goes wrong.

COMBAT

As ageless beings, Yaggites despise the idea of direct combat and would much rather use their spells and intellect to avoid combat. If forced, however, they will defend themselves or their allies to the best of their ability.

Blood of Power: A Yaggite's grey blood is magically powerful, capable of energising existing sorcerous objects, assisting in many magical rituals, and being used to create new magic items. If you have *Secrets of Skelos* consider yaggite blood to be a useful greater component in permanent sorcery dealing with Cosmic Sorcery, travel, or generally benevolent effects. Furthermore, a Yaggite who is sacrificed by means of either the Ritual Sacrifice or Tormented Sacrifice feats will provide the sorcerer who slays him with twice as many Power Points as would be usual for a creature of his hit points.





Increased Maximum Power Points: As the scholar class feature described on page 64 of *Conan the Roleplaying Game*.

Knowledge is Power: As the scholar class feature described on page 63 of *Conan the Roleplaying Game*.

Scholar: A yaggite gains scholar class features based on its Hit Dice rather than its character level. All other features are determined as if adding class levels normally (see page 170). Yaggites have a unique scholarly background ('yaggite') as their arcane knowledge comes from internal contemplation. When a yaggite gains a new spell they can learn any spell which suits their personal temperament.

Skills: All Yaggites gain a +2 racial bonus to all Knowledge checks due to their general wisdom and excellent memory.

YIZIL (DESERT GHOUL)

Medium Monstrous Humanoid

Climate/Terrain: Any warm desert

Organization: Solitary, patrol (3–5), or throng (6–12).

Initiative: +6

Senses: Listen +5, Spot +5, low-light vision

Languages: Yizilspeak

Dodge Defence: 14

Parry Defence: 17 (only when armed)

Hit Points: 45 (7 HD); DR 2

Saves: Fort +6, Ref +4, Will +2

Speed: 40 ft.

Melee: 2 claws +9 (1d4+2, AP –) and bite +7 (1d8+1, AP 3)

Base Atk +7; **Grp** +9

Special Attacks: Improved Grab, Laughter, Relentless Jaws

Abilities: Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 1

Feats: Multiattack, Toughness, Track

Skills: Hide +6, Jump +5, Move Silently +6, Survival +6

Possessions: Minor collected tomb-baubles (worth 4d6 × 10 silvers)

Advancement: By character class (usually barbarian or nomad)

The yizil are desert ghouls, instinctual tomb robbers and the gnawers of bones. They avoid the open desert, especially during the day. Like jackals, they prey upon what they can find in long-abandoned tombs, living a twisted and horrible existence in the desert catacombs. Their mocking laughter is not unlike a hyena's, filling the air with screeches like that of a jackal. They oftentimes dress in the funerary trappings and baubles they find in the tombs, parading the spoils of their scavenging.

Yizil, like other ghouls, speak their own language of grunts, growls and screeches. No non-yizil has yet mastered it, largely due to how violent any dealing with them tends to be. It is very similar to the 'language' of the common ghoul, but whether or not they could cross-communicate has never been tested.

COMBAT

Yizil prefer to ambush their prey in the darkness of a catacomb or under the cover of night, slashing with their sharp claws until they can get their strong jaws into their targets.

Improved Grab: To use this ability, the yizil must hit with a bite.

Laughter: A yizil can take a standard action to give voice to his sick and bestial laughter, imposing a –1 penalty to Will saves on every non-yizil within 30 feet. This penalty lasts for as many hours as the yizil has Hit Dice and stacks



both with itself and the laughter of other yizils. A whole group cackling away can quickly reduce the strongest-willed man to insanity.

Relentless Jaws: Once a yizil has hold of an opponent in its jaws (see improved grab, above) it can make bite attacks against him with no penalty for grappling. This also gradually chews through its opponent's armour – each round the yizil uses relentless jaws, including the first round, the AP rating of its bite increases by a cumulative +1.

Skills: Yizil have a +4 racial bonus to their Hide, Move Silently and Survival skills.

YOTHGA

Large Plant

Climate/Terrain: Underground

Organization: Solitary

Initiative: +6

Senses: Listen +0, Spot +0

Languages: –

Dodge Defence: 16

Hit Points: 85 (9 HD); **DR** 2

Saves: Fort +11, Ref +6, Will +3

Speed: 0 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 4 tendrils +9 finesse (1d6+1 plus poison)

Base Atk +6; **Grp** +11

Special Attacks: Improved Grab, Loathsome Caress, Poison, Powerful Grapple

Sorcery Knowledge: –

Abilities: Str 12, Dex 17, Con 20, Int –, Wis 10, Cha 24

Special Qualities: Mindless, Plant Traits, Immobile

Feats: –

Skills: –

Possessions: Anything left behind by drained victims

Advancement: 10–12 HD (Large), 13–18 HD (Huge)

The yothga is an alien plant from the planet of Yag, brought in spore form by the Yaggites to Earth. It is a vampiric horror that grows deep into the crust of the Earth, rising up in shoots of vines that feed off the thoughts and intellect of sentient creatures. Its roots are said to find fertile ground only in hell but this could just be exaggeration. No one is in a hurry to check.

Yothgas are actually a central stalk with hundreds of smaller vines that sprout from it, each vine covered in pointed leaves and crimson flowers. These flowers bend

over the mouth of subdued victims to drink their souls, a process that leaves them in mindless agony and unable to muster any strength of will or sinew to save themselves from their fate.

COMBAT

The central stalk of a yothga is not ambulatory but the plant has a sizeable reach and surprising mobility. It reacts in the manner of an animal when threatened, acting with malign intelligence to subdue any assailants.

Immobile: A yothga is rooted to the spot and cannot move its main mass with any great ease. It automatically fails any Reflex saves it is called upon to make.

Improved Grab: To use this ability, a yothga must hit with its tendril attack.

Loathsome Caress: When a victim has been reduced to Intelligence 0 by a yothga's poison it can begin to drink their soul. The yothga drains 10 XP per day the victim is trapped in its grasp. Experience and levels lost to the yothga are permanently gone and must be re-earned. A victim reduced to 0 XP by a yothga dies, his soul nourishing the evil plant. A yothga unable to feed on souls must make a Fortitude save each month (DC 10 + 1 per previous save) or become dormant. Dormant yothgas resemble normal, if slightly unusual-looking, plants and are inanimate. They can be revived if a living sacrifice is left at their roots for them to begin feeding from again.

Poison: Anything that comes into contact with the leaves or flowers of a yothga is at risk of being poisoned by its mind-numbing pollen. Targets suffering damage from the yothga's tendril attacks or who start their round grappled by the yothga are immediately exposed:

Poison	Type	Damage	Saves Required	Save Interval
Yothga Pollen	Contact DC 19	1d3 Int	4	Immediate / 1 minute / 1 minute / 1 minute

Yothgas who are not in imminent danger will often gently caress grappled victims to speed the progress of the poison. Treat these as melee attacks that do no damage but expose the touched person to yothga's toxins.



Animals

Natural Inhabitants of the Wilderness

ALLIGATOR

Medium Animal

Climate/Terrain: Warm marshes and rivers

Organization: Solitary or colony (6–11)

Initiative: +5 (+2 Dex, +3 Reflex)

Sensory Traits: Listen +3, Spot +3, low-light vision

Dodge Defence: 16

Hit Points: 19 (3 HD); **DR** 4

Saves: Fort +5, Ref +5, Will +2

Speed: 30 ft., swim 30 ft.

Melee: Bite +5 (1d8+4, AP 3) or tail slap +5 (1d12+3, AP --)

Base Atk +2; **Grp** +5

Special Attacks: Improved Grab

Abilities: Str 17, Dex 14, Con 15, Int 1, Wis 12, Cha 2

Special Qualities: Hold breath

Feats: Alertness, Skill Focus (Hide)

Skills: Hide +4 (+8), Move Silently +1 (+5), Swim +11

Possessions: Discarded weapons (likely to be in poor shape)

Advancement: 4–6 HD (Medium), 7–9 HD (Large), 10–12 HD (Huge)

A cousin to the deadly crocodiles that float on the river Styx and lurk in the pools throughout Stygia, Shem and the Black Kingdoms, alligators are slightly smaller and tend to live in less arid areas. Rivers, lakes and marshes throughout the Pictlands and parts of western Aquilonia see these large reptiles rise up from time to time, often to snatch small animals from the shore.

Alligators do not go out of their way to attack men if they can help it but will fight without hesitation to defend a colony's water hole or hunting grounds. More often than not the only conflict alligators have with mankind is the occasional killing of herd animals that try to drink at their banks or someone coming to hunt them for their leathery hide.

Most alligators do not grow much longer than six to eight feet in length, but, like their crocodile kin, they have been known to eventually grow as long as twenty feet or more if allowed to hunt, kill and thrive for many decades.

COMBAT

Alligators are ambush predators, hiding in the murky water until they are in striking range and then surprising their prey with the vicelike grip of their jagged jaws. Once grabbed, an alligator will drag its victim underwater to drown, thrashing wildly to knock them off balance and keep them that way.

Improved Grab: To use this ability, an alligator must hit with its bite attack.

Hold Breath: An alligator can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Alligators have a +8 racial bonus on Swim checks. They can always choose to take 10 on a Swim check, even if rushed or threatened, and can perform the run action while swimming. Alligators also receive a +4 racial bonus to Hide and Move Silently checks while in the water, and can choose to reveal only their eyes and nostrils in murky water to gain an additional +10 cover bonus to Hide checks.

APE (GORILLA)

Large Animal

Climate/Terrain: Warm forests

Organisation: Solitary, pair or gang (3–5)

Initiative: +6

Senses: Listen +6, Spot +6, low-light vision, scent

Dodge Defence: 14

Hit Points: 29 (4 HD); **DR** 3

Saves: Fort +6, Ref +6, Will +2

Speed: 30 ft., climb 30 ft.

Space: 10 ft.; **Reach:** 10 ft.



Melee: 2 claws +7 (1d6+5, AP -) and bite +2 (1d6+2, AP -)

Base Atk +3; **Grp** +13

Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Feats: Alertness, Toughness

Skills: Climb +14, Listen +6, Spot +6

Advancement: 5–8 HD (Large)

Peaceful and stoic animals that try to live outside the realm of mankind as much as possible, apes are family-based primates that choose a large area of wooded territory as their own and move about nomadically within it. They will fight to protect their families or hunt for food, but they would much rather run to safety than risk death.

COMBAT

Apes that are forced to battle will use their claws and teeth to great ability, letting their sheer strength do much of the damage they can inflict. If they can put down a potential threat quickly enough, they will often do so and then escape, leaving the mauled target behind.

Crush: An ape that makes a successful grab can make a single crush attack in place of its two claw attacks. The crush attack automatically inflicts 2d8+4 damage on the target, and needs not roll to hit.

Improved Grab: To use this ability, the ape must hit with a claw attack. If it gets a hold on the target successfully, it can then crush.

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BABOON

Medium Animal

Climate/Terrain: Warm plains

Organization: Solitary, troop (10–40) or migration (40–400)

Initiative: +4

Sensory Traits: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 12

Hit Points: 5 (1 HD); **DR** 1

Saves: Fort +3, Ref +4, Will +1

Speed: 30 ft., swim 30 ft.

Melee: Bite +2 (1d6+2, AP 2)

Base Atk +0; **Grp** +2

Special Attacks: Rage

Abilities: Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4

Special Qualities: –

Feats: Alertness

Skills: Climb +10, Jump +5

Possessions: Shiny items, jewellery and small weapons

Advancement: 2–3 HD (Medium)

The plains of Stygia, Kush and some of the Black Kingdoms are home to large numbers of these howling and cavorting primates. They roam in large troops in search of food and shelter from the midday sun, sometimes gathering into enormous migrations that stretch for hundreds of yards.

Baboons are generally playful and familial but are subject to uncommon moments of screeching fury that are accompanied by the raising of hackles and baring of teeth – during which even the most pleasant of baboons can become a danger to enemies much larger than itself.

COMBAT

Baboons fight in tandem with one another, ducking in and leaping out with snapping bites. Should even a single baboon be injured, a wash of bloodlust will pass through the ranks of a baboon troop like wildfire.

Rage: A baboon that takes damage in combat or sees a member of its troop damaged flies into a berserk rage the following round, biting targets until either it or they are dead. It gains +4 Strength, +4 Constitution and –2 Defence. The rage lasts for its new Constitution modifier in minutes and a baboon cannot end its rage voluntarily. While raging, baboons always attack the closest non-baboon creature.

Skills: Baboons have a +8 racial bonus on Climb checks and can always take 10 on Climb checks, even if rushed or threatened.

BADGER

Small Animal

Climate/Terrain: Temperate forest, hill, plains and underground

Organisation: Solitary or set (2–5)

Initiative: +5

Senses: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 14

Hit Points: 6 (1 HD); **DR** 1





Saves: Fort +5, Ref +5, Will +2

Speed: 30 ft., burrow 10 ft.
Attack: Claws +4 melee finesse (1d3)
Base Atk +1; **Grp** -4
Special Attacks: Rage

Abilities: Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Feats: Track
Skills: Escape Artist +7
Possessions: Indigestible jewellery or trinkets, scraps of armour
Advancement: 2-4 HD (Small)

Badgers are two-and-a-half foot long mammals that are predominantly coloured black or dark brown with white splotches or stripes, and are legendarily dangerous combatants for their size. It has been known for an angry badger to kill a man in short order, but not commonly.

COMBAT

Badgers are feared in combat for their deep and tireless rages, which they fly into whenever injured.

Rage: A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 Defence. The creature cannot end its rage voluntarily, and will attack the closest target that most recently injured it.

BEAR

Large Animal
Climate/Terrain: Any forest, hill, mountains and underground
Organisation: Solitary or pair
Initiative: +6
Senses: Listen +4, Spot +7, low-light vision, scent

Dodge Defence: 14
Hit Points: 51 (6 HD); **DR** 5
Saves: Fort +9, Ref +6, Will +3

Speed: 40 ft.
Space: 10 ft.; **Reach:** 10 ft.
Melee: 2 claws +11 (1d10+8, AP 8) and bite +6 (2d8+4, AP 9)
Base Atk +4; **Grp** +16

Special Attacks: Improved Grab, Bear Hug

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Feats: Endurance, Run, Track
Skills: Listen +4, Spot +7, Swim +14
Advancement: 7-10 HD (Large)

Bears are fairly common throughout the wilderness areas of the northern lands, including Cimmeria, Nordheim, Hyperborea and parts of the Pictish Wilderness. Normally they are gentle beings that avoid contact with humans, but they can sometimes be found wandering into settlements to try to take food. Many northern tribes hunt bears for their thick fur, strong bones, and sharp claws and teeth.

COMBAT

Bears that are not protecting young can sometimes be frightened off by making plenty of noise and showing no fear. This will cause the bear to make a Will saving throw (DC = number of people making noise, maximum DC 15) or flee if it can. A bear that is attacked while fleeing will be more angry than afraid and will fight back with all its strength.

Bear hug: A bear that successfully grabs a target can make a single bear hug in place of its two claw attacks. The bear hug attack automatically deals 3d10+12 damage to the target.

Improved Grab: To use this ability, the bear must hit with a claw attack. If it is successful, it can bear hug.

BOAR

Medium Animal
Climate/Terrain: Temperate and warm forest
Organisation: Solitary, or sounder (20-40 females and 100-200 non-combatant young)
Initiative: +3
Senses: Listen +4, Spot +7, low-light vision, scent

Dodge Defence: 11
Hit Points: 25 (3 HD); **DR** 6
Saves: Fort +6, Ref +3, Will +2

Speed: 40 ft.
Melee: Gore +4 (1d10+3, AP 5)
Base Atk +2; **Grp** +4

Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Special Qualities: Ferocity
Feats: Alertness, Toughness



Skills: Listen +7, Spot +5

Advancement: 4–5 HD (Medium)

Boars are a common enough sight in the forests of the Hyborian kingdoms, the Pictish wilderness and Zingara. They are ill-tempered beasts, apt to attack travellers without warning or mercy when they wander through the boars' territory. This savagery means that they are generally avoided rather than fought, though they are sometimes hunted down by nobles for bragging rights.

COMBAT

A single boar is a powerful combatant that can tear a man from stern to stem with a single swipe of its mighty tusks. Even mounted warriors are not above being attacked, the boar tearing the horse out from under them in a few bloody charges.

Ferocity: A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CAMEL

Camels are known for their ability to travel long distances without food or water. The only camels common in the Hyborian Age are the single-humped dromedaries.

Camels have a reputation for viciousness, stupidity and extreme stubbornness. All these tales have an element of truth to them, though a well-trained camel with a known rider is unlikely to show signs of any of the above qualities. Even the apparent stupidity is more likely to be a result of laziness or stubbornness rather than innate mental defect. A well-trained camel can make an effective and versatile mount, though it is only really in the desert that it enjoys significant advantages over the horse.

CAMEL MOVEMENT

Though the serious horse-lover may not like to hear it, camels are significantly faster than horses in overland movement through the desert. The main advantage of horses is their high speed at the gallop, over short distances, which the camel cannot match; but a fit riding camel with an experienced rider can manage up to 75 miles a day over desert terrain, a good deal more than any horse. This is achieved partially through their ability to travel for longer periods through the day without the fatigue and overheating that can kill a horse and partly because a well-trained rider will carefully make use of the camel's ability to run at high speeds for much of each day.

If a camel is carrying at most a light load, up to half of its daily movement can be hustling, so long as the camel has a chance to 'rest' by spending an hour moving at normal speed after each hour of hustling. Hustling more often than this causes damage to the camel as usual for a mounted animal. A camel carrying a medium or heavy load may only hustle for at most one hour per day without damage, like most other creatures.

CAMEL FOOD AND WATER

The other advantage a camel has over a horse is its ability to go without water and with minimal food – when it does find an oasis or other water source, it can drink far faster than a horse, too, literally sucking in gallons of water in a matter of a few seconds.

Over time, a camel's food requirements are very similar to a horse's but the camel can go without any food or water for up to three days without any risk of injury or even degradation of performance. However, at the end of the three days, it will need the full three days' worth of food and water it previously missed out on.

PACK CAMEL

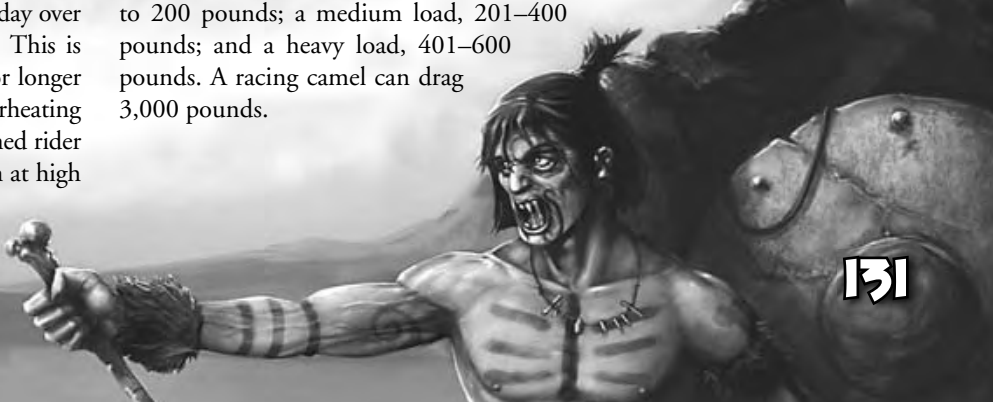
Pack camels are used as beasts of burden and are also kept for their milk and meat. They can walk for up to 10 hours per day without becoming fatigued or injured. Furthermore, pack camel movement is not reduced for carrying medium or heavy loads.

Carrying Capacity: A light load for a pack camel is up to 400 pounds; a medium load, 401–800 pounds and a heavy load, 801–1200 pounds. A pack camel can drag 6,000 pounds.

RACING CAMEL

Racing camels are specially bred for fast movement. Though they do not have the staying power of riding and pack camels, they are very fast over short to medium distances and are often used by messengers or raiders. A racing camel gains Run as a bonus feat.

Carrying Capacity: A light load for a racing camel is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A racing camel can drag 3,000 pounds.



ANIMALS



	Pack Camel Large Animal	Racing Camel Large Animal	Riding Camel Large Animal
Climate/Terrain:	Warm deserts	Warm deserts	Warm deserts
Organization:	Domesticated or herd (6–30)	Domesticated or herd (6–30)	Domesticated or herd (6–30)
Initiative:	+6	+6	+6
Senses:	Listen +5, Spot +5, low-light vision, scent	Listen +5, Spot +5, low-light vision, scent	Listen +5, Spot +5, low-light vision, scent
Dodge Defence:	14	14	14
DR:	1	1	1
Hit Points:	23 hp (3 HD)	19 hp (3 HD)	19 hp (3 HD)
Saves:	Fort +6, Ref +6, Will +1	Fort +5, Ref +6, Will +1	Fort +5, Ref +6, Will +1
Speed:	40 ft.	50 ft.	50 ft.
Full Attack:	Bite +6 melee (1d4+2, AP –)	Bite +4 melee (1d4+1, AP –)	Bite +5 melee (1d4+2, AP –)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Base Attack:	+2	+2	+2
Grapple:	+11	+9	+10
Special Attacks:	–	–	–
Abilities:	Str 20, Dex 16, Con 17, Int 2, Wis 11, Cha 4	Str 16, Dex 16, Con 14, Int 2, Wis 11, Cha 4	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Special Qualities:	Camel Movement	Camel Movement	Camel Movement
Feats:	Alertness, Endurance	Alertness, Endurance, Run	Alertness, Endurance
Skills:	Survival +6	Survival +6	Survival +6
Advancement:	–	–	–

RIDING CAMEL

Riding camels are used as everyday mounts in the desert and are also excellent for long treks. They can walk for up to 10 hours per day without becoming fatigued or injured.

Carrying Capacity: A light load for a riding camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A riding camel can drag 4,500 pounds.

COMBAT

Camels are not often used as much else than mounts, and few would ever believe them to be efficient combatants. Even so, they are able to inflict significant wounds with their wide, flat teeth if they are forced to.

CAT

Tiny Animal

Climate/Terrain: Any

Organization: Solitary or household (2–4)

Initiative: +7

Sensory Traits: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 15

Hit Points: 2 (½ HD); **DR** –

Saves: Fort +0, Ref +6, Will +2

Speed: 40 ft.

Space: 2½ ft.; **Reach:** 0 ft.

Melee: 2 claws +6 finesse (1d2–3) and bite +1 finesse (1d3–3)

Base Atk +0; **Grp** –10

Abilities: Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 6

Special Qualities: –

Feats: Alertness

Skills: Balance +8, Climb +8, Hide +8, Jump +5, Move Silently +8, Survival +1

Advancement: –



Cats have been regarded as a decent pet for many generations in Hyboria, particularly in the Stygian households. Seen as an excellent way to combat household – and shipboard – vermin, cats are also a good source of companionship. Domesticated cats range greatly in colour and fur-length with a host of different sub-species for potential owners to pick from. They must be trained to stay near their masters if an owner ever wishes to have jovial contact with the agile and aloof creatures, but a longstanding cat owner will swear by their friendliness and worth to any Hyborian household.

COMBAT

Domesticated cats would not normally choose to involve themselves in anything resembling combat, except perhaps with small vermin and other potential prey. They do have sharp claws and teeth if they have to use them but would much rather run away from any serious threat.

Some crafty poisoners will purchase cats and coat their claws with deadly toxins to deliver them to a hated enemy even though this assuredly marks the end of the cat's life shortly thereafter.

Skills: Domesticated cats have a +4 racial bonus on Balance, Climb, Hide and Move Silently checks. They may use their Dexterity modifier instead of their Strength modifier for Climb checks. Cats receive a +8 racial bonus on Jump checks.

CATTLE

Large Animal

Climate/Terrain: Any land

Organisation: Herd (12–28)

Initiative: +2

Senses: Listen +10, Spot +5, low-light vision, scent

Dodge Defence: 11

Hit Points: 36 (4 HD); DR 2

Saves: Fort +6, Ref +3, Will +2

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Gore +6 (1d8+4, AP 5) or bite +3 finesse (1d3+4)

Base Atk +3; **Grp** +11

Abilities: Str 19, Dex 12, Con 20, Int 1, Wis 10, Cha 3

Feats: Alertness, Endurance

Skills: Listen +10, Spot +5

Advancement: 5–8 HD (Large)

Cattle are large creatures of stocky build. Most cows and bulls are over 10 feet long and can stand up to six feet tall at the shoulder. An average cow or bull weighs 2,000 to 3,000 pounds. The statistics given here can be used for semi-domesticated cattle, as well as the wild aurochs and yaks that still graze in the open plains and steppes of Hyrkania. Adult aurochs and yaks generally have at least 5 Hit Dice but are otherwise treated as cattle.

All cattle are excellent sources of meat, milk and leather.

COMBAT

While both cows and bulls can be provoked to attack, in several varieties of cattle only the bulls have horns. A bull's horns can grow up to 18 inches in length.

Charging Gore: Cattle with horns deal double gore damage on a successful charge.

Stampede: If panicked or frightened, cows and bulls will first form a herd and then try to outrun any creatures attempting to provoke or surround them. If pressured the entire herd will turn on opponents and charge at them, trampling anything that stands in their way. Any creatures caught in a stampede that are the same size or smaller than the charging animals take 1d12 hit points of damage for each head of cattle in the herd. A successful Reflex saving throw (DC 16) halves the damage.

Depending on the sex and specific variety of cattle, the gore attack may not be present as the creature may not have horns.

CHEETAH

Medium Animal

Climate/Terrain: Warm plains

Organization: Solitary, pair, or family (3–5)

Initiative: +7

Sensory Traits: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 15

Hit Points: 19 (3 HD); DR –

Saves: Fort +5, Ref +6, Will +2

Speed: 50 ft.

Melee: Bite +5 finesse (1d8+3) and 2 claws +0 finesse (1d2+1)



Base Atk +2; **Grp** +5

Special Attacks: Trip

Abilities: Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Special Qualities: Sprint

Feats: Alertness, Stealthy

Skills: Climb +4, Hide +6, Jump +4, Move Silently +6

Possessions: –

Advancement: 4–5 HD (Medium)

Fast and lithe cats that hunt gazelle and small game on the plains, cheetahs are some of the fastest land animals in Hyboria. In the stretches of Shem and the Black Kingdoms small groups of these yellow and black spotted cats can be seen at rest, waiting to shoot forward and take down prey in a plume of dust and kicked-up grass.

COMBAT

Cheetahs are not especially powerful combatants and are best suited to run down their prey and send them sprawling in order to be set upon by the rest of the family.

Trip: A cheetah that hits with its bite or claw attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the cheetah.

Sprint: Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge. If making a trip attack during this charge move the cheetah gets an additional +3 bonus to that check.

CROCODILE

Medium Animal

Climate/Terrain: Warm marshes, rivers and coasts

Organization: Solitary, family (6–11) or colony (3–10 families)

Initiative: +5

Sensory Traits: Listen +3, Spot +3, low-light vision

Dodge Defence: 16

Hit Points: 30 (4 HD); **DR** 5

Saves: Fort +7, Ref +5, Will +2

Speed: 20 ft., swim 30 ft.

Melee: Bite +7 (1d10+6, AP 4) or tail slap +7 (1d12+4, AP --)

Base Atk +3; **Grp** +7

Special Attacks: Improved Grab

Abilities: Str 19, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Special Qualities: Hold breath

Feats: Alertness, Skill Focus (Hide)

Skills: Hide +7 (+11), Move Silently +5 (+9), Swim +12

Possessions: Discarded weapons (likely to be in poor shape)

Advancement: 5–8 HD (Medium), 9–12 HD (Large), 13–16 HD (Huge)

Crocodiles are very aggressive predators that live in the marshes and rivers throughout southern Hyboria, and found occasionally off the coastlines of Stygia, Kush and the Black Kingdoms. They are large and slender reptiles with powerful tails and sharp-toothed maws capable of bringing a full-sized man and his mount to ruin in seconds should they get too close to the edge of the water.

Most crocodiles grow to roughly six to ten feet in length, but they have been known to eventually grow as long as 25 feet or more if allowed to live a long time. Saltwater crocodiles, or 'salties', can grow to nearly twice as long and strong as their freshwater cousins.

COMBAT

Crocodiles are terrifying ambush predators, hiding along the water's edge until they are in striking range of a potential target and surprising their prey with a leaping attack that can shear limbs or hold bodies. Once grabbed, a crocodile will drag its prey down into the depths to be torn apart and drowned.

Improved Grab: To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can then begin to move the target to deeper water.

Hold Breath: A crocodile can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Crocodiles have a +8 racial bonus on any Swim check. They can always choose to take 10 on a Swim check, even if rushed or threatened, and can perform the run action while swimming. Crocodiles also receive a +4 racial bonus to Hide and Move Silently checks while in the water, and can choose to only reveal their eyes and nostrils in murky water to gain an additional +10 cover bonus to Hide checks.



DEER

Medium Animal

Climate/Terrain: Any cold or temperate land, or warm plains

Organisation: Herd (4–24)

Initiative: +6

Senses: Listen +7, Spot +5, low-light vision, scent

Dodge Defence: 14

Hit Points: 11 (2 HD); DR 1

Saves: Fort +1, Ref +6, Will +0

Speed: 50 ft.

Melee: Butt +3 (1d8+2 or 1d4+2, AP –)

Base Atk +1; **Grp** +3

Abilities: Str 14, Dex 17, Con 12, Int 1, Wis 10, Cha 4

Feats: Run

Skills: Listen +7, Spot +5

Advancement: 3–4 HD (Medium)

This animal is one of the most widespread creatures in Hyboria, to one degree or another. Deer are fast, well-muscled hoofed animals typically around 5 ft. to 7 ft. long and weighing around 150 to 300 lbs. They usually avoid human contact where possible, though they will fight if cornered. An aggressive male may fight with little provocation, particularly during the autumn rutting season. Most of the time deer will be found in single-sex herds, though during autumn they will be in larger mixed-sex groups, double the size of the herd mentioned above. Deer can be found in one form or another almost anywhere within their climate/terrain, since these game statistics can also be used to represent the gazelles, antelope and similar fast-moving horned animals of Vendhya and Kush.

VARIETIES OF DEER

These statistics are for a typical red or white-tailed deer. In harsher lands rife with larger predators, larger relatives like reindeer and sable predominate. Beasts like these are a little larger than common deer (3 HD, Advancement 4–5 HD) and both males and females have antlers.

COMBAT

Except for larger males, almost every deer would rather flee from combat than actually confront a foe. All deer can be provoked to attack, however, but in most varieties of deer only the stags have horns with which they can slash or pierce with. A stag's antlers can grow up to 4 ft. in span. They are shed every winter, re-growing in the spring.

Deer can always make a butt attack, whether or not they have antlers – the lower damage figure is for a butt from a non-antlered deer. Damage is bludgeoning and piercing in the case of antlered deer, or bludgeoning only for non-antlered deer.

DOG

Small Animal

Climate/Terrain: Temperate plains

Organisation: Solitary, pair (jackals only), or pack (5–12)

Initiative: +5

Senses: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 14

Hit Points: 6 (1 HD); DR 2

Saves: Fort +4, Ref +5, Will +1

Speed: 40 ft.

Melee: Bite +4 finesse (1d4+1)

Base Atk +0; **Grp** –3

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats: Alertness, Track

Skills: Jump +7, Listen +5, Spot +5, Survival +1

Advancement: —

The common dog has been a domesticated ally to the men of Hyboria for centuries, with some claiming that it was the Atlanteans that originally learned how to make the canines obey. They are loyal and highly trainable to perform a variety of tasks. The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as jackals and Kushite wild dogs.

COMBAT

When found in the wild, dogs generally hunt in packs, chasing and exhausting prey until they can drag it down. Trained dogs obviously can be used to attack solitarily, often at the command of its owner. Even when forced to fight, dogs generally do not kill their targets unless trained to do so or fighting for food.

Jackals are more commonly found in pairs, living as scavengers in the plains and steppes.

Skills: Dogs have a +4 racial bonus on Jump checks.



DONKEY (ASS, MULE)

Large Animal
Climate/Terrain: Any land
Organization: Solitary or herd (4–16)
Initiative: +2
Sensory Traits: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 10
Hit Points: 22 (3 HD); **DR** 2
Saves: Fort +6, Ref +2, Will +4

Speed: 30 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: Kick +4 melee (1d6+2, AP –)
Base Atk +2; **Grp** +8
Special Attacks: Stampede

Abilities: Str 17, Dex 14, Con 15, Int 1, Wis 12, Cha 2
Special Qualities: Hold breath
Feats: Alertness, Skill Focus (Hide)
Skills: Hide +4 (+8), Move Silently +1 (+5), Swim +11
Possessions: Discarded weapons (likely to be in poor shape)
Advancement: 4–6 HD (Medium), 7–9 HD (Large), 10–12 HD (Huge)

Donkeys, a near relative to the horse, have been used by mankind as a pack and labour animal for many generations. They are the quintessential beast of burden and are used in one form or another by nearly every human populace in Hyboria.

They are short and stocky equines with longer ears and coarser hair, with thick tails that only have a tuft of hair at the end (unlike a horse's). Donkeys are notoriously mean-spirited and stubborn, making them difficult to train—which is ironic considering how much they are used for exactly that reason.

COMBAT

Donkeys do not exactly commit themselves to warfare, but if they are forced to attack something they use their thick hooves and blunt teeth.

Stampede: If panicked or frightened, donkeys will gather up and try to outrun any creatures attempting to provoke or surround them. If pressured the entire herd will turn on opponents and charge at them, trampling anything that stands in their way. Any creatures caught in a stampede that are the same size or smaller than the charging animals take 1d12 hit points of damage for every eight donkeys in the herd. A successful Reflex saving throw (DC 13) halves the damage.

Stubborn: Donkeys are instinctively stubborn, adding +3 to the DC of any Handle Animal, Ride or related skill checks dealing with them. Any such check that fails by 10 points or more causes the mule to make a single attack against its handler as well.

EAGLE

Small Animal
Climate/Terrain: Temperate mountains
Organisation: Solitary, pair, or eyrie (5–12)
Initiative: +4
Senses: Listen +4, Spot +16, low-light vision

Dodge Defence: 13
Hit Points: 5 (1 HD); **DR** 1
Saves: Fort +3, Ref +4, Will +2

Speed: 10 ft., fly 80 ft. (average)
Melee: 2 talons +3 finesse (1d4) and bite –2 finesse (1d4)
Base Atk +0; **Grp** –4

Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Feats: Alertness
Skills: Listen +4, Spot +16
Advancement: 2–3 HD (Medium)

Eagles inhabit nearly every kind of terrain although they prefer high, secluded nesting spots. These statistics can also be used to represent nearly any kind of large predatory bird.

COMBAT

Although not prone to attacking targets too large for them to eat, some sorcerers may have magical methods of compelling eagles to fight for them.

Skills: Eagles have a +8 racial bonus on Spot checks.



ELK

Large Animal

Climate/Terrain: Any cold land

Organisation: Herd (4–24)

Initiative: +6

Senses: Listen +9, Spot +7, low-light vision, scent

Dodge Defence: 11

Hit Points: 30 (4 HD); **DR** 3

Saves: Fort +7, Ref +6, Will +1

Speed: 50 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Butt +7 (1d10+5 or 1d6+5, AP –)

Base Atk +3; **Grp** +12

Abilities: Str 20, Dex 14, Con 17, Int 1, Wis 10, Cha 4

Feats: Alertness, Endurance

Skills: Listen +9, Spot +7

Advancement: 5–7 HD (Large)

An elk is a large variety of deer. It is between eight and 11 ft. long and weighs approximately 1,100 to 1,500 pounds. Like deer elk prefer to avoid rather than fight humans but they are confident enough of their own sheer power that they can be a little more aggressive than other deer – again, particularly in rutting season. Elk can be found in Nordheim, Hyperborea and northerly lands to the East.

COMBAT

Only the elk stags have horns. An elk stag's antlers can span up to seven feet. They are shed every winter, regrowing in the spring.

Elks can always make a butt attack, whether or not they have antlers – the lower damage figure is for a butt from a non-antlered elk. Damage is bludgeoning and piercing in the case of antlered elks, or bludgeoning only for non-antlered elks.

ELEPHANT

Huge Animal

Climate/Terrain: Warm plains

Organisation: Solitary or herd (6–30)

Initiative: +7

Senses: Listen +12, Spot +10, low-light vision, scent

Dodge Defence: 12

Hit Points: 104 (11 HD); **DR** 7

Saves: Fort +12, Ref +7, Will +6

Speed: 40 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Slam +16 (2d6+10, AP –) and 2 stamps +11 (2d6+5, AP –); or gore +16 (2d8+15, AP 10)

Base Atk +8; **Grp** +26

Special Attacks: Trample

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

Skills: Listen +12, Spot +10

Advancement: 12–22 HD (Huge)

Elephants are unpredictable creatures but are nevertheless sometimes used as mounts or beasts of burden. These statistics can also represent prehistoric creatures such as mammoths and mastodons.

COMBAT

Elephants tend to charge at threatening creatures.

Trample: An elephant that makes a successful Overrun attack (see *Conan the Roleplaying Game*, page 209) may make a single free stamp attack against any opponent it knocks over.

FOX

Small Animal

Climate/Terrain: Any land

Organization: Solitary, pair or skulk (5–10)

Initiative: +6

Sensory Traits: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 14

Hit Points: 5 (1 HD); **DR** –

Saves: Fort +1, Ref +5, Will +1

Speed: 40 ft.

Melee: Bite +1 finesse (1d4–1)

Base Atk +0; **Grp** –5

Abilities: Str 9, Dex 17, Con 13, Int 2, Wis 13, Cha 8

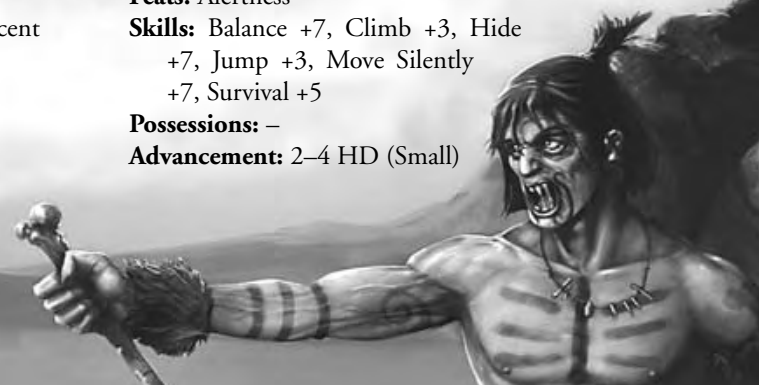
Special Qualities: –

Feats: Alertness

Skills: Balance +7, Climb +3, Hide +7, Jump +3, Move Silently +7, Survival +5

Possessions: –

Advancement: 2–4 HD (Small)





Foxes are a common sight in Hyboria and are often hunted for their soft and rich furs by peoples all over the continent. They are wily animals that are considered to be the personification of cleverness, and many primitive tribes consider the animals to be very spiritual and totemic. Foxes range in colour from the common red and silver (grey) to the much more prized ebony (black) or arctic (white) varieties, fox hunting is a lucrative business, and their pelts hang from sellers' racks all year round for just that reason.

COMBAT

Foxes are predatory against small game animals and fowl, but are not interested in fighting with anything they would not consider to be prey. They will defend themselves and their young against other predators, but normally only long enough to escape.

Skills: Foxes have a +4 racial bonus on Balance, Climb, Hide, Jump and Move Silently skill checks.

HAWK

Tiny Animal

Climate/Terrain: Temperate forests

Organization: Solitary, pair

Initiative: +5

Sensory Traits: Listen +4, Spot +12, low-light vision

Dodge Defence: 17

Hit Points: 2 (½ HD); **DR** –

Saves: Fort +0, Ref +5, Will +2

Speed: 10 ft., 60 ft. fly (average)

Space: 10 ft.; **Reach:** 5 ft.

Melee: Claw +3 melee (1d3–3)

Space/Reach: 2 1/2 ft./0 ft. (0)

Base Attack: +0

Grapple: –11

Abilities: Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Special Qualities: Evasion

Feats: Alertness

Skills: Survival +4

Advancement: –

Falconers and tribal huntsmen have been teaching these small birds of prey for centuries to serve as aerial weapons and tools

for bringing home fowl and small vermin. They can reach tremendous speeds that help them snatch smaller birds out of the sky in mid-flight, and can slash exposed flesh just as easily. Hawks are a large family of birds with similar traits, and they are common in much of Hyboria.

A typical hawk stands about one foot from beak to tail feathers, and has a wingspan of up nearly three feet. They vary greatly in colouration and environment, and any similarly sized bird of prey can use these same statistics if the Games Master wishes.

COMBAT

Hawks do not commonly attack unless trained to do so (most commonly on behalf of a falconer), hunting or protecting their nests. They fly down over the head and shoulders of its target and ravage its face with their sharp talons.

Evasion: With a successful Reflex saving throw against an attack that allows a Reflex saving throw for half damage, a hawk takes no damage.

Skills: Hawks have a +8 racial bonus on Spot checks.

HIPPOPOTAMUS

Huge Animal

Climate/Terrain: Warm aquatic

Organization: Solitary or bloat (3–30)

Initiative: +2

Sensory Traits: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 11

Hit Points: 90 (9 HD); **DR** 4

Saves: Fort +12, Ref +3, Will +3

Speed: 20 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: Bite +12/+7 (1d10+7, AP 7)

Base Atk +7; **Grp** +14

Abilities: Str 25, Dex 11, Con 22, Int 2, Wis 10, Cha 6

Special Qualities: Hold Breath

Feats: Endurance, Improved Overrun, Skill Focus (Swim)

Skills: Swim +14

Possessions: –

Advancement: 10–18 HD (Huge)

Hippopotami live in the slow-moving rivers and lakes throughout warm and tropical Hyboria, gigantic heaps of floating muscle and leathery skin. They live a life of general relaxation unless bull hippopotami clash with one another for dominance or mating rights, but infrequently clash with river traffic by overturning boats or crushing them between their massive tusked jaws.

A single hippopotamus can easily reach fifteen feet in length from snout to tail, and nearly half that distance in height when on land, making them a sizable threat to small adventurers and their riverboats. It has been known for an angry bull hippopotamus to capsize a boat and kill everyone inside because of a not-so-gentle bump.

COMBAT

Hippopotami use their enormous size and strength to dispatch their opponents. They have massive teeth set in their jaws and can crush armour or splinter hulls with ease.

Hold Breath: A hippopotamus can hold its breath for a number of rounds equal to six times its Constitution score before it risks drowning.

HORSES

BHALKHANA WARHORSE

These are large, fierce, strong and very fast over short to medium distances—perhaps the perfect heavy warhorse. They are bred only in the Bhalkhana mountain region, between Zamora and Koth, though they are in great demand by knowledgeable warriors the world over. Only very occasionally will a Bhalkhana warhorse be available to buy elsewhere and then only for a minimum of 10,000 sp. A Bhalkhana warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a Bhalkhana warhorse is up to 399 pounds; a medium load, 400–798 pounds; and a heavy load, 799–1,200 pounds. A Bhalkhana warhorse can drag 6,000 pounds.

HYBORIAN WARHORSE

These large, tough warhorses can be found throughout the Hyborian kingdoms and a little beyond. They are very much the standard mount for the warrior aristocracy of the Hyborian lands. A Hyborian warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a Hyborian warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A Hyborian warhorse can drag 4,500 pounds.

KUSHITE WARHORSE

Kushite warhorses are lean, wiry, easily spooked, almost tireless and found from Kush itself as far south as the Black Kingdoms. A Kushite warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a Kushite warhorse is up to 198 pounds; a medium load, 199–399 pounds; a heavy load, 400–600 pounds. A Kushite warhorse can drag 3,000 pounds.

NORDHEIMER WARHORSE

This massive and somewhat woolly warhorse has been bred by the Vanir and Aesir for hundreds of generations to be hearty and powerful in the coldest of winters while retaining great strength. Able to scale cliffs and mountain paths with comparative ease compared to its lowland cousins, the Nordheimer warhorse is useful in any mountainous terrain as well as the flat lands to the south. A Nordheimer warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a Nordheimer warhorse is up to 349 pounds; a medium load, 350–700 pounds; and a heavy load, 701–1,100 pounds. A Nordheimer warhorse can drag 5,000 pounds.

RIDING HORSE

The statistics presented here describe smaller breeds of working horses, as well as wild horses. These animals are usually ready for useful work by age two. A riding horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a horse is up to 150 pounds; a medium load, 151–300 pounds; a heavy load, 301–450 pounds. A horse can drag 2,250 pounds.

ANIMALS



	Kushite Warhorse Large Animal	Nordheimer Warhorse Large Animal	Stygian Warhorse Large Animal	Turanian Desert Warhorse Large Animal
Climate/Terrain:	Temperate and warm plains	Mountains, Frozen Plains	Temperate plains	Temperate plains and desert
Organization:	Domesticated	Domesticated	Domesticated	Domesticated
Initiative:	+4	+3	+5	+4
Senses:	Listen +4, Spot +4, low-light vision, scent	Listen +4, Spot +4, low-light vision, scent	Listen +4, Spot +4, low-light vision, scent	Listen +4, Spot +4, low-light vision, scent
Dodge Defence:	12	12	13	12
DR:	1	2	2	1
Hit Points:	25 hp (3 HD)	30 hp (3 HD)	26 hp (4 HD)	22 hp (3 HD)
Saves:	Fort +7, Ref +4, Will +2	Fort +10, Ref +3, Will +2	Fort +6 Ref +5, Will +2	Fort +6, Ref +4, Will +2
Speed:	60 ft.	60 ft.	50 ft.	70 ft.
Full Attack:	2 hooves +3 (1d6+2, AP -) and bite -2 (1d3+1, AP -)	2 hooves +4 (1d6+3, AP -) and bite -1 (1d3+1, AP -)	2 hooves +7 (1d8+5, AP -) and bite +5 (1d4+3, AP -)	2 hooves +4 (1d6+3, AP -) and bite -1 (1d3+1, AP -)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Base Attack:	+2	+2	+3	+2
Grapple:	+8	+10	+12	+9
Special Attacks:	-	-	-	-
Abilities:	Str 15, Dex 13, Con 18, Int 2, Wis 13, Cha 6	Str 17, Dex 11, Con 20, Int 2, Wis 13, Cha 6	Str 20, Dex 13, Con 15, Int 2, Wis 13, Cha 6	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Special Qualities:	-	-	-	-
Feats:	Endurance, Run	Endurance, Great Fortitude	Endurance, Run, Multiattack	Endurance, Run, Fleet-Footed
Skills:	Jump +4	Climb +4, Jump +4	Jump +6	Jump +4
Advancement:	-	-	-	-

STYGIAN WARHORSE

Stygian warhorses are unusually fierce and are in some demand by heavy cavalry in the south. They are used predominantly for pulling chariots, though some Stygian nobles will harness Kushite warhorses to their vehicles if their preferred horses are unavailable. A Stygian warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Stygian warhorses gain Multiattack as a bonus feat.

Carrying Capacity: A light load for a Stygian warhorse is up to 399 pounds; a medium load, 400–798 pounds; and a heavy load, 799–1,200 pounds. A Stygian warhorse can drag 6,000 pounds.

TURANIAN DESERT WARHORSE

The slender-legged Turanian desert warhorses are almost unbeatable on the gallop over most distances, with matchless speed and excellent endurance. A Turanian desert warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds at a Ride check (DC 10). Turanian desert warhorses gain Fleet-Footed as a bonus feat.

Carrying Capacity: A light load for a Turanian desert warhorse is up to 230 pounds; a medium load, 231–460 pounds; a heavy load, 461–690 pounds. A Turanian desert warhorse can drag 3,450 pounds.

WORK HORSE

The statistics presented here describe larger breeds of working horses. These animals are usually ready for heavy work by age three. A work horse cannot fight while carrying a rider.



	Riding Horse Large Animal	Work Horse Large Animal	Bhalkana Warhorse Large Animal	Hyborian Warhorse Large Animal
Climate/Terrain:	Temperate plains	Temperate plains	Temperate plains	Temperate plains
Organization:	Domesticated or herd (6–30)	Domesticated	Domesticated	Domesticated
Initiative:	+4	+3	+5	+5
Senses:	Listen +4, Spot +4, low-light vision, scent	Listen +4, Spot +4, low-light vision, scent	Listen +5, Spot +4, low-light vision, scent	Listen +5, Spot +4, low-light vision, scent
Dodge Defence:	12	12	13	13
DR:	–	1	2	2
Hit Points:	19 hp (3 HD)	19 hp (3 HD)	32 hp (5 HD)	30 hp (4 HD)
Saves:	Fort +5, Ref +4, Will +2	Fort +5, Ref +4, Will +2	Fort +6, Ref +5, Will +2	Fort +7, Ref +5, Will +2
Speed:	60 ft.	50 ft.	60 ft.	50 ft.
Full Attack:	2 hooves –2 melee (1d4+1, AP –)	2 hooves –1 melee (1d8+1, AP –)	2 hooves +7 melee (1d8+5, AP –) and bite +5 melee (1d4+3, AP –)	2 hooves +6 melee (1d8+4, AP –) and bite +1 melee (1d4+2, AP –)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Base Attack:	+2	+2	+3	+3
Grapple:	+8	+9	+12	+11
Special Attacks:	–	–	–	–
Abilities:	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 20, Dex 13, Con 15, Int 2, Wis 13, Cha 6	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Special Qualities:	–	–	–	–
Feats:	Endurance, Run	Endurance, Run	Endurance, Run, Fleet-Footed	Endurance, Run
Skills:	Jump +4	Jump +4	Jump +6	Jump +5
Advancement:	–	–	–	–

Carrying Capacity: A light load for a work horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A work horse can drag 3,000 pounds.

HYENA

Medium Animal

Climate/Terrain: Warm desert and jungle

Organisation: Solitary, pair, or pack (40–50)

Initiative: +5

Senses: Listen +6, Spot +4, low-light vision, scent

Dodge Defence: 14

Hit Points: 19 (3 HD); **DR** 2

Saves: Fort +5, Ref +5, Will +2

Speed: 50 ft.

Melee: Bite +6 (1d8+6, AP –)

Base Atk +2; **Grp** +6

Special Attacks: Trip

Abilities: Str 18, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats: Alertness, Track

Skills: Hide +3, Listen +6, Spot +4

Advancement: 3 HD (Medium); 4–5 HD (Large)

Hyenas are matriarchal pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for the common spotted hyena, which is over 4 feet long and weighs up to 160 pounds. Spotted hyenas are feared both because they form the largest packs of any predator and because their large jaws are stronger than those of



any other creature of similar size and weight. Hyenas can be found all over Kush, Stygia, and the Black Kingdoms. They are often located in high numbers in deserts and savannahs but are occasionally found in southern jungles such as the region around the Zarkheba River.

There are myths of enormous and savage black hyenas that live in the depths of Darfar capable of hunting down and killing entire teams of horses in a blood frenzy that is said to last only a few moments. These mythic beasts would be a terrible foe to stumble across, if they truly exist.

COMBAT

Although generally considered to be scavengers and thieves of other predator's kills, hyena packs are more than capable of killing their own prey. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip: A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to try to trip the hyena.

Skills: Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

KANGAROO (GANGURRU, POUCHED HOUND)

Medium Animal

Climate/Terrain: Warm to temperate plains

Organization: Solitary or troop (10–30)

Initiative: +5

Sensory Traits: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 14

Hit Points: 22 (3 HD); DR 2

Saves: Fort +6, Ref +5, Will +1

Speed: 30 ft.

Melee: 2 slams +5 (1d6+3, AP --)

Base Atk +2; **Grp** +5

Abilities: Str 16, Dex 14, Con 16,
Int 2, Wis 10, Cha 8

Special Qualities: Leaping Sprint

Feats: Alertness, Run

Skills: Jump +11, Survival +4

Possessions: –

Advancement: 4–6 HD (Medium), 7–9 HD (Large)

The kangaroo is one of the strangest animals to grace the plains of Kosala and Vendhya. It is only slightly smaller than a human with strong digging claws on its upper forelegs and long, heavily bent rear legs that give the kangaroo massive leaping strength. A long and thick tail helps the beast keep its own balance, and tall ears atop its head make it aware of possible predators. They are some of the oddest prey creatures of the plains, and are hunted by both man and beast for their thick and good-tasting meat.

Kangaroos run in troops in order to dissuade predators from hunting them to extinction, but also make themselves a possible threat to lone travellers that try to take them for their meat. A single kangaroo is not much of a threat to a seasoned warrior, but a troop of twenty could overwhelm even a veteran soldier.

COMBAT

Kangaroos have very strong bodies built for leaping around the plains, and a healthy constitution in order to better survive the hot and dry seasons of their home territory. When cornered or threatened, they defend themselves with powerful stomach-height kicks that can disembowel the unwary. They do not often commit to a long fight, bounding away when they have suffered a few painful wounds.

Leaping Sprint: Kangaroos can increase their movement rate for short bursts by rapidly bounding to increase their momentum. With a successful Jump check (DC 20), a kangaroo increases its base speed to 60 feet for up to 5 rounds, but will be forced to move at half normal rate for an equal number of rounds immediately afterwards.

Skills: Kangaroos have a +8 racial bonus to Jump checks and a +2 racial bonus to Spot and Listen checks.

LION

Large Animal

Climate/Terrain: Warm plains

Organisation: Solitary or pride (6–10)

Initiative: +7

Senses: Listen +5, Spot +5, low-light vision, scent



Dodge Defence: 15
Hit Points: 32 (5 HD); **DR** 3
Saves: Fort +6, Ref +7, Will +2

Speed: 40 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: 2 claws +7 (1d4+5, AP -) and bite +2 (1d8+2, AP -)
Base Atk +3; **Grp** +12
Special Attacks: Improved grab, pounce, rake 1d4+2

Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Feats: Alertness, Run
Skills: Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5
Advancement: 4–5 HD (Medium)

One of the most fearsome predators on the Hyborian savannah, lions are unafraid to chase down and hunt nearly any animal it shares territory with. These streamlined hulks of four to five hundred pounds of muscle, teeth and claws have even been seen taking down elephants caught in a good ambush. Lions allow their females to do most of the hunting and grooming, but when it comes to dealing with an honest threat to the pride, the thick-maned males come forward to dispatch it quickly and ferociously.

COMBAT

Improved Grab: To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce: If a lion charges, it can still make a full attack.

Rake: Attack bonus +7, 1d4+2 damage and no AP.

Skills: Lions have a +4 racial bonus on Balance, Hide and Move Silently checks. In areas of tall grass or heavy undergrowth the Hide bonus increases to +12.

MONITOR LIZARD

Medium Animal
Climate/Terrain: Warm forests
Organisation: Solitary
Initiative: +5
Senses: Listen +4, Spot +4, low-light vision, scent

Dodge Defence: 14
Hit Points: 22 (3 HD); **DR** 3
Saves: Fort +8, Ref +5, Will +2

Speed: 30 ft., swim 30 ft.
Melee: Bite +5 (1d8+4, AP -)
Base Atk +2; **Grp** +5

Abilities: Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Feats: Alertness, Run
Skills: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11
Advancement: 4–5 HD (Medium)

Monitor lizards are large reptiles that can be found throughout many areas of Hyboria, especially in the river plains and savannahs of Kush and Stygia. They tend to be long and agile, of a good colouration to stay hidden in the wilds of their surroundings, and almost assuredly aggressive. Some monitors are beautiful to behold and are hunted for use as pets and guard animals by exotic collectors, but they tend to be too ill-tempered and savage to risk having around people for too long.

COMBAT

Monitor lizards are simple predators that prefer an ambush to a direct battle, but their hissing mouths, filled with curved or serrated teeth, can inflict terrible wounds on the unprotected. In some areas like Khitai or Stygia, children and small pets are lost to monitors every year as hunting grows scarce for the large lizards.

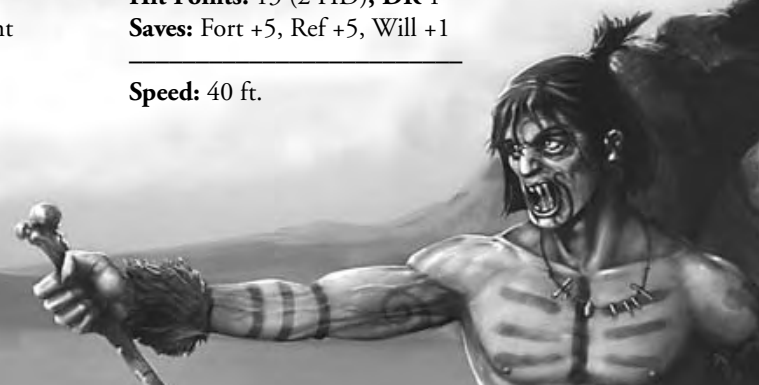
Skills: Monitor lizards have a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check, and can perform the run action while swimming. Monitor lizards also receive a +4 racial bonus to Hide and Move Silently checks. In forested or overgrown areas, or in murky water, the Hide bonus increases to +8.

LYNX

Small Animal
Climate/Terrain: Cold forest and mountains
Organization: Solitary, pair or family (3–5, plus 2–4 young)
Initiative: +5
Sensory Traits: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 14
Hit Points: 13 (2 HD); **DR** 1
Saves: Fort +5, Ref +5, Will +1

Speed: 40 ft.





Melee: Bite +3 finesse (1d6-1) and 2 claws -2 finesse (1d4-1)

Base Atk +1; **Grp** -4

Special Attacks: Improved Grab, Pounce, Rake (1d4-1)

Abilities: Str 9, Dex 15, Con 14, Int 2, Wis 13, Cha 6

Feats: Alertness, Track

Skills: Balance +6, Climb +6, Hide +6, Jump +7, Move Silently +6, Survival +6

Possessions: -

Advancement: 3-5 HD (Medium)

A small mountain cat known for its uniquely shaped 'beard' and short-bobbed tail, lynxes are expert mountaineers and climbers that hunt small game and rams to feed their families. They are rarely larger than two feet tall at the shoulder and half-again that distance from nose to rump. Their mottled or striped fur is thick to ward off the cold and their ears are very sensitive. Although not likely to attack a full grown human unless food is very scarce, a single lynx encounter could prove fatal to an unskilled mountain traveller not used to fighting on the thin ledges and cliffs.

COMBAT

A lynx is a stalking predator, moving slowly on the mountainside until it is in a good position to leap down onto its prey and eviscerate it. If injured or if prey is starting to look too difficult to deal with, a lynx will gladly scatter to seek out an easier meal.

Improved Grab: To use this ability, a lynx must hit with its bite attack.

Pounce: If a lynx charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +3 finesse, damage 1d4-1.

Skills: Lynxes have a +4 racial bonus on Balance, Climb, Hide and Move Silently checks. A lynx can always choose to take 10 on a Climb check, even if rushed or threatened. A lynx can use its Dexterity modifier instead of its Strength modifier for Climb checks. A lynx has a +8 racial bonus to Jump checks.

MONGOOSE, GIANT

Medium Animal

Climate/Terrain: Warm plains and deserts

Organization: Solitary or group (5-10)

Initiative: +11

Sensory Traits: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 16

Hit Points: 26 (4 HD); **DR** 1

Saves: Fort +6, Ref +7, Will +1

Speed: 40 ft., climb 20 ft., burrow 10 ft.

Melee: Bite +6 finesse (1d6+1) and 2 claws +1 finesse (1d4+1)

Base Atk +3; **Grp** +4

Special Attacks: Improved Grab

Abilities: Str 12, Dex 17, Con 14, Int 2, Wis 11, Cha 8

Special Qualities: Venom Resistance

Feats: Alertness, Improved Initiative

Skills: Climb +8, Jump +4, Survival +5

Possessions: -

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

In a world where serpents can grow to dozens of feet in length, one of the greatest snake-hunting predators must grow to match its prey. The giant mongoose is an uncommon creature found in the deserts and plains of Stygia and Shem, often not far from areas where large serpents breed and dwell. They are fast and agile, able to dart in and grasp the writhing reptiles in their dagger-like teeth, weathering nasty bites while sawing away at them until they or their prey is dead.

Giant mongooses are four to five feet in length and roughly two feet in diameter. They are covered in tan or brown fur, which has a dense undercoat to help deflect serpents' fangs, from the tip of their short muzzles to the ends of their thick tails. They have curved claws on all of their four feet, which helps them keep a grip on their naturally deft prey.

COMBAT

Giant mongooses are hit and run predators at first, nipping with their sharp teeth until they can get a good grip on their target. Once they have a solid enough grip they begin to saw away with their teeth and claws until the target dies from blood loss and exhaustion, at which point the mongoose will carry the meal off to its den to feed the rest of the family.





Improved Grab: To use this ability, a giant mongoose must hit with its bite attack.

Venom Resistance: Giant mongooses have made meals of venomous serpents such as asps and cobras for as long as they have existed, and they have evolved a very special near-immunity to natural venoms because of it. Giant mongooses gain a +4 bonus to Fortitude saves against natural poisons. Against poisons of a supernatural or alchemical nature, such as the pollen of the black lotus, they gain no special benefit.

Skills: Giant mongooses have a +4 racial bonus to Climb and Survival checks. They may use their Dexterity modifier instead of their Strength modifier for Climb checks.

MONKEY

Tiny Animal

Climate/Terrain: Warm forests

Organization: Troop (10–40)

Initiative: +4

Sensory Traits: Listen +3, Spot +3, low-light vision

Dodge Defence: 14

Hit Points: 4 (1 HD); **DR** –

Saves: Fort +2, Ref +4, Will +1

Speed: 30 ft., climb 30 ft.

Space: 2½ ft.; **Reach:** 0 ft.

Melee: Bite +2 finesse (1d3–4)

Base Atk +0; **Grp** –12

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Feats: Alertness

Skills: Balance +10, Climb +10, Hide +4, Jump +4, Move Silently +4

Possessions: Collected jewellery or coins

Advancement: 2–3 HD (Small)

Monkeys are frequent throughout Hyboria; many have even been domesticated for use as playthings and pets. They range from loud-mouthed howler gibbons to the tree-swinging spider monkeys that harass Black Kingdoms explorers.

The statistics presented here can describe any arboreal monkey that is no bigger than a common housecat.

COMBAT

Monkeys rarely involve themselves in combat, maybe occasionally biting someone who is mishandling them, and would much rather escape from any conflict.

Skills: A monkey has a +8 racial bonus on Balance, Climb and Jump checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A monkey can always choose to take 10 on Climb checks, even if rushed or threatened.

OWL

Tiny Animal

Climate/Terrain: Temperate forests

Organisation: Solitary

Initiative: +5

Senses: Listen +4, Spot +4, low-light vision

Dodge Defence: 15

Hit Points: 4 (1 HD); **DR** –

Saves: Fort +2, Ref +5, Will +2

Speed: 10 ft., fly 40 ft. (average)

Space: 2½ ft.; **Reach:** 0 ft.

Melee: Talon +5 finesse (1d4–3)

Base Atk +0; **Grp** –11

Abilities: Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4

Feats: Alertness

Skills: Listen +16, Move Silently +17, Spot +8

Advancement: 2 HD (Small)

Owls are nocturnal birds of prey common in the temperate regions of the Hyborian kingdoms.

COMBAT

Owls swoop silently down onto their targets to attack with their talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. They have a +8 racial bonus on Spot checks in areas of shadowy illumination.





PANDA BEAR

Large Animal

Climate/Terrain: Temperate woods and mountains (Khitai)

Organization: Solitary or pair

Initiative: +4

Sensory Traits: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 13

Hit Points: 60 (8 HD); **DR** 3

Saves: Fort +9, Ref +3, Will +3

Speed: 30 ft.

Space: 10 ft.; **Reach:** 10 ft.

Melee: 2 claws +10 (1d6+5, AP 5)

Base Atk +6; **Grp** +15

Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 12, Cha 8

Feats: Alertness, Athletic, Power Attack

Skills: Climb +8, Survival +6, Swim +8

Possessions: –

Advancement: 9–12 HD (Large), 13–16 HD (Huge)

Pandas are large and friendly-looking mammals from the bamboo groves of Khitai. Covered in white and black fur in interesting patterns, similar to that of a racoon's, pandas are unique in their coloration. They are viewed as something mystical and special to the Khitan people, and are often sought after by mystics, explorers and wanderers.

Taller and thicker than a man, pandas are generally quite peaceful and friendly animals, but when protecting their young or their den they are capable of great acts of savagery with their long claws.

COMBAT

Pandas do not seek physical conflict, but when they are forced to battle they can use their claws and heavy musculature to tear flesh and break bone. Pandas also have notorious tempers when injured, granting them almost unearthly strength in their rage.

Rage: A panda that takes damage in combat flies into a berserk rage the following round, clawing madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and –2 Defence. The

creature cannot end its rage voluntarily, and will attack the closest target that most recently injured it. They may also fly into this rage if their cubs are threatened in a way they can witness.

PANTHER

Medium Animal

Climate/Terrain: Warm and temperate forest

Organisation: Solitary or pair

Initiative: +7

Senses: Listen +6, Spot +6, low-light vision, scent

Dodge Defence: 16

Hit Points: 19 (3 HD); **DR** 2

Saves: Fort +5, Ref +7, Will +2

Speed: 40 ft., climb 20 ft.

Melee: Bite +6 finesse (1d8+3) and 2 claws +1 finesse (1d4+3)

Base Atk +2; **Grp** +5

Special Attacks: Improved grab, pounce, rake 1d4+1

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Feats: Alertness, Track

Skills: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6

Advancement: 4–5 HD (Medium)

These jungle cats are about four feet long and weigh about 120 pounds. They usually hunt at night. Panthers are found in the Pictish Wilderness but these game statistics can also be used for the leopards found throughout Kush.

COMBAT

Improved Grab: To use this ability, a panther must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce: If a panther charges, it can still make a full attack.

Rake: If a panther is grappling it may make a rake attack with its rear claws. This attack is a finesse attack with an attack bonus of +6 and deals 1d4+1 damage. Rake attacks do not suffer the usual –4 penalty for attacking with weapons while grappling.

Skills: Panthers have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Panthers have a +8 racial bonus on Balance and Climb checks. A panther can always choose to take 10 on a Climb check, even if rushed or threatened.



RAVEN

Tiny Animal

Climate/Terrain: Any forest, hills, plains and mountains

Organisation: Solitary or pair

Initiative: +4

Senses: Listen +8, Spot +8, low-light vision

Dodge Defence: 14

Hit Points: 1 (¼ HD); DR –

Saves: Fort +2, Ref +4, Will +2

Speed: 10 ft., fly 40 ft. (average)

Space: 2½ ft.; **Reach:** 0 ft.

Melee: Bite +4 finesse (1d3–4)

Base Atk +0; **Grp** –12

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Special Qualities: Training

Feats: Alertness

Skills: Listen +8, Spot +8

Advancement: –

Ravens are large black carrion birds, typically weighing around three pounds and approximately two feet long with a four-foot wingspan. Their beaks are long, fearsome and very quick, quite capable of pecking a smaller bird to death or pecking out the eye of a larger creature. Ravens, like their smaller cousins the crows, are a common sight on bloody battlefields. The raven is used as symbols in many pantheons and faiths, some labelling it a messenger of the dead and others believing it is the prophethess of the animal kingdom.

COMBAT

Ravens do not usually attack active, adult humans, though might do so if cornered or magically compelled. A particularly obnoxious or hungry raven might well attack a wounded or apparently helpless man, or an unaccompanied child.

Training: Ravens are extremely intelligent birds, like a macaw or parrot. They can be taught to speak hundreds of words with patience, and can be considered to understand much of what they are saying rather than simple mimicry. Several months of training and Handle Animal skill checks can effectively raise a raven's Intelligence by 1 and teach it many interesting tricks and skills.

RAVEN, BLOOD

Tiny Animal

Climate/Terrain: Any forest, hill, plains and mountains

Organization: Solitary or nest (2–3)

Initiative: +5

Senses: Listen +3, Spot +11, low-light vision

Languages: None, but can be taught

Dodge Defence: 14

Hit Points: 3 (½ HD); DR –

Saves: Fort +3, Ref +5, Will +3

Speed: 10 ft., fly 40 ft. (average)

Space: 2½ ft.; **Reach:** 0 ft.

Melee: Bite +4 finesse (1d3–3)

Base Atk +0; **Grp** –11

Abilities: Str 4, Dex 17, Con 12, Int 6, Wis 16, Cha 11

Special Qualities: Training

Feats: Alertness

Skills: Hide +11, Move Silently +11, Survival +7

Possessions: –

Advancement: –

Slightly larger than its carrion-eating cousins, the blood raven is actually a predator of small rodents and birds. It is built like a raven, but with a slight crimson sheen to its black feathers, and with the appetite and hunting instinct of a raptor.

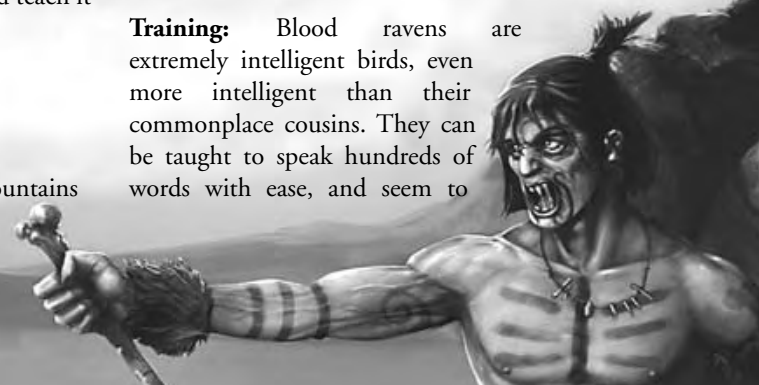
Blood ravens are also prized falconry birds for their extremely high intelligence and hawk-like alertness. They can be trained to perform a number of tasks including food and sport hunting, message ferrying and even the occasional scouting flight.

COMBAT

Although a predatory bird by nature, blood ravens are too intelligent to attack anything that is obviously too much of a threat. When forced to do so it will use its sharp beak to slice flesh, but this is mainly to frighten potential dangers away. When hunting prey the blood raven flies in darting circles around its prey, puncturing organs and piercing muscles with its sharp beak until the prey can be carried without fear.

Evasion: With a successful Reflex saving throw against an attack that allows a Reflex saving throw for half damage, a blood raven takes no damage.

Training: Blood ravens are extremely intelligent birds, even more intelligent than their commonplace cousins. They can be taught to speak hundreds of words with ease, and seem to





understand much of what they are saying rather than just mimicking. Treat blood ravens as normal Non-Player Characters rather than animals when adjudicating the use of interaction skills against them.

Skills: Due to their natural colouration and predatory instincts, blood ravens have a +8 racial bonus to Hide, Move Silently and Spot checks. When used for falconry, a blood raven adds a +5 bonus to its handler's appropriate skill check (Profession (falconer), Survival and suchlike).

RHINOCEROS

Large Animal
Climate/Terrain: Warm plains
Organisation: Solitary or herd (2–12)
Initiative: +6
Senses: Listen +14, Spot +3, low-light vision

Dodge Defence: 12
Hit Points: 84 (8 HD); **DR** 7
Saves: Fort +11, Ref +6, Will +3

Speed: 30 ft.
Space: 10 ft.; **Reach:** 5 ft.
Melee: Gore +13 (2d6+12, AP 8)
Base Atk +6; **Grp** +18
Special Attacks: Powerful Charge, Trample

Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Feats: Alertness, Endurance, Toughness
Skills: Listen +14, Spot +3
Advancement: 9–12 HD (Large); 13–24 HD (Huge)

Thick-skinned and powerful animals, the rhinoceros is a docile beast that has evolved a powerful weapon against hunters and would-be predators. On the tip of its wide snout it bears a thick keratin horn that can punch through plate armour in an instant. From the smaller black rhinos of Ghanata, that only get to ten feet long, to the massive white variety of southern Stygia, that can be taller than a draft horse, these beasts are wondrous and powerful—and best left to their own unless a traveller wants to risk an impaling charge!

COMBAT

Rhinos use their natural horn to great effectiveness, tearing their head side to side in

order to puncture anyone nearby but their most deadly attack is a devastating, trampling charge that scatters all before it.

Powerful Charge: When a rhinoceros charges, its gore attack deals 4d6+24 points of damage instead of the normal amount.

Trample: A rhinoceros that makes a successful Overrun attack (see *Conan the Roleplaying Game*, page 209) may make a single free stamp attack against any opponent it knocks over.

SCORPIONS

Scorpions are a relative to spiders and other arachnids that have evolved two very strong pincers on their forelimbs and a segmented tail ending in a sharp and venomous barb. Scorpions range in sizes from as small as a finger knuckle to as large as some dinosaurs, and can vary in colour from black as night to as white as ivory. They tend to grow the largest in desert areas, but can be found in many caverns and forests throughout Hyboria.

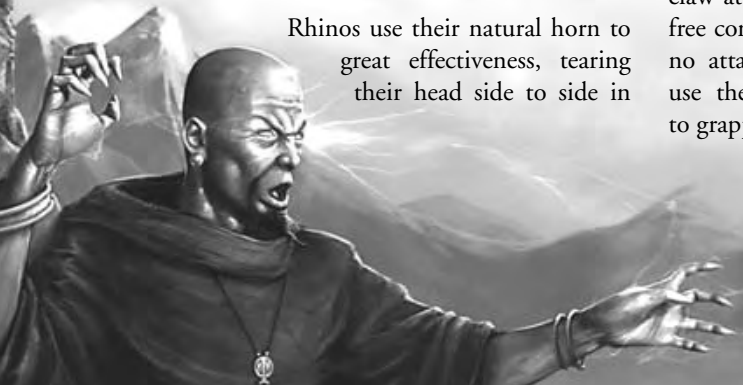
Most scorpions would not generally consider a group of travellers a possible meal unless they were very hungry or had superior size or numbers. They are hunting predators that use their claws to hold a victim while their sting incapacitates them. Humans are often too much trouble to be hunted by any but the largest of scorpions, unless directed to do so by a sorcerer or animal trainer.

COMBAT

Scorpions evolved a tail stinger full of potent poison for a reason, and their combat style reflects it. Scorpions do their best to grab prey in their pincers and hold them still to be stabbed repeatedly by their stinger. Instinctively a scorpion will not let go of a victim it has grabbed until it is dead, and often does not even let go then.

Constrict: Scorpions deal their normal claw damage on any successful grapple check.

Improved Grab: To use this ability the scorpion must hit an opponent the same size or smaller than it with a claw attack. It can then automatically choose to make a free constrict or sting attack against that target, suffering no attack of opportunity for doing so. Scorpions can use their Dexterity instead of Strength as the bonus to grapple checks.



	Tiny Scorpion Tiny Vermin	Small Scorpion Small Vermin	Medium Scorpion Medium Vermin	Large Scorpion Large Vermin
Climate/Terrain:	Any land but frozen	Any land but frozen	Warm deserts and jungles	Warm deserts or underground
Organization:	Colony (8–12)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)	Solitary or colony (2–5)
Initiative:	+0	+0	+0	+1
Senses:	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.
Dodge Defence:	12	11	10	10
DR:	–	1	2	3
Hit Points:	4 hp (½ HD)	6 hp (1 HD)	13 hp (2 HD)	32 hp (5 HD)
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0	Fort +6, Ref +1, Will +1
Speed:	20 ft.	30 ft.	30 ft.	40 ft.
Full Attack:	2 claws +2 finesse (1d2–4) and sting –3 finesse (1d2–4 plus poison)	2 claws +1 finesse (1d3–1) and sting –4 finesse (1d3–1 plus poison)	2 claws +2 (1d4+1, AP 1) and sting –3 (1d4 plus poison, AP –)	2 claws +7 (1d6+4, AP 3) and sting +2 (1d6+2 plus poison, AP 1)
Space/Reach:	2 ½ ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Base Attack:	+0	+0	+1	+4
Grapple:	–11	–5	+2	+12
Special Attacks:	Constrict 1d2–4 (AP –), Improved Grab, Poison	Constrict 1d3–1 (AP –), Improved Grab, Poison	Constrict 1d4+1 (AP –), Improved Grab, Poison	Constrict 1d6+4 (AP 3), Improved Grab, Poison
Abilities:	Str 3, Dex 10, Con 14, Int –, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int –, Wis 10, Cha 2	Str 13, Dex 10, Con 14, Int –, Wis 10, Cha 2	Str 19, Dex 10, Con 14, Int –, Wis 10, Cha 2
Special Qualities:	Vermin Traits	Vermin Traits	Vermin Traits	Vermin Traits
Feats:	–	–	–	–
Skills:	Climb +1, Hide +12	Climb +3, Hide +8	Climb +5, Hide +4	Climb +8, Hide +0
Advancement:	–	–	3–4 HD (Medium)	6–9 HD (Large)

Scorpion Poison	Type	Damage	Saves Required	Save Interval
Tiny Scorpion Poison	Injury DC 14	1 Con	8	One per round
Small Scorpion Poison	Injury DC 13	1d2 Con	7	One per round
Medium Scorpion Poison	Injury DC 12	1d3 Con	5	One per minute
Large Scorpion Poison	Injury DC 13	1d4 Con	5	One per minute
Huge Scorpion Poison	Injury DC 18	1d6 Con	4	One per minute
Gargantuan Scorpion Poison	Injury DC 23	1d8 Con	3	One per round
Colossal Scorpion Poison	Injury DC 33	1d10 Con	1	Immediate



	Huge Scorpion Huge Vermin	Gargantuan Scorpion Gargantuan Vermin	Colossal Scorpion Colossal Vermin
Climate/Terrain:	Warm deserts	Warm deserts	Warm deserts
Organization:	Solitary or colony (2–5)	Solitary	Solitary
Initiative:	+3	+6	+11
Senses:	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.	Listen +0, Spot +4, darkvision 60 ft., tremorsense 60 ft.
Dodge Defence:	11	13	14
DR:	3	5	7
Hit Points:	75 hp (10 HD)	150 hp (20 HD)	300 hp (40 HD)
Saves:	Fort +10, Ref +3, Will +3	Fort +15, Ref +6, Will +6	Fort +25, Ref +12, Will +13
Speed:	40 ft.	50 ft.	60 ft.
Full Attack:	2 claws +11 melee (1d8+6, AP 6) and sting +6 melee (2d4+3 plus poison, AP 3)	2 claws +21 melee (2d6+10, AP 10) and sting +16 melee (2d6+5 plus poison, AP 5)	2 c laws +34 melee (2d8+12, AP 12) and sting +29 melee (2d8+6 plus poison, AP 6)
Space/Reach:	15 ft./10 ft.	20 ft./15 ft.	40 ft./30 ft.
Base Attack:	+7	+15	+30
Grapple:	+21	+37	+58
Special Attacks:	Constrict 1d8+6 (AP 6), Improved Grab, Poison	Constrict 2d6+10 (AP 10), Improved Grab, Poison	Constrict 2d8+12 (AP 12), Improved Grab, Poison
Abilities:	Str 23, Dex 10, Con 16, Int –, Wis 10, Cha 2	Str 31, Dex 10, Con 16, Int –, Wis 10, Cha 2	Str 35, Dex 8, Con 16, Int –, Wis 10, Cha 2
Special Qualities:	Vermin Traits	Vermin Traits	Vermin Traits
Feats:	–	–	–
Skills:	Climb +10, Hide –4	Climb +14, Hide –8	Climb +16, Hide –12
Advancement:	11–19 HD (Huge)	21–39 HD (Gargantuan)	41–60 HD (Colossal)

Poison: Scorpions are equipped with a potent poison in their stingers that paralyzes muscles and organ functions while tissue slowly liquefies for easier eating on the part of the scorpion. Anything that suffers damage from a scorpion's sting attack is also affected by poison as shown on the previous page.

Skills: Scorpions have a +4 racial bonus on Climb, Hide and Spot checks.

SHARK

Large Animal

Climate/Terrain: Aquatic

Organization: Solitary, school (2–5), or pack (6–11)

Initiative: +7

Sensory Traits: Listen +4, Spot +4, aquasense 90 ft., keen scent 180 ft.

Dodge Defence: 17

Hit Points: 38 (7 HD); **DR** 3

Saves: Fort +8, Ref +7, Will +3

Speed: Swim 60 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: Bite +7 (1d8+4, AP 6)

Base Atk +5; **Grp** +12

Special Attacks: Blood Frenzy, Chew, Improved Grab





Abilities: Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Special Qualities: Aquasense, Keen Scent

Feats: Alertness, Dodge, Great Fortitude

Skills: Hide +2, Jump +5, Swim +11

Possessions: Whatever is not digested inside its stomach

Advancement: 8–10 HD (Large), 11–15 HD (Huge)

Known as ‘sea wolves’ and ‘wave devils’ to seafaring people across Hyboria, sharks are many in number and powerful predators. Anything that brings these beasts from the depths will make the water around them a deadly hazard for anyone foolish enough to get within striking range of their savage teeth.

There are actually many different types of sharks in the waters around the globe, with this statistic block representing the vast majority of ‘normal’ sharks. Truly large and powerful variations exist (including the legendary great sharks on page 56) as do oddly-shaped or well-camouflaged ones.

COMBAT

Packed sharks generally attack their targets in groups, biting off chunks of flesh in rapid succession until the target is nothing more than blood in the water. Solitary hunters are much more likely to grab a target in its many rows of sharp teeth and shake it furiously until it is torn into easy-to-swallow pieces.

Aquasense: A shark can detect anything in or on the water within 90 feet of it.

Blood Frenzy: A shark that can smell an injured creature within 90 feet of its position will be subject to this special rule. It gains a +2 bonus to all hit and damage rolls, but a –2 penalty to its defence. This state lasts for one minute.

Chew: A shark can inflict bite damage on all victims held in its maw as a free action once per round.

Improved Grab: To use this ability, the shark must hit with its bite attack.

Keen Scent: A shark’s sense of smell is so honed underwater that it can automatically notice creatures by scent up to 180 feet away, but can smell blood in the water up to a mile away.

Skills: A shark has a +8 racial bonus on Swim checks. It can always take 10 on a Swim check even when rushed or threatened, and can perform the run action while swimming.

SNAKES

CONSTRUCTOR

A large family of serpents that coil and crush their prey instead of biting and envenoming them, constrictors are mostly made up of anacondas, boas, pythons and the like. They use their powerful jaws to get a grip upon a target before wrapping them up in thick, muscular coils capable of crushing bones. Constrictors are generally ambush predators that lay in wait in order to strike.

COMBAT

Constrict: On a successful grapple check, a constrictor snake deals 1d8+5 damage with no AP.

Improved Grab: To use this ability, a constrictor must hit with its slam attack.

GHOST SNAKE

The ghost snake resembles a massive python but has a deadly venom as well as the ability to constrict its prey. Its pale white colour gives it a nightmarish appearance, particularly to those who might regard it as no more than a legend.

The ghost snake is found only in the Pictish Wilderness, being regarded as extinct everywhere else. Certain Pictish shamans are able to summon ghost snakes to do their bidding.

COMBAT

Constrict: While grappling, a ghost snake can cause 1d8+6 damage with a successful grapple check.

Improved Grab: To use this ability, a ghost snake must hit with its bite attack.

Poison: Anyone suffering damage from a ghost snake’s bite is subject to the following toxin:

Poison	Type	Damage	Saves Required	Save Interval
Ghost Snake Venom	Injury DC 18	1d2 Str, 1d2 Dex, 1d2 Con	5	Immediate / 1 round / 1 minute / 1 hour 1 hour



ANIMALS



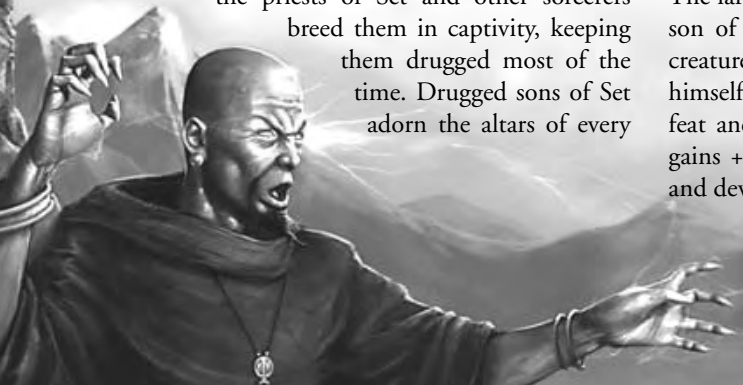
	Constrictor Huge Animal	Ghost Snake Huge Animal	Lesser Son of Set Huge Animal	Son of Set Gargantuan Animal
Climate/Terrain:	Warm forests, swamps, jungles	Warm forests	Warm forests	Warm forests
Organization:	Solitary	Solitary	Solitary	Solitary
Initiative:	+11	+11	+10	+15
Senses:	Listen +6, Spot +6, scent	Listen +6, Spot +6, scent	Listen +6, Spot +6, scent	Listen +8, Spot +8, scent
Dodge Defence:	20	20	19	24
DR:	4	4	5	6
Hit Points:	90 hp (12 HD)	90 hp (12 HD)	70 hp (11 HD)	175 hp (22 HD)
Saves:	Fort +10, Ref +13, Will +5	Fort +10, Ref +11, Will +5	Fort +8, Ref +10, Will +4	Fort +16, Ref +17, Will +8
Speed:	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft.	20 ft., climb 20 ft., swim 20 ft.	30 ft., climb 30 ft., swim 30 ft.
Melee:	Slam +11/+6 (1d8+5, AP -)	Bite +14/+9 (1d8+6 plus poison, AP -)	Bite +13/+8 (1d8+7, AP -)	Bite +24/+19/+14 (2d8+11, AP -)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.	15 ft./10 ft.	20 ft./15 ft.
Base Attack:	+9	+9	+8	+16
Grapple:	+22	+23	+23	+39
Special Attacks:	Constrict 1d8+5 (AP -), Improved Grab	Constrict 1d8+6 (AP -), Improved Grab	Constrict 1d8+7 (AP -), Improved Grab	Constrict 2d8+11 (AP -), Improved Grab
Abilities:	Str 20, Dex 16, Con 15, Int 1, Wis 12, Cha 2	Str 23, Dex 17, Con 15, Int 1, Wis 12, Cha 2	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2	Str 33, Dex 15, Con 17, Int 4, Wis 12, Cha 2
Special Qualities:	-	-	-	-
Feats:	Alertness, Combat Reflexes, Endurance, Lightning Reflexes, Toughness	Alertness, Combat Reflexes, Endurance, Skill Focus (Hide), Toughness	Alertness, Endurance, Skill Focus (Hide), Toughness	Alertness, Combat Reflexes, Endurance, Lightning Reflexes, Skill Focus (Hide), Stealthy, Toughness, Weapon Focus (bite)
Skills:	Balance +6, Climb +6, Hide -2, Swim +7	Balance +9, Climb +9, Hide +1	Climb +11, Hide -1	Climb +16, Hide +5, Move Silently +4
Advancement:	12-14 HD (Huge); 15-30 HD (Gargantuan)	12-16 HD (Huge); 17-33 HD (Gargantuan)	12-16 HD (Huge); 17-33 HD (Gargantuan)	23-40 HD (Gargantuan)

SON OF SET

The sons of Set are vast constrictor snakes, cruel and languid. Though they are scarce in the wild, the priests of Set and other sorcerers breed them in captivity, keeping them drugged most of the time. Drugged sons of Set adorn the altars of every

major temple to Set and are let loose to feed among the local populace every few weeks or so.

The larger sons of Set are semi-intelligent and the greater son of Set approaches human levels of intellect. These creatures are regarded as having a direct connection to Set himself. A worshipper of Set who has the Ritual Sacrifice feat and who personally trains a son of Set of any size gains +1d6 Power Points every time the son of Set kills and devours a victim.



	Greater Son of Set Colossal Animal	Tiny Viper Tiny Animal	Small Viper Small Animal	Medium Viper Medium Animal	Large Viper Large Animal
Climate/Terrain:	Warm forests	Temperate and warm land, aquatic and underground			
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
Initiative:	+26	+5	+5	+6	+6
Senses:	Listen +12, Spot +12, scent	Listen +1, Spot +1, scent	Listen +1, Spot +1, scent	Listen +1, Spot +1, scent	Listen +3, Spot +3, scent
Dodge Defence:	31	15	14	14	14
DR:	7	–	1	2	3
Hit Points:	428 hp (44 HD)	1 hp (¼ HD)	4 hp (1 HD)	9 hp (2 HD)	13 hp (3 HD)
Saves:	Fort +29, Ref +26, Will +15	Fort +2, Ref +5, Will +1	Fort +2, Ref +5, Will +1	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +2
Speed:	30 ft., climb 30 ft., swim 30 ft.	15 ft., climb 15 ft., swim 15 ft.	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft., swim 20 ft.	30 ft., climb 30 ft., swim 30 ft.
Melee:	Bite +46/+41/+36/+31 (4d6+20, AP –)	Bite +5 finesse (0 damage plus poison, AP –)	Bite +4 finesse (1d3–2 damage plus poison, AP –)	Bite +4 finesse (1d4–1 damage plus poison, AP –)	Bite +5 finesse (1d6 damage plus poison, AP –)
Space/Reach:	30 ft./20 ft.	2½ ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Base Attack:	+33	+0	+0	+1	+2
Grapple:	+69	–10	–6	+0	+6
Special Attacks:	Constrict 4d6+20 (AP –), Improved Grab	Poison	Poison	Poison	Poison
Abilities:	Str 41, Dex 14, Con 21, Int 8, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Special Qualities:	–	–	–	–	–
Feats:	Alertness, Awesome Blow, Combat Reflexes, Endurance, Greater Critical (bite), Improved Bull Rush, Improved Critical (bite), Improved Overrun, Lightning Reflexes, Power Attack, Skill Focus (Hide), Stealthy, Titanic Blow, Toughness, Weapon Focus (bite)	Stealthy	Stealthy	Stealthy	Alertness, Stealthy
Skills:	Climb +29, Hide +7, Move Silently +8	Balance +3, Climb +2, Hide +13, Move Silently +5	Balance +3, Climb +2, Hide +9, Move Silently +5	Balance +3, Climb +3, Hide +5, Move Silently +5	Balance +3, Climb +4, Hide +2, Move Silently +5
Advancement:	45–60 HD (Colossal)	–	–	–	–

ANIMALS



COMBAT

Sons of Set of all sizes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict: While grappling, a son of Set can cause damage with a successful grapple check. The damage varies with the size of the snake: a lesser son of Set deals 1d8+7, a son of Set deals 2d8+11 and a greater son of Set deals 4d6+22. None of these attacks have any AP but the sheer quantity of damage dealt tends to make this unimportant.

Improved Grab: To use this ability, a son of Set must hit with its bite attack.

VIPER

Vipers are an ever-present threat in the forests of the Hyborian Age.

COMBAT

Poison: Anything that suffers damage from a viper's bite attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Viper Venom	Injury DC 11	1d4 Con	4	Immediate / 1 round / 1 round / 1 round

Skills: Vipers receive a +4 racial bonus to Hide, Listen and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

COBRA

In some hotter areas, particularly Stygia, Kush and Vendhya, cobras are more common than vipers. The two types of poisonous snake are sufficiently similar for most game purposes that viper statistics can be used for cobras, except as follows.

Poison: Cobra poison acts directly on the central nervous system, whereas viper poison causes internal haemorrhaging.

For this reason, anything that suffers damage from a cobra's attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Cobra Venom	Injury DC 14	1d2 Dex and 1d2 Con	9	Immediate / 1 hour / 1 hour / 1 hour / 1 hour / 1 hour / 1 hour / 1 hour / 1 hour

Habitat: Cobras have adapted to warm conditions and do not cope with cold as well as their more widely adapted viper cousins. A cobra in a region with a temperate or cold climate is considered fatigued at all times (-2 Strength and Dexterity, cannot run). Furthermore, cobras have a -4 racial penalty to all saving throws to resist the effects of cold conditions or cold-based attacks.

SPIDER, GIANT

Medium Vermin

Climate/Terrain: Temperate forests and underground

Organisation: Solitary or colony (2-5)

Initiative: +3

Senses: Listen +0, Spot +4, low-light vision, tremorsense 60 ft.

Dodge Defence: 14

Hit Points: 11 (2 HD); DR 1

Saves: Fort +4, Ref +3, Will +0

Speed: 30 ft., climb 20 ft.

Melee: Bite +4 finesse (1d8 plus poison)

Base Atk +1; Grp +1

Special Attacks: Poison, Web

Abilities: Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Special Qualities: Vermin Traits

Feats: -

Skills: Climb +11, Hide +7, Spot +4

Advancement: 3 HD (Medium)

The giant spider is highly venomous, quick and sneaky. It is a web-builder, lying in wait on the ceiling of a room or up a tree until an unwary creature blunders past. Sorcerers sometimes use giant spiders to guard their abodes.



COMBAT

Giant spiders tend to have two styles of fighting—ambush and trapping. When ambushing, the creature simply hides in wait for suitable prey and then leaps upon it with fangs bared. When trapping, the spider arranges carefully placed web lines in places to entangle targets and then strike at them at its leisure.

Poison: Anything that suffers damage from a giant spider's bite attack is also affected by the following poison:

Poison	Type	Damage	Saves Required	Save Interval
Giant Spider Toxin	Injury DC 16	1d6 Con or 1d6 Dex	5	Immediate / 1 round / 1 round / 1 round / 1 round

Web: Giant spiders often wait in their webs or in trees, lower themselves silently on silk strands and leap on passing prey. A single strand is strong enough to support the spider and one creature of the same size. Giant spiders can throw a web eight times per day. A web has a maximum range of 50 feet, with a range increment of 10 feet and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC 16) or burst the web with a Strength check (DC 20). Both are standard actions. The Strength check DC includes a +4 racial bonus. Giant spiders often create sheets of sticky webbing around 20 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each five-foot section of web has 6 hit points and sheet webs have damage reduction 5. It is not possible to bypass this damage reduction with finesse. A giant spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense: A giant spider can detect and pinpoint any creature or object that is in contact with the ground within 60 feet or in contact with its web at any distance.

Skills: Giant spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A giant spider can always choose to take 10 on Climb checks, even if rushed or threatened. Giant spiders use their Dexterity modifier for Climb checks. Giant spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

TIGER

Large Animal

Climate/Terrain: Warm woods and forests

Organization: Solitary or pair

Initiative: +8

Sensory Traits: Listen +5, Spot +4, low-light vision, scent

Dodge Defence: 17

Hit Points: 52 (7 HD); DR 3

Saves: Fort +8, Ref +8, Will +3

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: 2 claws +10 (1d6+6, AP 3) and bite +5 (1d10+3, AP 4)

Base Atk +5; **Grp** +15

Special Attacks: Improved Grab, Pounce, Rake (1d6+6, AP 3)

Abilities: Str 22, Dex 16, Con 17, Int 2, Wis 12, Cha 6

Feats: Alertness, Run, Track

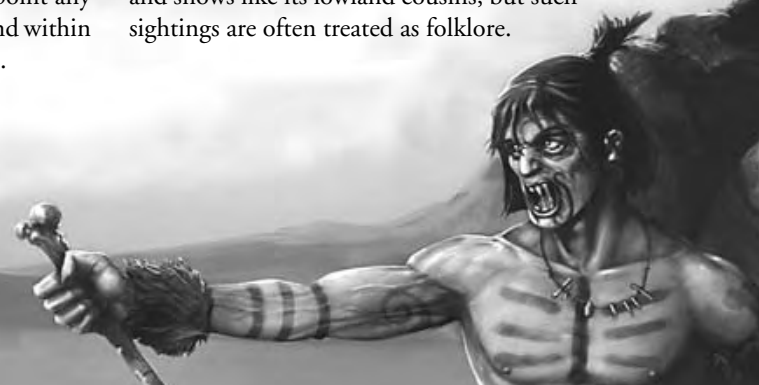
Skills: Balance +8, Climb +10, Hide +4 (+12), Move Silently +8, Survival +5

Possessions: –

Advancement: 8–12 HD (Large)

Easily the most recognisable predator in the forests and jungles of Vendhya, the Black Kingdoms and Khitai, tigers are huge cats covered in orange or reddish fur marked with black or dark brown stripes to better break up their image in long grass and forest ground cover. They have vicious claws, even longer than a lion's, and pack more muscle onto their shapely frames.

It is said that another type of tiger exists in Hyperborea and Turan – a white furred variety – that stalks the mountains and snows like its lowland cousins, but such sightings are often treated as folklore.





COMBAT

Tigers are fearsome hunters that stalk their prey before bringing their raw brute strength into play. Most targets are dealt with in short order, as little in the Hyborian Age can withstand a sudden onslaught by one of these powerful hunters.

Improved Grab: To use this ability, a tiger must hit with its bite attack.

Pounce: If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +10, damage 1d6+6, AP 3.

Skills: Tigers have a +4 racial bonus to Balance, Climb, Hide and Move Silently checks. If in areas of tall grass or similar undergrowth, their Hide bonus increases to +12.

VULTURE

Small Animal

Climate/Terrain: Warm mountains, plains and deserts

Organization: Solitary, wake (2–7), or colony (100–500)

Initiative: +3

Sensory Traits: Listen +6, Spot +6, low-light vision

Dodge Defence: 14

Hit Points: 6 (1 HD); **DR** –

Saves: Fort +4, Ref +3, Will +1

Speed: 15 ft., fly 40 ft. (average)

Melee: Bite +3 finesse (1d4–1)

Base Atk +0; **Grp** –5

Abilities: Str 8, Dex 17, Con 14, Int 2, Wis 12, Cha 4

Special Qualities: Disease Resistant

Feats: Skill Focus (Survival)

Skills: Survival +8

Possessions: –

Advancement: 2–3 HD (Small), 4–5 HD (Medium)

A generic term for vultures, buzzards, carrion hawks, and so forth, these long-winged birds live by eating dead (or at least dying) flesh. Often seen circling potential prey for days while it is living out its last moments, vultures swoop down when something stops moving to plunge their sharp-beaked heads into the carcass and eat their fill. They are scavengers of the most purest sense, and they are omnipresent in warm environments.

COMBAT

Vultures do not generally fight with a target at all, as they would much rather just fly away and come back when the target is dead, soft and easily devoured.

Disease Resistant: Vultures gain a +4 racial bonus to saving throws made against disease, illness and nausea due to their diet of rotting flesh and organs.

WHALE

Huge Animal

Climate/Terrain: Aquatic

Organization: Solitary, pair or pod (6–11)

Initiative: +8

Sensory Traits: Listen +8, Spot +8, aquasense 120 ft., low-light vision

Dodge Defence: 13

Hit Points: 103 (9 HD); **DR** 7

Saves: Fort +11, Ref +2, Will +4

Speed: Swim 50 ft.

Space: 15 ft.; **Reach:** 10 ft.

Melee: Ram +13 melee (2d6+12, AP 8)

Base Atk +7; **Grp** +23

Special Attacks: Charging Strike

Abilities: Str 27, Dex 8, Con 21, Int 2, Wis 14, Cha 6

Special Qualities: Hold Breath

Feats: Alertness, Endurance, Run, Toughness

Skills: Jump +12, Swim +16

Possessions: Small chance of armour or other indigestible materials in stomach

Advancement: 10–15 HD (Huge), 16–30 HD (Gargantuan), 36–45 HD (Colossal)

Masters of the colder oceans and shorelines, these hulking beasts are enormous creatures that can grow to be larger than most of the sailing vessels used by Hyborian sailors and have white and black spotted skin that is thick enough to turn most blades and spears.

Even though they can be terrifying if roused to anger, most seamen believe that whales are good omens. The more whales in a given pod, the better the weather is supposed to be. Many ships will try to follow pods of whales for many days in a row, occasionally throwing food into the water to try and keep them nearby – even though it could be dangerous to bring these hulking brutes so near a comparatively frail hull!



COMBAT

Whales only generally attack their food sources – seals, squid, and so on. They will usually flee if attacked but a dedicated and effective assault will see them turn on the unfortunate vessel that dares hunt them. Whaling in the Hyborian Age is one of the most dangerous professions there is.

Aquasense: A whale can detect anything in or on the water within 120 feet of it.

Charging Strike: If a whale executes a charge attack it inflicts double normal damage. Whales cannot effectively use this attack on targets of Small size or smaller.

Hold Breath: Not being fish, whales must hold their breath when underwater. A whale can hold its breath for a number of rounds equal to eight times its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check. It can always choose to take 10 on a Swim check even when it is rushed or threatened, and can perform the run action while swimming.

WOLF

Medium Animal

Climate/Terrain: Any forest, hill, plains and mountains

Organisation: Solitary, pair, or pack (7–16)

Initiative: +5

Senses: Listen +6, Spot +6, low-light vision, scent

Dodge Defence: 13

Hit Points: 13 (2 HD); DR 2

Saves: Fort +5, Ref +5, Will +1

Speed: 50 ft.

Melee: Bite +3 finesse (1d8+1, AP –)

Base Atk +1; Grp +2

Special Attacks: Trip

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats: Track

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1

Advancement: 3 HD (Medium); 4–5 HD (Large)

Hyborian wolves are one of humanity's more serious enemies and are quite willing to hunt humans who are outnumbered or weak-looking, especially in places where the humans have encroached into wolf territory. For the most part, though, they prefer to leave humans alone, having learned that men are not easy prey. It is unlikely that any but the boldest or hungriest pack will attack a healthy party of adventurers while they are awake.

Common wolves are found particularly in northern lands, including the Pictish Wilderness, Cimmeria, Nordheim, Hyperborea and the northern parts of Aquilonia, Nemedi and Brythunia, as well as the mountains and hills to the north of the Eastern Desert. In smaller numbers they can be found throughout the area listed in their Climate/Terrain entry. There are several other varieties and relatives of wolves that exist in the world, but most are simply just colour varieties of the statistics found here.

WAR DOGS

Some nations breed large, powerful dogs with wolves to create excellent attack dogs. These dogs have all the aggression and strength of wolves but are capable of being trained and domesticated. For game purposes, treat war dogs as wolves in every way, except that they are can be found for sale in open markets and are more easily trained.

COMBAT

Wolves rarely attack humans or prey of Large size unless the wolves are in a pack, in which case they work together extraordinarily well, harrying the prey until it is exhausted then tearing it to shreds.

Trip: A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Wolves receive a +4 racial bonus to Survival checks when tracking by scent.



ZEBRA

Large Animal

Climate/Terrain: Warm plains and woods

Organization: Solitary or zeal (10–40)

Initiative: +5

Sensory Traits: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 13

Hit Points: 30 (4 HD); **DR** 2

Saves: Fort +7, Ref +5, Will +4

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

Melee: 2 kicks +5 (1d6+3, AP --) and bite +0 (1d4+1, AP --)

Base Atk +3; **Grp** +10

Special Attacks: Stampede

Abilities: Str 16, Dex 12, Con 16, Int 1, Wis 12, Cha 6

Special Qualities: Stubborn

Feats: Alertness, Iron Will

Skills: Survival +8

Possessions: –

Advancement: 5–8 HD (Large)

Zebras are powerfully built equines of the plains and savannahs, primarily found in Stygia, Kush and the Black Kingdoms. These interesting and independent creatures run in large herds, sometimes amidst other prey animals. Even though they are unfriendly and prone to violence towards each other and anything else they get near to, zebras are good company when plains predators attack because most animal hunters have learned to go for easier prey first.

Zebras are white or ivory in colour with dark brown or black stripes all over their bodies to help break up their outline in tall grasses. Their bodies are more similar in structure to a donkey than a horse but are built far more athletically than their labouring cousins. Their dark manes also grow very stiff and wiry, and rarely get longer than a handspan tall.

COMBAT

Zebras are fast on their hooves and prefer to run from conflict when confronted, leaving the weak and unworthy members of the herd behind to become the predator's meal. They do have very sharp hooves and a thick row of blunt teeth, both of which can inflict vicious wounds when a zebra puts its strength behind them.

Stampede: If panicked or frightened, a herd of zebras will form into a charging line or wedge and try to outrun any creatures attempting to provoke or surround them. If pressured the entire herd will turn on opponents and charge at them, trampling anything that stands in its way. Any creatures caught in a stampede that are the same size or smaller than the charging animals are knocked prone and take normal kick damage for every four zebras in the herd. A successful Reflex saving throw (DC 15) halves the damage and allows the creature to remain on its feet.

Stubborn: Zebras are instinctively wild and unresponsive to training, adding +5 to the DC of any Handle Animal, Ride or related skill checks dealing with them. Any such check that fails by 10 points or more causes the zebra to make a single attack against its handler as well.

ANIMAL ALLIES

The following creatures from this section may be used as animal allies by sorcerers with the appropriate spell, as described on pages 255–256 of *Conan the Roleplaying Game*.

Sorcerer Level	Adjusted Level For Animal Ally	Animals
1 st	–0	Baboon, badger, camel (any), cat, cheetah, dog, eagle, elk, fox, hawk, horse (any), hyena, kangaroo, lynx, monkey, owl, raven, scorpion (Medium or smaller viper), snake (Medium size or smaller), vulture, war dog, wolf, zebra.
6 th	–3	Alligator, ape, boar, cattle (any), crocodile, hippopotamus, giant mongoose, monitor lizard, panda bear, scorpion (Large size), snake (Large viper), giant spider.
9 th	–6	Bear, lion, rhinoceros, sabre-toothed tiger, scorpion (Huge size), shark, snake (constrictor), tiger.
12 th	–9	Snake (ghost snake or lesser son of Set).
15 th	–12	Elephant, whale.



The Beastmaster

At One With the Animal Kingdom

Within the wilds of Hyboria there are countless animals and wondrous creatures that beg respect from the hardest and most experienced of warriors. Whenever the lion roars or the elephants trumpet there is a chill that runs down the spine from an ages-old primal fear that the animals of the world are its true lords and masters.

There are some who train themselves to become one with the wild animals, to learn how to live amongst them and see the world as they do. Integrating the natural life of the animals of the world to their own, these beastmasters are an example of the human animal remembering from where it came.

Beastmasters are expert hunters and can relate with animals on such a primal level that most people who see them interact are awestruck. Savage predators can look upon them as kindred spirits one minute while the most gentle of

prey might seek solace in their hands the next. Much can be learned from the animal kingdom, and the beastmaster takes all of these lessons to heart and makes them part of his everyday life.

Hit Die: d8

REQUIREMENTS

To qualify to become a beastmaster, a character must fulfil all of the following criteria.

Feats: Animal Affinity, Skill Focus (Handle Animal)

Skills: Handle Animal 8 ranks, Survival 8 ranks

Corruption: 1 or less

CLASS SKILLS

The beastmaster's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (herbalism) (Int), Craft (any mundane) (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Additional Level:

6 + Int modifier.

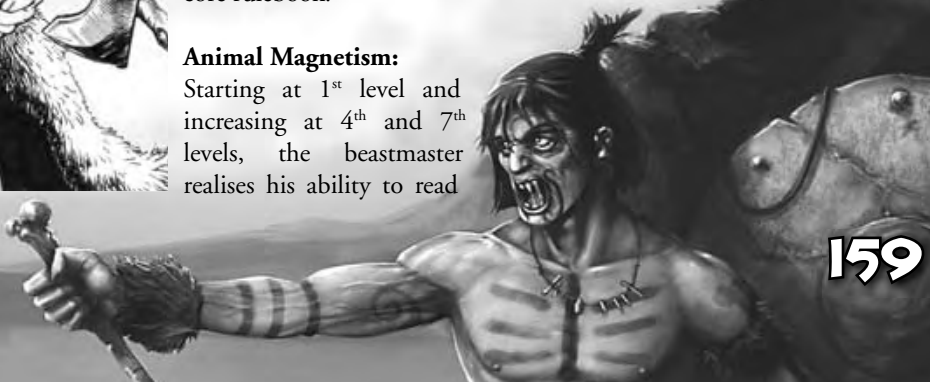
CLASS FEATURES

All of the following are class features of the beastmaster prestige class.

Weapon and Armour Proficiency: The beastmaster gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in the core rulebook.

Animal Magnetism:

Starting at 1st level and increasing at 4th and 7th levels, the beastmaster realises his ability to read





and adjust to the body languages of animals and other creatures. The beastmaster receives the listed bonus to all Handle Animal and Ride skill checks concerning creatures of the animal type.

Track: At 1st level the beastmaster knows the best ways to make sure the trail of his quarry is not lost. The beastmaster gains Track as a bonus feat. If he already has the Track feat he instead gains a +2 bonus to the Survival check when using it.

Calm Animal: At 2nd level the beastmaster has begun to learn the proper motions and body languages to keep from being attacked by a wild beast. So long as an animal is not wounded and has not been attacked or directly threatened by anyone in the beastmaster's group, he can make a Handle Animal skill check versus the Will save of the animal. If he is successful, the animal will calm into indifference and stay that way unless someone frightens or threatens it. Soothing an animal in this way takes about a minute.

Instinctive Fighter: Having watched the way that predators slash and tear at their prey, the 2nd level Beastmaster knows the best ways to cause damage to the soft flesh of his own targets when forced to settle for fighting with his hands, feet and, when necessary, teeth. Through this combined form of animalistic hand-to-hand combat, the beastmaster gains the Brawler or Improved Unarmed Combat feat as a bonus feat. If he already has both of these feats he gains no further benefit.

Learn from the Wilds: Upon reaching 3rd level (and again at 6th and 9th levels), the beastmaster has learned an interesting way to mimic the skills and abilities of the creatures he studies and emulates. Using the human body in ways that most would believe to be impossible, he can tap into primal skills that might shock the most scholarly civilised man.

Each time this class feature is gained, the character can choose one of the following special abilities: evasion, improved grab, low-light vision, scent, or tremorsense (see pages 166-167 for details). These special abilities are not supernatural, merely a reflection of interesting things the Beastmaster has learned from the wild kingdom.

Master Hunter: A 3rd level beastmaster is a consummate hunter that can spring upon his prey with shocking speed, gaining surprise over even the most wary of game animals. These skills can be put to use in less innocent manners as well, but only when the beastmaster has laid the right ambush for his target. In any combat where the beastmaster gains the benefits of a surprise round he also gains a +4 bonus to his initiative. Additionally, he is considered to use these tactics when hunting game animals, gaining a +3 competence bonus on Survival checks when hunting for food.

Bonus Feat: The beastmaster gains a bonus feat at 4th and 8th levels as he learns interesting and useful skills from the animals of the wilderness. He may choose from the following feats, for which he must meet the normal prerequisites: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Combat Reflexes, Dodge, Endurance, Fleet-Footed, Improved Bull Rush, Improved Grapple, Improved Overrun, Lightning Reflexes, Mobility, Run, Self-Sufficiency, Stealthy, Striking Cobra, Stunning Attack, Whirlwind Attack.

Frighten Animal: At 5th level the beastmaster knows the proper motions and body language to make him seem terribly imposing to a common animal. So long as the targeted animal is not cornered by anyone in the beastmaster's group, he can make a Handle Animal skill check versus the Will save of the animal. If he is successful, the animal will flee from him the best way it can for 1d6 minutes.

Man and Beast: A 5th level beastmaster has come to well enough terms with his connection to the wilderness that he can actually 'switch off' his human teaching in favour of falling into the mindset of a natural creature – making him even more at home in the wild places. With a minute of meditation and introspection he can apply a penalty (no greater than his Wisdom bonus) to all Intelligence-based and Charisma-based skills and gain an equivalent bonus to all Dexterity-based and Wisdom-based skills. This exchange lasts for 2d6 hours, and cannot be ended earlier than the number of hours rolled. After all, it takes a lot for the Beastmaster to want to return his mind to the civilised way of thinking after the purity of the beast.

Ferocity: At 7th level the Beastmaster has become fully aware of the bestial fury that lies inside of even the most domesticated of animals, and has found a spark of it inside himself. Up to once per day, the Beastmaster can tap into his Ferocity. He temporarily gains +4 to Strength, +4 to



THE BEASTMASTER

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	+0	+0	Animal Magnetism (+1), Track
2	+1	+1	+0	+0	+3	+0	+0	Calm Animal, Instinctive Fighter
3	+2	+2	+1	+0	+3	+1	+1	Learn from the Wilds, Master Hunter
4	+3	+3	+1	+1	+4	+1	+1	Animal Magnetism (+2), Bonus Feat
5	+3	+3	+1	+1	+4	+1	+1	Frighten Animal, Man and Beast
6	+4	+4	+2	+1	+5	+2	+2	Learn from the Wilds
7	+5	+5	+2	+1	+5	+2	+2	Animal Magnetism (+3), Ferocity
8	+6/+1	+6	+3	+2	+6	+2	+2	Bonus Feat, Command Animal
9	+6/+1	+6	+3	+2	+6	+3	+3	Learn from the Wilds
10	+7/+2	+7	+3	+2	+7	+3	+3	King of the Wilds

Dexterity and a +2 morale bonus on Will saving throws. While giving in to his Ferocity, he cannot use skills or abilities that require patience and concentration, including sneak attacks and finesse fighting. The Beastmaster can use any feat he might have except for Combat Expertise or sorcery feats. Ferocity lasts for a number of rounds equal to 2 + the Beastmaster's Constitution bonus. Calling upon Ferocity is a free action, requiring only that the Beastmaster to give a loud and bellowing roar. Ferocity, crimson mist and Fighting-Madness do not combine with each other.

Command Animal: Upon reaching 8th level, the Beastmaster knows the proper motions and body language to make a common animal see him as a leader or otherwise superior figure. So long as the targeted animal has not been by injured by anyone in the Beastmaster's group, he can make a Handle Animal skill check opposed by the Will save of the animal. If the save is failed the Beastmaster can give rudimentary commands to the animal. He can gesture the animal to move, attack, play, protect or even flee. To use this ability the animal must have a clear line of sight to the Beastmaster and be within 30 feet.

King of the Wilds: At 10th level the Beastmaster has mastered applying the facets of animalistic purity to his own life and has an unchained beast living within him at all times – driving him with instincts that most humans dull down over their lifetimes. He can always feel the world around him in the same way an animal knows its surroundings. The character receives a +2 bonus to all Initiative rolls, Reflex saves, and his Dodge Defence.

In addition, any wild animal that tries to attack the Beastmaster must first pass a DC 20 Will save in order to get past his predator's aura, or else it will simply growl and stand its ground instead.

USING THE BEASTMASTER

In the vast and stretching lands of Hyboria there are many dangers that threaten to claim the life of a traveller or adventurer. Brigands, savages and the weather can seem to focus down upon those who take to the road and see the world. However, in the wild places it is not these things that threaten caravans. Instead of some shadowy skulk with a thin knife in his hand, it is often the lion or bear that travellers fear. The animals of the world are far more terrifying to most – if only because of their simplistic instinct to hunt, find and kill prey wherever it can be found.

Beastmasters can offer something that a common roadsman or caravan guard cannot. What is a shield and spear to a nordwolf except just another shell to crack in order to get at the meaty meal inside? A beastmaster can protect travellers by bow and blade just as easy as any man, but they also can *think* like an animal and avoid becoming its prey altogether. By knowing how to move through their territories and steering them away, the beastmaster has little to fear from the denizens of nature. With a beastmaster nearby, the caravan guards can better focus on watching the roads for highwaymen and thieves rather than worry about what might spring from the tree line.





In their day to day lives, beastmasters tend to be loners and live outside in the wilderness they have learned so much from. Sought as guides and huntsmen, they are at home in the outer world with the wind and the trees, but they are rarely too far from civilisation. Unlike a true savage, the beastmaster understands that he is not actually an animal, but a man who can live amongst them. They need certain supplies as much as the next woodsman or mountaineer; they just hope to use them with a greater degree of success than their 'ignorant' kinsmen.

Some come and seek wilderness tutelage at the feet of the few known beastmasters, hoping to one day know the joys of running with wolves or swimming with otters as they do but most learn their skills out of inclination or necessity, alone in the wilderness. Like anything else worth learning, becoming a beastmaster is a long process that some are simply not made hard enough for.

In civilised lands local governors like to keep track of beastmasters (if they can) in case they are needed. Who better to lead the count's royal rangers to stop a rampaging emperor bull than a man who believes he can simply 'ask' it to stop?

FAMOUS BEASTMASTERS OF HYBORIA

The following are a few of the beastmasters most well-known to the bards and storytellers of Hyboria.

Geremaine, Son of Rorga – Born in the foothills around Mount Golamira, Geremaine is a bushy-haired Gunderman that learned how to live in the wilderness from his father Rorga. Rorga was the finest ranger known to Gunderland, but was struck blind by a fever in his thirtieth year. Learning to rely on his other senses, he taught Geremaine how to live without the pleasures of civilisation and how to eventually close his eyes and really *see* the world around him. The local liegelords often seek out Geremaine to lead them through the foothills, and the payment is always the same – a mated pair of sheep or goats and two tankards of fine ale for him and his ailing father to enjoy when he gets back.

Xupatt al Fachaat – As dark as jet in skin and eyes, Xupatt is one of the only men to claim his place in the muck and mire of the Purple Lotus Swamps to the south of Stygia. A savage in the purest sense of the word, the Darfari lives in the darkest places of the swamp and contends for his meals with serpents and crocodiles. If the wives' tales about him are true, he will lead a man across the swamp for a pittance of coin and a simple agreement. One day, when the Old Gods of Darfar rise, Xupatt will come calling for a sacrifice from all of his patrons...

'Captain' Blayten Lilac – Raised as a poacher's son in the jungles surrounding Tortage, Blayten learned early on that the only real men on the island were pirates and sea dogs. Claiming captain to a ship that no one had ever seen or heard of before, Blayten claimed to have a mooring deep in the jungle river that he had crewed with golden monkeys, white apes and red baboons. Of course, no sane or sober man can believe his claims until he leads them to his fabled *Barachas Rising*, where he learned to live amidst the howling and screeching denizens of the jungle.

'Where did it go, Kushite?' The Stygian noble glowered from behind his blackened steel faceplate, the well-used khopesh in his hand shining in the moon's bright light, 'My lord wants that thing's head on a wall by sun up.'

'The bear passed through this way,' the dark-skinned scout pointed at some broken branches and twisted vines in a thicket, 'but I do not suggest going after it. It perhaps is best if we find another bear and tell your master that it be the same one?'

'No!' the Stygian backhanded the smaller man hard across the jaw, 'One does not lie to the Mouth of Set! If the beast came through this way, so shall we, and I will bring back the plunderer of Set's grain stores. Now, go.'

'As you wish.' The Kushite rubbed the trickle of blood from his chin. He let the blood drip from his fingers into the swirling waters at their feet, already feeling the coming of the piranha he was trying to avoid. He took a step to a slightly elevated branch, as if to move aside, gesturing with a deep bow to the deadly waters ahead 'After you, my lord.'



Under the Skin

Rules Information

TYPES AND SUBTYPES

Types and subtypes are easy ways of categorising monsters under the game rules. Every creature has a type, although not all have subtypes. Every type has certain standard characteristics associated with it – whether or not a creature of that type eats, breathes or sleeps for example – and many also provide other bonuses or penalties. However, if a specific creature's description contradicts the features described in its type its description takes precedence. For example, creatures of the undead type do not need to eat. However, if the characters encounter a ravenous beast that feeds on the flesh of the dead, its description will indicate that if it goes without its grisly repast it can starve to death like a living thing.

Any creature that does not sleep cannot be sent to sleep by drugs or sorcery.

ABERRATION TYPE

Aberrations are true 'things that were never meant to be', unnatural combinations of features that owe their existence to the blackest of sorcery. And yet, unlike demons or certain kinds of undead these unholy abominations are truly and genuinely *alive* – and can be slain by the suitably determined. Detailed rules on the sorcerous creation of aberrations can be found in *Secrets of Skelos*, but their common traits are reproduced here for completeness.

- ✦ Proficient with its natural weapons only. If generally humanoid in shape it may also be proficient with all simple weapons.
- ✦ Not proficient with armour.
- ✦ Aberrations eat, sleep and breathe.

ANIMAL TYPE

Animals are natural animals of any kind. They are purely biological in nature, non-sentient, and can be found in their teeming masses everywhere in the Hyborian Age. They have the following traits:

- ✦ Intelligence of 1 or 2. Some exceptional animals may transcend this but typically any creature with an Intelligence score of 3+ is truly sentient and therefore not an animal.

- ✦ Low-light vision. Many animals often have scent as well.
- ✦ Proficient with natural weapons only.
- ✦ Not proficient with armour.
- ✦ Animals eat, sleep and breathe.

CONSTRUCT TYPE

Constructs are inanimate objects, given a semblance of life with sorcery. Most are relentless, idiotic, shambling things that lumber about and bash clumsily at attackers but some are crafted to be more dangerous.

- ✦ No Constitution score.
- ✦ Immunity to all mind-affecting effects.
- ✦ Immunity to sneak attacks, critical hits, death by massive damage, nonlethal damage, ability score damage or drain, poison, disease, fatigue and exhaustion.
- ✦ Immune to any effect that requires a Fortitude save unless that effect also affects objects.
- ✦ Constructs do not heal naturally and the Heal skill cannot be used on them. However, Craft (any appropriate) can be used to patch them up. A skill check takes four hours and restores half of the check result in lost hit points. Sorcery meant to heal living things will not heal them.
- ✦ Constructs are solid and resistant to damage. They gain bonus hit points as indicated on the following table:

Construct Size	Bonus Hit Points
Fine	--
Diminutive	--
Tiny	--
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80



- ✦ Constructs are destroyed instantly upon reaching 0 hit points.
- ✦ Constructs are proficient with their natural weapons only.
- ✦ Constructs are not proficient with armour.
- ✦ Constructs do not eat, sleep or breathe.

ELEMENTAL TYPE

An elemental is a being composed primarily (or entirely) of one or more of the four classic elements – air, earth, fire or water.

- ✦ Not subject to poison, paralysis, critical hits, or death by massive damage.
- ✦ Proficient with its natural weapons only. If generally humanoid in shape it may also be proficient with all simple weapons.
- ✦ Not proficient with armour.
- ✦ Elementals do not eat, sleep or breathe. Even fire elementals cannot be smothered – their fire is fuelled by an unearthly source.

HUMANOID TYPE

Humanoids are living, intelligent creatures with a roughly human-like physical arrangement. They typically have few special abilities, if any, and all but a few advance by character class rather than by Hit Dice (see page 170). Humans are humanoids.

- ✦ Humanoids eat, breathe and sleep.
- ✦ Weapon and armour proficiencies are determined by character class.

MAGICAL BEAST TYPE

Magical beasts are like animals, except they have a higher Intelligence score, strange abilities, a bizarre appearance or diet, or some combination of those. As a rule of thumb, if it could exist in the real world, it is an animal. If not, it is a magical beast.

- ✦ Low-light vision. Many magical beasts often have scent or darkvision as well.
- ✦ Proficient with natural weapons only.
- ✦ Not proficient with armour.
- ✦ Magical beasts eat, sleep and breathe.

MONSTROUS HUMANOID TYPE

Monstrous humanoids are similar to humanoids but have monstrous, animalistic or other unusual features. They often have special abilities related to their abnormal characteristics.

- ✦ Proficient in all simple weapons.
- ✦ No armour proficiency.
- ✦ Monstrous humanoids eat, sleep and breathe.

OOZE TYPE

An ooze is an amorphous or otherwise mutable creature, often mindless.

- ✦ Mindless. Some very few oozes are intelligent, and these are some of the most dangerous creatures on the face of Hyboria. The rest are mindless.
- ✦ Insensate. Oozes have no sense apart from the sense of touch, although most also manifest tremorsense or blindsight to make up for this. This makes them immune to any effect they have to see or hear to be affected by.
- ✦ Oozes are immune to paralysis, stunning, critical hits and having their shape changed.
- ✦ Oozes cannot be flanked.
- ✦ Oozes eat and breathe but do not sleep.

OUTSIDER TYPE

Outsiders are creatures from distant planets or unusual planes, things not native to this Earth at all. They are often strange looking and have alien biologies that defy human understanding. Many outsiders are demons (see opposite) but this is not a necessity.

- ✦ Proficient with all simple and martial weapons.
- ✦ Proficient with all kinds of armour and shields.
- ✦ Outsiders breathe but do not eat or sleep, although they can choose to do so if they want.

PLANT TYPE

Most plants in *Conan the Roleplaying Game* are not statted up as creatures because they are not animate. Dangerous plants typically take the form of natural hazards to be avoided by means of a skill check or saving throw. However, some plants – including several varieties of the notorious lotus – are animate or otherwise actively dangerous. They have the following qualities:

- ✦ Plants are immune to any poisons and diseases not specifically mentioned as affecting plants.
- ✦ Plants are not subject to sneak attacks, critical hits or death by massive damage.



- ✿ Plants suffer double normal damage from fire, heat or cold-based damage.
- ✿ Plants have different food and oxygen requirements to humans, and do not starve, dehydrate or suffocate in the same way as humans.
- ✿ Plants are often mindless (see page 166).
- ✿ Proficient with natural weapons only.
- ✿ No armour proficiency.
- ✿ Plants do not sleep.

UNDEAD TYPE

Undead are creatures which are neither alive nor dead. Generally, a living creature which has died but is still animate – usually through sorcery of the blackest sort – is considered undead.

- ✿ Undead do not have Constitution scores – they are immune to any effect that requires a Fortitude save unless that effect also works on objects.
- ✿ Undead are immune to poisons, diseases, critical hits, sneak attacks or death by massive damage.
- ✿ Undead do not need to eat, drink, breathe or sleep.
- ✿ Undead do not naturally heal without magical intervention. Most powerful undead circumvent this with regeneration or fast healing.
- ✿ Undead are destroyed when they reach 0 hit points. They do not enter negative hit points and cannot be Left for Dead.
- ✿ Undead have darkvision out to a range of 60 ft.
- ✿ Undead are proficient with any weapons or armour they were proficient with in life, plus any natural weapons they may have. If not specified, assume all simple weapons and no armour.

VERMIN TYPE

Vermin are like animals and share many traits with them. The difference is that vermin are typically mindless invertebrates like insects and arachnids.

- ✿ Vermin are mindless (see page 166).
- ✿ Vermin are proficient with natural weapons only.
- ✿ Vermin cannot be armoured in any way other than by natural or magical means.
- ✿ Vermin eat, drink, sleep and breathe like normal animals.
- ✿ Proficient with natural weapons only.
- ✿ No armour proficiency.

COLD SUBTYPE

Some creatures are more than just native to frigid areas; these beings seem to take the cold into themselves in some way, no longer feeling the biting chill or fearing the threats of frostbite or hypothermia.

- ✿ Creatures with the cold subtype are immune to exposure from cold environments no matter how ill-clad they might be. They do not need to make Fortitude saves to avoid fatigue or other negative consequences.
- ✿ Creatures with the cold subtype do not take cold damage from any source.
- ✿ Creatures with the cold subtype take half again as much (+50%) damage from fire, calculated after any saving throws are made but before damage reduction.

DEMON SUBTYPE

Demons are a type of outsider and are typically malevolent and dangerous. They often bear intimidating forms, not just alien but unnatural, and most have a working knowledge of sorcery. The Summonings sorcery style has a great many spells that only work on creatures with the demon subtype.

- ✿ Demon damage reduction is supernatural.
- ✿ Except in a few special cases, demons have the manifest special quality. Some have restrictions on how and when they can use it but all demons have, in theory, the ability to travel to and from their home at will.
- ✿ Unlike other outsiders, demons do not need to breathe.

SHAPECHANGER SUBTYPE

Any creature with the natural, innate ability to alter its form from one kind of thing to another has the shapechanger subtype. When a shapechanger changes shape its type often changes to a different one, granting it all the benefits and drawbacks of the new type with the exception of mindless – if the original creature had an Intelligence score, it does not lose it when changing to a type that is naturally mindless.

SWARM SUBTYPE

A swarm is a collection of Fine, Diminutive or Tiny creatures that have massed and are acting as a single entity. It is, as far as the game rules are concerned, a single creature. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large



enough for its component creatures. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

- ✦ Swarms are immune to critical hits, flanking, death by massive damage and sneak attacks.
- ✦ Swarms are immune to any poison or disease which does not simultaneously affect all of the creatures in the swarm.
- ✦ Swarms cannot be grappled, tripped or bull rushed.
- ✦ Nonlethal damage affects swarms as if it was lethal damage.
- ✦ A swarm is considered mindless, even if the component creatures are not. Advanced hive minds may prove an exception to this rule.
- ✦ Swarms of diminutive or fine creatures cannot be harmed by weapon attacks and automatically penetrate worn armour. Damage reduction from natural toughness is halved against them.
- ✦ Swarms of tiny creatures take half damage from weapon attacks and must penetrate armour normally.
- ✦ Swarm attacks have no reach and automatically strike anyone in the same space as the swarm to a maximum of once per round. The damage of a swarm attack is based on the swarm's Hit Dice:
- ✦ Distraction. Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + ½ swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Darkvision: Creatures with darkvision can see perfectly in even the thickest darkness. Other forms of visual obscurement, such as fog, affect them normally. Creatures that have darkvision usually have a range listed – they cannot see beyond this distance with their darkvision, although their normal vision operates as normal. Creatures with darkvision and no range listed have no upper sensory distance and see as far with darkvision as they do with their normal vision. Darkvision is black and white and cannot read tonal differences, making exercises such as reading impossible outside of normal light.

Fast Healing: Creatures with fast healing regain a certain amount of hit points on their action every round – the exact amount is indicated in each fast healing entry. This healing continues even if the creature is unconscious or otherwise unable to act but ceases with death.

Improved Grab: Whenever a creature with improved grab scores a hit in combat with the attack listed in its profile it may attempt to start a grapple as a free action and without provoking an attack of opportunity. The creature with improved grab need not make a touch attack to start the grapple either. The contest 'jumps' straight to the opposed grapple checks and proceeds from there as normal.

Invisibility: The creature is somehow able to become invisible. Invisible creatures cannot be seen but they can be heard, smelled, or felt. Invisibility makes the creature immune to extra damage from sneak attacks. Full rules for attacking and discovering invisible creatures can be found on page 350 of the *Conan Roleplaying Game Second Edition* core rulebook.

Low-Light Vision: The creature can see outdoors on a moonlit night as well as they can during the day.

Manifest: A creature with this special quality can travel from Earth to their home place (or vice versa). Activating this ability is a standard action but the manifestation is not complete until the creature's initiative count in the next round, allowing assailants a chance to slay it before it escapes. A creature using manifest can control the rough geographical location it appears in at its destination but no more precisely than an area approximately 100 miles square. A creature using manifest typically cannot take anything with it in either direction, although exceptions do exist.

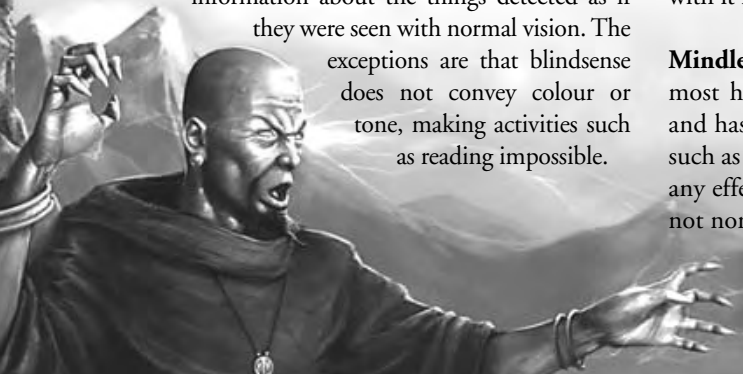
Mindless: The creature is not intelligent in the way that most humans would think. It has no Intelligence score and has complete immunity to all mind-affecting effects, such as hypnotism. Mindless creatures are also immune to any effect that requires a Will save. Mindless creatures do not normally have skills or feats.

COMMON SPECIAL ATTACKS AND QUALITIES

Aquasense: See tremorsense, opposite.

Blindsense: See tremorsense, opposite.

Blindsight: Blindsight is a more precise version of blindsense. Unlike blindsense, blindsight conveys information about the things detected as if they were seen with normal vision. The exceptions are that blindsense does not convey colour or tone, making activities such as reading impossible.



Pounce: Many ambush predators have this special ability, allowing them to leap on prey in a whirling frenzy of claws and teeth before the poor victim has a chance to react. A creature with pounce that charges an opponent may make a full attack at the end of its move instead of a single attack. All of the attacks in the full attack action must be directed at the single target at the terminus of the charge. Many creatures with both pounce and rake (see below) gain one or more bonus rake attacks in addition to their normal attacks when they pounce.

Rake: A rake is a special attacking technique common to feline predators where the creature hangs on to an opponent with teeth and foreclaws while trying to disembowel it with the rear claws. A rake attack is a standard action and can only be used on a target that the raker is currently grappling with. Unlike most attacks rakes suffer no penalty for being used in a grapple, making them very effective ways of killing a grappled enemy. Creatures with both pounce (see above) and rake may gain one or more bonus rake attacks as part of their pounce – a raking creature does not need to be grappling to make rake attacks as part of a pounce.

Regeneration: Creatures with regeneration take only nonlethal damage from all sources and recover a certain number of points of nonlethal damage on their action every round – the exact amount is indicated in each regeneration entry. Most creatures with regeneration take normal damage from one or more sources, indicated in each creature's entry. Regeneration continues even while the creature is unconscious or otherwise unable to act but ceases with death.

Creatures that regenerate may reattach severed limbs (unless removal of the limb killed them, of course) by holding the severed part against the stump for 1 minute.

Scent: The creature can detect opponents by smell, generally within 30 feet unless otherwise noted. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or freshly shed blood, can be detected at three times these ranges. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the animal can pinpoint that source. The creature can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour

is, the number of creatures and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Animals tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with this ability can identify familiar odours just as humans do familiar sights. Water, particularly running water, normally ruins a trail. The presence of a powerful false odour also spoils the ability to properly detect or identify creatures and the base Survival DC to track becomes 20 rather than 10.

Tremorsense: Tremorsense is a common sensory ability among insects and insect-like creatures that lets a creature detect anything within its range so long as both the sensing creature and the thing sensed are in contact with the same solid object – usually the ground. Tremorsense only lets the sensing creature know that something is in a particular square. The sensed creature may still benefit from concealment if it can cloak its presence from the tremorsensing creature's other senses.

- ✦ **Aquasense:** Aquasense is like tremorsense except that the medium of transmission is water or a comparable liquid. Aquasense is blocked by solids or gasses.
- ✦ **Blindsense:** Blindsense operates in a similar manner to tremorsense but the medium of transmission is 'air' or a comparable gas. Blindsense is blocked by liquids and solids.

Tremorsense and its similar powers do not convey any information about the things they sense, only the presence or absence of something.

IMPROVING MONSTERS

INCREASING HIT DICE

One way to improve most monsters is to give them additional Hit Dice. This improves almost everything about a creature: each additional Hit Die improves base attack, magical attack, hit points, saving throws and skills, just like gaining an additional level for a normal character. In effect the types are like classes for creatures, with the exception of the humanoid type. Creatures of the humanoid type are created and advanced exactly as if they were normal Non-Player Characters except that in place of a normal race – Kushite, Aquilonian, Stygian, or such – they use the racial characteristics in their entry.

For all other types, consult the Advancement By Type table and the Value By Hit Dice table and



VALUE BY HIT DICE TABLE

Hit Dice	Base Attack Bonus			Dodge/Parry Bonus		Magic Attack Bonus		Saving Throw		Other Benefits
	Good	Poor	Terrible	Good	Poor	Good	Poor	Good	Poor	
1	+1	+0	+0	+0	+0	+0	+0	+2	+0	Feat
2	+2	+1	+1	+1	+0	+1	+0	+3	+0	
3	+3	+2	+1	+2	+1	+1	+0	+3	+1	Feat
4	+4	+3	+2	+3	+1	+2	+1	+4	+1	+1 to one characteristic
5	+5	+3	+2	+3	+1	+2	+1	+4	+1	
6	+6	+4	+3	+4	+2	+3	+1	+5	+2	Feat, +1 to all characteristics
7	+7	+5	+3	+5	+2	+3	+1	+5	+2	
8	+8	+6	+4	+6	+3	+4	+2	+6	+2	+1 to one characteristic
9	+9	+6	+4	+6	+3	+4	+2	+6	+3	Feat
10	+10	+7	+5	+7	+3	+5	+2	+7	+3	
11	+11	+8	+5	+8	+4	+5	+2	+7	+3	
12	+12	+9	+6	+9	+4	+6	+3	+8	+4	Feat, +1 to one characteristic, +1 to all characteristics
13	+13	+9	+6	+9	+4	+6	+3	+8	+4	
14	+14	+10	+7	+10	+5	+7	+3	+9	+4	
15	+15	+11	+7	+11	+5	+7	+3	+9	+5	Feat
16	+16	+12	+8	+12	+6	+8	+4	+10	+5	+1 to one characteristic
17	+17	+12	+8	+12	+6	+8	+4	+10	+5	
18	+18	+13	+9	+13	+6	+9	+4	+11	+6	Feat, +1 to all characteristics
19	+19	+14	+9	+14	+7	+9	+4	+11	+6	
20	+20	+15	+10	+15	+7	+10	+5	+12	+6	+1 to one characteristic

advance their abilities as if they were a normal character. For example, a chakan (see page 15) is a monstrous humanoid with three Hit Dice. When adding a Hit Die to it you first consult the Advancement By Type table to discover that monstrous humanoids have good base attack bonus, Parry Defence and Fortitude saves, and poor Reflex saves, Will saves, Dodge Defence and magic attack bonus. They also gain 2 + Int modifier skill points per Hit Die – a creature counts all skills listed on its profile as class skills, and all others as cross-class skills. Looking at the correct columns on the Value By Hit Dice table shows you that advancing from three to four Hit Dice will give the chakan +1 to its base attack bonus, Fortitude saves, Parry Defence and magic attack bonus. It will also gain a single skill point and extra hit points from the new Hit Die plus its Constitution modifier. As it has reached four total Hit Dice it also gains +1 to a single characteristic. To add additional Hit Dice, simply repeat the process.

There is one additional consideration when increasing a creature's Hit Dice that does not arise when adding levels to a normal character: size. The more Hit Dice a creature has, the larger it becomes. Every creature has an advancement entry on its profile, which indicates the size of that creature if you give it enough extra Hit Dice. Consider the guardian ape of Jullah as an example (page 59). Its advancement entry reads '9–15 HD (Large), 16–21 HD (Huge)'. If you add eight Hit Dice to a guardian ape, bringing it from eight to 16 HD, it increases in size to Huge. If you add fewer Hit Dice, it remains at Large size. If a creature gains size it also gains other advances as shown on the Changes By Size table – these changes are cumulative if a creature increases more than one size category through the addition of Hit Dice.

Every time a creature increases in size all of its natural attacks do more damage: follow the Dice Progression Table, one step for every size increase. For creatures that use weapons, weapons sized for those creatures also increase in damage the same way. For example, a great boar's gore attack normally does 1d8 base damage. If the boar was increased to Huge size, its gore attack would increase to 2d6 base damage. Likewise, a war spear for a normal person (Medium size) does 1d10 damage. One sized for a giant-kin (Large size) would do 2d8 base damage.



ADVANCEMENT BY TYPE TABLE

Type	Hit Die	Base Attack Bonus	Dodge Bonus	Parry Bonus	Magic Attack Bonus	Fortitude	Reflex	Will	Skill Points
Aberration	d8	Poor	Poor	Poor	Good	Poor	Poor	Good	2 + Int modifier
Animal	d8	Poor	Good*	Good*	Poor	Good ¹	Good ¹	Poor	2 + Int modifier
Construct	d10	Poor	Poor	Poor	Poor	Poor	Poor	Poor	2 + Int modifier
Elemental	d8	Poor	Good*	Good*	Good	Good ²	Good ²	Poor	2 + Int modifier
Humanoid	----- by character class -----								
Magical Beast	d10	Good	Good	Good	Poor	Good	Good	Poor	2 + Int modifier
Monstrous Humanoid	d8	Good	Poor	Good	Poor	Good	Poor	Poor	2 + Int modifier
Ooze	d10	Poor	Poor	Poor	Poor	Poor	Poor	Poor	2 + Int modifier
Outsider	d8	Good	Good	Good	Good	Good	Good	Good	8 + Int modifier
Plant	d8	Poor	Poor	Good	Poor	Good	Poor	Poor	2 + Int modifier
Undead	d12	Terrible	Poor	Poor	Poor	Poor	Poor	Good	4 + Int modifier
Vermin	d8	Poor	Poor	Good	Poor	Good	Poor	Poor	--

¹Some animals have only one good saving throw – which one varies, depending on the animal.

²Elementals have only one good saving throw depending on which element they embody: Fortitude for earth and water, Reflex for air and fire.

*Good defence bonuses are tied to good saving throws – Parry to Fortitude and Dodge to Reflex. Where an animal or elemental has a poor saving throw, it also has a poor dodge or parry progression.

SIZE TABLE

Old Size	New Size	Str	Dex	Con	Damage Reduction	Defence/Attack	New Space/Reach ¹
Fine	Diminutive	Same	-2	Same	Same	-4	1 ft.
Diminutive	Tiny	+2	-2	Same	Same	-2	2½ ft.
Tiny	Small	+4	-2	Same	Same	-1	5 ft.
Small	Medium	+4	-2	+2	Same	-1	5 ft.
Medium	Large	+8	-2	+4	+1	-1	10 ft.
Large	Huge	+8	-2	+4	+1	-1	15 ft.
Huge	Gargantuan	+8	Same	+4	+2	-2	20 ft.
Gargantuan	Colossal	+8	Same	+4	+2	-4	30 ft.

¹This can vary. Creatures with a horizontal arrangement – horses, wolves, centipedes, and so on – typically have the reach of a creature one size smaller. Creatures with unusually long appendages, like squid or tentacled horrors from beyond the stars, often have the reach of a creature one or more size categories larger.



DICE PROGRESSION TABLE

Old Roll (Each)	New Roll
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

The creatures in this book are not intended to be advanced beyond the upper bound given in the advancement entry.

Finally, there is one more thing to consider when advancing a creature's Hit Dice, and that is the saving throw DCs for its various special attacks. For DCs that are set by a creature's magic attack roll, no amendment is necessary – the increases in base magic attack from additional Hit Dice take care of that. For other DCs the formula for working them out is $10 + \frac{1}{2}$ the creature's Hit Dice + an attribute modifier:

- ✦ Attacks such as toxins, diseases and other noxious chemicals, secretions and irritants use the creature's Constitution modifier.
- ✦ Attacks that depend on sheer physical force, such as a stampede attack, use the creature's Strength modifier.
- ✦ Magical or supernatural powers (that are not toxins) use the creature's Charisma modifier. Magical or supernatural toxins could use either Charisma or Constitution depending on whether the poison is primarily magical or physical in its effects.

MONSTERS AND CLASS LEVELS

Another way of advancing many creatures is to add class levels to them. This is very straightforward with a few complications to bear in mind. Creatures can advance in any class they wish but have no favoured classes – their additional Hit Dice and array of special powers makes up for the additional feats they lose.

The method for advancing a creature by class level is easy: pick a class and add the various modifiers and class abilities directly to the creature's existing statistics. There are only two complications:

HIT DICE AND LEVELS

A creature's level is equal to its character level. Its Hit Dice are equal to its character level plus any Hit Dice it started with. For example, a serpent-man (page 97) with five levels of scholar is level 5, but has nine Hit Dice – four that it started with by virtue of being a serpent-man and five from its scholar levels. Most aspects of character creation in the Conan rules are dependent on levels – when one gets access to class features, for example, or when you no longer roll for hit points but instead gain a flat per-level bonus. The exceptions are feats and statistic increases, which are based on Hit Dice: one feat every three HD, +1 to one statistic every four HD and +1 to all statistics every six HD.

As a note, a creature only gets four times normal skill points with its first Hit Die – when adding class levels to a creature they only get the normal skill point allowance at first level.



MULTIPLE ATTACKS

Some creatures have a single primary attack and a variable number of secondary attacks that are all made at a -5 modifier (or -2 if they have the Multiattack feat). Conversely, normal characters gain multiple attacks as their base attack bonus increases. For creatures that have both multiple natural attacks and a base attack bonus high enough for multiple attacks, things can get a little complex.

- ✿ Creatures capable of wielding normal weapons can use a normal weapon wherever these rules reference a natural weapon.
- ✿ If a creature has only one natural weapon, it gains multiple attacks with that weapon as normal for a high base attack bonus.
- ✿ If a creature has multiple natural weapons and a base attack bonus high enough for multiple attacks it can either use one natural weapon for multiple attacks or it can use all its natural weapons for the usual number of attacks (with its increased base attack bonus).
- ✿ If a creature is using one natural weapon for multiple attacks and has a second natural weapon available it can fight as if wielding two weapons using the normal rules for two-weapon fighting (*Conan the Roleplaying Game*, page 203).

NOBLE CREATURES

Civilised monstrous races may well have nobles of their own. However, most of a monstrous noble's class features will have no effect whatsoever on normal humans and vice versa. The noble's social abilities are based on the common frame of reference that all members of his race share, no matter how corrupt or barbaric. Outside of his own race, his mastery of etiquette means very little. Of course, more physical abilities such as bonuses to attack rolls will work just fine: common sense is the order of the day when adjudicating which noble features work outside of your own species. It is also worth noting that monsters that *appear* human – such as living *ka* mummies (page 79) – can gain and use noble class features in human society with no penalties.

SCHOLAR CREATURES

Creatures who take levels of scholar only need to pay special attention to the 'background' feature. Just as with human sorcerers, creatures need to learn their spells from somewhere. Independent creature scholars are uncommon but possible. Scholars among the monstrous humanoid are often apprentices to their tribal shaman or wise man. They may even be priests if their civilisation is advanced enough. Demons typically learn their spells from a greater demon who commands their allegiance, although those with innate spell knowledge that they can teach but not cast can 'uncover' the secrets of their own spells automatically when they have the opportunity to learn a new spell. Some outsiders and elementals can simply meditate on their own magical nature to unlock sorcerous secrets but they are rare. Of course, for those with no other choice the *demonic pact* is always an option.

TEMPTRESS CREATURES

Or 'that savage ape-woman looks disturbingly attractive'. Many of the same remarks made about noble creatures also apply to temptress creatures with the added obstacle that most temptress abilities are based on sheer sex appeal, which does not cross species lines in any but the strangest of circumstances. Generally speaking temptresses cannot use their abilities on anyone of a different species, although some exceptions exist – demons are especially notorious for taking shapes attractive to humankind. As with the noble creatures that can appear human can use many temptress abilities on humans without penalty, although depending on the quality of the illusion of humanity things might take a drastic turn for the worse when they get physical...





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WITH FEARFUL SPEED IT WAS RUSHING UPON HIM, AND IN THAT INSTANT CONAN HAD ONLY A CONFUSED IMPRESSION OF A GIGANTIC MAN-LIKE SHAPE HURTLING ALONG ON BOWED AND STUNTED LEGS; OF HUGE HAIRY ARMS OUTSTRETCHING MISSHAPEN BLACK-NAILED PAWS; IN WHOSE BROAD FACE THE ONLY FEATURES RECOGNISABLE AS SUCH WERE A PAIR OF BLOOD-RED EYES. IT WAS A THING NEITHER MAN, BEAST, NOR DEVIL, IMBUED WITH CHARACTERISTICS SUBHUMAN AS WELL AS CHARACTERISTICS SUPERHUMAN.

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