

Bestiary of the Realms: Volume 1

by Eric L. Boyd and Thomas M. Costa

**Art by Noëlle Triaureau (aughisky, cave fisher, cooshee, gaunt, greater raven, werefox,
finhead saurial, shoosuva) and Thomas M. Costa (campestri)**

A NOTE FROM THE AUTHORS

The Forgotten Realms has been a living breathing world for decades, brought to life by the fertile mind of Ed Greenwood in 1967 and nurtured and grown by countless authors and game designers since its publication in 1987. Between 1987 and 2000, TSR, Inc. and Wizards of the Coast released an enormous volume of game material for the Forgotten Realms under the aegis of the 1st and 2nd Editions of Advanced Dungeons & Dragons. In 2000, Wizards of the Coast updated the venerable Dungeons & Dragons game, with the release of 3rd Edition or “3E.” In 2001, Wizards of the Coast updated the Forgotten Realms campaign setting to 3rd Edition as well.

In the opinion of the authors, the introduction of 3rd Edition is a welcome addition to the ever-growing Forgotten Realms, for the system’s flexibility allows game designers to better represent the endless variety of life that dwells in the Forgotten Realms. However, the downside of the new version of the game is that, given the volume of game material produced under the banner of earlier editions, Wizards of the Coast will never be able to update all of it to the new system. This discordance is very unfortunate for the Dungeon Master running a campaign set in the Forgotten Realms, for it is the vast quantity of Realmslore that makes Abeir-Toril feel like a living, breathing world.

As a first step towards addressing this gap, the authors are releasing a bestiary of over 100 monsters native to the Forgotten Realms from their own personal files. Some of the creatures detailed are new, while most are updated from earlier editions of the Forgotten Realms. Many of these monsters were updated or created for the authors’ own campaigns, as part of half-finished article submissions, or landed on the cutting room floor during the editing of a game product. As this project came together by happenstance and not design, the selection of monsters is admittedly haphazard. Many of the monsters included herein are minor species unlikely to ever get written up in an official Forgotten Realms product, but crucial nonetheless to making a Forgotten Realms campaign feel “complete.” Future volumes of this bestiary (should they come to fruition) will hopefully contain a more varied range of monsters.

Errors, including errors of attribution and calculation, will be corrected as needed in future versions of this file. Until then, Sword High!

– Eric L. Boyd and Thomas M. Costa

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OPEN GAME CONTENT

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TABLE OF CONTENTS

A Note from the Authors	49. Gaunt (Template)
About the Authors	50. Gen, Air
Open Game Content	51. Gen, Earth
Table of Contents	52. Gen, Fire
List of Sidebars	53. Gen, Water
Alphabetical Listing of Monsters	54. Golem, Hammer
Monsters by Type (and Subtype)	55. Greater Raven
1. Alias Vessel (Template)	56. Jagre
2. Animal, Albatross	57. Jaguar Lord
3. Animal, Black Lion	58. Kalmari
4. Animal, Flightless Bird, Emu	59. Killer Grass
5. Animal, Flightless Bird, Ostrich	60. Kupuk
6. Animal, Flightless Bird, Rhea	61. Laraken
7. Animal, Fox	62. Lich, Good – Sy'Tel'Quessir Baelnorn (Template)
8. Animal, Gooney Bird, Giant	63. Lich, Good – Thorsamsonn (Template)
9. Animal, Hippopotamus	64. Lock Lurker
10. Animal, Krotter	65. Lycanthrope, Seawolf (Template)
11. Animal, Mole	66. Lycanthrope, Werebadger (Template)
12. Animal, Owl, Medium-size	67. Lycanthrope, Weretiger (Template)
13. Animal, Porcupine	68. Lycanthrope, Wereblack-lion (Template)
14. Animal, Reindeer	69. Lycanthrope, Werecat (Template)
15. Animal, Seal	70. Lycanthrope, Weredog (Template)
16. Animal, Shaggun	71. Lycanthrope, Weredolphin (Template)
17. Animal, Sheep	72. Lycanthrope, Werefox (Template)
18. Animal, Snake, Dead Grass	73. Lycanthrope, Werehyena (Template)
19. Animal, Squirrel	74. Lycanthrope, Werejaguar (Template)
20. Animal, Tiger, Snow	75. Lycanthrope, Wereleopard (Template)
21. Animal, Vulture	76. Lycanthrope, Werelion (Template)
22. Animal, Vulture, Condor	77. Lycanthrope, Weremole (Template)
23. Animal, Vulture, Giant Condor	78. Lycanthrope, Wereowl (Template)
24. Animal, Walrus	79. Lycanthrope, Werepanther (Template)
25. Animal, War Pig	80. Lycanthrope, Wereseal (Template)
26. Aughisky	81. Lycanthrope, Werespider (Template)
27. Balhiir	82. Multiarmed Creature (Template)
28. Beetle, Deathmirror	83. Ogre, Elder
29. Beetle, Mulhorandi Scarab	84. Ogre, Ice Spire
30. Beguiler	85. Orc, Boogin
31. Cave Fisher	86. Orc, Ondonti
32. Cildabrin	87. Orc, Thayan Black
33. Cooshee	88. Orc, Thayan Red
34. Crag Cat	89. Rat, Zhentish Sewer
35. Crustaceous Creature (Template)	90. Rhaumbusun
36. Crustaid	91. Saurial, Bladeback
37. Dire Animal, Fox	92. Saurial, Finhead
38. Dire Animal, Hyena	93. Saurial, Flyer
39. Dire Animal, Mole	94. Saurial, Hornhead
40. Dire Animal, Raven	95. Shoosuva
41. Duhlarkin (Template)	96. Skulk (Template)
42. Elven Cat, Cath'Quessir	97. Spider Monkey
43. Elven Cat, Cath'Shee	98. Stirge, Skeletal
44. Equine (Template)	99. Stirge, Stelurge
45. Feeblestar	100. Vampire Spawn (Template)
46. Feeblestar, Kuo-Toan	101. Wizshade
47. Fungus, Intelligent – Campestri	Appendix I: Monsters Ranked by Challenge Rating
48. Fungus, Intelligent – Friendly Fungus	Appendix II: Licenses

LIST OF SIDEBARS

Hippomane (Equipment)
Cap of the Beguiler (Magic Item)
Cloak of the Beguiler (Magic Item)
Duhlark's Animerge (Spell)
Duhlark's Separation (Spell)
Trip (Spell)

Saurial Weaponry (Equipment)
Darklurker (Prestige Class)
Eternal Darkness Adaptation (Feat)
Zardazil (Special Material)
Mindshadow Madness (Disease)

ALPHABETICAL LISTING OF MONSTERS

Air Gen
Albatross
Alias Vessel
Alias Vessel Fighter
Alias Vessel Wizard/Aristocrat
Aughisky
Badgeram (Duhlarkin)
Balhiir
Beguiler
Black Lion
Bladeback Saurial
Boogin
Campestri
Cath'Quessir
Cath'Shee
Cave Fisher
Cildabrin
Condor
Cooshee
Crag Cat
Crustaceous Creature
Crustaceous Troglodyte (Crustaceous Creature)
Crustaid
Dead Grass Snake
Deadmount (Gaunt)
Deathmirror Beetle
Dire Fox
Dire Hyena
Dire Mole
Dire Raven
Duhlarkin
Earth Gen
Elder Ogre
Emu
Equine
Feeblestar
Finhead Saurial
Fire Gen
Flyer Saurial
Fox
Friendly Fungus
Gaunt
Giant Condor
Giant Gooney Bird
Greater Raven
Hammer Golem
Hippopotamus
Hornhead Saurial
Hu Hsien (Lycanthrope)
Ice Spire Ogre
Jagre
Jaguar Lord
Kalmari
Killer Grass

Krotter
Kuo-toan Feeblestar
Kupuk
Laraken
Lock Lurker
Lycanthropes
Medium-size Owl
Mole
Mulhorandi Scarab Beetle
Multiarmed Creature
Multiarmed Sahuagin (Multiarmed Creature)
Night Rider (Gaunt)
Ondonti
Ostrich
Porcupine
Reindeer
Rhaumbusun
Rhea
Seal
Seawolf (Lycanthrope)
Shaggun
Sheep
Shoosuva
Skeletal Stirge
Skulk
Skulk Rogue
Snow Tiger
Spider Monkey
Squirrel
Stelurge
Sy'Tel'Quessir Lich
Sy'Tel'Quessir Baelnorn Ranger/Fighter
Thayan Black Orc
Thayan Red Orc
Thorsamsonn Cleric
Thorsamsonn Lich
Vampire Spawn
Vampire Spawn Commoner
Vulture
Walrus
War Pig
Water Gen
Werebadger (Lycanthrope)
Werebison (Lycanthrope)
Wereblack-lion (Lycanthrope)
Werecat (Lycanthrope)
Weredog (Lycanthrope)
Weredolphin (Lycanthrope)
Werefox (Lycanthrope)
Werehyena (Lycanthrope)
Werejaguar (Lycanthrope)
Wereleopard (Lycanthrope)
Werelion (Lycanthrope)
Weremole (Lycanthrope)

Wereowl (Lycanthrope)
Werepanther (Lycanthrope)
Wereseal (Lycanthrope)
Werespider (Lycanthrope)

Wizshade
Wolveraven (Duhlarkin)
Zhentish Sewer Rat

MONSTERS BY TYPE (AND SUBTYPE)

Aberration: lock lurker, wizshade
(Air): air gen
Animal: animal (all), dire animal (all), equine (template)
(Aquatic): aughisky, feeblestar, kuo-toan feeblestar, multiarmed sahuagin, seal, seawolf, walrus, weredolphin, wereseal
Beast: badgeram, cave fisher, duhlarkin (template), stelurge, wolveraven
(Cold): kupuk
Construct: hammer golem
(Earth): earth gen
(Evil): kalmari, laraken
Fey: ondonti
(Fire): fire gen
Giant: elder ogre, Ice Spire ogre
(Human): Alias vessel (template), Alias vessel fighter, Alias vessel wizard/aristocrat, skulk, skulk rogue
Humanoid: Alias vessel (template), Alias vessel fighter, Alias vessel wizard/aristocrat, bladeback saurial, finhead saurial, flyer saurial, hornhead saurial, skulk (template), skulk rogue, Thayan black orc, Thayan red orc
(Incorporeal): wizshade
(Lawful): kalmari

Magical Beast: aughisky, beguiler, cath'quessir, cath'shee, cildabrin, cooshee, crag cat, deathmirror beetle, feeblestar, greater raven, jaguar lord, kuo-toan feeblestar, kupuk, rhaumbusun, spider monkey, Zhentish sewer rat
Monstrous Humanoid: boogin, crustaceous troglodyte, multiarmed sahuagin
(Orc): boogin, ondonti, Thayan black orc, Thayan red orc
Outsider: air gen, balhiir, earth gen, fire gen, kalmari, laraken, water gen
Plant: campestri, friendly fungus, killer grass
(Reptilian): bladeback saurial, crustaceous troglodyte, finhead saurial, flyer saurial, hornhead saurial
Shapechanger: jagre, lycanthrope (all)
Spirit: hu hsien (werefox lycanthrope)
Template: Alias vessel, crustaceous creature, duhlarkin, equine, gaunt, lycanthrope (all), multiarmed creature, skulk, Sy'Tel'Quessir baelnorn, thorsamsonn, vampire spawn
Undead: deadmount, night rider, gaunt (template), shoosuva, skeletal stirge, Sy'Tel'Quessir baelnorn (template), Sy'Tel'Quessir baelnorn ranger/fighter, thorsamsonn (template), thorsamsonn cleric, vampire spawn (template), vampire spawn commoner
Vermin: crustaid, Mulhorandi scarab beetle
(Water): water gen

ALIAS VESSEL (TEMPLATE)

Finder Wyvernspur, since ascended to godhood, had the original conception for what is now known as an Alias vessel. The Master Harper sought to create a humanoid vessel to contain knowledge, specifically perfect and unalterable knowledge of his compositions. Finder's plan went awry, resulting in the death of one assistant and the maiming of another. For his crimes, Finder was banished by the Harpers to the Citadel of White Exile, an extraplanar prison, and nearly all knowledge of his compositions erased. Even his name was proscribed, so he became known as "the Nameless Bard."

After many years, Cassana of Westgate, an evil sorceress, rescued the Nameless Bard and promised to aid him in creating another vessel. With the assistance of Cassana, the lich Zrie Prakis, the Fire Knives, the cult of Moander, and a demon named Phalse, the second attempt to create an Alias vessel, who was intended to act as a magical servant, spy, and assassin, appeared to succeed. Named "Alias" by the Nameless Bard, she came to life but remained true to the pure soul and spirit that had been twinned and placed within her. In time, Alias rebelled against her creators and eventually "defeated" all the conspirators. Even Finder's wishes were subverted when Alias began to modify his music.

Alias was but the first Alias vessel, for Phalse create at least a dozen near duplicates, all of which are believed to now wander Faerûn. It is possible that Phalse shared the secret of their construction with other demons or the like, although the death of Cassana, the "mother" of Alias, most likely precludes any more identical duplicates of Alias. However, no proof of such knowledge sharing has been uncovered. Five of these have been identified, including: Cat Wyvernspur of Ordulin, wife of the noble hero Giogi Wyvernspur (see below); the deceased thief Jade; Zhara, a cleric of Tymora and widow of the Turmish hero Akabar Bel Akash; a sage in Candlekeep; a warrior in eastern lands; and a lady of power in Waterdeep. Each of the Alias vessel replicas contains a sliver of Dragonbait's soul, and thus each is always of good alignment.

CREATING AN ALIAS VESSEL

"Alias vessel" is a template that can be added to any female human (referred to hereafter as the "character") at creation. It uses all the base creature's statistics and special abilities except as noted here.

All Alias vessels appear to be clones of Cassana, beautiful, athletic and tall women (140 lb. and 5 ft. 10 in.) with reddish-blond hair, high cheek bones, and striking green eyes. All known Alias vessels have appeared with at least five class levels, although that is not a requirement.

Special Qualities: An Alias vessel retains all the special qualities of the base character and also gains the ability described below.

Bardic Knowledge (Ex): The character, like a construct, has been preprogrammed with lots of stray knowledge. Consequently, the character has the bardic knowledge ability of the bard class with a +5 racial bonus to the check. This ability does not automatically improve as the character gains levels. However, this ability does stack with a bard's bardic knowledge and similar abilities such as a Harper scout's Harper knowledge or a loremaster's lore abilities.

Misdirection (Sp): The character has a constant *misdirection* affect on herself, which also affects all those within a 30-ft. radius of her, as if the affect were a 9th-level heightened spell cast by a 20th level sorcerer with a 20 Charisma (DC 24). The character cannot lower the spell affect or control how the information is misdirected.

Abilities: An Alias vessels' ability scores all begin at a base 17.

Skills: An Alias vessel is born with inborn knowledge, preprogrammed by her creators.

The character begins with four homeland Character Regions – Cormyr, the Dalelands, the Dragon Coast, and Sembia – instead of one (see pages 28-32 of the *Forgotten Realms Campaign Setting*).

The character may use all Knowledge skills untrained. The character gains a +5 racial bonus to her Perform skill checks (most Alias vessels are created with talent in ballad, chordal horn, dance, harp, and storytelling).

The character's automatic language is Chondathan. The character may choose any languages as her bonus languages, regardless of homeland Character Region or class.

Feats: Thanks to the power of Dragonbait's soul, an Alias vessel receives the Strong Soul feat (see page 38 of the *Forgotten Realms Campaign Setting*) as a bonus feat. Note, the character meets the regional requirement for all the regional feats in her four homeland Character Regions (see pages 30-39 of the *Forgotten Realms Campaign Setting*).

Climate/Terrain: Any land.

Organization: Solitary.

Challenge Rating: +1.

Treasure: Standard.

Alignment: Always good.

Advancement: By character class.

ALIAS VESSEL CHARACTERS

Except as noted above, an Alias vessel is treated as a normal human.

An Alias vessel's PC's effective character level (ECL) is its class level +1; thus a 10th-level Alias vessel fighter has an ECL of 11 and is the equivalent of an 11th-level character.

SAMPLE ALIAS VESSELS

Here are two examples of Alias vessels, using an elite human fighter 10, Alias herself, and an elite human wizard 6/aristocrat 1, Cat Wyvernspur.

	Alias	Cat Wyvernspur
	Alias vessel human Ftr10	Alias vessel human Wiz6/Arl
	Medium-size Humanoid (human)	Medium-size Humanoid (human)
Hit Dice:	10d10+30 (89 hp)	6d4+1d8+21 (42 hp)
Initiative:	+6 (+4 Dex, +2 Blooded)	+3 (Dex)
Speed:	30 ft.	30 ft.
AC:	23 (+4 Dex, +9 armor [+3 <i>chain shirt</i> , masterwork large steel shield]), touch 14, flat-footed 19	14 (+3 Dex, +1 deflection [+1 <i>ring of protection</i>]), touch 14, flat-footed 11
Attacks:	+2 <i>longsword</i> +17/+12 melee; or masterwork dagger +15/+10 melee or +15 ranged	Silver dagger +6 melee or ranged
Damage:	+2 <i>longsword</i> 1d8+6/19-20, masterwork dagger 1d4+4/19-20	Silver dagger 1d4+3/19-20
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	Spellcasting
Special Qualities:	Bardic knowledge +8, <i>misdirection</i> , permanent <i>tongues</i>	Bardic knowledge +9, <i>misdirection</i>
Saves:	Fort +11, Ref +7, Will +8	Fort +6, Ref +5, Will +12
Abilities:	Str 18, Dex 18, Con 17, Int 17, Wis 17, Cha 17	Str 17, Dex 17, Con 17, Int 18, Wis 17, Cha 17
Skills:	Balance +4, Climb +7, Handle Animal +8, Heal +5, Intimidate +10, Intuit Direction +5, Jump +9, Knowledge (any) +3 (+5 in Cormyr, the Dalelands, the Dragon Coast, and Sembia), Listen +5, Perform +10, Ride +11, Search +5, Spot +7, Swim +1, Tumble +9, Use Rope +6, Wilderness Lore +5.	Bluff +6, Concentration +16, Diplomacy +6, Gather Information +6, Hide +4, Innuendo +4, Knowledge (arcana) +13, Knowledge (Nobility and Royalty – Cormyr) +7, Knowledge (any other) +4 (+6 in Cormyr, the Dalelands, the Dragon Coast, and Sembia), Listen +8, Move Silently +4, Perform +8, Read Lips +5, Scry +10, Sense Motive +8, Spellcraft +13, Spot +6.
Feats:	Blind-Fight, Blooded, Bullheaded, Combat Reflexes, Dodge, Endurance, Hold the Line (see <i>Sword and Fist</i>), Mobility, Quick Draw, Run, Strong Soul (B), Weapon Focus (<i>longsword</i>)	Alertness, Combat Casting, Discipline, Scribe Scroll, Skill Focus (Concentration), Still Spell, Strong Soul (B)
Climate/Terrain:	Any land (eastern Heartlands)	Any land (Cormyr)
Organization:	Solitary	Solitary
Challenge Rating:	11	7
Treasure:	Standard	Standard
Alignment:	Neutral good	Neutral good
Advancement:	By character class	By character class

ALIAS

Alias speaks Chondathan, Damaran, Elven, and Thieves' Sign, a unique hand-based sign language used by criminals in the eastern Heartlands and that Alias originally used to communicate with Dragonbait. Now, Alias has the power of a permanent *tongues* spell.

Combat

Tongues (Sp): Alias had a permanent *tongues* spell cast on her, which allows her to communicate with saurials, among others, freely.

Possessions: +3 *chain shirt*, masterwork large steel shield, +2 *longsword*, masterwork dagger.

In the Realms

Alias is the original Alias vessel. She is frequently found in the company of Dragonbait (LG male finhead saurian Pal10), and/or the wizard Mintassan, a famed planewalker (NG male human Tra10/Planeshifter10; see *Manual of the Planes*, page 30, for details of the planeshifter prestige class). Alias continues to adventure in the eastern Heartlands, particularly the Dragon Coast, Cormyr, the Dalelands, and the Lost Vale. She has also taken to visiting other planes in the company of Mintassan. Despite Finder's apotheosis, Alias still distrusts priests and gods.

CAT WYVERNSPUR

Cat speaks Chondathan, Damaran, Elven, and Turmic.

Combat

Spellcasting: *Wizard Spells per Day:* 4/4/4/3; base DC 14 + spell level; caster level 6th.

Spellbook: 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending open/close, prestidigitation, ray of frost, read magic, resistance*; 1 – *alarm, charm person, feather fall, identify, magic missile, shield, sleep, Tenser's floating disc*; 2 – *bull's strength, cat's grace, darkvision, detect thoughts, eagle's splendor* (see the *Forgotten Realms Campaign Setting*), *pyrotechnics, scare, whispering wind*; 3 – *dispel magic, fly, halt undead, hold person*.

Possessions: *Ring of protection +1, wand of Otiluke's resilient sphere* (10 charges), *brooch of shielding* silver dagger.

In the Realms

Cat Wyvernspur is the devoted wife of Giogi Wyvernspur (NG male human Ari7), head of a prominent Cormyrian noble family and agent of the Crown. The two met during an adventure in which Giogi saved Cat from the evil machinations of his ancestor Flattery Wyvernspur. Cat is commonly found in the town of Immersea, seat of House Wyvernspur, or in Suzail, appearing at court. She and her husband are unpopular in many circles because King Azoun IV awarded them the lands of the disgraced Cormaeril family. Nevertheless, they are useful in ferreting out conspiracies, shifting loyalties, and hidden schemes by means of Giogi's buffoonery at feasts and revels, and Cat's careful observations of the reactions to Giogi.

CREDIT

Author Thomas M. Costa. Alias originally appeared in *Hall of Heroes* (1989) and the *Heroes' Lorebook* (1996). Cat originally appeared in the *Heroes' Lorebook* (1989) and 2000 *Dragon Magazine Annual* #5 (2000). Both characters figured prominently in the Finders Stone series of novels by Jeff Grubb and Kate Novak: *Azure Bonds* (1988), *The Wyvern's Spur* (1990), *Song of the Saurials* (1991), and *Masquerades* (1995). Cat also played a role in the Cormyr Saga by Troy Denning, Ed Greenwood, and Jeff Grubb, *Cormyr: A Novel* (1996), *Beyond the High Road* (1999), and *Death of the Dragon* (2000).

SAMPLE ALIAS VESSEL CREATION

Medium-size Humanoid Ftr and Wiz/Ari

Hp: Alias 10 elite 1st-level + (9 x 5.5 HD) + (10 x 3 Con) = 10 +49.5 +30 = 89; Cat 4 elite 1st-level + (5 x 2.5 HD) + (1 x 4.5 HD) + (7 x 3 Con) = 4 +12.5 +4.5 +21 = 42

Attacks: Alias longsword +10/+5 Ftr +4 Str +3 longsword +1 Weapon Focus = +18/+13, dagger +10/+5 Ftr +4 Str/Dex +1 masterwork = +15/+10; Cat dagger +3 Wiz +3 Str/Dex = +6

Saves: Alias F +7 +3 Con +1 Strong Soul = +11, R +3 +4 Dex = +7, W +3 +3 Wis +1 Bullheaded +1 Strong Soul = +8; Cat F +2 +0 Ari +3 Con +1 Strong Soul = +6, R +2 +0 Ari +3 Dex = +5, W +5 +2 Ari +3 Wis +1 Discipline +1 Strong Soul = +12

Skill Points: Alias (2 +3 Int mod +1 human) x (10 levels +3) = 6 x 13 = 78; Cat (2 +3 Int mod +1 human) x (3 levels +3) + (2+4 Int mod +1 human) x 3 levels + (4 + 4 Int mod +1 human) x 1 level = 6 x 6 + 7 x 3 + 9 x 1 = 36 +21 +9 = 57 +9 = 66; class skill max ranks = HD +3 = 13 for Alias, 10 for Cat

Skills: Alias Bardic Knowledge 0 +3 Int +5 race = +8, Balance 0 +4 Dex +2 synergy -2 armor = +4, Climb 5 +4 Str -2 armor = +7, Handle Animal 5 +3 Cha = +8, Heal 2 (4 cross class) + 3 Wis = +5, Intimidate 5 (10 cross class) +3 Cha +2 Bullheaded = +10, Intuit Direction 2 (4 cross class) +3 Wis = +5, Jump 5 +4 Str +2 synergy -2 armor = +9, Knowledge (any) 0 +3 Int = +3 (+2 in Character Regions = +5), Listen 2 (4 cross class) +3 Wis = +5, Perform 2 (4 cross class) +3 Cha +5 race = +10, Ride 5 +4 Dex +2 synergy = +11, Search 2 (4 cross class) +3 Int = +5, Spot 2 (4

cross class) +3 Wis +2 Blooded = +7, Swim 6 +4 Str -9 weight = +1, Tumble 5 (10 cross class) +4 Dex +2 synergy -2 armor = +9, Use Rope 2 (4 cross class) +4 Dex = +6, Wilderness Lore 2 (4 cross class) +3 Wis = +5

Cat Bardic Knowledge 0 +4 Int +5 race = +9, Bluff 2 (4 cross class) Wiz +1 Ari +3 Cha = +6, Concentration 9 Wiz +0 Ari +3 Con +2 Discipline +2 Skill Focus = +16, Diplomacy 0 Wiz +1 Ari +3 Cha +2 synergy = +6, Gather Information 2 (4 cross class) Wiz +1 Ari +3 Cha = +6, Hide 1 (2 cross class) Wiz +0 Ari +3 Dex = +4, Innuendo 0 Wiz +1 Ari +3 Wis = +4, Knowledge (arcana) 9 Wiz +0 Ari +4 Int = +13, Knowledge (nobility and royalty - Cormyr) 0 Wiz +1 Ari +4 Int +2 regional focus = +7, Knowledge (any other) 0 +4 Int = +4 (+2 in Character Regions = +6), Listen 2 (4 cross class) Wiz +1 Ari +3 Wis +2 Alertness = +8, Move Silently 1 (2 cross class) Wiz +3 Dex = +4, Perform 0 Wiz +0 Ari +3 Cha +5 race = +8, Read Lips 0 Wiz +1 Ari +4 Int = +5, Scry 6 Wiz +0 Ari +4 Int = +10, Sense Motive 4 (8 cross class) +1 Ari +3 Wis = +8, Spellcraft 9 Wiz +0 Ari +4 Int = +13, Spot 0 +1 Ari +3 Wis +2 Alertness = +6

Feats: Alias 4 character level +6 fighter level +1 human +1 bonus = 12; Cat 3 character level +2 wizard +1 human +1 bonus = 7

Challenge Rating: +1 for bardic knowledge/skills/feats, misdirection, +2 for abilities = 4 /3 = +1; Alias Ftr 10 +1 template = 11; Cat Wiz 6 +0 Ari +1 template = 7

Misdirection DC: 10 + Cha mod + spell level = 10 +5 +9 = 24

Cat Spellcasting DC: 10 + Int mod + spell level = 10 +4 + spell level = 14 + spell level

Alias Possessions: Level 10 NPC = 16,000 gp; 9,250 gp (chain shirt) +170 gp (shield) +8,315 gp (sword) +302 gp (dagger) = 18,037 gp

Cat Possessions: Level 7 NPC = 7,200 gp; 2,000 gp (ring) +4,050 gp (wand) + 1,500 gp (brooch) +10 gp (dagger) = 7,560 gp

ANIMALS

	Albatross	Flightless Bird, Emu	Flightless Bird, Ostrich
	Medium-size Animal	Medium-size Animal	Medium-size Animal
Hit Dice:	2d8+2 (11 hp)	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	10 ft., fly 50 ft. (average)	40 ft.	50 ft.
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	14 (+1 Dex, +3 natural), touch 11, flat-footed 13	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Attacks:	Bite +3 melee	Claw +2 melee; or bite +0 melee	Claw +5 melee; or bite +0 melee
Damage:	Bite 1d4+2	Claw 1d4+1; bite 1d3+1	Claw 1d4+4; bite 1d3+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	–	–
Special Qualities:	–	–	–
Saves:	Fort +4, Ref +4, Will +1	Fort +4, Ref +4, Will +1	Fort +5, Ref +4, Will +2
Abilities:	Str 14, Dex 13, Con 12	Str 12, Dex 13, Con 13	Str 16, Dex 12, Con 15
	Int 1, Wis 12, Cha 4	Int 1, Wis 12, Cha 4	Int 1, Wis 12, Cha 5
Skills:	Listen +6, Spot +6*, Swim +6	Listen +6, Spot +6	Listen +6, Spot +6
Feats:	–	–	–
Climate/Terrain:	Any aquatic	Any temperate or warm plain	Any temperate or warm plain
Organization:	Solitary	Pair or flock (3-20)	Flock (4-24)
Challenge Rating:	½	1/3	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-4 HD (Large)	–	–

	Flightless Bird, Rhea	Fox	Gooney Bird, Giant
	Medium-size Animal	Small Animal	Large Animal
Hit Dice:	1d8+1 (5 hp)	½d8 (2 hp)	2d8+2 (11 hp)
Initiative:	+1 (Dex)	+4 (Dex)	+1 (Dex)
Speed:	40 ft.	40 ft.	10 ft., fly 50 ft. (poor)
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	15 (+1 size, +4 Dex), touch 15, flat-footed 11	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Attacks:	Claw +0 melee or bite +0 melee	Bite +1 melee	Bite +3 melee
Damage:	Claw 1d4; bite 1d3	Bite 1d4	Bite 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	–	–	Snatch
Special Qualities:	–	Scent	–
Saves:	Fort +3, Ref +3, Will +1	Fort +2, Ref +6, Will +1	Fort +4, Ref +4, Will +1
Abilities:	Str 10, Dex 13, Con 13	Str 11, Dex 19, Con 11	Str 16, Dex 13, Con 12
	Int 1, Wis 12, Cha 4	Int 2, Wis 12, Cha 7	Int 1, Wis 12, Cha 5
Skills:	Listen +6, Spot +6	Hide +12, Listen +5, Move Silently +9, Spot +5, Swim +3, Wilderness Lore +1*	Listen +6, Spot +6*
Feats:	–	–	–
Climate/Terrain:	Any temperate or warm plain	Any forest, hills and plains	Any forest, hills and plains
Organization:	Flock (4-24)	Solitary or pair	Solitary or pair
Challenge Rating:	¼	¼	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	3-4 HD (Large)

	Hippopotamus	Krotter	Mole
	Large Animal	Large Animal	Tiny Animal
Hit Dice:	8d8+32 (68 hp)	4d8+12 (30 hp)	¼d8+1 (2 hp)
Initiative:	-1 (Dex)	+0	+2 (Dex)
Speed:	30 ft., swim 30 ft.	20 ft.	10 ft., burrow 5 ft.
AC:	15 (-1 size, -1 Dex, +7 natural), touch 8, flat-footed 15	14 (-1 size, +5 natural), touch 9, flat-footed 14	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Attacks:	Bite +14 melee	2 hooves +7 melee and bite +2 melee	2 claws +4 melee, bite -1 melee
Damage:	Bite 2d6+13	Hoof 1d4 +5, bite 1d4+5	Claw 1d3-4, bite 1d2-4
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	2½ ft. by 2½ ft./0 ft.
Special Attacks:	Capsize	Stampede	-
Special Qualities:	Scent	Scent	Scent, tremorsense 30 ft.
Saves:	Fort +10, Ref +5, Will +3	Fort +7, Ref +4, Will +3	Fort +3, Ref +4, Will +1
Abilities:	Str 29, Dex 9, Con 19	Str 20, Dex 10, Con 17	Str 2, Dex 15, Con 12
	Int 2, Wis 12, Cha 4	Int 1, Wis 15, Cha 4	Int 2, Wis 13, Cha 3
Skills:	Hide +0*, Listen +6, Spot +6, Swim +17	Listen +7, Spot +5	Hide +18, Listen +5, Move Silently +10, Spot -3
Feats:	-	-	Weapon Finesse (bite) (B), Weapon Finesse (claws) (B)
Climate/Terrain:	Warm aquatic	Cold forest, hills and mountains	Any underground
Organization:	Solitary, pair, or herd (3-12)	Herd (4-40)	Solitary
Challenge Rating:	4	2	1/8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	5-6 HD (Large)	-

	Owl, Medium-size	Porcupine	Reindeer
	Medium-size Animal	Small Animal	Large Animal
Hit Dice:	2d8+2 (11 hp)	½d8 (2 hp)	4d8+4 (22 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	10 ft., fly 60 ft. (average)	15 ft., climb 10 ft.	50 ft.
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Attacks:	Claws +3 melee, bit -2 melee	Quills +3 melee	2 hooves +4 melee or gore +4 melee
Damage:	Claw 1d4+2, bite 1d6+1	Quill 1d2-2	Hoof 1d4+2, gore 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	Quills	-
Special Qualities:	-	Scent	Scent
Saves:	Fort +4, Ref +4, Will +2	Fort +2, Ref +4, Will +1	Fort +5, Ref +5, Will +2
Abilities:	Str 14, Dex 13, Con 12	Str 6, Dex 15, Con 11	Str 14, Dex 12, Con 13
	Int 2, Wis 14, Cha 4	Int 1, Wis 12, Cha 4	Int 2, Wis 13, Cha 7
Skills:	Listen +14, Move Silently +19, Spot +6*	Climb +6, Hide +8, Listen +5, Move Silently +6, Spot +3	Hide +3, Listen +5, Spot +5
Feats:	-	Weapon Finesse (quills)	-

Climate/Terrain:	Any forest, hills, plains and mountains	Any forest, hills, or plain	Any forest, hills, plains and mountains
Organization:	Solitary	Solitary or pair	Solitary, pair, or herd (3-12)
Challenge Rating:	½	½	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	1 HD (Small)	5-6 HD (Large)

	Seal	Sheep	Squirrel
	Medium-size Animal (Aquatic)	Medium-size Animal	Diminutive Animal
Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)	¼d8 (1 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+3 (Dex)
Speed:	10 ft., swim 60 ft.	30 ft.	10 ft., climb 15 ft.
AC:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Attacks:	Bite +2 melee or tail slap +2 melee	Butt +1 melee or bite +1	Bite +7 melee
Damage:	Bite 1d4+1, tail slap 1d4+1 subdual	Butt 1d6, bite 1d4	Bite 1–4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	1 ft. by 1 ft./0 ft.
Special Attacks:	–	Charge	–
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +3, Ref +5, Will +1	Fort +4, Ref +4, Will +0	Fort +2, Ref +5, Will +1
Abilities:	Str 13, Dex 14, Con 11	Str 10, Dex 12, Con 12	Str 2, Dex 17, Con 11
	Int 2, Wis 12, Cha 5	Int 1, Wis 11, Cha 5	Int 2, Wis 12, Cha 5
Skills:	Listen +5, Spot +2, Swim +14, Tumble +9	Listen +6, Spot +4	Balance +13, Climb +13, Hide +21, Jump +7, Listen +2, Move Silently +11, Spot +5
Feats:	–	–	Weapon Finesse (bite)
Climate/Terrain:	Any aquatic	Any forest, hill, mountains, or plain	Any aquatic
Organization:	Solitary, pair, or herd (6-30)	Flock (10-100)	Solitary, pair, or group (4-6)
Challenge Rating:	½	1	1/8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-4 HD (Medium-size); 5-8 HD (Large)	3-4 HD (Medium-size)	–

	Vulture	Vulture, Condor	Vulture, Giant Condor
	Small Animal	Medium-size Animal	Large Animal
Hit Dice:	1d8+1 (5 hp)	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	10 ft., fly 50 ft. (average)	10 ft., fly 60 ft. (average)	10 ft., fly 60 ft. (average)
AC:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+1 Dex, +3 natural), touch 11, flat-footed 13	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Attacks:	Bite +1 melee	Bite +2 melee	Bite +3 melee
Damage:	Bite 1d4	Bite 1d6+1	Bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	–	–
Special Qualities:	Resistances	Resistances	Resistances
Saves:	Fort +3, Ref +3, Will +1	Fort +4, Ref +4, Will +1	Fort +5, Ref +4, Will +2

Abilities:	Str 10, Dex 13, Con 13	Str 12, Dex 13, Con 13	Str 15, Dex 12, Con 15
	Int 2, Wis 12, Cha 3	Int 2, Wis 12, Cha 3	Int 2, Wis 12, Cha 3
Skills:	Listen +6, Spot +6*	Listen +6, Spot +6*	Listen +6, Spot +6*
Feats:	Weapon Finesse (bite) (B)	–	–
Climate/Terrain:	Any temperate or warm desert, hill, mountains or plains	Any temperate or warm desert, hill, mountains or plains	Any temperate or warm desert, hill, mountains or plains
Organization:	Flock (4-24)	Solitary, pair, or flock (3-12)	Solitary or pair
Challenge Rating:	1/3	½	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–

	Walrus	War Pig
	Large Animal (Aquatic)	Large Animal
Hit Dice:	6d8+18 (45 hp)	6d8+18 (45 hp)
Initiative:	+1 (Dex)	+0
Speed:	10 ft., swim 60 ft.	40 ft.
AC:	15 (-1 size, +1 Dex, +6 natural), touch 9, flat-footed 14	15 (-1 size, +6 natural), touch 9, flat-footed 15
Attacks:	Bite +8 melee or tail slap +8 melee	Gore +9 melee
Damage:	Bite 1d8+7, tail slap 1d6+7	Gore 2d6+9
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	–	Ferocity
Special Qualities:	Scent	Scent
Saves:	Fort +8, Ref +6, Will +3	Fort +8, Ref +5, Will +3
Abilities:	Str 21, Dex 13, Con 17	Str 23, Dex 10, Con 17
	Int 2, Wis 12, Cha 4	Int 2, Wis 13, Cha 6
Skills:	Listen +6, Spot +3, Swim +16	Listen +8, Spot +6
Feats:	–	–
Climate/Terrain:	Cold aquatic	Any forest and underground
Organization:	Solitary or herd (5-60)	Solitary or herd (3-6)
Challenge Rating:	3	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	7-9 HD (Large)	–

ALBATROSS

The albatross is a large nomadic sea bird. They have a wingspan of up to 12 feet and hooked upper bills with tubular nostrils. They lack hind claws and will avoid combat if at all possible. Albatrosses spend months wandering great distances over oceans, sleeping on the ocean's surface and feeding on fish, small marine animals, and refuse from ships. They will often follow ships for days, picking at the crews waste.

Skills: Albatrosses gain a +4 racial bonus to Swim checks. *Albatrosses gain a +6 racial bonus to Spot checks in daylight.

In the Realms

The albatross is considered a holy messenger of Valkur the Mighty. Killing them is said to bring bad luck and attract the attention of Beshaba.

BLACK LION

Black lions are rare black-furred mountain lions. Use the statistics for leopard (detailed on pages 197-198 of the *Monster Manual*) for these great cats.

In the Realms

Black lions are the totem animal for the Black Lion Uthgardt barbarians of the Silver Marches region.

FLIGHTLESS BIRDS

These large avians are typified by the emu (and the similarly sized cassowary), ostrich, and rhea. All have large round bodies and relatively long legs, though only the ostrich has an elongated bare neck. The emu and cassowary stand about 6-feet tall and weigh about 150 pounds, ostriches stand about 8-feet tall and weigh about 300 pounds, and rheas stand about 4-feet tall and weigh about 75 pounds. While the cassowary and rhea are often brightly plumed, the emu is usually shades of dull brown and the ostrich black and white. They are fast runners, and if forced to fight, capable of delivering vicious kicks with their long talons. They may also peck with their beaks if forced, though their necks lack the immense strength of their legs, and they only get their regular Strength bonus to their bite damage.

In the Realms

Cassowaries, emus, ostriches, and rheas are uncommon south of the Sea of Fallen Stars and unknown north of that great sea. Ostriches are most common in the Shaar, emus in the southern Vilhon Reach, and rheas in the far southeastern portion of the realms populated by the Durpari.

FOX

The statistics presented here describe a wide variety of these canine poachers. Their pelts are worth 3 to 5 gp.

Skills: A fox receives a +1 racial bonus to Hide, Listen, and Spot checks, and a +2 racial bonus to Move Silently checks. *A fox has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Familiar Special Ability: As a familiar, a fox gives its master a +2 bonus to Reflex saves.

GOONEY BIRD, GIANT

These giant island birds look like fat, slovenly albatrosses with black feet and a 12-ft. wingspan. They smell bad, are irritable, and are awkward fliers.

Combat

Giant gooney birds avoid combat if possible, though they may be domesticated as war mounts.

Snatch (Ex): A giant gooney bird that hits a creature no larger than Small with its beak attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If the gooney bird achieves a hold, it can fly off with its prey and automatically make a bite attack each round. It can drop a snatched creature as a free action.

Skills: *Giant gooney birds receive a +4 racial bonus to Spot checks during daylight hours.

Training a Giant Gooney Bird

Training a giant gooney bird as an aerial mount requires a successful Handle Animal check (DC 17 for a young creature or DC 22 for an adult).

Giant gooney bird eggs are worth 1,500 gp apiece on the open market, while chicks are worth 2,500 gp each. Professional trainers charge 1,000 gp to rear or train a giant gooney bird, and riding one requires an exotic saddle. A giant gooney bird can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see Ride, page 72 in the *Player's Handbook*).

Carrying Capacity: A light load for a giant gooney bird is up to 228 pounds; a medium load, 229-456 pounds; and a heavy load, 457-684 pounds.

In the Realms

Spitvah "Spike" McGurk is a mercenary from Ravens Bluff. He owns three barges he calls his Flotilla of DEATH manned by about 30 gooney-bird-riding tasloi (see *Oriental Adventures*). McGurk hopes to never get in a serious fight, instead preferring to direct the tasloi to launch javelins from atop the gooney birds.

HIPPOPOTAMUS

Hippopotami are ponderous and fat-laden mammals found in the lakes and rivers of tropical regions. They are slow and plodding on land, but become graceful underwater. They travel underwater by running along the bottom and can stay submerged for 15 minutes.

Combat

These ornery and enormous herbivores will defend their territory aggressively, capsizing boats and biting with their enormous jaws.

Capsize (Ex): A submerged hippopotamus that surfaces under a boat less than 5-feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a boat from 5- to 15-feet long and a 20% chance to capsize one 15- to 30-feet long.

Skills: *A hippopotamus gains a +12 racial bonus to Hide checks when submerged.

KROTTER

Krotter are heavy, well-muscled herd animals resembling large yaks. They sport thick, stringy fur of dirty ivory, brown, black, or even dull red, that hangs down off their bodies so far that it nearly touches the ground. Atop their heads are two small, jagged antlers (useless in combat), their hooves are cloven and smaller than one might expect, and their backs are sharply humped. Krotter's eyes are thin and tucked within several layers of fat to protect them from the snow glare and the blowing debris during snowstorms. Whenever their herds pass an obviously living creature they all emit a characteristic high pitched whine in series (each krotter whining as it spots the creature) as a warning.

Combat

Krotter are poorly adapted to combat. They do, however, have a sort of strange instinct that protects them against the kinds of attacks commonly employed by predators who try to hunt them in packs, lure them into traps, or herd them.

Stampede (Ex): A frightened herd of krotter flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five krotter in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Krotter gain a -2 racial penalty to Spot checks.

In the Realms

Although the taste of their flesh is perhaps below most human standards, krotter are herded and tendered by a wide variety of arctic cultures, among them almost all of the various Jotunbrud (giant) tribes of the Ice Spires and Hartsvale. In fact, the large krotter herds that roam through the valley between the Ice Spires are so important to the various giant settlements in the region that the giant population tends to vary in perfect proportion with that of the krotter.

MOLE

These burrowing, insectivorous mammals have pointed muzzles and powerful, clawed front feet for tunneling.

Tremorsense (Ex): Moles' senses of hearing, smell, and touch are acute, and they have an excellent ability to detect tastes and vibrations, allowing them to sense the location of anything within 30 feet that is in contact with the ground.

Skills: A mole receives a +4 racial bonus to Hide and Move Silently checks, and a -4 racial penalty to Spot checks.

Familiar Special Ability: As a familiar, a mole gives its master a +2 bonus to Listen checks.

OWL, MEDIUM-SIZE

The statistics presented here describe nocturnal birds of prey from 2 to 4 feet long, with wingspans up to 12 feet. They combine both claws into a single attack.

Skills: Owls receive a +8 racial bonus to Listen checks, and a +14 racial bonus to Move Silently checks. *They receive a +8 racial bonus to Spot checks in dusk and darkness.

Familiar Special Ability: As a familiar for larger masters, a Medium-size owl gives its master a +2 bonus to Move Silently checks.

PORCUPINE

Porcupines are relatively large rodents, weighing up to 60 pounds, with long, sharp, erectile quills covering its body. They are non-aggressive, feasting on fine vermin that they can dig up or sniff out.

Combat

Porcupines avoid combat if at all possible, relying on their quills to protect them.

Quills (Ex): The porcupine's body bristles with long quills, which it usually chooses to use defensively, but may use offensively if pressed. Any physical attack against a porcupine automatically draws 1d4 attacks of opportunity from the porcupine's quills if the porcupine is within reach. These attacks of opportunity are in addition to any normal attacks of opportunity the porcupine might be able to make. Conversely, if a porcupine is pressed into attacking, a successful hit allows it to make 1d4 additional attacks of opportunity with its quills. An opponent hit by a porcupine's quill attack must make a Reflex save (DC 12) or have the quill break off in his or her flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 1d2-2 additional points of damage.

REINDEER

Reindeer are large, long-haired arctic deer. These statistics also apply to caribou (unlike other deer, both sexes of caribou have antlers).

Skills: Reindeer receive a +2 racial bonus to Hide checks.

In the Realms

The klantar is a reindeer-like ruminant found in the Silver Marches and other areas of the North. (It uses the same statistics as the reindeer.)

SEAL

These fin-footed, marine mammals are loved for their playfulness and valued for their skin and blubber. They live on beaches near shallow water in herds. A seal's tail slap deals subdual damage. The statistics here describe a wide variety of seals from the smaller (3½-foot, 110 lb.) ringed seals to the larger (16-foot, 8,800 lb.) elephant seal.

Skills: Seals receive a +2 racial bonus to Tumble checks.

SHAGGUN

Shagguns are untamable, shaggy bovines that move in enormous herds across plains and hills. They compete with the less aggressive domestic cattle herds for pasture. Use the statistics for bison (detailed on page 194 of the *Monster Manual*) for these large mammals.

In the Realms

Shaggun herds are common across the central plains and hills of the North in the Dessarin river valley. They provide both food and tests of courage for the Uthgardt barbarians.

SHEEP

Sheep come in a large number of varieties, ranging between 100-350 pounds, and are often domesticated for their wool and meat. Most of these ruminants have curved horns (at least the rams). Rams will often butt heads to impress prospective ewes.

Most goats are roughly the same size as sheep – domestic varieties usually weigh 120-200 pounds and the mountain-dwelling ibex can weigh up to 300 pounds – and are raised for their milk and meat. Goats share the same statistics as sheep except as noted below.

Male sheep and goats are usually larger and stronger than females.

Combat

Sheep are not normally aggressive, but will defend themselves and their flock by butting opponents if necessary. Goats have sharp horns allowing them to gore instead of butt opponents.

Charge (Ex): Sheep may charge (see page 124 of the *Player's Handbook*) for double damage (2d4 points).

SNAKE, DEAD GRASS

The dead grass snake looks just as its name suggests: a dead blade of grass about two-feet long. When potential prey gets within striking distance, however, that dead blade of grass comes to life, biting with envenomed fangs. Its poison is enough to kill a rabbit, but not a humanoid creature, though it will make an adult humanoid sick for a few days. Use the statistics for a Tiny viper (detailed on pages 200-202 of the *Monster Manual*) for these camouflaged serpents, except the poison save DC is 10 and the poison's initial and secondary damage is 1d3 points of temporary Strength damage. A dead grass snake's racial bonus to Hide checks improves to +12 in grassy areas.

In the Realms

Dead grass snakes are prevalent in and around the Hill of Lost Souls in the Western Heartlands.

SQUIRREL

Squirrels are small arboreal mammals. Their teeth are strong enough to gnaw through soft wood, leather, or rope, given a few minutes. Their paws are also dexterous enough to pick up small objects and hold them (although they can't carry them, since they walk on all fours). A small number of squirrels are "flying" squirrels and gain the flying ability detailed below.

Flying (Ex): Some squirrels have furry membranes that enable them to glide. This gives the squirrel the ability to fly for up two rounds at a speed of 15 ft. with poor maneuverability. It also allows the squirrel to glide downwards, enabling the animal to treat falls as if they were 40 feet shorter than they actually are as long as the squirrel is not helpless.

Skills: Squirrels use their Dexterity modifier for Climb and Jump checks. They a +4 racial bonus to Hide, Jump, and Move Silently checks and a +8 racial bonus to Balance checks.

Familiar Special Ability: As a familiar, a squirrel gives its master a +2 bonus to Reflex saves.

TIGER, SNOW

A cunning and resourceful predator, snow tigers prefer larger prey such as deer, mountain goats, sheep, and horses. During the depths of winter, snow tigers are sometimes reduced to stalking mice, rabbits, foxes, and other small game. Most snow tigers avoid humans and attack only if cornered or starving. However, a rare few realize humans are relatively easy prey. Snow tigers change color with each season. During the spring and summer they are pale brown and striped with green. In the fall the snow tiger's coat slowly fades to white and black stripes. While this camouflage makes it easier for the snow tiger to surprise its prey, they are extremely difficult to surprise themselves.

Use the statistics for a tiger (see page 203 of the *Monster Manual*) for these great cats, except snow tigers gain the extraordinary ability to sprint, allowing the creature to take a charge action to move eight times its normal speed (320 feet) up to once an hour, receive a +4 racial bonus to Listen and Spot checks, and increase their racial bonus to Hide checks to +8. (The snow tiger's skills increase to: Hide +9*, Listen +7, Spot +7.) Snow tigers are found only in cold climates.

In the Realms

The snow tiger is closely related to the larger red tiger (see *Silver Marches*) common to the Savage Frontier. It is found throughout north-central and -eastern Faerûn, though it is most common in Rashemen. There, berserkers revere its speed, strength, and hunting skill, and often try to emulate its appearance and behavior – one of the most prominent Rashemaar berserker lodges is the Snow Tiger. This admiration does not preclude hunting the animal; in fact, it is considered a singular honor to have taken one single-handedly. Hunting snow tigers alone, unarmored, and armed only with a sword or bow is a popular sport among Rashemaar nobles.

Snow tigers are vividly portrayed in Rashemaar legends, where they are credited with all manner of cunning, intelligence, and ferocity. Though dangerous predators and a fierce challenge to hunt, snow tigers are simply another large predator fighting for survival in a harsh climate. Tales of intelligent tigers luring prey to its doom are but tales.

Cloaks of snow tiger fur are symbols of status among the Rashemaar. They are never sold and may only be worn by individuals who successfully slew the tiger that became the cloak. Individuals who wear cloaks they are not entitled to are usually attacked by Rashemaar who learn their secret.

VULTURES

Vultures and their kin are carrion eaters that roam the skies in search of injured or dead creatures to feed upon. Most are usually covered in greasy blue-black feathers with a bald pink head, though a few species of vulture are more brightly feathered.

The typical vulture measures up to 2½-feet long and has a wingspan up to 5 feet. Condors are up to 4½-feet long and have wingspans up to 10½ feet. The mythical giant condors are up to 6½-feet long and have wingspans up to 19½ feet.

Combat

Vultures are cowards that wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim, pecking with their beaks. If the victim defends itself, the vultures move back out of reach, but maintain their deathwatch.

Resistances (Ex): Vultures can safely eat decayed or diseased meat. They receive a +4 racial bonus to all Fortitude saves against disease and poison.

Skills: *Vultures receive a +6 racial bonus to Spot checks during daylight.

Training a Condor or Giant Condor

Training a condor or giant condor bird as an aerial mount requires a successful Handle Animal check (DC 17 for a young condor and 18 for a young giant condor or DC 22 for an adult condor and 23 for an adult giant condor).

Condor bird eggs are worth 500 gp apiece on the open market, while chicks are worth 1,000 gp each. Giant condor eggs are worth 2,000 gp and chicks are worth 4,000 gp. Professional trainers charge 1,000 gp to rear or train a condor or giant condor, and riding one requires an exotic saddle. A condor or giant condor can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see Ride, page 72 in the *Player's Handbook*).

Carrying Capacity: A light load for a condor is up to 129 pounds; a medium load, 130-258 pounds; and a heavy load, 259-387 pounds. A light load for a giant condor is up to 198 pounds; a medium load, 199-396 pounds; and a heavy load, 397-594 pounds.

In the Realms

Vultures are ubiquitous throughout the Realms, while their larger kin are relegated primarily to high mountain ranges. Condors and giant condors can be domesticated and trained to associate specific species with food, thereby learning to locate and follow such creatures. Giant condor pinion feathers are prized for their size and beauty and worth 1 sp each.

WALRUS

The walrus is one of the largest of fin-footed mammals, growing 8-12 feet long and weighing 2,750-3,000 pounds. It has long tusks, bristly cheeks, and a light-brown wrinkled hide. They live on beaches near shallow water in herds. A walrus' tusks are worth 3-12 gp each. A walrus' tail slap deals subdual damage.

WAR PIG

These enormous swine are dangerous and hard to handle. Nevertheless, fearless dwarves and orcs often ride them into battle.

A war pig is covered in coarse black fur and has enormous tusks. Adults are 6 feet long and almost 5 feet high at the shoulders. War pigs cost 800 gp.

Combat

A war pig is very bad-tempered and usually charges its opponents, trying to rip them open with its tusks.

Ferocity (Ex): A war pig is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see page 129 in the *Player's Handbook*).

Carrying Capacity: A light load for a war pig is up to 600 pounds, a medium load, 601-1,200 pounds, and a heavy load, 1,200-1,800 pounds. A war pig can drag 9,000 pounds.

In the Realms

War pigs are enormous wild boars that have been tamed – to some degree – as mounts by shield dwarf barbarians and battleragers of the North. The combination is frightening to the extreme. War pigs have also been adopted as mounts by the orcs of the Spine of the World, in conscious imitation of their ancient enemies, the Stout Folk

CREDIT

Author Thomas M. Costa, based on original material by Stephen Kenson and Jonathan Richards and Brian Dunnell (fox), Mike Selinker (giant gooney bird), Gary Gygax (flightless birds, hippopotamus, and vultures), Ray Winninger (krotter), Bruce Cordell and Skip Williams (Medium-size owl), Eric L. Boyd (reindeer), David Howerly and Eric L. Boyd (seal and walrus), Paul Jaquays (shaggun), Scott Davis (dead grass), Dale Donovan and Paul Culotta and Stephen Kenson and Sean K. Reynolds (squirrel), Anthony Pryor (snow tiger), and others. Flightless birds originally appeared in the 1E *Monster Manual* (1977), *Monstrous Compendium Volume Elever: Forgotten Realms Appendix Two* (1991), and *Monstrous Manual* (1993). The fox originally appeared in the *Monstrous Manual* (1993) and *Dragon Magazine* #280 (2001) and #291 (2002), the giant gooney bird originally appeared in *LC4: Port of Ravens Bluff* (1991), the hippopotamus in 1E *Monster Manual* (1977) and *Monstrous Compendium Annual Volume Two* (1995), the mole in *Monstrous Compendium Volume Two* (1989) and *Monstrous Manual* (1993), the porcupine in *Monstrous Manual* (1993), the sheep in *Monstrous Compendium Volume One* (1989) and *Monstrous Manual* (1993), the krotter in *Giantcraft* (1995), the Medium-size owl in *Tome and Blood* (2001), the reindeer in *Powers and Pantheons* (1997), the seal and walrus in *Dragon Magazine* #137 (1988) and *Powers and Pantheons* (1997), the shaggun in *The Savage Frontier* (1988) and *The North* (1996), the dead grass in *Elminster's Ecologies: The Battle of Bones, The Hill of Lost Souls* (1995), the squirrel in the *Monstrous Manual* (1993), *Heroes' Lorebook* (1996), *Dragon Magazine* #280 (2001), and the implicit abilities from the Chosen of Deneir write-up on the Wizards' website (<http://www.wizards.com/default.asp?x=books/fr/deneir>, 2002), and the snow tiger in *Spellbound* (1995) and *Monstrous Compendium Annual Volume Three* (1989). The vulture originally appeared in the 1E *Monster Manual II, Monstrous*

Compendium Volume Three: Forgotten Realms Appendix One (1989), and *Monstrous Manual* (1993). The fox, Medium-size owl, and squirrel are primarily adapted from 3E statistics.

ANIMAL CREATION

Hp: Albatross (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Flightless Bird, Emu (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Flightless Bird, Ostrich (3 x 4.5 HD) + (3 x 2 Con) = 13 +6 = 19
 Flightless Bird, Rhea (1 x 4.5) + (1 x 1 Con) = 4 +1 = 5
 Fox $\frac{1}{2}$ x 4.5 HD = 2
 Gooney (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Hippo (8 x 4.5 HD) +(8 x 4 Con) = 36 +32 = 68
 Krotter (4 x 4.5 HD) +(4 x 3 Con) Con = 18 +12 = 30
 Mole ($\frac{1}{4}$ x 4.5 HD) +1 Con = 1 +1 = 2
 Owl (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Porcupine $\frac{1}{2}$ x 4.5 HD = 2 hp
 Reindeer (4 x 4.5 HD) +(4 x 1 Con) Con = 18 +4 = 22
 Seal 2 x 4.5 HD = 9
 Sheep (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Squirrel $\frac{1}{4}$ x 4.5 HD = 1
 Vulture (1 x 4.5) + (1 x 1 Con) = 4 +1 = 5
 Vulture, Condor (2 x 4.5 HD) + (2 x 1 Con) = 9 +2 = 11
 Vulture, Giant Condor (3 x 4.5 HD) + (3 x 2 Con) = 13 +6 = 19
 Walrus (6 x 4.5 HD) + (6 x 3 Con) = 27 +18 = 45
 War pig (6 x 4.5 HD) + (6 x 3 Con) = 27 +18 = 45

Attacks: Albatross +1 Clr +2 Str = +3
 Flightless Bird, Emu +1 Clr +1 Str = +2
 Flightless Bird, Ostrich +2 Clr +3 Str = +5
 Flightless Bird, Rhea +0 Clr +0 Str = +0
 Fox +0 Clr +1 size = +1
 Gooney +1 Clr +3 Str -1 size = +3
 Hippo +6 Clr +9 Str -1 size = +14
 Krotter +3 Clr +5 Str -1 size, -5 secondary = +7, +2
 Mole +0 Clr +2 Dex +2 size, -5 secondary = +4, -1
 Owl +1 Clr +2 Str, -5 secondary = +3, -2
 Porcupine +0 Clr +2 Dex +1 size = +3
 Reindeer +3 Clr +2 Str -1 size = +4
 Seal +1 Clr +1 Str = +2
 Sheep +1 Clr +0 Str = +1
 Squirrel +0 Clr +3 Dex +4 size = +7
 Vulture +0 Clr +0 Str +1 size = +1
 Vulture, Condor +1 Clr +1 Str = +2
 Vulture, Giant Condor +2 Clr +2 Str -1 size = +3
 Walrus +4 Clr +5 Str -1 size = +8
 War pig +4 Clr +6 Str -1 size = +9

Saves: Albatross F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +1 = +1
 Flightless Bird, Emu F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +1 Wis = +1
 Flightless Bird, Ostrich F +3 +2 Con = +5, R +3 +1 Dex = +4, W +1 +1 Wis = +2
 Flightless Bird, Rhea F +2 +1 Con = +3, R +2 +1 Dex = +3, W +0 +1 Wis = +1
 Fox F +2 +0 Con = +2, R +2 +4 Dex = +6, W +0 +1 Wis = +1
 Gooney F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +1 Wis = +1
 Hippo F +6 +4 Con = +10, R +6 -1 Dex = +5, W +2 +1 Wis = +3
 Krotter F +4 +3 Con = +7, R +4 +0 Dex = +4, W +1 +2 Wis = +3
 Mole F +2 +1 Con = +3, R +2 +2 Dex = +4, W +0 +1 Wis = +1
 Porcupine F +2 +0 Con = +2, R +2 +2 Dex = +4, W 0 +1 Wis = +1
 Owl F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +2 Wis = +2
 Reindeer F +4 +1 Con = +5, R +4 +1 Dex = +5, W +1 +1 Wis = +2
 Seal F +3 +0 Con = +3, R +3 +2 Dex = +5, W +0 +1 Wis = +1

Sheep F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +0 Wis = +0
 Squirrel F +2 +0 Con = +2, Ref +2 +3 Dex = +5, W +0 +1 Wis = +1
 Vulture F +2 +1 Con = +3, R +2 +1 Dex = +3, W +0 +1 Wis = +1
 Vulture, Condor F +3 +1 Con = +4, R +3 +1 Dex = +4, W +0 +1 Wis = +1
 Vulture, Giant Condor F +3 +2 Con = +5, R +3 +1 Dex = +4, W +1 +1 Wis = +2
 Walrus F +5 +3 Con = 8, R +5 +1 Dex = +6, W +2 +1 Wis = +3
 War pig F +5 +3 Con = +8, R +5 +0 Dex = +5, W +2 +1 Wis = +3
Skill Points: Albatross = 10, flightless bird (all) = 10, fox = 15, gooney = 10, hippo = 15, krotter = 10, mole = 12, owl = 11, porcupine = 12, reindeer = 12, seal = 15, sheep = 10, squirrel = 15, vultures (all) = 10, walrus = 13, war pig = 12
Skills: Albatross Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6, Swim 0 +2 Str +4 race = +6
 Flightless Bird, Emu Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Flightless Bird, Ostrich Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Flightless Bird, Rhea Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Fox Hide 3 +4 Dex +1 race +4 size = +12, Listen 3 +1 Wis +1 race = +5, Move Silently 3 +4 Dex +2 race = +9, Spot 3 +1 Wis +1 race = +5, Swim 3 +0 Str = +3, Wilderness Lore +0 +1 Wis = +1
 Gooney Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Hippo Hide 5 +1 Dex -4 size = +0, Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6, Swim 0 +9 Str +8 race = +17
 Krotter Listen 5 +2 Wis = +7, Spot 5 +2 Wis -2 race = +5
 Mole Hide 4 +2 Dex +4 race +8 size = +18, Listen 4 +1 Wis = +5, Move Silently 4 +2 Dex +4 race = +10, Spot 0 +1 Wis -4 race = -3
 Owl Listen 4 +2 Wis +8 race = +14, Move Silently 3 +2 Dex +14 race = +19, Spot 4 +2 Wis = +6
 Porcupine Climb 0 -2 Str +8 race = +6, Hide 2 +2 Dex +4 race = +8, Listen 4 +1 Wis = +5, Move Silently 4 +2 Dex = +6, Spot 2 +1 Wis = +3
 Reindeer Hide 4 +1 Dex +2 race -4 size = +3, Listen 4 +1 Wis = +5, Spot 4 +1 Wis = +5
 Seal Listen 4 +1 Wis = +5, Spot 1 +1 Wis = +2, Swim 5 +1 Str +8 race = +14, Tumble 5 +2 Dex +2 race = +9
 Sheep Listen 6 = +6, Spot 4 = +4
 Squirrel Balance 2 +3 Dex +8 race = +13, Climb 2 +3 Dex +8 race = +13, Hide 2 +3 Dex +4 race +12 size, Jump 0 +3 Dex +4 race = +7, Listen 1 +1 Wis = +2, Move Silently 4 +3 Dex +4 race = +7, Spot 4 +1 Wis = +5
 Vulture Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Vulture, Condor Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Vulture, Giant Condor Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6
 Walrus Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6, Swim 3 +5 Str +8 race = +18
 War pig Listen 7 +1 Wis = +8, Spot 5 +1 Wis = +6
Feats: None, bonus for mole, porcupine, squirrel, and vulture.
Challenge Rating: Compare to animals in MM.
Notes: Some animals use larger or smaller damage die than is typical for their size as appropriate. Compare snatch to a roc, capsized to a dragon turtle, trip to a wolf, quills to a howler, stampede to a bison, and ferocity to a boar. Compare the war pig to the dire boar and boar. The 1E and 2E giant vulture should have been a condor and the condor, a giant condor.

AUGHISKY

Large Magical Beast (Aquatic)

Hit Dice: 5d10+20 (47 hp)

Initiative: +3 (+3 Dex)

Speed: 70 feet, swim 30 feet

AC: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Attacks: 2 hooves +8 melee, bite +6 melee

Damage: Hoof 1d6+4, bite 1d8+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Adhesive skin

Special Qualities: Scent

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

Abilities: Str 18, Dex 16, Con 19, Int 7, Wis 15, Cha 12

Skills: Intuit Direction +5, Listen +9, Spot +9

Feats: Multiattack

Climate/Terrain: Cold or temperate aquatic, plains, or marsh

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 6-10 HD (Large); 11-15 HD (Huge)



Aughiskies, also known as water horses, are amphibious equine monsters. They are cruel and savage carnivores that delight in the flesh of mammals, consuming everything except the liver of their prey.

Aughiskies look like beautiful black horses of the finest quality, although on close inspection (requiring a Spot check of DC 15) their eyes blaze with greenish fire and their breath stinks of dank water and rotting vegetation. They typically stand 16 hands (5 ft. 4 in.) at the withers. Aughiskies are solitary predators that claim stretches of coast up to 10 miles long as territory. They will come ashore to eat cattle, sheep, and anything else they can catch. Although they have no natural enemies, humans or merfolk sometimes hunt down water horses when their depredations become intolerable.

Nothing is known of the aughisky's reproductive habits; they seem to live forever until killed. Male aughisky will occasionally mate with normal mares. The offspring is always a horse of the finest quality that can command a double the normal price, but must be fed on raw meat rather than grass and straw. An aughisky's direct crossbred offspring are always excellent swimmers, receiving a +8 racial bonus to Swim checks and a swim speed of 30 ft, but this trait has never bred true to future generations.

A wild aughisky will allow itself to be mounted, however, once the rider is on its back, the water horse will make its skin adhesive and bolt straight for the sea, carrying the rider under the waves to be drowned. An aughisky can only be tamed with hippomane, but, once so acquired, makes a magnificent steed.

COMBAT

Although known for drowning unsuspecting riders, an aughisky is a savage opponent in direct combat. It attacks with its crushing front hooves and sharp teeth. It can also opt to deliver a double rear-hoof kick instead of using its front hooves and bite.

Adhesive Skin (Su): The aughisky can make the skin of its back highly adhesive so that the rider must make a Strength check (DC 25) or Escape Artist check (DC 30) in order to break free. The water horse will then head for the nearest large body of water to drown the rider. (See The Drowning Rule on page 85 of the *Dungeon Master's Guide*) A *freedom of movement* spell or similar magic will negate the magical adhesion.

Carrying Capacity: A light load for an aughisky is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. An aughisky can drag 4,500 pounds.

IN THE REALMS

These evil beasts are known to prey on the communities along the fresh waters of Lake Ashane in Rashemen. Though they have been known to attack and kill Rashemi villagers, most still believe them to be evil ghost-like spirits suitable for scaring children into being good. Despite their predations, the witches of Rashemen, leave them be or, in rare cases, use them as steeds. It is quite possible that aughiskies are linked to the place magic of Lake Ashane.

A few Thayan blackguards and Thayan Knights (a prestige class detailed in *Lords of Darkness*) based in northern Thay are known to have acquired aughiskies as steeds, although water horses must be kept separate from black unicorn steeds.

HIPPOMANE (SIDEBAR)

A lump of dried flesh taken from a newborn foal descended from an aughisky (no matter how many generations back) serves as a powerful attractive charm known as a hippomane. Its possessor receives a +2 circumstance bonus to Animal Friendship, Handle Animal, and Ride checks with respect to any equine. An aughisky will not attack anyone smelling of hippomane unless provoked, and such water horses are attracted to the smell of hippomane much like felines are attracted to catnip. Moreover, if a humanoid consumes a hippomane while touching an aughisky, the aughisky will willingly serve that creature as a steed until voluntarily released or another humanoid acquires the water horse as a steed.

Cost: 1,000 gp; *Weight:* –.

CREDIT

Author Eric L. Boyd, based on original material by Graeme Davis. The aughisky originally appeared in *Celts Campaign Sourcebook* (1992). An aughisky figures prominently in “Thieves’ Honor” in *Realms of Infamy* (1994), “Thieves’ Reward” in *Realms of Magic* (1995), and “Thieves’ Justice” in *Realms of Mystery* (1998) by Mary H. Herbert.

AUGHISKY CREATION

Large Magical Beast

Extra Hit Dice (EHD): 6 HD – 2 minimum HD = 3

Hp: (5 x 5.5 HD) + (5 x 4 Con) = 27 + 20 = 47

Attacks: +5 Ftr +4 Str –1 size, –2 secondary = +8, +6

Saves: F +4 +4 Con = +8; R +4 +3 Dex = +7; W +1 +2 Wis = +3

Skill Points: (2 x Int) + EHD = 14 +3 = 17; class skill max ranks 5 HD +3 = 8

Skills: Intuit Direction 3 +2 Wis = +5, Listen 7 +2 Wis = +9, Spot 7 +2 Wis = +9

Feats: 1 + Int bonus +1/4 EHD = 1 +0 +0 = 1

Challenge Rating: +10 for hp + 1 for speed, AC, adhesive skin, attacks/damage/senses/abilities/skills/feat = 14 /3 = 4 and clearly less powerful than a Nightmare, so CR 4

Adhesive Skin DC: Compare to DC of *web* spell.

Notes: Compare Advancement to Nightmare. I’m not sure about the correct plural for “aughisky,” so I went with “aughiskies.” The hippomane appears in *Realms of Infamy*, pages 283-284.

BALHIIR

Medium-size Outsider

Hit Dice: 10d8+40 (85 hp)

Initiative: +9 (Dex)

Speed: Fly 50 ft. (perfect)

AC: 21 (+9 Dex, +2 deflection), touch 21, flat-footed 12

Attacks: Touch +10 melee or spellfire touch +11 melee or +20 ranged

Damage: —

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Energy drain, spellfire, rapid blast, *drain items*

Special Qualities: Gaseous form, *detect energy*, DR 20/+1, increased storage, deflect arrows, hibernation, *minimum containment*

Saves: Fort +11, Ref +16, Will +9

Abilities: Str —, Dex 29, Con 18, Int 2, Wis 15, Cha 15

Skills: Concentration +25, Hide +10*, Knowledge (arcana) +11, Spellcraft +11

Feats: Combat Reflexes, Deflect Arrows (see below) (B), Endurance, Spellfire Wielder (detailed in *Magic of Faerûn*, page 23), Weapon Focus (spellfire) (B)

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: —

Rarely seen in the Material Plane, balhiirs are alien creatures from the Negative Energy Plane that appear as man-sized, shapeless, softly glowing clouds some 6 ft. in diameter with diamond-like sparks of light inside with no manipulative organs. They appear to act on animal instincts, although some suspect they possess reasoning processes so alien that beings of other planes could never understand them.

Balhiirs seem to spend their entire existence in search of energy to feed on and support themselves. On the Negative Energy Plane, balhiirs can absorb any kind of energy, including life energy. On any other plane, balhiirs can only absorb magic. Balhiirs always move towards the greatest concentration of magic (or life energy, on the Negative Energy Plane). One spell level or life level can sustain an active balhiir for months, although balhiirs normally consume one such level per day.

COMBAT

There are only two known ways to destroy a balhiir other than somehow inflicting sufficient damage to kill it, both of which are detailed below.

Gaseous Form (Ex): Balhiirs are naturally in *gaseous form*, as the spell cast by a 10th-level sorcerer, except they cannot assume any other form, are not affected by weather or *gusts of wind*, can move through water uninhibited, do not lose access to supernatural abilities, and have the speed listed above. It is this form that grants them a damage reduction of 20/+1.

Detect Energy (Su): As a free action, balhiirs can *detect magic* at will as a 10th level sorcerer. They can also detect the presence of living creatures within the same area of effect. Both abilities function even when a balhiir is in hibernation (see below).

Energy Drain (Sp): On the Negative Energy Plane only, living creatures hit by a balhiir's touch attack receive one negative level.

Spellfire (Su): Like all spellfire wielders, a balhiir can ready an action to absorb spells targeted at it as if it were a *rod of absorption*, expend stored spellfire energy levels as a melee or ranged touch attack, and can heal a target by touch. See *Magic of Faerûn*, pages 18-19, for more details.

Rapid Blast (Su): A balhiir can release up to three blasts of spellfire as a standard action. Each blast after the first suffers a cumulative -2 penalty to attack rolls (-0 for the first blast, -2 for the second blast, and -4 for the third).

Drain Items (Sp): As a standard action, a balhiir can drain a single charge from a touched charged item (including single-use items such as potions and scrolls) or drain a power from a permanent magic item by making a successful touch attack on the object. Only one feature of a multiple-use charged item (such as a scroll with several spells) can be drained per round. As a free action, a balhiir can also drain a power from any magic item deliberately placed within their gaseous form (such as a magic weapon used to strike them).

A balhiir can convert the energy of each charge of a charged item into a single stored spellfire energy level. A permanent magic item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the balhiir gains spellfire energy levels equal to half the caster level of the item. A fully drained charged item has no magical properties (a potion becomes water, a scroll becomes blank paper). An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

Increased Storage (Ex): A balhiir's capacity for storing spellfire levels is multiplied by 5. However, spellfire energy levels in excess of the balhiir's Constitution score are dangerous, with different effects depending upon the number of levels stored.

Constitution +1 to Constitution x2: Any creature, magic item, or spell effect that touches the balhiir causes 1 spellfire energy level to be discharged as a harmless burst of light. Once per day, the balhiir must make a Constitution check (DC 10) or take 1d6 points of damage as one of its spellfire energy levels backfires.

Constitution x2+1 to Constitution x3: As above, plus a touch releases 1d4 spellfire energy levels as light, and the balhiir must make the backfire Constitution check every hour.

Constitution x3+1 to Constitution x4: As above, plus the balhiir is affected as if distracted by a nondamaging spell, DC 20 to concentrate, and the balhiir must make the backfire Constitution check every minute.

Constitution x4+1 to Constitution x5: As above, plus the balhiir radiates a palpable (but nondamaging) heat to a radius of 20 feet, the balhiir is affected as if distracted by a nondamaging spell, DC 25 to concentrate, the balhiir must make the backfire Constitution check every round, a touch releases 2d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against itself and all creatures within 5 feet of it, and the balhiir must make a Will save (DC 25) every round or be forced to expend a maximum-strength blast of energy at a random target with 30 feet in preference to any other action.

Constitution x5 +1 or higher: The balhiir is instantly destroyed.

Deflect Arrows (Su): A balhiir has the Detect Arrows feat, although rather than using a hand, a single spellfire energy level is expended to knock the missile away. If the balhiir has no spellfire energy levels available, it cannot use this ability.

Hibernation (Ex): Since there is not much energy on the Negative Energy Plane, balhiirs are very efficient in their use of energy and can remain active for months without feeding. For periods longer than that, balhiirs enter a state of hibernation that can last indefinitely, during which they keep aware of their surroundings only by means of their *detect energy* ability. Direct contact with magical or life energy awakens a balhiir in hibernation immediately. Otherwise, a balhiir takes a full 10 rounds to awaken after sensing life or magical energy within the radius of its *detect energy* ability.

Minimus Containment (Sp): A balhiir can be bound to an object by means of the *minimus containment* version of a *bindingspell*. Balhiirs are unable to absorb this one version of this spell, but they do get a Will saving throw to resist it. If the triggering conditions to end the *binding* are later met, a balhiir can only be reimprisoned by means of a *bindingspell* by their most recent rescuer and are otherwise immune to the effects of this spell.

Once a balhiir has been freed from a *binding* its rescuer can bind the creature to his or her own body by sheer force of will. Doing so requires the rescuer to make a successful Will save (DC 25) but does not require the rescuer to cast *binding*. If successful, the rescuer is temporarily considered to have the Spellfire Wielder feat and the increased storage capacity of a balhiir, but not the ability to absorb additional spell energy. Once all the spell levels held by the balhiir are released, the balhiir is destroyed and the character must make a successful Fortitude save (DC 25) or die. (Spellfire channelers (i.e. creatures already possessing the Spellfire Wielder feat) with sufficient capacity for storing the spellfire energy levels held by a balhiir at the time it was bound to their body need not make a Fortitude save.)

Skills: Balhiirs have a +8 racial bonus to Concentration, a +2 racial bonus to Knowledge (arcana), and a +2 racial bonus to Spellcraft. *Due to their gaseous form, balhiir's receive a +20 bonus to Hide checks in areas with mist, smoke, or other gas.

IN THE REALMS

Balhiirs are rarely seen in the Realms, for it takes a *greater planar bindingspell* to remove one from the Negative Energy Plane, and, once summoned, they cannot be communicated with, so negotiating an agreement is effectively impossible. The last confirmed sighting of a balhiir occurred in the Year of the Prince (1357 DR) on the eastern slopes of the Thunder Peaks, when Shandril Shessair inadvertently loosed one from a crystal in the horde of Rauglothor. She eventually destroyed the balhiir, as well as the dracolich, the Tower Tranquil, and many members of the Cult of the Dragon, and the encounter awoke her latent ability as a spellfire wielder. Balhiirs are most commonly encountered in magic-rich dragon hoards and wizards' towers where they have either been bound into an object or have begun to hibernate after draining the treasure of all its magic.

CREDIT

Author Eric L. Boyd, based on original material by Ed Greenwood and Bruce Nesmith. The balhiir originally appeared in the novel *Spellfire* (1988) and in *Hall of Heroes* (1989) and the *Villains' Lorebook* (1998). The original spellfire rules appeared in *Hall of Heroes* (1989), *Polyhedron #75* (1992), and *Heroes' Lorebook* (1996). This version of the balhiir is based on the spellfire rules presented in *Magic of Faerûn* (2001).

BALHIIR CREATION

Medium-size Outsider

Extra Hit Dice (EHD): 10 HD - 1 minimum HD = 9

Hp: (10 x 4.5 HD) + (10 x 4 Con) = 45 + 40 = 85

Attacks: +10 Ftr = +10 melee; +10 Ftr +1 Weapon Focus = +11, +10 Ftr +9 Dex +1 Weapon Focus = +19 ranged

Saves: F +7 +4 Con = +11; R +7 +9 Dex = +16; W +7 +2 Wis = +9

Skill Points: (8 + Int mod) x HD = (8 -4) x 10 = 40; class skill max ranks = HD +3 = 13

Skills: Concentration 13 +4 Con +8 race = +25, Hide 1 +9 Dex +0 Size = +10; Knowledge (arcana) 13 -4 Int +2 race = +11, Spellcraft 13 -4 Int +2 race = +11.

Feats: 1 + 1/4 HD = 1 +2 = 3 plus 2 bonus.

Challenge Rating: 18 for hp +1 for energy drain (given limitation to NEP), initiative, speed, attack/rapid blast, increased storage, detect energy/improved healing, saves/abilities, skills/feats, hibernation, +2 for AC, drain items, gaseous form, DR = 33 /3 = 11

BEETLE

	Beetle, Deathmirror	Beetle, Mulhorandi Scarab
	Fine Magical Beast	Fine Vermin
Hit Dice:	1/8d10 (1 hp)	1/8d8 (1 hp)
Initiative:	+1 (Dex)	+3 (Dex)
Speed:	20 ft., climb 20 ft.	20 ft.
AC:	20 (+8 size, +1 Dex, +1 natural), touch 19, flat-footed 19	22 (+8 size, +3 Dex, +1 natural), touch 21, flat-footed 19
Attacks:	Bite +9 melee	Bite +11 melee
Damage:	Bite 1 –5	Bite 1 –5
Face/Reach:	½ ft. by ½ ft./0 ft.	½ ft. by ½ ft./0 ft.
Special Attacks:	Deathmirror venom	Skin burrow
Special Qualities:	Vermin traits	Vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0
Abilities:	Str 1, Dex 13, Con 10, Int –, Wis 10, Cha 20	Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 9
Skills:	Climb +9, Hide +17, Listen +4, Spot +4	Climb +7, Hide +19, Listen +4, Spot +4
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite) (B)
Climate/Terrain:	Any subterranean	Any subterranean
Organization:	Solitary	Swarm (10-100)
Challenge Rating:	½	1/8
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	–	–

BEETLE, DEATHMIRROR

Bred by a long-defunct assassin's guild based in the Western Heartlands, deathmirror beetles are black with bright yellow blotches. Females can only breed once, while males can beget multiple broods.

Combat

Deathmirror Venom (Su): The bite of a deathmirror beetle inflicts a unique and potent venom that creates a mystic connection between the current victim and its last still-living victim. Any physical damage suffered by either victim is replicated in the other via the mystic connection. This mystic connection lasts until the deathmirror beetle bites another victim or one of the victims dies. Killing the deathmirror beetle does not break the mystic connection. Type: Injury DC 15; Initial Damage: mystic connection; Secondary Damage: special; Price 1,000 gp; DC to create 20.

Vermin Traits (Ex): The deathmirror beetle is a magical vermin and shares traits in common with standard vermin. It is immune to mind-influencing effects. The creature has darkvision (60-foot range).

Skills: Deathmirror beetles gain a +4 racial bonus to Listen and Spot checks. They use their Dexterity modifier for Climb checks.

In the Realms

Deathmirror beetles are almost unknown in the wild, although a few have been spotted in wooded areas of the Western Heartlands. Most beetles of this type are kept in carefully contained environments in the depths of necromancer laboratories or in the bowels of assassin's guilds. On the black market, unbred females fetch 1,000 gp or more. Males fetch in the neighborhood of 100 gp, while females that have already born their only brood of offspring (typically 10-100 beetles) fetch 50 gp.

BEETLE, MULHORANDI SCARAB

Scarab beetles are heavy-bodied, oval, often brightly colored or iridescent beetles. They have stout front legs they use to scoop and rake balls of dung and are normally harmless. However, those native to Mulhorand prefer living flesh and use their sharp legs to burrow under the skin.

Combat

Skin Burrow (Ex): A Mulhorandi scarab beetle can burrow beneath the skin on a successful hit. Once it has entered a creature, a Mulhorandi scarab beetle automatically inflicts 1 hp of damage per round until it or the creature is dead.

The only way to expel a Mulhorandi scarab beetle is to apply a hot flame (such as a torch) to the affected region, a full-round action that inflicts 1d3 points of nonmagical fire damage.

Vermin Traits (Ex): Immune to mind-influencing effects. The creature has darkvision (60-foot range).

Skills: Mulhorandi scarab beetles use their Dexterity modifier for Climb checks.

In the Realms

Mulhorandi scarab beetles are common to Mulhorand, eastern Unther, Thazalhar, and western Murghôm. Priests of Osiris often place them within sealed tombs, to guard against the depredations of thieves.

CREDIT

Author Eric L. Boyd, based on original material by Eric L. Boyd and Mark Anthony. The deathmirror beetle originally appeared in *Polyhedron* #93 (1994) and *Realms of Valor* (1993). The Mulhorandi scarab beetle was inspired by “The Mummy” film (1999).

BEETLE CREATION

Fine Magical Beast and Fine Vermin

Hp: deathmirror $1/8 \times 5.5 \text{ HD} = 1$; scarab $1/8 \times 4.5 \text{ HD} = 1$

Attacks: deathmirror +0 Ftr +1 Dex +8 size = +9; scarab +0 Clr +3 Dex + 8 size = +11

Saves: deathmirror F +2 +0 Con = +2, R +2 +1 Dex = +3, W +0 +0 Wis = +0; scarab F +2 +0 Con = +2, Ref +0 +3 Dex = +3, W +0 +0 Wis = +0

Skill Points: deathmirror (2 x Int) + EHD = 0, scarab = 12; magical beast class skill max ranks = HD +3 = 3

Skills: deathmirror Climb +1 Dex +8 race = +9, Hide +1 Dex +16 size = +17, Listen +0 Wis +4 race = +4, Spot +0 Wis +4 race = +4; scarab Climb 4 +3 Dex = +7, Hide 0 +3 Dex + 16 = +19, Listen 4 +0 Wis = +4, Spot 4 +0 Wis = +4

Feats: deathmirror 1 + Int bonus + $1/4$ EHD = 1; scarab 1 bonus feat

Challenge Rating: deathmirror +1 for vermin traits, +2 for AC, deathmirror = $5/3 = 1$, but compare to other vermin and lower to $1/2$, scarab compare to vermin in MM

Deathmirror Venom DC: $10 + 1/2 \text{ HD} + \text{Cha mod} = 10 + 0 + 5 = 15$.

Notes: A vermin with magical powers becomes a magical beast, though many vermin-like creatures are aberrations.

BEGUILER

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (+3 Dex)

Speed: 30 feet

AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Attacks: 2 claws +5 melee, bite -2 melee, and short sword -5 melee or dagger -5 melee

Damage: Claw 1d3-2, bite 1d4-2, and short sword 1d6-2 or dagger 1d4-2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rake

Special Qualities: *True sight*

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 6, Dex 17, Con 11, Int 12, Wis 10, Cha 11

Skills: Balance +7, Climb +10, Hide +19, Listen +4, Move Silently +7, Spot +4

Feats: Multiattack, Weapon Finesse (claws)

Climate/Terrain: Warm desert and plains

Organization: Solitary, pair, or pack (1d4)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 2-3 HD (Medium-size)

Beguilers are plump quadrupeds about the size of a small dog with natural camouflaging abilities and the ability to see the truth behind any guise. Somewhat mouse-like in appearance, beguilers have large glistening black eyes, large ears, and a pointed snout. Beguilers feed on both plants and animals preferring plump, water-rich cacti prevalent in their native environment, as well as small field mice and the eggs and young of ground-nesting birds.

The origin of the beguiler's unusual powers have long been a mystery, but disciples of Thoth who have studied this creature have determined that it is the favored prey of ethereal marauders. The beguiler species seems to have developed its unique abilities in order to avoid these other planar predators.

Beguilers can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level.

COMBAT

Beguilers possess four sets of razor-sharp retractile claws, although all four claws can only be used at once when the target is prone and the beguiler is on top, and a sharp bite attack. Beguilers can also wield a small or tiny melee weapon or a small or tiny hurled weapon in their hairless, prehensile tail.

Rake (Ex): A beguiler that gets a hold or gets atop a prone target can make two rake attacks (+5 melee) with its hind legs for 1d3-2 damage each.

True Sight (Sp): Beguilers always see with *true seeing* as if cast by a 12th level sorcerer.

Familiar Special Ability: As a familiar, a beguiler gives its master a +2 bonus to Hide and Spot checks, passing on a small amount of their camouflage and spotting abilities.

Skills: While dry, beguilers can change the hue and pattern of their fur to match the coloration of their surroundings, even to colors and patterns not found in nature, giving them a +8 racial bonus on Hide checks (except in damp conditions). The claws and tail of a beguiler enables it to climb trees and wooden structures with ease, giving such creatures a +8 racial bonus on Climb checks.

IN THE REALMS

Beguilers dwell in the dry plains or steppes of the Eastern Shaar almost exclusively, although captive populations exist in cities across the South as far away as Calimshan.

CAP OF THE BEGUILER (SIDEBAR)

Fashioned from the pelt of a beguiler, this cap gives the wearer the ability to see as if affected by a *true seeing* spell. It does not function when even the slightest bit wet.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *true seeing* **Market Price:** 75,000 gp; **Weight:** -.

CLOAK OF THE BEGUILER (SIDEBAR)

Fashioned from the pelt of a dozen or so beguilers, this cloak changes its hue and the hue of its wearer to match the coloration of the wearer's surroundings, giving the wearer a +10 bonus on Hide checks. It does not function when even the slightest bit wet.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item; **Market Price:** 2,000 gp; **Weight:** 1 lb.

CREDIT

Author Eric L. Boyd, based on original material by Ed Greenwood. The beguiler originally appeared in *Dragon Magazine* #58 (1982) and *Monstrous Compendium 11: Forgotten Realms Appendix 2* (1991).

BEGUILER CREATION

Small Magical Beast

Hp: 1 x 5.5 HD = 5

Attacks: 2 claws +1 Ftr +3 Dex +1 size = +5, bite +1 Ftr -2 Str +1 size -2 secondary attack = -2, short sword +1 Ftr -2 Str +1 size -5 secondary attack = -5, dagger +1 Ftr -2 Str +1 size -5 secondary attack = -5

Saves: F +2 +0 Con = +2; R +2 +3 Dex = +5; W +0 +0 = +0

Skill Points: (2 x Int) + EHD = 24; class skill max ranks = HD +3 = 4

Skills: Balance 4 +3 Dex = +7, Climb 4 +8 racial -2 Str = +10, Hide 4 +8 racial +3 Dex +4 size = +19, Listen 4 +0

Wis = +4, Move Silently 4 +3 Dex = +7, Spot 4 +0 Wis = +4

Feats: 1 + Int bonus + 1/4EHD = 1+1+0 = 2

Challenge Rating: +1 for hp, AC, attacks/feats, rake, true sight = 5 /3 = 1

Notes: The cap and cloak are derived from *Monstrous Compendium 11: Forgotten Realms Appendix 2*. I left the cap price the same as for a *gem of seeing* as the wetness restriction seems a fair trade-off for the need to stare through a *gem of seeing*. I left the cloak price the same as for a *cloak of elvenkind* as the wetness restriction seems a fair trade-off for opening the creation of such items up to non-elves.]

CAVE FISHER

Medium-size Beast

Hit Dice: 3d10+3 (19 hp)

Initiative: +4 (Dex)

Speed: 30 ft., climb 15 ft.

AC: 20 (+4 Dex, +6 natural), touch

14, flat-footed 16

Attacks: 2 claws +2 melee or

filament +6 melee

Damage: Claw 1d6 or special

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Adhesive, filament

Special Qualities: Blood secretion

Saves: Fort +4, Ref +7, Will +1

Abilities: Str 11, Dex 19, Con 12, Int

2, Wis 11, Cha 6

Skills: Climb +8, Hide +8, Listen +5,

Spot +5

Feats: Weapon Finesse (filament)



Climate/Terrain: Any underground

Organization: Solitary or group (2-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4- 6 HD (Medium-size); 7-9 HD (Large)

The cave fisher is a large oviparous insectoid creature with a large snout combining many of the characteristics of a spider and a lobster. It has a hard, chitinous shell of overlapping plates and eight legs. The six rear legs are used for movement and traction on stony walls and corridors. The front pair of legs is equipped with pincers used for killing and dismembering prey. The cave fisher has a long snout, which can fire a strong, adhesive filament or release small bits of adhesive that enable it to anchor itself in place on walls or ledges.

Cave fishers prey primarily on small flying game native to the subterranean reaches, such as bats, but they vary their prey whenever possible. While a group of cave fishers will occasionally work together to capture larger prey, they are cunning enough not to repeatedly prey on large, well-organized groups that might tire of their depredations and hunt them down.

COMBAT

The cave fisher prefers living on ledges and caves located above well-traveled paths, often sharing its lair with others of their kind. The cave fisher has two ways of hunting. The preferred method is to string a long filament in the vicinity of its lair and entrap prey that stumbles into the filament. Once caught, the prey can be reeled in and slain. In cases where tempting prey eludes the filament trap but remains in the creature's territory, the cave fisher will reel in its filament and then shoot the filament at the prey.

Filament (Ex): Cave fishers can shoot a thin, strong filament with a maximum range of 120 feet and a range increment of 30 feet. The filament has an effective Strength score of 29, an AC of 13 [10 -5 (Dex 0) +8 (size Fine)], a hardness of 20, 1 hp, a break DC of 26 (equal to chain). Attacking with the filament is considered a ranged touch attack. If the filament is strung out as a trap, it can be found with a successful Spot check (DC 25) or a Search check (DC 20) at distances of up to 10 feet.

The cave fisher can also reel the filament in as a standard action. If any weight is affixed to the filament, the cave fisher can reel it in as if the filament had a move of 30. A light load for the filament is up to 400 pounds; a medium load, 401-800 pounds; a heavy load, 801-1200 pounds. It can drag up to 6,000 pounds.

Adhesive (Ex): The filament of a cave fisher is covered in a strong adhesive fluid. The adhesive sticks to, but does not bind, the filament. Cave fishers can also exude small drops of the fluid from their snouts, and commonly do so to affix their feet to a wall or floor. A cave fisher's adhesive has an effective Strength of 29 and can only be dissolved in alcohol. (Any sort of alcohol will do, including beer, wine, and ale. A pint usually suffices. *Universal solvent* is equally effective.) Without the benefit of alcohol, one must make a successful Escape Artist check (DC 25) to break away from a cave fisher's adhesive filament. (Note that the effective Strength of the filament is not worth much if the cave fisher is

not affixed to an immovable surface as well. Also note that a creature stuck to a cave fisher's filament by the adhesive is considered flat-footed and cannot move farther away from the cave fisher, but is not otherwise prevented from any action.)

Blood Secretion (Ex): Cave fishers can exude a small amount of blood from their snouts. As the blood of a cave fisher has a high alcohol content, this ability can be used to dissolve the cave fisher's adhesive. A cave fisher can remove adhesive from a creature trapped in its filament or from its six feet as a full-round action.

Skills: A cave fisher has a +8 racial bonus to Climb checks and a +2 racial bonus to Hide checks.

IN THE REALMS

Cave fishers are found in subterranean caverns across Faerûn and in the upper reaches of the Underdark. They often lair near large colonies of bats or along trade routes through the Underdark.

CREDIT

Author Eric L. Boyd, based on original material by Lawrence Schick. The cave fisher originally appeared in *A4 In the Dungeons of the Slave Lords* (1981), the 1E *Monster Manual 2* (1983), and *Monstrous Manual* (1993).

CAVE FISHER CREATION

Medium-size Beast

Hp: (3 x 5.5 HD) + (3 x 1 Con) = 19

Attacks: claw +2 Clr +0 Str = +2 or filament +2 Clr +4 Dex = +6

Saves: F +3 +1 Con = +4, R +3 +4 Dex = +7, W +1 +0 Wis = +1

Skill Points: 12

Skills: Climb 0 +0 Str +8 race = +10, Hide 2 +4 Dex +2 race = +8, Listen 5 +0 Wis = +5, Spot 5 +0 Wis = +5

Feats: 1 bonus

Challenge Rating: 4 for hp +1 for filament, adhesive, +2 for AC = 8 / 3 = 2

Filament DC: NA

Adhesive DC: NA

Notes: The write-up of the cave fisher is derived from the *Monstrous Manual*, page 40. The restriction that only a +1 weapon could cut the filament was deliberately dropped as that would have made the cave fisher a magical beast, in my opinion, and did not make a lot of sense in 3E. They were not made vermin so they could have an Intelligence score, hence the "Beast" appellation.

CILDABRIN

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft., climb 20 ft.

AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Attacks: 2 claws +8 melee, sting +6 melee

Damage: claw 1d6+3, sting 1d6+1 and poison

Face/Reach: 10 ft. by 10 ft./5 ft.

Special Attacks: Spell-like abilities, improved grab, squeeze, poison, bite (1d8+1 and poison)

Special Qualities: SR 13, wall crawler, darkvision 120 ft.

Saves: Fort +7, Ref +7, Will +4

Abilities: Str 17, Dex 15, Con 14, Int 11, Wis 14, Cha 10

Skills: Balance +6, Climb +13, Hide +7, Jump +9, Move Silently +7, Spot +14, Wilderness Lore +6

Feats: Improved Initiative, Multiattack

Climate/Terrain: Underground

Organization: Solitary or pair

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral evil

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Cildabrin are a race of intelligent spider-scorpions – either a race of intelligent, monstrous spiders with elements of a monstrous scorpion’s anatomy, or a race of intelligent, monstrous scorpions with elements of a monstrous spider’s anatomy. No one knows for certain and cildabrin never give the same answer twice, if they stop trying to eat the questioner long enough to answer at all.

A cildabrin’s arachnid body is black and furry. The eight eyes are turquoise blue. Its front two legs end in scorpion-like pincers, while its supple, fur-covered tail has an 8-inch stinger at its tip. Cildabrin speak their own language and Common and can communicate with all types of spiders, scorpions, and other arachnids.

Cildabrin are solitary creatures that only come together to mate. If a mated pair is encountered, there is doubtless a concealed nest nearby with 10-40 large, purple eggs. Cildabrin appreciate the value of treasure. They will use their treasure to lure prey into an ambush, barter for items they deem valuable, or bribe creatures from harming themselves or their eggs.

COMBAT

Cildabrin use their magical powers when they choose to fight, preferring to ambush their prey from hiding, usually from within an area of *silence*, frequently using “bait piles” of treasure to attract prey. They often cast *web* spells before moving into melee, and their *darkness* spells are usually saved to protect them as they retreat. Defeated cildabrin have been known to offer treasure to ransom their lives.

Spell-like Abilities (Sp): 3/day – *darkness*, *silence*, *web*. These abilities are cast as the spells cast by a 6th-level sorcerer (save DC 12).

Improved Grab (Ex): To use this ability, the cildabrin must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A cildabrin that gets a hold on an opponent of its size or smaller automatically deals damage with both claws and may sting and bite (see below) at its full attack value against the pinned opponent.

Poison (Ex): Sting or bite, Fortitude save (base DC 19); initial and secondary damage 1d6 temporary Strength if Large, 1d8 temporary Strength if Huge. DC = 10 + ½ EHD + Con. modifier + Vermin bonus (+4 if Large, +6 if Huge). See table below.

Bite (Ex): If the cildabrin squeezes, it also gains a bite attack (+8 melee) for 1d8+1 and poison.

Spell Resistance (Ex): Base SR 13. SR = 10 + ½ EHD. See table below.

Wall Crawler (Ex): Cildabrin can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. A creature with a Strength score of at least 29 can pull the subject off the wall. Cildabrin are immune to the effects of a *web* spell and the web extraordinary ability of spiders and other arachnids.

Skills: Cildabrin receive a +4 racial bonus to Jump and Hide and a +8 racial bonus to Spot checks.

HD	Size	Length	Width	Height	Poison DC	Poison Damage	SR
6-7	Large	10 ft.	10 ft.	1½ ft.	19	1d6 Strength	13
8-9	Large	10 ft.	10 ft.	1½ ft.	20	1d6 Strength	14
10-11	Large	10 ft.	10 ft.	1½ ft.	21	1d6 Strength	15
12	Large	10 ft.	10 ft.	1½ ft.	22	1d6 Strength	16
13	Huge	20 ft.	15 ft.	2½ ft.	26	1d8 Strength	16
14-15	Huge	20 ft.	15 ft.	2½ ft.	27	1d8 Strength	17
16-17	Huge	20 ft.	15 ft.	2½ ft.	28	1d8 Strength	18
18	Huge	20 ft.	15 ft.	2½ ft.	29	1d8 Strength	19

IN THE REALMS

Cildabrin are a threat throughout much of the warmer regions of the upper Underdark. They are particularly prevalent in the upper regions of the Underdark that were once Deep Shanatar.

CREDIT

Author Thomas M. Costa, based on original material by David “Zeb” Cook and others. The cildabrin originally appeared in *MC11 Monstrous Compendium Forgotten Realms Appendix 2* (1991), *Monstrous Compendium Annual Volume Three* (1996), and *Book of Lairs* (1994).

CILDABRIN CREATION

Large Magical Beast

Extra Hit Dice (EHD): 6 HD - 2 minimum HD = 4

Hp: (6 x 5.5 HD) + (6 x 2 Con) = 45

Attacks: +6 Ftr +3 Str -1 size, -2 Multiattack = +8, +6

Saves: F +5 +2 Con = +7, R +5 +2 Dex = +7, W +2 +2 Wis = +4

Skill Points: (2 x Int) + EHD = 22 +4 = 26; class skill max ranks = HD +3 = 9

Skills: Balance 4 +2 Dex = +6, Climb 2 +3 Str +8 race = +13; Hide 5 +2 Dex +4 race - 4 size = +7, Jump 2 +3 Str +4 race = +9, Move Silently 5 +2 Dex = +7, Spot 4 +2 Wis + 8 race = +14, Wilderness Lore 4 +2 Wis = +6

Feats: =1 +Int bonus +1/4 EHD = 1+0 +1 = 2

Challenge Rating: 10 for hp, +1 for speed/wall crawler, improved grab, squeeze, bite, abilities/skills/feats, +2 for spell-like, poison, SR = 21 /3 = 7

Poison DC: 6-7: 10+3+2+4 = 19, 8-9: 10+4+2+4 = 20, 10-11: 10+5+2+4 = 21, 12: 10+6+2+4 = 22, 13: 10+6+4+6 = 26, 14-15: 10+7+4+6 = 27, 16-17: 10+8+4+6 = 28, 18: 10+9+4+6 = 29

COOSHEE

Medium-sized Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +3 (+3 Dex)

Speed: 50 ft.

AC: 17 (+3 Dex, +4 natural), touch 13,

flat-footed 14

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claw 1d4+3, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Overbear, trip

Special Qualities: Scent, arcane detection, resistance to enchantments

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 16, Dex 16, Con 16, Int 5,

Wis 15, Cha 11

Skills: Balance +5, Hide +9*, Listen +8,

Move Silently +9, Spot +8, Swim +5,

Wilderness Lore +4*

Feats: Run



Climate/Terrain: Temperate forest

Organization: Solitary, pair, or pack (3-12)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Cooshee, more properly written coo'shee, or "fairy hounds", are most commonly found in the company of wood elves, who use them for both hunting and guard duties. Occasionally, high or gray elves will keep kennels of these dogs, but these are generally few and far between.

No one seems to know whether cooshee are a naturally occurring creature or if they are a creation of the elves. The cooshee seem almost too perfectly designed for their tasks to be anything but created beasts. However, their affinity with nature closely mirroring that of the elves, leads some to believe they are, in fact, entirely natural. The truth is subtler: through years of breeding and constant exposure to elves and their magic, cooshee have become somewhat magical in nature themselves.

Cooshee have thick greenish coats, most often covered with large brown spots or patches, which allow them to conceal themselves in the forest and fields near their homes; Where most dogs crash through the forest, cooshee move as silently as their elf masters. Cooshee stand 4 feet tall at the shoulder and weigh more than 160 pounds and often weigh as much as 300 pounds. Their huge paws house equally huge claws, which are curved to ensure better traction in the soft loam of the forestlands. Their tails generally arc over their backs, though they hang between their legs when they are being scolded. Their ears come to a point on the top of their head, giving cooshee an attentive, intelligent look. Cooshee often live to be more than 100 years old.

Cooshee mate for life. If one of the pair dies, the other generally wastes away. Cooshee puppies bond strongly to their parents, and the parents are highly protective of their offspring. They tend to avoid other "normal" dogs, seeming to find them inferior, much like their elf masters generally avoid other humanoid races. Few races, aside from elves, have been able to establish a rapport with the hounds. Even experienced animal handlers of other races find it incredibly difficult to approach one of these magnificent creatures (+2 to the DC of all Animal Empathy and Handle Animal checks made by non-elves or -half-elves).

Cooshee have an incredibly loud bark that can be heard more than a mile away. However, they only bark to warn their masters or pack mates. In almost no other circumstances will a cooshee emit noise. Cooshee speak a more complex version of the standard canine "language" and almost all have a full understanding of Elven.

Cooshee can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level. A cooshee's master often develops light tan or brown "birth marks" on his or her back.

COMBAT

In combat, a cooshee is fearsome opponents. Its powerful jaws are enough to frighten any normal person; coupled with its fierce claws and demeanor, the cooshee is a very effective fighting machine. When fighting, cooshee will strike with their huge forepaws, attempting to knock creatures off their feet and pin them. Once pinned, if the cooshee has been ordered to subdue their target, they simply close their jaws over the quarry's throat, resting their teeth against its skin. With a party of elves providing distraction with their arrows, the cooshee can become a creature from a nightmare for its prey. Elves say one cooshee is worth five orcs.

Overbear (Ex): Cooshee are treated as Large creatures when bull rushing, grappling, overrunning, or tripping (see pages 136-139 in the *Player's Handbook*).

Trip (Ex): A cooshee that hits with a claw attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cooshee.

Arcane Detection (Su): Cooshee can identify the magical auras that surround arcane spell-casters. This supernatural ability functions automatically within a 60 ft. radius.

Resistance to Enchantments (Ex): Cooshee gain a +2 racial saving throw bonus against Enchantment spells or effects.

Familiar Special Ability: Cooshee grant their masters a +2 modifier on Hide and Move Silently checks.

Skills: Cooshee receive a +2 racial bonus to Balance checks and a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. * Their natural coloration grants cooshee a +8 racial bonus to Hide checks in forested or woodland areas. A cooshee has a +8 racial bonus to Wilderness lore checks when tracking by scent.

IN THE REALMS

Cooshee are most highly prized by wood elves across the Realms, including the High Forest, Wealdath, Cormanthor, the Great Dale, and among elves of all types on the Island of Evermeet.

CREDIT

Author Thomas M. Costa, based on original material by Gary Gygax. The cooshee originally appeared in *Dragon Magazine* #67 (1982), *S4 The Lost Caverns of Tsojcanth* (1982), and *Monstrous Manual* (1993). Supplemental material by Jean Rabe originally appeared in *Dragon Magazine* #228 (1996).

COOSHEE CREATION

Medium-size Magical Beast

Extra Hit Dice (EHD): 3 HD - 1 minimum HD = 2

Hp: (3 x 5.5 HD) + (3 x 3 Con) = 16 +9 = 25

Attacks: +3 Ftr +3 Str, -5 secondary = +6, +1

Saves: F +3 +3 Con = +6, R +3 +3 Dex = +6, W +1 +2 Wis = +3

Skill Points: (2 x Int) + EHD = 12; class skill max ranks = HD +3 = 6

Skills: Balance 0 +3 Dex +2 race = +5, Hide 2 +3 Dex +4 race = +9, Listen 2 +2 Wis +4 race = +8, Move Silently 2 +3 Dex +4 race = +9, Spot 2 +2 Wis +4 race = +8, Swim 2 +3 Str = +5, Wilderness Lore 2 +2 Wis = +4

Feats: 1 + Int bonus + 1/4 EHD = 1 +0 +0 = 1

Challenge Rating: 5 for hp +1 for speed/feat, overbear, trip, arcane detection/senses/skills, resistance = 10 /3 = 3

CRAG CAT

Medium-sized Magical Beast

Hit Dice: 2d10+6 (17 hp)

Initiative: +4 (Dex)

Speed: 40 ft., climb 40 ft.

AC: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Attacks: 2 claws +8 melee, bite +6 melee

Damage: Claw 1d4+6, bite 1d4+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Pounce, rake 1d4+6

Special Qualities: *Nondetection*, *spell turning* leap, slow fall

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

Abilities: Str 22, Dex 18, Con 16, Int 12, Wis 12, Cha 6

Skills: Balance +7, Climb +18, Hide +7, Jump +20, Listen +5, Move Silently +7, Spot +5

Feats: Multiattack, Skill Focus (Jump)

Climate/Terrain: Temperate and cold hills and mountains

Organization: Solitary or pack (3-6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Large)

The fabled Hunter-of-Man is a many-fanged, sure-footed predator of the North. It may be found anywhere except deep forest, but prefers the rock ledges and cliffs of the high country near the mountains. Its cry sounds like a sudden, human scream of terror. It also often causes such sounds from its victims as it hunts, for it prefers human flesh to all other prey. Though these cats are usually solitary hunters, they avoid fighting each other, and may be found in family groups of two parents and 1d4 cubs in spring, or in hungry packs of 1d4+2 adults in severe winter weather. Cubs are half strength and lack the pounce and leap special abilities.

COMBAT

A crag cat is an intelligent hunter who knows its territory well. A crag cat usually stalks and traps its prey, avoiding counterattacks and ambushes. It often attacks when prey is asleep, exhausted, or otherwise weakened.

Pounce (Ex): A favorite attack form is the pounce from above. This is the only time the crag cat can use its rear paws in combat (which have the same Attack and Damage characteristics as the front paws) as well as its front paws.

Rake (Ex): A crag cat that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d4+6 damage each.

Nondetection (Sp): A crag cat can't be detected or traced by magic, though many folk say they can "feel" when one is near or watching. A crag cat is cloaked in a permanent aura of *nondetection* (caster level equal to the crag cat's Hit Dice).

Spell Turning (Sp): A crag cat is cloaked in a permanent aura of *spell turning* (caster level equal to the crag cat's Hit Dice). Enchantments act as *feblemind* spells if turned.

Leap (Ex): A crag cat has no limit on how far he can jump. Additional distance for Jump checks is doubled.

Slow Fall (Ex): A crag cat takes damage from a fall as if it were 120 feet shorter than it actually is.

Skills: A crag cat receives a +8 racial bonus to Jump checks.

IN THE REALMS

Crag cats are most commonly encountered in the mountain ranges of the North, with the largest populations found in the Spine of the World, the Rauvin Mountains, and the Nether Mountains. Local legend suggests they are the descendants of a Netherese experiment, but the truth is lost in the mists of history.

CREDIT

Author Eric L. Boyd, based on original material by Ed Greenwood. The crag cat originally appeared in *Volo's Guide to the North* (1993).

CRAG CAT CREATION

Medium-size Magical Beast

Extra Hit Dice (EHD): 2 HD – 1 minimum HD = 1

Hp: $(2 \times 5.5 \text{ HD}) + (2 \times 3 \text{ Con}) = 11 + 6 = 17$

Attacks: +2 Ftr +6 Str, -2 secondary = +8, +6

Saves: F +3 +3 Con = +6, R +3 +4 Dex = +7, W +0 +1 Wis = +1

Skill Points: $(2 \times \text{Int}) + \text{EHD} = 24 + 1 = 25$; class skill max ranks = $\text{HD} + 3 = 5$

Skills: Balance 3 +4 Dex = +7, Climb 4 +6 Str +8 race = +18, Hide 3 +4 Dex = +7, Jump 4 +6 Str +8 race +2 Skill Focus = +20, Listen 4 +1 Wis = +5, Move Silently 3 +4 Dex = +7, Spot 4 +1 Wis = +5

Feats: 1 + Int bonus + 1/4 EHD = 1 +1 +0 = 2

Challenge Rating: 3 for hp, +1 for pounce/rake, *nondetection*, leap/slow fall, abilities, speed/skills/feats, +2 for *spell turning* = $10 / 3 = 3$

CRUSTACEOUS CREATURE (TEMPLATE)

Crustaceous creatures are the bizarre creations of the kuo-toa, mingling animal or humanoid blood with crustacean blood in conscious imitation of the form of Blibdoolpoolp, the Sea Mother. With lobster-like heads and claws, crustaceous creatures make powerful guardians of kuo-toan shrines.

CREATING A CRUSTACEOUS CREATURE

“Crustaceous” is a template that can be added to any animal, beast, humanoid, or monstrous humanoid (referred to hereafter as the “base creature”) with at least two limbs not used for locomotion. Animals with this template become beasts, and humanoids with this template become monstrous humanoids. The type of other base creatures remains unchanged. A crustaceous creature uses all the base creature’s statistics and special abilities except as noted here:

Hit Dice: Increases to d10 for animals. Otherwise unchanged.

AC: As base creature and armor type. A crustaceous creature also gains a hard shell over its forearms and lobster-like head, increasing the base creature’s natural armor by +2. This prevents spellcasting with verbal components and bite attacks.

Attacks: As base creature. Attack bonus increases to as fighter for humanoids. A crustaceous creature also gains lobster-like claws in lieu of hands. This prevents spellcasting with somatic components or wielding weapons, but grants one or more (usually two) claw attacks.

Damage: Based on size, as follows:

Size	Damage
Fine	1
Diminutive	1
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A crustaceous creature retains all the special attacks of the base creature and also gains the following.

Improved Grab (Ex): To use this ability, a crustaceous creature must hit an opponent with a claw attack. If it gets a hold, it can crush.

Squeeze (Ex): A crustaceous creature that gets a hold on an opponent of its size or smaller automatically deals double damage with both claws, with all other attacks made at full attack value.

Special Qualities: A crustaceous creature retains all the special qualities of the base creature and also gains the following.

Amphibious (Ex): A crustaceous creature can survive indefinitely on dry land or underwater.

Saves: Same as the base creature. Saving throws improve to good for Reflex and Will for humanoids. Saving throws improve to Fortitude and Reflex for animals.

Skills: As base creature. A crustaceous creature also gains two eyestalks that grow from its forehead, granting it an additional +4 racial bonus on Spot checks.

Feats: As base creature. A crustaceous creature also gains Power Attack and Sunder as bonus feats, assuming it meets the appropriate prerequisites.

Climate/Terrain: Any aquatic and underground.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Always evil (any).

Treasure: Same as the base creature.

Advancement: Same as the base creature.

IN THE REALMS

Crustaceous creatures are always found in the service of kuo-toa who venerate Blibdoolpoolp, the Sea Mother. (Some believe Blibdoolpoolp is little more than a subterranean aspect of Umberlee, the Bitch Queen.) As such, they are usually found in damp subterranean settings in the Underdark in and around kuo-toan settlements serving as guards.

Crustaceous creatures are found in large numbers in and around the kuo-toan city of Phulglotllaret, located deep beneath Sembia in the upper Underdark on the western shore of the subterranean lake known as the Reachmere.

SAMPLE CRUSTACEOUS CREATURE

Crustaceous Troglodyte

Medium-size Monstrous Humanoid (Reptilian)

Hit Dice: 2d8+4 (13 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 17 (-1 Dex, +8 natural), touch 9, flat-footed 17

Attacks: 2 claws +2 melee

Damage: Claw 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Stench, improved grab, squeeze

Special Qualities: Amphibious, darkvision 90 ft.

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

Abilities: Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills: Hide +6*, Listen +3, Spot +4

Feats: Multiattack (B), Power Attack (B), Sunder (B), Weapon Focus (claw)

Climate/Terrain: Any aquatic and underground

Organization: Clutch (2-5) or squad (6-11)

Challenge Rating: 2

Treasure: 50% coins, 50% goods, 50% items

Alignment: Always chaotic evil

Advancement: By character class

Combat

Stench (Ex): When angry or frightened release chemical stench. All within 30 ft. become nauseous (Fort save, DC 13) for 10 rounds and take 1d6 temporary Strength damage.

Skills: * In rocky or subterranean settings, Hide +10.

CREDIT

Author Eric L. Boyd.

SAMPLE CRUSTACEOUS CREATURE CREATION

Medium-size Monstrous Humanoid

Extra Hit Dice (EHD): 2 HD - 1 minimum HD = 1

Hp: (2 x 4.5 HD) + (2 x 2 Con) = 9 + 4 = 13

Attacks: +2 Ftr +0 Str = +2

Saves: F +0 +2 Con = +2, R +3 -1 Dex = +2, W +3 +0 Wis = +3

Skill Points: 6 + Int mod + EHD = 6 -1 +1 = 6; class skill max ranks = HD +3 = 5

Skills: Hide 3 -1 Dex +4 race = +6, Listen 3 +0 Wis = +3, Spot 0 +0 Wis +4 race = +4

Feats: 1 +1/4 EHD = 1 +0 = 1

Challenge Rating: +1 for AC, HD/attacks/damage/saves, improved grab/squeeze, amphibious/skills, feats = 5 /3 = +1; 1 for troglodyte +1 for template = 2

CRUSTAID

Huge Vermin (Aquatic)

Hit Dice: 10d8+50 (95 hp)

Initiative: +0 (-4 Dex, +4 Improved Initiative)

Speed: 5 ft.

AC: 24 (-2 size, -4 Dex, +20 natural), touch 4, flat-footed 24

Attacks: 2d4 tentacles +17 melee

Damage: Tentacle rake 1d8+12

Face/Reach: 15 ft. by 15 ft./10 ft. (20 ft. with spines, 2 mi. with tentacles)

Special Attacks: Tentacles, improved grab, constrict 1d8+12, sink, spines 1d8+12

Special Qualities: Vermin traits, aquatic tremorsense 2 mi., anchor

Saves: Fort +12, Ref -1, Will +3

Abilities: Str 34, Dex 2, Con 20, Int -, Wis 11, Cha 1

Skills: Listen +5, Spot +5

Feats: Improved Initiative (B)

Climate/Terrain: Any aquatic (Isle of Evermeet)

Organization: Solitary, pair, or pack (3-20)

Challenge Rating: 10

Treasure: None (see below)

Alignment: Always neutral

Advancement: 11-16 HD (Huge); 17-30 HD (Gargantuan)

A crustaid is the bane of any sea-going vessel that catches its attention. Its long-reaching tentacles and massive weight allow it to shred and pull under almost any ship with apparent ease.

Crustoids are rock-hard and rock-like echinoderms, distantly related to starfish. The main body of the creature looks like a large lump of rock and coral with long (5-8 ft.), hollow tubes and even longer (10-15 ft.) spear-like spines protruding from it, pointing towards the surface. The underside of a crustaid is much like an alligator's, with thousands of large, centipede-like feet extending from each separation in the thick, leather plates. In the center is a slit in the plates without an protruding feet; this is the crustaid's mouth.

A crustaid spends most of its time in deep somnolence, waking when hungry or attacked. It feeds much like a starfish, with its stomach coming out of its body and engulfing whatever it is over. This is usually wreckage from ships (wood and drowned crew). A crustaid cannot digest metal or stone and usually leaves piles of nails, gaffs, coins, gems, and the like in surrounding areas. At the DM's option, the ocean floor around a crustaid may have up to double standard treasure, though more likely much of that treasure is already recovered by undersea races or buried deep in the muck.

COMBAT

When a crustaid senses a creature or vessel above it, it spurts long tentacles from within its tube projections. The crustaid's tentacles have sharp hooks, which it uses to grab and crush its prey. As it begins to crush the prey, the crustaid will begin to pull its body towards its tentacles, its weight often dragging prey below the water to be impaled on the crustaid's spines. Crustoids rarely attack anything of less than Large size unless it is attacked or particularly hungry.

Vermin Traits (Ex): Immune to mind-influencing effects. The creature has darkvision (60-foot range).

Tentacles (Ex): A crustaid has as many tentacle tube projections as it has Hit Die. Each round, the crustaid will attack with 2d4 of its tentacles if it is able and until all of its tentacles have been deployed. These tentacles have a reach of 2 miles and can travel up to a 1/2 mile per round, so prey 2 miles away will only be attacked on the fourth round.

Improved Grab (Ex): To use this ability, the crustaid must hit an opponent with a tentacle rake attack. If it gets a hold, it can constrict.

Constrict (Ex): A crustaid deals automatic tentacle rake damage with a successful grapple check against Huge or smaller creatures or vessels. Constricted creatures can also be dragged underwater as a free action.

Sink (Ex): To use this ability, the crustaid must hit and hold a floating vessel with at least five tentacles. It has a 95% of pulling any vessel less than 20 feet in length underwater, a 50% chance of pulling vessels from 20 to 60 feet long under, and a 20% chance of pulling vessels over 60 feet under.

Spines (Ex): The crustaid's body bristles with long spines the size of spears, which it usually uses defensively, but may use offensively when attacking. Any physical attack against a crustaid automatically draws 1d4 attacks of opportunity from the crustaid's spines if the crustaid is within reach. These attacks of opportunity are in addition to any normal attacks of opportunity the crustaid might be able to make. Conversely, if a crustaid is attacking, a successful hit allows it to make 1d4 additional attacks of opportunity with its spines (if the spines are within reach). An opponent hit

by a crustaid's spines attack must make a Reflex save (DC 12) or have the spine break off in his or her flesh. A lodged spine imposes a -2 circumstance penalty to attacks, saves, and checks. Removing the spine deals 1d4 additional points of damage.

Aquatic Tremorsense (Ex): The crustaid's outer shell has many sensory organs, which can automatically sense the location of anything within 2 miles that is on or under the water.

Anchor (Ex): Crustoids are physically connected to the ocean floor through an "anchor" member of the body that ends in an upside-down umbrella shaped hook and extends several hundred feet into the earth. The anchor has a Strength of 68. The crustaid must withdraw the anchor appendage inside itself in order to move.

IN THE REALMS

Crustoids are only known to exist around the deep recesses, between half a mile and two miles deep, of ocean around the elven isle of Evermeet. They have been placed in the most likely travel paths of ships, in the main ocean currents and at the mouth of the River Shaelyn's tributary, far away from the lairs of the other defenders of Evermeet. Crustoids have been trained to defend Evermeet, and the Queen of Elves, Amlaruil Moonflower, has the power to command the crustoids to do her bidding as well.

CREDIT

Author Thomas M. Costa, based on original material by Jeremy Reinhard. The crustaid originally appeared in *Polyhedron* #130 (1998).

CRUSTOID CREATION

Huge Vermin

Extra Hit Dice (EHD): 10 HD - 4 minimum HD = 6

Hp: (10 x 4.5 HD) + (10 x 5 Con) = 45 + 50 = 95

Attacks: +5 Wiz +12 Str = +17

Saves: F +7 +5 Con = +12, R +3 -4 Dex = -1, W +3 +0 Wis = +3

Skill Points: 10

Skills: Listen +5 +0 Wis = +5, Spot +5 +0 Wis = +5

Feats: 1 bonus

Challenge Rating: 21 for hp, +1 for attacks, tentacles, improved grab, constrict, sink, spines, vermin traits, aquatic tremorsense/anchor/skills/feats, +2 for AC = 31 /3 = 10

DIRE ANIMAL

	Dire Fox	Dire Hyena
	Medium-size Animal	Large Animal
Hit Dice:	3d8+6 (19 hp)	5d8+15 (37 hp)
Initiative:	+4 (Dex)	+2 (Dex)
Speed:	40 ft.	40 ft.
AC:	16 (+4 Dex, +2 natural), touch 14, flat-footed 14	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Attacks:	Bite +4 melee	Bite +8 melee
Damage:	Bite 1d6+3	Bite 1d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	–	Trip, improved grab
Special Qualities:	Scent	Scent
Saves:	Fort +5, Ref +7, Will +2	Fort +7, Ref +6, Will +2
Abilities:	Str 15, Dex 19, Con 15, Int 2, Wis 12, Cha 10	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 8
Skills:	Hide +8, Listen +5, Move Silently +9, Spot +5, Swim +5, Wilderness Lore +1*	Hide +5*, Listen +5, Spot +5
Feats:	–	–
Climate/Terrain:	Any forest, hills and plains	Warm desert, hills and plains
Organization:	Solitary or pair	Solitary, pair, or pack (3-12)
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)	6-15 HD (Large)

	Dire Mole	Dire Raven
	Small Animal	Large Animal
Hit Dice:	1d8+2 (6 hp)	3d8+3 (16 hp)
Initiative:	+2 (Dex)	+4 (Dex)
Speed:	20 ft., burrow 10 ft.	20 ft., fly 70 ft. (poor)
AC:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Attacks:	2 claws +3 melee, bite –2 melee	Bite +5 melee, 2 claws +0 melee
Damage:	Claw 1d4+1, bite 1d3	Bite 1d8+3, claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	–
Special Qualities:	Scent, tremorsense 60 ft.	–
Saves:	Fort +4, Ref +4, Will +1	Fort +4, Ref +7, Will +3
Abilities:	Str 12, Dex 15, Con 14, Int 2, Wis 13, Cha 5	Str 16, Dex 19, Con 13, Int 2, Wis 14, Cha 9
Skills:	Hide +14, Listen +5, Move Silently +10, Spot –3	Listen +7, Spot +7
Feats:	Weapon Focus (bite) (B), Weapon Focus (claws) (B)	Weapon Finesse (bite) (B), Weapon Finesse (claws) (B)
Climate/Terrain:	Any underground	Any mountains
Organization:	Solitary	Solitary or pair
Challenge Rating:	1/3	1
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2-3 HD (Small)	4-6 HD (Large); 7-9 HD (Huge)

DIRE FOX

Dire foxes are often ridden as war mounts by gnomes, particularly forest gnomes. Their pelts are worth 15 to 30 gp.

Skills: A fox receives a +1 racial bonus to Hide, Listen, and Spot checks, and a +2 racial bonus to Move Silently checks. *A fox has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

DIRE HYENA

Dire hyenas are often known as giant hyenas or hyenadons. Like their smaller cousins, they taunt enemies with their nervous, high-pitched howl. Gnolls sometimes use them as guard animals.

Combat

Like wolves, a favorite tactic of dire hyenas 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 (Ex): A dire hyena that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 of the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire hyena.

Improved Grab (Ex): To use this ability, the dire hyena must hit with its bite attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Skills: *A dire hyena has a +4 racial bonus to Hide checks in areas of tall grass or heavy undergrowth.

DIRE MOLE

These ornery creatures have learned to feed on prey other than insects, though giant ants are their favored prey.

Tremorsense (Ex): Dire moles' senses of hearing, smell, and touch are acute, and they have an excellent ability to detect tastes and vibrations, allowing them to sense the location of anything within 60 feet that is in contact with the ground.

Skills: A dire mole receives a +4 racial bonus to Hide and Move Silently checks, and a -4 racial penalty to Spot checks.

DIRE RAVEN

These enormous black birds do not shy away from throwing their weight around, but are not ones to put up much of a fight. Though large enough to be ridden, dire ravens simply will not allow themselves to become steeds.

IN THE REALMS

Dire foxes are most commonly encountered in the Forgotten Forest, Trollbark Forest, and Spiderhaunt Woods. Dire hyenas are most frequently encountered on the plains of Shaar and in the Cold Lands north of the Moonsea. Dire moles are known to inhabit the Triel and Rathgaunt Hills and surrounding plains. At one time, dire ravens were most common in the North, however, with the magical creation of giant ravens (see *Silver Marches*) – allegedly by the Netherese centuries ago – dire ravens have largely been supplanted.

CREDIT

Author Thomas M. Costa, based on original material by Jonathan Richards and Brian Dunnell, Gary Gygax, and Eric L. Boyd. The dire fox originally appeared in *Dragon Magazine* #291 (2002), the dire hyena in the 1E *Monster Manual* (1977) and *Monstrous Compendium Annual Volume Two* (1995), and the dire mole is adapted from the weremole write-up in *Demihuman Deities* (1998). The dire fox is adapted from 3E statistics. The dire raven is inspired by the giant raven in *Silver Marches* (2002).

DIRE ANIMAL CREATION

Hp: Fox (3 x 4.5 HD) + (3 x 2 Con) = 13+6 = 19

Hyena (5 x 4.5 HD) + (5 x 3 Con) = 22 +15 = 37

Mole 4.5 HD + 2 Con = 6

Raven (3 x 4.5 HD) + (3 x 1 Con) = 13 +3 = 16

Attacks: Fox +2 Clr +2 Str = +4

Hyena +3 Clr +6 Str -1 size = +8

Mole +0 Clr +2 Dex +1 size, -5 secondary = +3, -2

Raven +2 Clr +4 Dex -1 size, -5 secondary = +5, +0

Saves: Fox F +3 +2 Con = +5, R +3 +4 Dex = +7, W +1 +1 Wis = +2

Hyena F +4 +3 Con = +7, R +4 +2 Dex = +6, W +1 +1 Wis = +2

Mole F +2 +2 Con = +4, R +2 +2 Dex = +4, W +0 +1 Wis = +1

Raven F +3 +1 Con = +4, R +3 +4 Dex = +7, W +1 +2 Wis = +3
Skill Points: fox = 15, hyena = 15, mole = 12, raven = 10
Skills: Fox Hide 3 +4 Dex +1 race = +8, Listen 3 +1 Wis +1 race = +5, Move Silently 3 +4 Dex +2 race = +9, Spot 3 +1 Wis +1 race = +5, Swim 3 +2 Str = +5, Wilderness Lore +0 +1 Wis = +1
Hyena Hide 7 +2 Dex -4 size = +5, Listen 4 +1 Wis = +5, Spot 4 +1 Wis = +5
Mole Hide 4 +2 Dex +4 race +4 size = +14, Listen 4 +1 Wis = +5, Move Silently 4 +2 Dex +4 race = +10, Spot 0 +1 Wis -4 race = -3
Raven Listen 5 +2 Wis = +7, Spot 5 +2 Wis = +7
Feats: None, bonus for mole
Challenge Rating: Compare to MM dire animals and animals

DUHLARKIN (TEMPLATE)

Duhlarkin are unique creatures created through the use of a highly specialized form of *polymorph other* called *Duhlark's animerge* (see sidebar). This spell allows the caster to fuse two creatures together into one original, amalgamated form, allowing traits from each creature to remain dominant in its new singular form. The creature acquires basic attributes from each of the animals involved in the spell, from body shape and size to movement modes, speed, and attack and defense modes (all the beast's statistics). Within the parameters given in the template, the caster can choose which traits are adopted in the new form and create new ones if desired with a successful Spellcraft check DC 28; if not, the creature created is randomly determined by the Dungeon Master. Transmuters gain a +4 bonus to this Spellcraft check. Any creature created by means of this spell is generically referred to as a "duhlarkin," named after the spell's creator.

The behavior patterns of a duhlarkin resemble the dominant animal mind within it; for example, a bear merged with an eagle could produce a hibernating avian that is extremely protective of its territory (bear behavior). Unlike the results of many other *polymorph* spells, the creatures created by *Duhlark's animerge* can reproduce with other creature's of its kind (either a duhlarkin or one of its base creatures). Providing a *permanency* has been cast on the original hybrid creatures (see the *Duhlark's Animerge* sidebar), breeding a duhlarkin with a base creature (for example, breeding a wolveraven with a wolverine) has a 25% chance of producing a viable duhlarkin (50% chance of wolverine offspring, 25% stillborn), and breeding two like duhlarkin has only a 50% chance of creating live offspring (50% stillborn).

CREATING A DUHLARKIN

"Duhlarkin" is a template that combines two creatures into one hybrid creature. The template can be added to any two corporeal animal, beast, or vermin creatures (referred to hereafter as the "base creatures") with no more than two size categories difference. The hybrid creature's type changes to "beast." The new duhlarkin otherwise uses all the base creature's statistics and special abilities except as noted here.

Size: Same as the larger of the two base creatures.

Hit Dice: Same as the greater of the two base creatures' Hit Dice, each of which changes to a d10; duhlarkin that survive are relatively hardy. If one base creature is smaller than the other, use the minimum advanced Hit Dice to reach the same size category as the other base creature. If the base creature doesn't have an advanced Hit Dice of the appropriate larger size, add +1 HD for each size category of growth required to the base creature's Hit Dice or existing advanced Hit Dice, as appropriate.

Speed: Usually as the greater of the two base creatures. However, body shape and size may alter some speeds in a logical fashion. For example, the wolveraven's (see below) heavier body, makes it a slower flyer than a dire raven.

AC: The duhlarkin has the natural armor bonus of whichever base creature has the larger bonus. If one base creature is smaller than the other, increase that base creature's size to that of the other creature and apply the appropriate size increase modifiers to natural armor (see page 12 of the *Monster Manual* or page 20 of *Monster Manual II*) first.

Attacks: A duhlarkin retains the natural weapons of the base creatures, provided the duhlarkin's hybrid physical form is capable of delivering those attacks. In some cases, choices between particular attack forms for the creature will have to be made in a logical and descriptive fashion. A duhlarkin's primary attack will correspond with primary attack of one of the two base creatures as most appropriate given the hybrid's physical description. Duhlarkin use the base attack bonus of a cleric, just as a beast.

Damage: As the base creatures, except size growth will increase the damage of the smaller base creature's attacks appropriately (see page 14 of the *Monster Manual* or page 20 of *Monster Manual II*).

Face/Reach: As appropriate the duhlarkin's new size and body shape (see page 131 of the *Player's Handbook* or page 12 of *Monster Manual II*).

Special Attacks: A duhlarkin retains the special attacks of the base creatures, provided the duhlarkin is capable of delivering the attack. In addition, the duhlarkin's new hybrid body shape and description may alter some and/or add new extraordinary attack forms in a logical fashion. For example, the wolveraven (see below) gained the ability to pounce and rake, while its clawed wings and fierce temper granted it the ability to make a winged charge.

Special Qualities: A duhlarkin retains the special qualities of the base creatures, provided the duhlarkin's hybrid form is capable of having the ability. Animal-animal hybrids don't gain the darkvision and vermin-vermin hybrids don't gain the low-light vision of a beast, unless one of the base creatures already had that special quality. Vermin-vermin hybrids keep their vermin traits from type, including their poison save DC bonus. Animal-vermin and beast-vermin hybrids lose their vermin traits from type.

Saves: Increase to good Fortitude and Reflex saves as a beast.

Abilities: Duhlarkin have Strength, Dexterity, and Constitution scores equal to an average of those of both base creatures. If one base creature is smaller than the other, increase that creature's size to that of the other base creature and apply the appropriate size increase modifiers (see page 12 of the *Monster Manual* or page 20 of *Monster Manual II*) before averaging the two scores. The hybrid's Intelligence, Wisdom, and Charisma scores are equal to the greater of the two

base creatures. (Part-animal and part-beast hybrids have an Intelligence of 1 or 2. Vermin-vermin hybrids have no Intelligence score.)

Skills: A duhlarkin gains 10-15 skill points as appropriate (usually 15) to best approximate the skills of the base creatures and the greater number of skill points assigned to those skills (in so far as possible given the 15 skill point maximum). Treat skills from both of the base creatures' lists as class skills. The duhlarkin retains any positive racial bonuses to skills. Racial bonuses do not stack; in cases where both base creatures have a racial bonus to the same skill, the duhlarkin gains the greater racial bonus. However, racial bonuses that increase in certain situations (such as many Hide bonuses) increase in proportion to the new racial bonus.

Feats: Duhlarkins gain the bonus feats of the base creatures, but otherwise have no feats. Duhlarkins with a higher Strength score than Dexterity score lose bonus Weapon Finesse feats.

Climate/Terrain: Same as base creatures, but usually however is most restrictive

Organization: Solitary

Challenge Rating: Same as greater of base creatures +1. If one of the base creatures must be advanced to meet the size of the hybrid, use the advanced CR. If the hybrid, gains three or more new special attacks neither of the base creature's had, same as greater of base creatures +2. Note, for creatures with 1 or fewer HD, figuring out the CR of an advanced creature is more challenging and should be done in comparison to other animals, beasts, and vermin.

Treasure: None

Alignment: Always neutral

Advancement: As duhlarkin can gain up to two times its original Hit Dice. Assign new sizes to advanced Hit Dice based on the base creatures and similar creatures in the *Monster Manual* or *Monster Manual II*.

Note: By altering this template in minor ways, DM's can allow greater variation into the duhlarkin, such using the smaller base creature's size and reducing the size of the other base creature to match it; allowing the hybrid to stack part or all of their natural armor scores when the armor is based on different aspects of the creature (such as a monstrous spider's exoskeleton and a bear's corded muscle and layers fat); or allowing the hybrid to gain the greater physical ability scores instead of an average.

IN THE REALMS

For years, Duhlark Kolat's fascination with monsters such as chimerae, hippogriffs, owlbears, and perytons led him to believe that transmutation magics were once in common use and the continued existence of such illogical creatures suggested such creations were magically created but could eventually breed true and become viable species. Duhlark envisioned a simple dream of using such magics to create larger domesticated animals to prevent food shortages or perhaps creating a war horse with armor-plated skin.

Duהלark created his *animerge* spell and continues to test it, creating creatures to study and examine the viability and usefulness for Toril. Many of his experiments meet with failure. (Duהלark's first experiment with merging warm-blood mammals and insects – a cricket and a cat – created a feline of such inordinate strength and leaping ability that, with one startled jump, it embedded itself into the ceiling of his tower.) Some, however, are proving stable enough for continued existence, such as the badgeram and wolveraven.

SAMPLE DUHLARKIN

These examples use a badger and sheep and a dire raven and wolverine as base creatures. The badgeram's creation involved no surprising changes or new abilities, while the wolveraven gained several new abilities neither base creature had in the magical merger.

	Badgeram	Wolveraven
	Medium-size Beast	Large Beast
Hit Dice:	4d10+8 (30 hp)	4d10+16 (38 hp)
Initiative:	+1 (Dex)	+3 (Dex)
Speed:	30 ft., burrow 10 ft.	20 ft., fly 50 ft. (poor)
AC:	13 (+1 Dex, +2 natural) touch 11, flat-footed 12	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Attacks:	Butt +4 melee, 2 claws –1 melee	Bite +6 melee, 2 claws +1 melee
Damage:	Butt 1d4+1, claw 1d4	Bite 1d8+4, claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Charge, rage	Rage, pounce, rake 1d6+2, winged charge 2d6+12
Special Qualities:	Scent, no darkvision	Scent, no darkvision

Saves:	Fort +6, Ref +5, Will +2	Fort +8, Ref +7, Will +3
Abilities:	Str 13, Dex 12, Con 14, Int 2, Wis 12, Cha 6	Str 19, Dex 16, Con 18, Int 2, Wis 14, Cha 10
Skills:	Escape Artist +6 Listen +7, Spot +5	Climb +9, Listen +7, Spot +7
Feats:	–	–
Climate/Terrain:	Temperate forest, hill, and plains	Cold and temperate hill and mountains
Organization:	Solitary	Solitary
Challenge Rating:	3	4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	4-6 HD (Medium-size)	5-8 HD (Large)

BADGERAM

The badgeram is an omnivorous creature with a ram's horns, the tenacity and ferocity of a badger (as well as its foreclaws), and an innate protectiveness about its territory – a creature that guards a herd of sheep from wolves with no danger of it turning on the herd. It has proved to be a stable duhlarkin, capable of breeding true.

Combat

The badgeram prefers to first charge creature's that threaten it or its flock and then wildly butt and claw opponents until they flee or die.

Charge (Ex): Badgerams may charge (see page 124 of the *Player's Handbook*) for double damage (2d4 points).

Rage (Ex): A badgeram that takes damage in combat flies into a berserk rage the following round, butting and clawing madly until either it or its opponent is dead. An enraged badgeram gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. The madness of the rage does not prevent the badgeram from making used of its charge attack.

In the Realms

Duhlark Kolat has made a gift of several badgeram's to the clerics of Goldenfields, who use the beasts to protect their prodigious flocks of sheep and goats from wolves and other predators.

WOLVERAVEN

The wolveraven is a cross between a dire raven and a wolverine. It has a seven-foot wingspan, and its hind claws are strong enough to carry a small halfling.

The wolveraven makes its home in high places, swooping down with a growl to attack its prey. It prefers to prey on smaller herbivores like mountain goats. Having been created in part to battle perytons, wolveravens have taken to the task and learned to make repeated winged charges (in order to overcome the creature's damage reduction) on any peryton it spies.

Combat

The wolveraven's most damaging attacks are its bite and the bone spurs along the upper edge of its wings.

Rage (Ex): A wolveraven 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. An enraged wolveraven gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. The madness of the rage does not prevent the wolveraven from making used of its winged charge attack.

Pounce (Ex): If a wolveraven dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already take a move action.

Rake (Ex): A wolveraven that pounces on an opponent can make two rake attacks (+6 melee) with its legs for 1d6+2 slashing damage each.

Winged Charge (Ex): A wolveraven can perform a swooping dive and slash (+8 melee) at an opponent with its wing spurs. This flying charge allows the beast to make a single gore attack that deals 2d6+12 points of damage.

In the Realms

The wolveraven is one of the more successful creations of the wizard Duhlark through the use of *Duhlark's animerge*. Having created four of them and bred six more through them, Duhlark considers this carnivore a success. (Duhlark has given one to Khelben "Blackstaff" Arunsun as a token of respect and as a sign of his achievement.) While originally created as a curiosity, the wolveraven could survive well in the mountains north of Waterdeep, according to Duhlark,

both reducing the overpopulation of mountain goats and providing a balance against an astonishing number of dangerous perytons that nest therein.

DUHLARK'S ANIMERGE (SIDEBAR)

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Two animals, beasts, or vermin within 20 ft. of each other

Duration: Permanent

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

A highly specialized form of *polymorph other*, this spell allows the caster to fuse two creatures together into one unique, amalgamated form, allowing a number of traits from each creature to remain dominant in its new singular beast form. If both creature's fail their saving throw, they must then make another Fortitude save (DC 15 for two creatures of the same type, DC 17 for animal-beast amalgamations, and DC 19 for animal-vermin or beast-vermin amalgamations) to survive the shock of transformation or die. If either creature fails either saving throw, the spell does not work. If a hybrid is successfully created, the new creature becomes a beast and takes on the Duhlarkin template (see above). Within the parameters given in the template, the caster can choose which traits are adopted in the new form and create new ones if desired with a successful Spellcraft check DC 28; if not, the creature created is randomly determined by the Dungeon Master. Transmuters gain a +4 bonus to this Spellcraft check.

The creatures are 99% unlikely to breed true unless the magic is sealed with a *permanency* spell cast by at least a 14th-level caster and costing that caster 3,000 XP.

Material Component: An empty cocoon.

DUHLARK'S SEPARATION (SIDEBAR)

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One beast previously created by *Duhlark's animerge*

Duration: Permanent

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Duhlark's separation reverses *Duhlark's animerge* (so long as *permanency* has not been cast on the hybrid created by *Duhlark's animerge*). It will not function on offspring of a magical merging that has bred true. If the beast fails its saving throw, it must then make another Fortitude save (DC 15 for what was two creatures of the same type, DC 17 for animal-beast amalgamations, and DC 19 for animal-vermin or beast-vermin amalgamations) to survive the shock of transformation or die. Those that survive are returned to their normal forms.

Material Component: A full cocoon.

CREDIT

Author Thomas M. Costa, based on original material by Steven E. Schend. The duhlarkin and wolveraven originally appeared in *City of Splendors* (1994). *Duhlark's animerge* and *separation* originally appeared in *City of Splendors* (1994) and *Wizard's Spell Compendium Volume 1* (1996).

BADGERAM CREATION

Medium-size Beast

HD: badger 2 for Tiny +2 for size growth = 4, sheep 2, so 4 HD

Hp: (4 x 5.5 HD) + (4 x 2 Con) = 22 + 8 = 30

AC: Mediums-size badger +0 natural, sheep +2 natural, so +2 natural

Attacks: +3 Clr +1 Str, -5 secondary = +4, -1

Saves: F +4 +2 Con = +6, R +4 +1 Dex = +5, W +1 +1 Wis = +2

Abilities: Medium-size badger Str 16, Dex 13, Con 17, Int 2, Wis 12, Cha 6, sheep Str 10, Dex 12, Con 12, Int 1, Wis 11, Cha 5, so Str 13, Dex 12, Con 14, Int 2, Wis 12, Cha 6

Skill Points: 15

Skills: badger Escape Artist 4 ranks, Listen 3 ranks, Spot 3 ranks, sheep Listen 6 ranks, Spot 4 ranks – equal ranks would lower Escape Artist check, so add last available rank to Escape Artist; Escape Artist 5 +1 Dex = +6, Listen 6 + 1 Wis = +7, Spot 4 +1 Wis = +5

Feats: Lose badger's Weapon Finesse bonus feats.

Challenge Rating: badger CR ½, advanced 300% so +6, but that is too high, so comparable to a leopard, but weaker than a lion, so CR 2, sheep CR 1, so CR 2 +1 from template = 3; using the standard method 6 for hp +1 charge +1 rage = $8 / 3 = 2$, but close to 3, so 3 probably okay.

WOLVERAVEN CREATION

Large Beast

HD: Large wolverine 4 HD, dire raven 3 HD, so 4 HD

Hp: (4 x 5.5 HD) + (4 x 4 Con) = 22 +16 = 38

AC: Large wolverine +4 natural, giant raven +3 natural, so +4 natural

Attacks: +3 Clr +4 Str -1 size, -5 secondary = +6, +1

Saves: F +4 +4 Con = +8, R +4 +3 Dex = +7, W +1 +2 Wis = +3

Abilities: Large wolverine Str 22, Dex 13, Con 23, Int 1, Wis 12, Cha 10, dire raven Str 16, Dex 19, Con 13, Int 2, Wis 14, Cha 9, so Str 19, Dex 16, Con 18, Int 2, Wis 14, Cha 10

Skill Points: 14

Skills: wolverine Climb 5 ranks, Listen 5 ranks, Spot 4 ranks, dire raven Listen 5 ranks, Spot 5 ranks, so Climb 5 +4 Str = +9, Listen 5 +2 Wis = +7, Spot 5 +2 Wis = +7, note wolveraven lacks a natural climb speed

Feats: None

Challenge Rating: Large wolverine CR 2, dire raven CR 1, so CR 2 +2 template = 4; using the standard method 8 for hp +1 speed, AC, rage, pounce/rake, charge, saves/abilities/skills = $13 / 3 = 4$

Wolveraven Notes: The wolveraven exhibits several unique abilities, not found in the base creatures, including its pounce, rake, and winged charge special attacks and somewhat altered speed and ability scores.

Duhlarkin Notes: Applying the duhlarkin template to existing hybrid creatures like griffins, hippogriffs, and owlbears is difficult, as such creatures often vary widely from their base creatures. Nevertheless, the template has enough flexibility to approximate most such beasts.

ELVEN CAT

	Cath'Quessir	Cath'Shee
	Tiny Magical Beast	Medium-size Magical Beast
Hit Dice:	1d10 (5 hp)	4d10+4 (26 hp)
Initiative:	+4 (Dex)	+5 (Dex)
Speed:	30 ft.	50 ft.
AC:	16 (+2 size, +4 Dex), touch 16, flat-footed 12	17 (+5 Dex, +2 natural), touch 15, flat-footed 12
Attacks:	2 claws +7 melee, bite +2 melee	2 claws +9 melee, bite +7 melee
Damage:	Claw 1d2-4, bite 1d3-4	Claw 1d4+3, bite 1d8+1
Face/Reach:	2½ ft. by 2½ ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	Pounce, improved grab, rake 1d4+3, rage
Special Qualities:	Spell-like abilities, SR 15, resistance to enchantments	<i>Teleport without error</i> , SR 15, resistance to enchantments, scent
Saves:	Fort +2, Ref +6, Will +1	Fort +5, Ref +9, Will +2
Abilities:	Str 3, Dex 18, Con 11, Int 6, Wis 13, Cha 14	Str 16, Dex 21, Con 13, Int 6, Wis 13, Cha 14
Skills:	Balance +13, Climb +9, Hide +22*, Jump +13, Listen +7, Move Silently +14, Spot +7, Swim +5	Balance +13, Climb +5, Hide +11*, Jump +6, Listen +6, Move Silently +11, Spot +6
Feats:	Weapon Finesse (bite) (B), Weapon Finesse (claws)	Weapon Finesse (bite) (B), Weapon Finesse (claw)
Climate/Terrain:	Temperate forest	Any forest
Organization:	Solitary	Solitary
Challenge Rating:	2	4
Treasure:	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	2-3 HD (Tiny)	5-6 HD (Medium-size); 7-12 HD (Large)

Over eons, the magic of the elves has permeated even the felines they keep as pets and companions.

CATH'QUESSIR

Some cats kept by elves have evolved into magical creatures, possibly aided by arcane means. Cath'quessirs, literally “elven cats,” are very intelligent and have their own language. Many can also speak a crude form of Elven and other tongues. They are very stealthy and excellent climbers, and unlike other cats, they love water. They are frequently found swimming or playing in streams and puddles when not performing a task or mission for their master. Some live with gnomes, faeries, or woodland creatures, and also speak a basic form of their keepers' language. Looking like a normal house cat, most of these tiny creatures are about 1 foot long and have gray to brown fur with dark stripes.

Cath'quessirs can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level. A wizard with a cath'quessir as a familiar develops a taste for swimming and playing in the water.

Combat

Cath'quessirs have magical abilities they use to avoid enemies. Whatever their decided course of action, however, they always try to use their detect thoughts ability to determine intent.

Spell-like abilities: At will – *detect thoughts*, 2/day – *reduce* and *tree shape* (may only assume the form of a tree limb); and 1 /day – *enlarge* and *trip* (see below). A cath'quessir's *enlarge* ability doubles its size from Tiny to Small, altering its statistics as follows: AC 15 (+1 size, +4 Dex), touch 15, flat-footed 11; Atk 2 claws +6 melee, bite +1 melee; Dmg claw 1d3-1, bite 1d4-1; Strength 8; Hide +18. Except as noted, these abilities are as the spells cast by a 9th-level sorcerer (DC 12 + spell level).

Resistance to Enchantment (Ex): Cath'quessirs gain a +2 racial saving throw bonus Enchantment spells and effects.

Familiar Special Ability: Cath'quessirs grant their masters a +2 modifier on Balance and Move Silently checks. In addition, they may grant their master their *enlarge*, *reduce*, *tree shape*, and *trip* spell-like abilities, with a corresponding reduction to the number of times per day they may use those abilities. For example, a cath'quessir may grant his master the ability to cast *tree shape* once, leaving the cat with the power to cast *tree shape* on itself once more that day.

Skills: Cath'quessirs receive a +4 racial bonus to Climb, Listen, and Spot checks and a +8 racial bonus to Balance, Hide, Jump, and Move Silently checks. They use their Dexterity modifier for Climb, Jump, and Swim checks. Cath'quessirs ignore the maximums for jumping distance. * In areas of tall grass or heavy undergrowth, their Hide bonus rises to +12.

In the Realms

Cath'quessirs are most commonly encountered in Cormanthor, particularly in the vicinity of the Elven Court, in the High Forest, particularly along the eastern fringe of that great woodland once claimed by Eaelrann, and in the Vale of Evereska.

CATH'SHEE

The cath'shee, or "fairy cat," is a large, greenish-gray feline somewhat larger than a mountain lion with large, tufted ears, and wide, golden eyes. Cath'shee weigh almost 400 lb. These creatures are clever and independent carnivores, preying on other mammals, primarily rabbits and small rodents. Their natural *teleport without error* ability help makes sure a cath'shee's prey rarely escapes.

Normally cath'shee are solitary creatures, associating with each other only in spring, during mating, and remaining together in mated pairs through the summer if kittens are born. The pair will fight furiously for each other and for their offspring if any are threatened. For the rest of the year, cath'shee tend to keep to themselves, staking out territories as large as several square miles in area, and defending them, even against others of their own kind. Cath'shee sometimes consent to serve as companions (never pets) to and are highly prized allies of elven rangers and druids.

Combat

Cath'shee are highly efficient predators and ferocious fighters, and often lie in wait for prey, then use their *teleport without error* ability to attack with complete surprise. They have particularly sharp claws and teeth. Cath'shee will also use their *teleport* ability to escape enemies if necessary.

Pounce (Ex): If a cath'shee leaps or *teleports* upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the cath'shee must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A cath'shee that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+1 damage each. If the cath'shee pounces on an opponent, it can also rake.

Rage (Ex): A cath'shee whose mate or kittens are threatened automatically 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 a -2 AC. The creature cannot end its rage voluntarily.

Teleport without Error (Sp): An inborn ability enables the cath'shee to *teleport without error* itself as the spell cast by a 16th-level sorcerer at will, up to 500 feet.

Resistance to Enchantment (Ex): Cath'shee gain a +2 racial saving throw bonus Enchantment spells and effects.

Skills: Cath'shee receive a +2 racial bonus to Listen and Spot checks, a +4 racial bonus to Hide and Move Silently checks, and a +8 racial bonus to Balance checks. *In wooded areas or areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

In the Realms

There are many legends about cath'shee in elven society. Some claim cath'shee were created by Corellon Larethian to serve as companions to elves. Others believe they are reincarnated elves who have been sent back to Toril by the Seldarine to defend the elven nations, or to atone for misdeeds in their previous lives.

Once cath'shee were found in relative abundance on the mainland of Faerûn, but today are found in number only on the island of Evermeet.

TRIP (SIDEBAR)

Transmutation

Level: Drd 1, Rng 1

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Object up to 10 ft. long

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: No

This spell creates a magical trap when cast upon a normal object such as a length of vine, a stick, a pole, a rope, or a similar object that can lie upon the floor and catch a creature's feet. The spell causes the object to rise slightly off the ground or floor it is resting on to trip Large or smaller creatures crossing it, if they fail their Reflex save. The DC for the Reflex save is 4 higher than normal unless the character makes a successful Spot check (DC 20, DC 24 if running; reduce the Spot DC by 8 if the character has already seen someone else successfully tripped by the ensorcelled object). Creatures that are running suffer 1d6 points of subdual damage if tripped upon a hard surface. A tripped character is prone (see Table 8-8: Attack Roll Modifiers on page 132 of the *Player's Handbook*). Standing up from prone is a move-equivalent action. Targets with more than two legs get a +4 stability bonus to their Reflex save. Note, only as many creatures can be tripped as are actually stepping across the ensorcelled object, i.e., no more than 2 Small to Large creatures each round.

CREDIT

Author Thomas M. Costa, based on original material by Gary Gygax and David "Zeb" Cook (cath'quessir) and Anthony Pryor (cath'shee). The cath'quessir originally appeared as the elven cat in the 1E *Monster Manual 2* (1983), *Monstrous Compendium 11: Forgotten Realms Appendix 2* (1991), and *Monstrous Manual* (1993). Supplemental material for the cath'quessir by Jean Rabe originally appeared in *Dragon Magazine* #228 (1996). The cath'shee originally appeared in *Elves of Evermeet* (1994) and *Monstrous Compendium Annual Volume Two* (1995).

ELVEN CAT CREATION

Tiny Magical Beast

Extra Hit Dice (EHD): cath'quessir 1 HD - 1/4 minimum HD = 3/4; cath'shee 4 HD - 1 minimum HD = 3

Hp: cath'quessir 5.5 HD + 0 Con = 5; cath'shee (4 x 5.5 HD) + (4 x 1 Con) = 22 + 4 = 26

Attacks: cath'quessir +1 Ftr +4 Dex +2 size, -5 secondary = +7, +2; cath'shee +4 Ftr +5 Dex. -2 secondary = +9, +7

Saves: cath'quessir F +2 +0 Con = +2, R +2 +4 Dex = +6, W +0 +1 Wis = +1; cath'shee F +4 +1 Con = +5, R +4 +5 Dex = +9, W +1 +1 Wis = +2

Skill Points: (2 x Int) + EHD; cath'quessir 2 x 6 +0 = 12, cath'shee 2 x 6 +3 = 15; class skill max ranks = HD +3 = 3 for cath'quessir, 7 for cath'shee

Skills: cath'quessir Balance 1 +4 Dex +8 race = +13, Climb 1 +4 Dex +4 race = +9, Hide 2 +4 Dex +8 race +8 size = +22, Jump 1 +4 Dex +8 race = +13, Listen 2 +1 Wis +4 race = +7, Move Silently 2 +4 Dex +8 race = +14, Spot 2 +1 Wis +4 race = +7, Swim 1 +4 Dex = +5; cath'shee Balance 0 +5 Dex +8 race = +13, Climb 2 +3 Str = +5, Hide 2 +5 Dex +4 race = +11, Jump 3 +3 Str = +6, Listen 3 +1 Wis +2 race = +6, Move Silently 2 +5 Dex +4 race = +11, Spot 3 +1 Wis +2 race = +6

Feats: 1 + Int bonus + 1/4 EHD; cath'quessir 1 +0 +0 = 1 and 1 bonus; cath'shee 1 +0 +0 = 1 and 1 bonus

Challenge Rating: cath'quessir +1 for hp, AC, abilities/skills/feats, +2 for spell-like, SR/resistances = 7 /3 = 2; cath'shee 5 for hp +1 for speed/AC, pounce/rake, improved grab, rage, teleport, scent/abilities/skills/feats, +2 for SR/resistance/saves = 13 /3 = 4

Cath'Quessir Spell-like DC: 10 + Cha mod + spell level = 12 + spell level

Cath'Quessir Enlarge Statistics: -1 to AC and Atk from size, +1 die to damage type from size, +5 to Strength from +100% size, -4 to Hide from size.

Notes: Increasing the size to Small is a direct conversion, but it might be worthwhile to have the size increase +300% to reach Medium-size for the following statistics: AC 14 (+4 Dex), touch 14, flat-footed 10; Atk 2 claws +5 melee, bite +0 melee; Dmg claw 1d4+4, bite 1d6+4; Strength 18; Hide +14. Math: -2 to AC and Atk from size, +2 die to damage type from size, +15 to Strength from +300% size, -8 to Hide from size.

Compare *trip* to edited 2E write-up in *Priest's Spell Compendium Volume Three*, p. 660, *entangle* in the 3E *Player's Handbook*, p. 200, and *Balagari's Iron Horn* in *Magic of Faerûn*, p. 79-80.

EQUINE (TEMPLATE)

Equines are found in many varieties across Faerûn, each bred for a specific task. Perhaps surprisingly, most of the best horse breeders are humans. Dwarves and gnomes have never found it easy to bring horses into the Underdark, elves favor more magical mounts – most of which make even the most prized horse seem rather mundane, halflings have proven happy with the efforts of the humans, and orcs prefer less domestic mounts, such as war pigs and worgs.

Although the *Monster Manual* classifies horses in one of eight categories (donkey, heavy horse, heavy warhorse, light horse, light warhorse, mule, pony, or war pony), variations do exist. As a general note, equines are measured in hands (where a hand equals 4 inches), and height measurements refer to the distance from the ground to the horse's withers (shoulders), not to the top of the head.

Most breeds of equines in the Realms correspond both in price and characteristics to the various classes of equines detailed in the *Monster Manual*. Examples of heavy horses include Cream draft, Sembian draft, Amphailan, Miradan's, Tendal's breed, and Phlan cart horse. Examples of heavy warhorses include Amphailan black charger, Ostorian and Tantran destrier. Examples of light horses include Fox Trotter, Baldurian riding horse, Mintan riding horse, Darromar, Shire rider, Halruaan, New Forest, Esmel long rider, Barrowright farm, and Mucklestone. Examples of light warhorses include Golden Trotter, Duskwood Skewbald, Ixinosia Longhair, Vilhon riding warhorse, Emberhawk, and Thayan Black. Examples of ponies include Orsraun pony, Snowflake Mountain pony, Nether pony, Forest pony, Sunrise pony, and Shire pony. Examples of war ponies include Hammer war pony and Whiteshield war pony.

Faerûn has unique equine breeds as well that are in some way or ways an exception from the norm. Specific equine breeds found in Faerûn include:

Amphail Gray: This breed, bred exclusively in Amphail far to the north, is famous across Faerûn as intelligent, loyal, and hardy. These dappled gray, light horses stand 16 hands (5 ft. 4 in.) at the withers and are otherwise unremarkable in appearance. Nevertheless, they are highly-priced, averaging 225 gp.

Calimite: Coming out of the Calim Desert, these horses are said to be blessed with the speed of great Calim himself. The Calimite is one of Faerûn's most famous horses, known for its great speed, endurance, and pure breeding. The breed is further distinguished by its beautiful and delicate head, large and prominent eyes, arched neck, deep chest, silky coat, full mane, and high tail carriage. Standing 14.5 hands (4 ft. 10 in.) high these light warhorses may be chestnut, gray, bay, and black with black and white markings on the face and legs. These beasts are highly-valued and –priced, especially to those wishing to compete in races, averaging 1,650 gp.

Chionthar: Named for the region of its prevalence, the Chionthar is known by a variety of names, including the Reaching and Cormyte riding horse. It is popular throughout both the Western and Eastern Heartlands, and quality ranches are known in Hluthvar, Iriaebor, Asbravn, Arabel, Waymoot, and Harrowdale. The Chondathans of the Vilhon Reach originally bred this light horse centuries ago; the Chionthar shows the influence of the Calimite and the Dambraii. Cormyreans perfected the breed. It stands 16 hands (5 ft. 4 in.) at the withers, has a long neck, and a dignified head with widely-spaced intelligent eyes. Coat colors range from bay, dark bay, chestnut, black or gray. White markings are common on the face and legs. This horse is strong and swift, as well as easily trained. Not much of a work horse, the breed is especially prized by travelers and messengers. A solid, but common horse, the Chionthar's sale value averages only 200 gp.

Cormyrean Destrier: The Cormyrean destrier is perhaps the finest heavy warhorse in all of Faerûn. The breed is relatively new to the Realms. King Azoun I ordered and supervised their breeding sometime around 400 DR from Nar and Tharurr stock. Although it is now found throughout western and northern Faerûn, the best Cormyrean destriers are still found on the ranches outside Arabel and Waymoot. Cormyreans are the most commonly depicted warhorse among castle and palace wall tapestries across much of Faerûn. Outside of Cormyr, the Cormyrean destrier can also be found as a work horse pulling beer wagons and heavy plows. A mature stallion stands 17 (5 ft. 8 in.) hands high and can weigh up to 2200 pounds. It has wide-set, expressive eyes and a noticeably convex nose. It is usually bay, brown, black, and gray and usually costs more than 1 gp per pound, averaging 2,500 gp.

Dales Pony: The Dales pony goes by many names throughout the Dales, Moonsea, the Vast, and Damara. They work on farms and ranches, in mines, and for merchants throughout the region. Having been mixed with ponies and horses of almost all breeds, the Dales pony's appearance is as varied as the species of horses, although they are often piebald or skewbald. Nevertheless, the breed maintains its superior survival traits, a powerful jump, and a sure-footedness. Standing 12 hands (4 ft.) high, the Dales pony is also a popular training pony among the wealthy of the central and northeastern Realms. These highly-prized ponies cost 120 gp.

Dambraii: A Dambraii steed is prized throughout the Shining South. A Dambraii that leaves Dambrath is considered the equal of any light warhorse found elsewhere. In truth, those who manage to get their hands on a purebred Dambraii horse will find it tough, fast, and easy to train. However, only the poorest horseflesh actually leaves Dambrath. Someone facing a troop of Dambraii cavalry quickly learns the best horses stay in Dambrath. A cavalry troop on Dambraii horses can move at a speed that is unheard of by any other cavalry troop. They are all battle trained and very dependable in combat. Dambraii riders are almost never thrown, at least while their horses still live. It is interesting

to note the superior qualities of Dambraii horses are reduced outside their land. Perhaps this is proof the arkas grass (which grows only in Dambrath) was indeed created for horses. Horses fed on the arkas grass during the first years of their lives become superior animals; this is a little known secret outside of Dambrath. The horses of Dambrath are smaller than usual, standing only 13.5 hands (4 ft. 6 in.) high. They are always piebald or skewbald, generally, white on black, or black on white. Browns and grays do exist, but are rare. These amazing steeds sell for 1,800 gp.

Hammer Pony: Bred for strength and endurance by the gold dwarves of the Great Rift, the hammer pony is equally at home on the surface or in depths of the Underdark. This breed stands 12 hands (4 ft. 0 in.) in height and has a large, muscular frame that can easily support the weight of a fully-armored dwarf. Colors range from golden brown to black, although the mane and tufts of hair around the ankles are always blonde. The hammer pony's favorite food is fungi of any sort, although it will feed on grass if that is all that is available. This breed is little known outside of the Shaar, as it is rarely available for sale outside of the trading town of Hammer and Anvil where the gold dwarves offer their wares. The hammer pony sells for 400 gp in the immediate vicinity of the Great Rift and as much as three times that amount further afield.

Island Pony: The Illuskan people are not known for their horsemanship. Still, the horse, or more accurately the pony, has played a key role in their civilization. The island pony seems to be native to the islands of the Trackless Sea. At 13 hands (4 ft. 4 in.) this large, muscular, and hardy pony has small lively ears and a barrel chest. Bay, black, grullo, and chestnut are the most common colors; stripes are common on the legs. Its sure-footed and strong hooves are made for traveling along the broken ground and usually do not require shoes. These fine ponies cost 75 gp on the islands of the Trackless Sea, but can cost twice that elsewhere.

Kromlor: The Kromlor is a heavy horse used for farming, mining, and other heavy work. It is named after the Kromlor family of Longsaddle, one of the first homesteader families to settle the Savage Frontier—if family histories are to be believed—which bred them from Nars and the Chionthar. They are popular with Tethens from Baldur's Gate to points north. The Kromlor is feisty and always eager to work. This enormous animal is justly famed for its weight, size, and activity, as well as the long, silky, white hair that covers its legs from the knees down. The horse stands 18 hands (6 ft.) high and weighs up to 2200 pounds. It has a flat face and large nostrils. The most common colors for the Kromlor are bay, black, and brown. Roans are also sometimes seen. These magnificent animals cost 1,000 gp.

Lhesperan: The Lhesperan is a light horse that originated in the Shaaran town of Lhesper. It is no longer found there, killed off by the yuan-ti ages ago, but has spread throughout the Shaar and proven popular with the marauders of the Bandit Wastes. Lhesperans are chestnut in color from a golden chestnut to chocolate with a light colored mane and tail. These elegant and relaxed horses stand 14 hands (4 ft. 8 in.) high. Lhesperans cost 100 gp, somewhat more than a typical light horse.

Meth: The Meth was bred in northern Unther along the Chessentan border centuries ago. This light warhorse has a proud heritage of pulling war chariots throughout the Old Empires of Unther, Chessenta, and to some extent Mulhorand. This short-legged, but powerful horse is best known for its strong back and sturdy disposition. It stands 15.5 hands (5 ft. 2 in.) high and is usually solid gray in color, though most solid colors are possible. These compact horses are increasingly popular in the Vilhon Reach and cost 450 gp.

Nars: This breed of heavy horse has the reputation for combining strength, speed, and a placid nature. It is a popular breeding stock in Almorel, Nathoud, Narfell, Rashemen, Damara, Vaasa, and Impiltur. The Nars averages 16 hands (5 ft. 4 in.) at the withers, making it relatively large for a heavy horse. Its coat is normally a chestnut color, although golds and blacks are also found. It is strong in the harness, capable of drawing a sled or a wagon where normally two horses are required. For its size and strength, it has a fast gait. The Nars has a good disposition and is less likely to be spooked by sudden shocks. For these qualities, the Nars is popular with the northern nobility and yeoman farmers alike. The Nars breed is a staple of the horse markets of Nathoud, costing 250 gp on average.

Raurin: This ancient breed of light warhorse has been the well-spring of many other bloodlines found in the Raurin Desert and surrounding lands such as Mulhorand, Murghôm, and Semphar. Bred first when the Raurin Desert was a green land, the Raurin has survived the drastic change to arid desert, growing tough and sturdy. The Raurin averages 15 hands (5 ft.) at the withers with long and slender legs. Its coat is almost always, golden, dun, or gray in color. The breed is noted for its strength, stamina, sure-footedness, and unparalleled speed. The Raurin can survive on fodder alone (not requiring grain) and can also last 3 days without water. The Raurin breed is rare in the desert and virtually unknown in distant lands where it is seldom recognized. In lands where it is known, the Raurin breed costs 1,000 gp on average.

Semphari: One of the closest relations to the Raurin is the Semphari, a magnificent breed of light horse. Of the known breeds, there is none that can rival the Semphari for grace and beauty. These traits, combined with its fine stamina, sure-footedness, and intelligent nature, have made it one of the most valuable of all horses. The Semphari averages 14 hands (4 ft. 8 in.) at the withers. Its body is light, its muscles lean and trim, and its legs long and slender. The coat is almost always chestnut or white, fading to gray near the rump. The mane and tail are long. The Semphari is not a widespread breed, found mostly in Semphar and Murghôm. There, the lords and nobles keep breeding stables and vie to produce the finest horses. Outside this area, the Semphari is less well known, although its qualities are easily visible and

thus still fetch a commanding price. Most of the horses are sold to kings and nobles as breeding stock. The breed costs 2,000 gp on average, but is almost impossible to find outside its homeland.

Shaaran Zebra: The Shaaran Zebra roams wildly throughout the plains of the Shaar and into the Eastern Shaar. It is a stout light horse that stands 13 hands (4 ft. 4 in.) at the withers and can weigh up to 630 pounds. It is distinguished from other horses by its striking pattern of broad, alternating, vertical black and white stripes. It has a heavy head, stout body, and a short, thick mane. It has a “bark” quite unlike the neigh or bray of most equines. Also, unlike most horses, the Shaaran zebras exhibit a harem-type social organization and consequently, are difficult to separate from their herd to train effectively.

Shad'iar: The Shad'iar ride and breed small, strong, sure-footed horses from Calimite and Lhesperan stock, which thrive on nothing more than the tall grasses of the Lands of the Lion (though many are spoiled with the occasional carrot, radish, or kohlrabi). These light warhorses are harder than normal. They are trained to carry their riders into battle and are difficult to spook. These noble beasts of burden are more than stock to the tribes, however. They are an integral part of the culture, deeply loved and intertwined with the nomad's history and lore. The Shad'iar stands 14 hands (4 ft. 8 in.) at the withers. They come in dun, tan, brown, and black, and many have dappled hindquarters. The Shad'iar tribes rarely sell their exceptional horses to outsiders, but do sell them to each other for 1,050 gp.

Sosser: The Sosser is a mix of steppe horse and other breeds favored by the farmers of the far north. It is commonly found in the lands of Sossal, Narfell, Vaasa, Damara, and Thar. It is not a glamorous animal, but it is not as homely as its cousin the steppe horse. The Sosser is a smallish light horse, about 14 hands (4 ft. 8 in.) at the withers. The Sosser is valued for its sure-footedness, strength, and ability to resist the cold. Its neck is long and the head narrow. The hooves are broader than most. The coat is normally chestnut or copper and grows long during the cold season. The Sosser is bred to endure the cold weather of the far northern mountains and to serve as a work animal. It is strong in the harness, capable of drawing a sled or a wagon where normally two horses are required. The breed costs 90 gp on average.

Steppe: This breed of light horse resembles a cross between a horse and a pony. It is not a graceful or attractive mount, nor large and powerful looking. However, its homely appearance disguises an equine of great endurance and strength. The Steppe horse averages 13 hands (4 ft. 4 in.) at the withers. It has a short neck, heavy-boned body, and large head, making it a small, ungainly mount. It has a shaggy winter coat of copper or bronze with a lighter yellow stripe down the back. For all its short legs, the Steppe horse can go swiftly for long distances. It is strong and even-natured, making it steady in battle. The steppe horse survives on grazing alone, not needing separate supplies of grain, and has great endurance. Still, the steppe horse is not valuable or widely sought after. The Tuigan tribes of the Endless Waste and the folk of Rashemen most commonly ride it. Outside of this region, the Steppe horse is known only in Thesk and does not command high prices. Only those breeders seeking strength and stamina for their own bloodlines are likely to consider the steppe horse worth greater than normal sums. The breed costs 70 gp on average, but is almost impossible to find outside the lands previously listed.

Tharurr: The Tharurr is a smallish heavy warhorse that is just as likely to be used as a workhorse. This pure breed was originally found and used by the ogres of Thar; its name means “Thar's horse” in Jotun, the language of giants. In the wake of Thar's fall centuries ago, the breed has become common among the Eraka raiders of the Ride, the farmers of Damara, and many of the noble warriors of Impiltur. They are intelligent, eager to please, and athletic horses, easily trained and capable of making their way through the broken ground and mountains of northern Faerûn. The Tharurr stands 15.5 hands (5 ft. 2 in.) high. Its sturdy bone structure and powerful hindquarters characterize it. They are usually dappled gray or white. The Tharurr sells for 800 gp.

Uglib: This skewbald donkey is of gold dwarvish breeding, but used widely by the gnomes and even at times, other races. It is hardy and stable, but ugly in the extreme, with mottled hair that often grows in tufts, beady eyes, and a stubby tail. The breed also is prone to growing harmless, but noticeable bone spurs. Dwarven and gnomish miners use the breed across the Realms, having used portals to transport stock wherever they are needed. The Uglib sells for 25 gp among dwarves and gnomes and for 35 gp to others willing to buy them.

Whiteshield: Bred for mountainous and rocky terrain, the sure-footed whiteshield is a highly prized and thickly muscled war pony favored by shield dwarves across the North. It has a shaggy cream-colored winter coat that gives way to a somewhat prickly, dark brown hide in the summer months. The whiteshield is named for the distinctive shield-shaped patch of pure white hair always found on the forehead of pure bred members of this breed. Many dwarven warriors tattoo or paint their own shield device onto the shield-shaped mark before going into battle. This breed stands 12.5 hands (4 ft. 2 in.) in height and has a large, muscular frame that can easily support the weight of a fully-armored dwarf. This breed costs 200 gp in dwarven clanholds across the North, but, as it is rarely offered for sale to non-dwarves, it can command as much as five times that price from non-dwarves.

CREATING AN EQUINE CREATURE

Each of the following variant templates can be added to one specific type of equine or any part-equine (referred to hereafter as the “base creature”). The eight standard types of corporeal equine include donkey, heavy horse, heavy

warhorse, light horse, light warhorse, mule, pony, and war pony. Part-equines include creatures such as asperii, centaurs, hippogriffs, pegasi, and unicorns, who often display regional variations matching that of the local donkey, horse, and pony population. Mules are a special case, as either or both parent's templates (if any) can be passed on to a mule. Where an entry in the standard format is not discussed, it remains unchanged from the base creature. Note that some ability score adjustments will impact other statistics. For example, the carrying capacity for a quadruped is determined as noted in the *Monster Manual*, page 10, based on Strength. In all cases, modifications should be considered racial bonuses.

Amphail Gray (light horse): +1 Con, +1 Wis, +2 Cha.

Calimite (light warhorse): Speed +10 ft., +2 Con, bonus Run feat, CR +1.

Chionthar (light horse): Speed +10 ft., +1 Str, +1 Dex, +1 Int, -1 Wis, bonus Run feat. The Chionthar gives a +1 bonus to all Ride checks.

Cormyrean Destrier (heavy warhorse): +1 natural AC, +2 Str, +1 Con, +2 Wis, CR +1. The Cormyrean gives a +1 bonus to all Ride checks.

Dales Pony (pony): +1 Con, +2 to Balance and Climb checks, and +3 to Jump checks. The Dales pony gives a +2 bonus to all Handle Animal and Ride checks.

Dambraii (light warhorse): Speed +10 ft., +1 Dex, +2 Con, CR +1. The Dambraii gives a +2 bonus to all Handle Animal checks and can be trained in half the normal amount of time. When regularly feeding on the arkas grass, which only grows in Dambrath, the Dambraii gets a +1 Str, +3 Con, and gives a +1 bonus to all Ride checks.

Hammer Pony (war pony): +3 Str, -2 Dex, +2 Con, -1 Wis, -1 Cha, bonus Endurance feat.

Island Pony (pony): +1 Str, +1 Con, -1 Cha, +2 to Balance and Climb checks, +2 to saves vs. disease.

Kromlor (heavy horse): +3 Str, +1 Con.

Lhesperan (light horse): Speed +10 ft., +1 Con, -1 Wis.

Meth (light warhorse): Speed -10 ft., +1 Str, +1 Con, +2 Wis.

Nars (heavy horse): Speed +10 ft., +1 Str, +1 Cha, -2 Wis.

Raurin (light warhorse): Speed +10 ft., +1 Str, +2 Con, +1 Dex, CR +1.

Semphari (light horse): +2 Con, +2 Dex, +1 Int, +2 Cha, CR +1. The Semphari gives a +1 bonus to all Ride checks and has a +2 racial bonus to Listen checks. Its DC for learning tasks is reduced by 2, and it can learn them in half the normal amount of time.

Shaaran Zebra (light horse): +1 Con, +1 Wis, -2 Cha. They are so wild, they give a -2 penalty to all Handle Animal and Ride checks.

Shad'iar (light warhorse): +2 Con, +1 Wis, bonus Endurance feat, CR +1.

Sosser (light horse): +1 Str, +1 Dex, -1 Cha. The Sosser receives a +2 resistance bonus to saving throws vs. cold and has cold resistance 5.

Steppe (light horse): +1 natural AC, +1 Str, -1 Dex, +2 Con, -2 Cha, bonus Endurance feat.

Tharurr (heavy warhorse): +1 natural AC, +1 Dex, +1 Wis, +1 Cha, +2 to Climb checks.

Uglib (donkey): +1 natural AC, +4 Str, +2 Con, -2 Cha, bonus Endurance feat, +2 to Balance and Climb checks, CR +1.

Whiteshield Pony (war pony): +3 Str, +2 Dex, -3 Wis, -1 Cha.

CREDIT

Authors Eric L. Boyd and Thomas M. Costa, based on original material by Ed Greenwood, Tom Prusa, David "Zeb" Cook, and Dale Donovan. The Amphail Gray originally appeared in *Volo's Guide to the North* (1993) and *The North* (1996), the Dambraii in *The Shining South* (1993), the Nar, Raurin, Semphari, Sosser, and Steppe in *The Horde* (1990), and the Shad'iar in *Empires of the Shining Sea* (1998).

EQUINE CREATION

Note: You might ask why the emphasis on horses. Horses traditionally played an important role in defining human cultures, yet most D&D players pay them little heed. The above is intended to add role-playing color (Tantran destrier sounds better than "heavy warhorse" even if there is no added benefit) and to give wealthier PCs something to spend their money on. Moreover, it makes the concept of horse theft a better role-playing hook (as the PCs are sure to chase down a thief who steals a Semphari, yet they might not care what happened to their light horse.)

Though it is a 2E article, "Horses Are People, Too," in *Dragon Magazine* #191 (1993) by Gordon Menzies, provides more ideas for further customizing your horse.

The Calimite is essentially an Arabian and the Kromlor, a Clydesdale.

FEEBLESTAR

	Feeblestar	Feeblestar, Kuo-Toan
	Fine Magical Beast (Aquatic)	Diminutive Magical Beast (Aquatic)
Hit Dice:	1/16d10 (1 hp)	1/8d10 (1 hp)
Initiative:	-5 (Dex)	-5 (Dex)
Speed:	1 ft.	1 ft.
AC:	20 (+8 size, -5 Dex, +7 natural), touch 13, flat-footed 20	16 (+4 size, -5 Dex, +7 natural), touch 9, flat-footed 16
Attacks:	Slam +8 melee	Slam +4 melee
Damage:	0	0
Face/Reach:	½ ft. by ½ ft./0 ft.	1 ft. by 1 ft./0 ft.
Special Attacks:	Improved grab, tight grip, enfeeble	Improved grab, tight grip, enhanced enfeeble
Special Qualities:	–	–
Saves:	Fort +4, Ref –3, Will +0	Fort +4, Ref –3, Will +0
Abilities:	Str 10, Dex 1, Con 10, Int 1, Wis 10, Cha 11	Str 10, Dex 1, Con 10, Int 1, Wis 10, Cha 11
Skills:	Hide +16, Move Silently +0	Hide +12, Intimidate +4, Move Silently +0
Feats:	Great Fortitude	Great Fortitude
Climate/Terrain:	Aquatic	Aquatic
Organization:	Colony (2-8)	Colony (10-60)
Challenge Rating:	¼	½
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	–	–

Feeblestars are small, five-legged starfish found only in the deeper parts of the ocean. Gray-green in color, they normally grow about four inches in diameter from leg tip to leg tip by maturity and can be found in large colonies that inhabit the deeper levels of the ocean floor, feeding on the same clams and mussels that other starfish do. They are not as large or colorful as some other starfish, but this perhaps spares them from being consumed by predators, which prefer the feeblestars' more brightly-colored cousins. Feeblestars reproduce as other starfish do and can survive the loss of one of their limbs, regrowing it in time.

The kuo-toa long ago discovered the useful properties of feeblestars and began breeding them in special farms in their communities. The kuo-toan feeblestar has been magically modified so that it grows approximately 8 inches in diameter by maturity and has a far more potent enzyme. Kuo-toans use their special breed of feeblestar when they go raiding for slaves in the territories of their enemies, finding that the feeblestars make their captives very docile and easy to control and transport. Attaching the feeblestars to the back of the necks of their new captives, they weaken them sufficiently to effectively render them ineffective in combat. In addition, the sense of hopelessness caused by the feeblestar makes the slave submit to the demands of their captors without any desire or ability to resist. Prying a kuo-toan feeblestar from the neck of a victim kills the feeblestar.

COMBAT

Feeblestars pose little threat to most marine life other than deep-sea mussels and clams. On shellfish, however, the feeblestar feasts well. Like other starfish, the feeblestar wraps its five legs around the shells of its prey, but rather than solely using brute strength to pry the shell open, the feeblestar produces an enzyme that substantially weakens the creature inside. After a time, the feeblestar is able to more easily pry the shellfish open and feast upon the animal inside.

Improved Grab (Ex): To use this ability, the feeblestar must hit with its slam attack. If it gets a hold, it can begin to enfeeble the target.

Tight Grip (Ex): Once it has grappled a creature, a normal feeblestar's effective Strength is 22 and a kuo-toan feeblestar's effective Strength is 30. Moreover, normal size modifiers (see page 137 of the *Player's Handbook*) incurred while grappling do not apply.

Enfeeble (Ex): Extended contact with a feeblestar inflicts 1 point of temporary Strength damage per minute (to a minimum of 1).

Enhanced Enfeeble (Ex): Contact with a kuo-toan feeblestar equals the effect of the spells *emotion* (despair) (DC 14) and *ray of enfeeblement* (DC 11; inflicting 1d6+5 points of temporary Strength damage per minute to a minimum of 1). These effects are as the spells cast by a 10th-level sorcerer and with a duration of permanent until the feeblestar is removed.

Skills: Both varieties of feeblestars receive a +4 racial bonus to Hide and Move Silently checks. Kuo-toan feeblestars also receive a +4 racial bonus to Intimidate checks, but can only Intimidate victims to whom they are attached.

IN THE REALMS

Feeblestars are native to the depths of the Sea of Fallen Stars and are most commonly found in shellfish beds in and around the Pirate Isles of the Inner Sea. Kuo-toan feeblestars are found only in the breeding farms of kuo-toan settlements and in the possession of kuo-toan slavers. They are most commonly employed by kuo-toa who inhabit cities near the Sea of Fallen Stars such as Phulglotllaret, City of Claws, which lies deep beneath the land of Sembia.

CREDIT

Author Eric L. Boyd, based on original material by Steven E. Schend and Thomas M. Reid. The feeblestar originally appeared in *The Wyrmskull Throne* (1999).

FEEBLESTAR CREATION

Fine and Diminutive Magical Beasts

Hp: normal 1/16 x 5.5 HD = 1, kuo-toan 1/8 x 5.5 HD = 1

Attacks: normal = 0 Ftr +8 size = +8; kuo-toan = +0 Ftr +4 size = +4

Saves: both F+2 +0 Con +2 GF = +4, R +2 -5 Dex = -3, W +0 +0 Wis = +0

Skill Points: both (2 x Int) + EHD = 2; class skill max ranks = HD +3 = 3

Skills: normal Hide 1 -5 Dex +4 race +16 size = +16, Move Silently 1 -5 Dex +4 race = +0; kuo-toan Hide 1 -5 Dex +4 race +12 size = +12, Intimidate 0 +0 Cha +4 race = +4, Move Silently 1 -5 Dex +4 race = +0

Feats: 1 + Int bonus +1/4 EHD = 1 +0 +0 = 1

Challenge Rating: +1 for improved grab/tight grip, enfeeble, -1 for attacks = 1/3 = less than one, kuo-toan +1 enhanced enfeeble = 2 /3 = less than one, but compare both to other creatures and lower.

Emotion DC: 10 + Cha mod + spell level = 10 +0 +4 = 14

Ray of Enfeeblement DC: 10 +Cha mod + spell level = 10 +0 +1 = 11

FUNGUS, INTELLIGENT

	Campestri	Friendly Fungus
	Fine Plant	Fine Plant
Hit Dice:	½d8 (2 hp)	¼d8 (1 hp)
Initiative:	+3 (Dex)	+4 (Dex)
Speed:	20 ft.	20 ft., climb 20 ft.
AC:	21 (+8 size, +3 Dex), touch 21, flat-footed 18	22 (+8 size, +4 Dex), touch 22, flat-footed 18
Attacks:	Slam +5 melee	Slam +5 melee
Damage:	1–3	0 and acid secretion
Face/Reach:	½ ft. by ½ ft./0 ft.	½ ft. by ½ ft./0 ft.
Special Attacks:	Spores	Acid secretion
Special Qualities:	Plant traits, tremorsense 60 ft., collective mind	Plant traits, all-around vision, blindsight 60 ft., detect thoughts, immune to acid, neutralize poison, improved carrying capacity
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +4, Will +1
Abilities:	Str 5, Dex 16, Con 11, Int 4, Wis 11, Cha 8	Str 5, Dex 19, Con 11, Int 6, Wis 13, Cha 10
Skills:	Hide +19, Listen +7, Perform +2, Sense Motive +3, Spot +3	Climb +15, Hide +23, Listen +6, Move Silently +7, Search +6, Sense Motive +4*, Spot +14
Feats:	Run	Alertness
Climate/Terrain:	Any marsh	Any marsh
Organization:	Herd (4-24)	Solitary
Challenge Rating:	½	¼
Treasure:	None	None
Alignment:	Always neutral	Always lawful neutral
Advancement:	1 HD (Diminutive); 2 HD (Tiny)	–



CAMPESTRI

Campestris resemble myconids (see *Monster Manual II*) without arms and have a stronger resemblance to mushrooms than their more highly evolved cousins. They vary widely in color, from white to tan to dark brown, but they always have red or purple caps and speckles. They move surprisingly fast by expanding and contracting their “root-balls.”

Campestris are happy-go-lucky creatures with few cares or worries. The fungus are just smart enough to have developed a warped sense of humor and some rudimentary powers of reason. They enjoy dancing, singing, and mimicking each other and others. Any sort singing of singing, even incredibly bad singing, fascinates them. If anyone sings or plays an instrument, the campestris will happily sing along. The mushrooms can easily imitate both words and music. Once they have run through a song or piece of music three or four times, they remember it, although they have a tendency to mix and match parts of different tunes. The campestris will dance all around whoever is singing to them, enjoying themselves immensely. (If a PC sings to the campestris, the DM should sing back the words a little warped. For example, suppose a PC sings, “Mary had a little lamb, whose fleece was white as snow” – one of the campestris favorites. In response, the campestris madly caper around the PC while singing in an nasal falsetto, “Murray had a weebeam, hoose fleas was wideasno!”) They speak Common and Fey.

Campestris are very useful creatures to have around, if one happens to live in an area with salty soil. The mushroom creatures eat salty soil, filter out the salt, and excrete slippery paste of purified soil. Eating salt also serves as a defense mechanism because it makes campestris taste horribly salty. Bullywugs consider them a delicacy, but most other creatures avoid them.

Combat

Campestris prefer to swarm targets, especially spellcasters. They will charge foes, butting them, but use this attack mainly as a distraction. Instead, they will usually release their spores and hide.

Plant Traits (Ex): A campestri is immune to poison, *sleep* paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature has low-light vision.

Spores (Ex): As a standard action, a campestri can release a cloud of spores in a 20-ft. spread once per day. Those coming into contact with the spores are affected as by a *slow* spell for 1d4+4 rounds unless they make a Fortitude save (DC 10). *Slowed* creatures can take only a partial action each turn. They suffer –2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Tremorsense (Ex): Campestris are very sensitive to sound and vibrations. They can automatically sense the location of anything within 60 feet that is in contact with the ground.

Collective Mind (Su): Campestris are collective creatures that are more capable in their herds. For every 5 campestri within 20 ft. of each other, each campestri gains a +1 enhancement bonus to both Intelligence and Charisma (up to a maximum of +5), increasing their capacity to learn and perform, among other things.

Skills and Feats: Campestris gain skills and feats as though they were a fey. They receive a +4 racial bonus on Listen checks.

In the Realms

The faithful of benevolent gods of agriculture, singing, and joy, such as Chauntea, Milil, and Lliira, value campestri highly for their soul purifying properties, and often include small herds of the intelligent fungi at their monasteries and vineyards.

FRIENDLY FUNGUS

These intelligent, little, mobile mushrooms never grow more than 1-ft. high or 5-in. in diameter. They range in hue from a deep blue to a russet red; most are brown or tan in color. Like many other mushrooms, they have a cap-like ‘head’ and a stalk-like body, but their lower end is amorphous, able to grow short tentacles, pseudopods, and the like. Any part of a friendly fungus can bend or twist so that its body can wrap around and carry objects like a mitten-covered man’s hand wraps around the handle of a shovel or weapon.

Friendly fungi absorb water and food through body pores, needing sugar and plant sap from time to time. They can also exude a very sticky substance at will, enabling the mobile mushrooms to walk and hang on walls, ceilings, and level ground alike. Friendly fungi rub themselves against objects to scratch their itches, and are most beholden to any creature who gently scratches them.

They make little squeaks of contentment or warning or sputtering “raspberry” sounds to indicate disgust, aversion, dislike, or taunting. They can understand Common and Fey, can recognize locations and items by description, and can retain and recognize mental images passed on by beings touching them directly (an elf who passes a mental picture of his wife to a fungi could expect it to pick her out in a tent full of sleeping elven women).

Friendly fungi usually attach themselves devotedly to a single larger being – often befriending a hermit or other quiet, solitary person – that is kind to it, feeding and stroking it on occasion. Friendly fungi will carry drinks, pipes, slippers, books and similar items around for that being. They readily understand the concepts of ‘go and fetch’ or ‘find,’ and aren’t easily distracted from unfinished missions. A friendly fungus could also bring keys and water to an imprisoned being.

Friendly fungi can be acquired as familiars by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 3rd level.

Combat

Friendly fungi are extremely pleasant creatures. They will avoid combat to the best of their ability, though they will do what they can to defend themselves or their allies.

Plant Traits (Ex): A friendly fungus is immune to poison, *sleep* paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature has low-light vision.

Acid Secretion (Ex): Friendly fungi can secrete acid at will. This secretion causes 1 point of acid damage per round to anyone touching the friendly fungus. The fungus also uses this secretion when defending itself, causing 1 point of acid damage with each successful slam attack.

All-Around Vision (Ex): A friendly fungus has unique sensory organs scattered throughout its pores, allowing it to “see” with its blindsight in a 60 ft. continuous spherical field. These sensory pores give the fungus a +8 racial bonus to Search and Spot checks.

Detect Thoughts (Ex): Friendly fungi can pick up mental images from creatures it touches, allowing them to *detect thoughts* (DC 12) as the spell cast by a 10th-level sorcerer. This grants the fungi a +8 to all Sense Motive checks so long as they are in contact with the creature.

Neutralize Poison (Ex): A friendly fungus can absorb liquids like a sponge, exuding them back at will. This natural process detoxifies any liquid (including alcohol) as the spell *neutralize poison* (DC 15) cast by a 10th-level cleric. Some rulers use a friendly fungus as a filter to protect them from poisoned drinks.

Improved Carrying Capacity (Ex): Friendly fungi are incredibly strong and capable of carrying things much heavier than themselves. Treat friendly fungi as diminutive creatures with a 15 Strength, when determining their carrying capacity: A light load is up to 16½ pounds; a medium load, 16½-33 pounds; a heavy load, 33-50 pounds. A friendly fungus can lift 50 pounds over its head and 100 pounds off the ground. It can drag 250 pounds.

Familiar Special Ability: As a familiar, a friendly fungus gives its master a +2 bonus to Fortitude saves.

Skills and Feats: A friendly fungus gains skills and feats as though it were a fey. It uses its Dexterity modifier for Climb checks.

In the Realms

Friendly fungi have fallen out of favor as a familiar in recent years. More often, they are found as “pets” to druids and fey. Nevertheless, many a reclusive wizard or sorcerer has a friendly fungi familiar, including the wizard Boots the Lucky, an odd man and friend to Elminster.

CREDIT

Author Thomas M. Costa, based on original material by Ted Zuvich and Ed Greenwood. The *campestri* originally appeared in *Dungeon Magazine* #41 (1993) and *Monstrous Compendium Annual Volume One* (1994). The friendly fungus originally appeared in *Dragon Magazine* #196 (1993).

INTELLIGENT FUNGUS CREATION

Fine Plants

Hp: *campestri* ½ x 4.5 HD = 2; friendly fungus ¼ x 4.5 HD = 1

Attacks: both +0 Clr -3 Str +8 size = +5

Saves: *campestri* F +2 +0 = +2, R 0 +3 Dex = +3, W 0 +0 Wis = +0; friendly fungus F +2 +0 Con = +2, R 0 +4 Dex = +4, W 0 +1 Wis = +1

Skill Points: (3 x Int) + (2 x EHD), *campestri* = 12, friendly fungus = 18; class skill max ranks = HD +3 = both 3

Skills: *campestri* Hide 0 +3 Dex +16 size = +19, Listen 3 +0 Wis +4 race = +7, Perform 3 -1 Cha = +2, Sense Motive 3 +0 Wis = +3, Spot 3 +0 Wis = +3; friendly fungus Climb 3 +4 Dex +8 race = +15, Hide 3 +4 Dex +16 size = +23, Listen 3 +1 Wis +2 Alertness = +6, Move Silently 3 +4 Dex = +7, Search 0 -2 Int +8 race = +6, Sense Motive 3 +1 Wis = +4, Spot 3 +1 Wis +8 race +2 Alertness = +14

Feats: 1 + Int bonus +1/4 EHD = both 1

Challenge Rating: *campestri* +1 spores, plant traits, +2 AC = 4 /3 = 1, but weak so ½; friendly fungus +1 plant traits, acid secretion/acid immunity/neutralize poison, all-around vision/blindsight/detect thoughts/feat = 3 /3 = 1, but very weak so ¼

Spores DC: 10 + ½ HD + Con mod = 10 +0 +0 = 10

Detect Thoughts DC: 10 + level + Cha mod = 10 +2 +0 = 12

Neutralize Poison DC: 10 + level + Wis mod = 10 +4 +1 = 15

GAUNT (TEMPLATE)

Gaunts resemble emaciated zombies or more rarely, fleshy skeletons. They are more powerful than both of these lesser undead, however, and their intelligence makes them far more dangerous. Gaunts are created for a purpose, and go where commanded. They are usually found as guardians and servants, and are most often in the company of other undead – particularly other gaunts, zombies, and skeletons. Gaunt humanoids, known as night riders, often ride gaunt steeds, known as deadmounts.

Although utterly silent in movement, gaunts usually chuckle or cry out in triumph when they strike an opponent. They seem drawn to areas they frequented in life.



CREATING A GAUNT

“Gaunt” is a template that can be added to any animal, beast, giant, humanoid, magical beast, or monstrous humanoid creature (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” The new gaunt uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

AC: The base creature’s natural armor improves by +2.

Damage: Creatures without natural weapons gain a touch attack that uses negative energy to deal 1d8 + the gaunt’s Charisma bonus points of damage to living creatures. A Will save with a DC of 10 + ½ gaunt’s HD + gaunt’s Charisma modifier reduces the damage by half. Creatures with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Attacks: A gaunt retains all the special attacks of the base creature and also gains those listed below.

Breath Weapon (Su): Gaunts of at least Large size, gain a breath weapon, a 10-ft. cone of enfeebling gas, usable once per hour. The breath weapon deals 1d6 points of temporary Strength damage unless the character makes a Reflex save with a DC of 10 + ½ gaunt’s HD + gaunt’s Charisma modifier.

Paralyzing Touch (Su): Any living creature that grapples with or mounts a gaunt – a simple touch attack is not sufficient – must succeed at a Fortitude save each round or be paralyzed for 1d6 rounds. The save DC is equal to 10 + ½ gaunt’s HD + gaunt’s Charisma modifier. Paralyzed creatures must continue to save during their paralysis to avoid additional rounds of paralysis. This power works in conjunction with the gaunt’s damaging touch (see above). Paralyzed creatures that remain in contact with the gaunt automatically suffer damage from the gaunt’s damaging touch each round. **Remove paralysis** or any spell that can remove a curse can free the victim (see the **bestow curses** spell). The effect cannot be dispelled.

Wounding Weapon (Su): Gaunt’s are able to channel their negative energy through metallic weapons, granting any weapon they wield the **wounding** special property. Damage dealt by a **wounding** weapon bleeds for 1 point of damage per round thereafter, in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any **aura** spell or other healing spell (**heal**, **healing circle**, and so on).

Special Qualities: A gaunt retains all the special qualities of the base creature and those listed below, and also gains the undead type (see page 6 of the *Monster Manual*).

Damage Reduction (Ex): A gaunt’s undead body is tough, giving the creature damage reduction of 5/+1.

Immunities (Ex): Gaunts have cold immunity. Because they lack much of their flesh and internal organs, they take only half damage from piercing or slashing weapons.

Turn Resistance (Ex): A gaunt has +2 turn resistance (see page 10 of the *Monster Manual*).

Spell-like Abilities (Sp): Gaunts with a Charisma score of 11 or higher possess the spell-like ability to use **deeper darkness** and **magic circle against god** at will as the spells, using their Hit Die as the caster level.

Abilities: Increase from the base creature as follows: Str +4, Dex +0, Int –2 (minimum 1), Wis +2, Cha +2. As undead creatures, gaunts have no Constitution score.

Skills: Gaunts receive a +4 racial bonus to Hide checks and a +12 racial bonus to Move Silently checks.

Feats: Gaunts receive Blind-Fight and Toughness as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Any

Challenge Rating: Up to 5 HD as base creature +3; 6+ HD, as base creature +2

Treasure: As base creature

Alignment: Always neutral evil

Advancement: Same as the base creature

IN THE REALMS

These undead were created by Myrkul and a few liches and evil clerics, whom they served without question. During the Time of Troubles, night riders and deadmounts ran amok across the Heartlands. With the demise of Myrkul and rise of Kelemvor, gaunts have become increasingly rare, though Velsharoon is rumored to be sponsoring their creation once more.

Rumors also speak of the Knights of the Undying Dragon, an ancient order of undead blackguards who served as the swordarm of Myrkul in ages past. The order includes 12 death knight (see *Monster Manual II*) commanders, each of whom commands a company of 12 skeletal warriors (see *The Tome of Horrors*), who in turn each command a platoon of 12 night riders. The death knights all ride nightmares; the subcommanders and troops ride deadmounts. It is not known how the group maintains its size, even after a rare defeat, but their troop strength never changes.

The knighthood is based in the dungeons of the long-vanished Castle of Al'hanar located in the Eastern Shaar, south of the Sharawood, east of the Great Rift, and south of Azulduth, the Lake of Salt. It is believed the order was established before the rise of Unther and Mulhorand by the long-vanished kingdom of Eltabranar to guard against invaders from Zakhara. Unwilling to abandon their posts, even in death, the Knights of the Eternal Dragon (as they were known while still living) were granted immortality through undeath by the Lord of Bones in exchange for their eternal servitude.

It has been several centuries since the last campaign of the Undying Dragons, and the order has been long since forgotten. Companies of undead knights emerge once each century to destroy a dracolich known only as the Everlasting Wyrm and several of its living spawn who inhabit the Sharawood (also known as the Drakewood). The Everlasting Wyrm always reforms after its destruction and begins rebuilding its horde. It is believed that Al'hanar Castle contains the wealth of at least 10 such hordes in its bowels and magic not seen since the Imaskari Empire. In the wake of Myrkul's destruction, the death knights have pledged their loyalty to Velsharoon and are considering a wave of murder and destruction to last until all members of the order are permanently laid to rest as a tribute to their fallen patron, the Lord of Bones.

SAMPLE GAUNTS

These examples use a 3rd-level human fighter and a heavy warhorse as the base creatures.

	Gaunt human Ftr3 (Night Rider)	Gaunt heavy warhorse (Deadmount)
	Medium-size Undead	Large Undead
Hit Dice:	3d12+3 (22 hp)	4d12+3 (29 hp)
Initiative:	+2 (Dex)	+1 (Dex)
Speed:	20 ft. in armor; base 30 ft.	50 ft.
AC:	22 (+2 Dex, +2 natural, +8 armor [full plate]), touch 12, flat-footed 20	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Attacks:	Masterwork scythe +9 melee or damaging touch +7 melee	2 hooves +8 melee, bite +3 melee; or damaging touch +8 melee
Damage:	Masterwork scythe 2d4+6/x4 and <i>wounding</i> damaging touch 1d8+2	Hoof 1d6+6, bite 1d4+3, damaging touch 1d8-1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Paralyzing touch, <i>wounding</i> weapon	Breath weapon, paralyzing touch
Special Qualities:	Undead traits, DR 5/+1, immunities, +2 turn resistance, spell-like abilities	Undead traits, DR 5/+1, immunities, +2 turn resistance, scent
Saves:	Fort +3, Ref +3, Will +2	Fort +4, Ref +5, Will +3
Abilities:	Str 19, Dex 14, Con -, Int 10, Wis 12, Cha 15	Str 22, Dex 13, Con -, Int 1, Wis 15, Cha 8
Skills:	Climb +0, Hide +0, Jump +0, Move Silently +8, Ride +6	Hide +1, Listen +8, Move Silently +13, Spot +8

Feats:	Blind-Fight (B), Cleave, Combat Reflexes, Power Attack, Sunder, Toughness (B), Weapon Focus (scythe)	Blind-Fight (B), Toughness (B)
Climate/Terrain:	Any land or underground	Any land or underground
Organization:	Any	Any
Challenge Rating:	6	4
Treasure:	Standard	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	By character class	–

Combat

The DC for the gaunt fighter's damaging touch and paralyzing touch is 13. The DC for the gaunt horse's damaging touch, breath weapon, and paralyzing touch is 11.

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep* paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Possessions: The gaunt fighter has full plate armor, a masterwork scythe, 4 *potions of inflict light wounds*, and a potion belt, as well as a bit and bridle, military saddle, and saddlebag for his gaunt heavy warhorse.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The night rider and gaunt originally appeared in *Waterdeep* (1989). The Knights of the Undying Dragon are noted in *Faiths and Avatars* (1996).

GAUNT CREATION

Medium-size and Large Undead

Hp: human 3 x 6.5 HD +3 Toughness = 19 +3 = 22; horse 4 x 6.5 HD +3 Toughness = 26 +3 = 29

Attacks: human scythe +3 Ftr +4 Str +1 Weapon Focus +1 masterwork, damaging touch +3 Ftr +4 Str = +7; horse hooves, bite +3 Clr +6 Str -1 size, -5 secondary = +8, +3, damaging touch +3 Clr +6 Str -1 size = +8

Saves: human F +3 + NA = +3, R +1 +2 Dex = +3, W +1 +1 Wis = +2; horse F +4 + NA = +4, R +4 +1 Dex = +5, W +1 +2 Wis = +3

Skill Points: As base creature, human (2 + Int mod [prior to template]) x (level +3) = 1 x 6 = 6; horse 12; class skill max ranks = HD +3; human = 6; horse NA

Skills: human Climb 2 +4 Str -6 armor = +0, Hide 0 +2 Dex +4 race -6 armor = +0, Jump 2 +4 Str -6 armor = +0, Move Silently 0 +2 Dex +12 race -6 armor = +8, Ride 2 +2 Dex +2 military saddle = +6; horse Hide 0 +1 Dex +4 race -4 size = +1, Listen 6 +2 Wis = +8, Move Silently 0 +1 Dex +12 race = +13, Spot 6 +2 Wis = +8

Feats: As base creature; human 2 for character level + 2 for fighter +1 human +2 template = 7; horse 0 +2 template = 2

Challenge Rating: template +1 for AC, damaging touch, breath weapon, paralyzing touch, wounding weapon, undead, damage reduction, immunities/turn resistance, spell-like abilities, abilities/skills/feats = +10 /3 = +3, but powers are a bit more challenging to weaker creatures and compare to vampire and lich so +3 for up to 5 HD and +2 for 6+ HD; human 3 +3 = 6; horse 2 +3 = 5.

Power DCs: 10 + ½ gaunt's HD + Cha mod; human 10 +1 +2 = 13; horse 10 +2 -1 = 11

Human Possessions: EL 6 = 2,000 gp; 1,500 gp (armor) + 318 gp (scythe) + 200 gp (potions) +1 gp (potion belt) +2 gp (bit and bridle) + 20 gp (saddle) + 4 (saddle bag) = 2,045 gp

GEN

	Air Gen	Earth Gen
	Diminutive Outsider (Air)	Diminutive Outsider (Earth)
Hit Dice:	¼d8 (1 hp)	¼d8 (1 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	30 ft., fly 30 ft. (perfect)	30 ft., burrow 30 ft.
AC:	20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17	20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17
Attacks:	2 claws +8 melee	2 claws +8 melee
Damage:	Claw 1 -2	Claw 1 -2
Face/Reach:	1 ft. by 1 ft./0 ft.	1 ft. by 1 ft./0 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	<i>Plane shift, telepathy</i>	<i>Plane shift, telepathy</i>
Saves:	Fort +2, Ref +5, Will +3	Fort +2, Ref +5, Will +3
Abilities:	Str 6, Dex 17, Con 10, Int 15, Wis 12, Cha 15	Str 6, Dex 17, Con 10, Int 15, Wis 12, Cha 15
Skills:	Appraise +3, Bluff +3, Concentration +1, Escape Artist +4, Hide +15, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +2, Move Silently +3, Sense Motive +2, Spellcraft +3, Spot +2	Appraise +3, Bluff +3, Concentration +1, Escape Artist +4, Hide +15, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +2, Move Silently +3, Sense Motive +2, Spellcraft +3, Spot +2
Feats:	Weapon Finesse (claws)	Weapon Finesse (claws)
Climate/Terrain:	Any land	Any land or underground
Organization:	Solitary	Solitary
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually chaotic good	Usually neutral evil
Advancement:	½ HD (Diminutive); 1 HD (Tiny)	½ HD (Diminutive); 1 HD (Tiny)

	Fire Gen	Water Gen
	Diminutive Outsider (Fire)	Diminutive Outsider (Water)
Hit Dice:	¼d8 (1 hp)	¼d8 (1 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	30 ft., fly 30 ft. (perfect)	30 ft., swim 30 ft.
AC:	20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17	20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17
Attacks:	2 claws +8 melee	2 claws +8 melee
Damage:	Claw 1 -2	Claw 1 -2
Face/Reach:	1 ft. by 1 ft./0 ft.	1 ft. by 1 ft./0 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	<i>Plane shift, telepathy</i>	<i>Plane shift, telepathy</i>
Saves:	Fort +2, Ref +5, Will +3	Fort +2, Ref +5, Will +3
Abilities:	Str 6, Dex 17, Con 10, Int 15, Wis 12, Cha 15	Str 6, Dex 17, Con 10, Int 15, Wis 12, Cha 15
Skills:	Appraise +3, Bluff +3, Concentration +1, Escape Artist +4, Hide +15, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +2, Move Silently +3, Sense Motive +2, Spellcraft +3, Spot +2	Appraise +3, Bluff +3, Concentration +1, Escape Artist +4, Hide +15, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +2, Move Silently +3, Sense Motive +2, Spellcraft +3, Spot +2
Feats:	Weapon Finesse (claws)	Weapon Finesse (claws)
Climate/Terrain:	Any land	Any aquatic or land
Organization:	Solitary	Solitary
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually chaotic neutral

Advancement:	½ HD (Diminutive); 1 HD (Tiny)	½ HD (Diminutive); 1 HD (Tiny)
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Gen are diminutive humanlike beings who dwell on the elemental planes. The various gen are also called wind gen or djinnlings, sand gen or daolani, flame gen or efreetikin, and sea gen or maridans.

Gen are most commonly found on the Material Plane as familiars for arcane spellcasters of Calishite descent. They can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 5th level assuming an additional regional requirement of “Calimshan” (or “Zakhara”) is also met.

COMBAT

Gen prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they’ll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Plane Shift (Sp): A gen can enter one of the elemental planes (the one from which it hails), the Astral Plane, or the Material Plane. When they do so, they appear to fade into their element. For example, sand gen sink into the floor, fire gen slow down and fade like dying coals, wind gen disappear like a sudden breeze, and water gen either dissolve into the nearest body of water or evaporate into the sky. A gen cannot transport any other creatures. It is otherwise similar to the spell of the same name.

Telepathy (Sp): A gen can communicate telepathically with any creature within 10 feet that has a language.

AIR GEN

Air gen are small air sprites with bluish skin and white hair. They are unnaturally thin and their skin seems almost transparent in bright light. Their color and mood are sometimes related to the weather; an air gen before a storm turns dark gray and fidgety, an air gen on a beautiful calm day is quiet and pale blue. Air gen are often aloof and moralistic. They tend to give their masters unwanted advice about everything they are doing wrong and how people could be better and happier. Air gen speak Auran, Alzhedo, Jannti (the language of genies), and Midani.

Combat

Spell-Like Abilities: 1/day – *wind wall*. This ability is as the spell cast by a 3rd-level sorcerer (save DC 14).

Familiar Special Ability: As familiars, air gen give a +1 insight bonus to the DC of spells cast by their master with the lightning descriptor if within one mile of their master. In addition, wizard masters can learn one additional spell with the lightning descriptor (for a total of three spells) each time they would normally acquire two spells upon advancing in level.

EARTH GEN

Earth gen have tan skin and jet black hair, and their bodies are squat enough to resemble globes with limbs. They tend to move with a certain clunky weight. They care nothing for gems and jewelry except insofar as they are tasty. Earth gen are tactless and direct. They simply tell what they know, and they have little sympathy for anyone in trouble. They think about their own needs first, and they are not shy about letting their masters know what they want. Earth gen speak Terran, Jannti (the language of genies), and Midani.

Combat

Spell-Like Abilities: 1/day – *soften earth and stone*. This ability is as the spell cast by a 3rd-level sorcerer (save DC 14).

Familiar Special Ability: As familiars, earth gen give a +1 insight bonus to the DC of spells cast by their master with the acid descriptor if within one mile of their master. In addition, wizard masters can learn one additional spell with the acid descriptor (for a total of three spells) each time they would normally acquire two spells upon advancing in level.

FIRE GEN

Fire gen are miniature fire spirits with ebony skin and long, flame-red hair. Their fingers end in long, reddish claws that they wiggle constantly. They are hyperkinetic—getting a fire gen to sit still is impossible. Fire gen are also pyromaniacs and must be tightly controlled to prevent them from playing the arsonist. Fire gen are malicious and judgmental. If given a moment alone, they will start fires, pry into places they are not wanted, and pontificate on the faults of everyone they see. Fire gen speak Ignan, Jannti (the language of genies), and Midani.

Combat

Spell-Like Abilities: 1/day – *produce flame*. This ability is as the spell cast by a 3rd-level sorcerer (save DC 14).

Familiar Special Ability: As familiars, fire gen give a +1 insight bonus to the DC of spells cast by their master with the fire descriptor if within one mile of their master. In addition, wizard masters can learn one additional spell with the fire descriptor (for a total of three spells) each time they would normally acquire two spells upon advancing in level.

WATER GEN

Water gen are small water spirits with greenish skin and bluish eyes and hair. Their hair is often wet and matted with seaweed or tangled with bits of flotsam. They are graceful whether in or out of water. They enjoy decorating themselves with pearls, shells, and other treasures of the sea. Water gen are capricious and playful. Their feelings are hurt easily when their pranks and playfulness are rebuffed. Water gen speak Aquan, Jannti (the language of genies), and Midani.

Combat

Spell-Like Abilities: 1/day – *fog cloud*. This ability is as the spell cast by a 3rd-level sorcerer (save DC 14).

Familiar Special Ability: As familiars, water gen give a +1 insight bonus to the DC of spells cast by their master with the cold descriptor if within one mile of their master. In addition, wizard masters can learn one additional spell with the cold descriptor (for a total of three spells) each time they would normally acquire two spells upon advancing in level.

IN THE REALMS

Gen are native to the Elemental Planes, not Faerûn, and, as such, appear in the Realms only when summoned. They are most commonly seen as familiars in Calimshan and Zakhara.

CREDIT

Author Eric L. Boyd, based on original material by Jeff Grubb and Wolfgang Bauer and Steve Kurtz. Gen originally appeared in *Al-Qadim: Arabian Adventures* (1992) and *Monstrous Compendium 13: Al-Qadim Appendix* (1992).

GEN CREATION

Diminutive Outsider

Hp: $\frac{1}{4} \times 4.5 \text{ HD} = 1$

Attacks: +1 Ftr +3 Dex +4 size = +8

Saves: F +2 +0 Con = +2, R +2 +3 Dex = +5, W +2 +1 Wis = +3

Skill Points: $(8 + \text{Int mod}) \times \text{HD} = 8 + 2 = 10$; class skill max ranks = $\text{HD} + 3 = 3$

Skills: Appraise 1 +2 Int = +3, Bluff 1 +2 Cha = +3, Concentration 1 +0 Con = +1, Escape Artist 1 +3 Dex = +4, Hide 0 +3 Dex +12 size = +15, Knowledge (arcana) 1 +2 Int = +3, Knowledge (the planes) 1 +2 Int = +3, Listen 1 +1 Wis = +2, Move Silently 0 +3 Dex = +3, Sense Motive 1 +1 Wis = +2, Search 1 +2 Int = +3, Spot 1 +1 Wis = +2

Feats: 1 +1/4 EHD = 1

Challenge Rating: +1 for speed, +2 for AC, spell-like = $5 / 3 = 1$

Spell-like DC: $10 + \text{spell level} + \text{Cha mod} = 10 + 2 + 2 = 14$

Notes: Statistics were determined in part by consulting the write-ups of genies (including the two found in the *Manual of the Planes*) and mephits.

GOLEM, HAMMER

Large Construct

Hit Dice: 14d10 (77 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run), burrow 10 ft.

AC: 36 (-1 size, -1 Dex, +10 armor [+7 half-plate +3 adamantine] +18 natural), touch 8, flat-footed 36

Attacks: 2 slams +18 melee

Damage: Large warhammer hand 2d6+9 and large heavy pick hand 1d8+9

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Pounding force

Special Qualities: Construct traits, magic immunity, damage reduction 20/+1

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

Abilities: Str 29, Dex 9, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Climate/Terrain: Underground (dwarf strongholds)

Organization: Solitary or gang (2-4)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 15-21 HD (Large); 22-42 HD (Huge)

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a hammer golem is a long-dead dwarven spirit. The process of creating the golem binds the willing spirit to the artificial body and subjects it to the will of the golem's creator.

HAMMER GOLEM

A hammer golem is 9 feet tall and weighs around 2,000 pounds. Its body is of finely carved stone, shaped to resemble a gigantic stone dwarf (including beard) and covered with masterwork adamantine half-plate. Its forearms have been replaced with two weapons—a large warhammer on the right arm and a large heavy pick on the left. (Sometimes the left weapon is replaced with a large battleaxe, doing 2d6+9 points of slashing damage, but doing so eliminates the hammer golem's ability to burrow.)

Although constructs cannot normally speak, the animating spirit of a hammer golem is known to give out a great hollow roar when encountering orcs and their kin.

COMBAT

Hammer golems are formidable opponents, being physically powerful and difficult to harm. They attack only if ordered to do so by their creator, if they encounter orcs, or if they are kept from their assigned task (such as attempting to interfere with an object guarded by the hammer golem).

Construct Traits (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Magic Immunity (Ex): A hammer golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: A *wish* or *miracle* spell affects the golem normally, and *stone to flesh* heals all of its lost hit points.

Pounding Force (Su): A hammer golem can use *repulsion* (DC 17) as a free action on any round it makes a successful critical hit with its hammer hand.

CONSTRUCTION

The basic rules for constructing golems delineated in the *Monster Manual* apply to hammer golems as well, with certain exceptions. A hammer golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. Once carved, the statue is garbed in a suit of masterwork adamantine half-plate.

The golem costs 90,000 gp to create, which includes 1,000 gp for the body and 3,550 gp (1/3 (raw material cost) * (600 full plate + 150 masterwork + 10,000 gp) for the adamantine half-plate. Assembling the body requires a successful Craft (sculpting or stonemasonry) check (DC 17) and two successful Craft (weaponsmithing) checks (DC 15 each).

Assembling the armor requires two successful Craft (armorsmithing) checks (DC 20 each). (One check is for constructing the armor; the other is for the masterwork property.)

The creator must be 16th level and able to cast divine spells. Completing the ritual drains 1,600 XP from the creator and requires animate objects, bless, commune, prayer, resurrection, and repulsion.

IN THE REALMS

Hammer golems are found in large gold dwarf, gray dwarf, and shield dwarf communities across Faerûn and in abandoned or partially abandoned dwarven strongholds where such communities once existed. In the latter case, hammer golems continue to follow their old instructions, which may no longer make sense after the passage of years. Not a few abandoned dwarfholds in the North are free of orcs solely because the former occupants left behind a hammer golem.

CREDIT

Author Eric L. Boyd, based on original material by John Power. The hammer golem originally appeared in *Dragon Magazine* #193 (1993) and *Monstrous Compendium Annual Volume One* (1994).

HAMMER GOLEM CREATION

Large Construct

Extra Hit Dice (EHD): 14 HD - 2 minimum HD = 12

Hp: 14 x 5.5 HD = 77

Attacks: +10 Clr +9 Str -1 size = +18

Saves: F +4 +0 Con = +4, R +4 -1 Dex = +3, W +4 +0 Wis = +4

Skill Points: None

Feats: None

Challenge Rating: 17 for hp, +1 for attack/damage, pounding force, +2 for AC, construct, magic immunity, DR = 27 /3 = 9, but compare to stone golem and more or less equally powerful, but barely so 11.

Repulsion DC: 10 + Wis mod + spell level = 10 +0 +7 = 17

Notes: I reduced the burrow speed, because it seems ridiculous that anything could burrow as fast as it walks. The golem has no combat penalties to fighting with two weapons because the weapons are intrinsically part of the creature, like two claws. Compare weapon damage to Medium-size versions in PHB upsized as given in DMG, page 162. Pounding force has been revised, but it seems to fit 3E better than a strict translation of the old ability. Compare to clay and stone golems.

GREATER RAVEN

Tiny Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (Dex)

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

AC: 15 (+2 size, +3 Dex), touch 14, flat-footed 12

Attacks: Claws +6 melee

Damage: Claws 1d2-4

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Special Attacks: Curse

Special Qualities: SR 20, immune to enchantments and fear

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

Abilities: Str 2, Dex 17, Con 11, Int 12, Wis 15, Cha 12

Skills: Bluff +5, Intuit Direction +6, Listen +6, Sense Motive +6, Spot +6*, Wilderness Lore +6

Feats: Dodge, Weapon Finesse (claws)



Climate/Terrain: Any forest, hill, mountains, and plains

Organization: Solitary, pair or flock (5-40)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement: 2-3 HD (Tiny)

These large, glossy black birds are renowned for their ability to speak and foretell the future. They are about 2-feet long and have wingspans of about 4 feet. They devour small rodents, the eggs of other birds, small birds, carrion of all sorts, insects, berries, flowers, and growing shoots. They also have a liking for wax (even strongly-scented candle wax), butter, and cheese (the more strongly flavored and moldy the better). Given the opportunity, they'll sample any food eaten by humans, preferring salty viands to all other meals.

Most greater ravens speak little – and when such close-mouthed individuals do, it's usually to offer some sort of poetic prophecy of what the future holds. Raven prophecies almost always entail woe to those addressed, whether insignificant or catastrophic. Greater ravens speak Common, the most prominent regional tongue, and one other language – usually Damaran and Chondathan in Raven's Bluff – in a harsh, cackling voice.

For reasons of their own, greater ravens are fond of attaching themselves to an individual or adventuring band to observe their doings. They fly from tree to tree or rock to rock to perch with a good view and watch, keeping a curious eye on the object of their interest. Not surprisingly, these creatures tend to be shunned as bringers of bad luck, though they rarely harm anyone directly. Instead, greater ravens seem to derive some satisfaction from watching the troubles of others. Some delight in continually uttering sarcastic comments, though they rarely make actual jokes. Others enjoy hinting at secrets their host wants kept secret. Greater ravens can hold bones in their claw for long periods, spitting them out polished clean whenever they desire – usually to make a point or impression on someone to whom they are speaking.

Greater ravens can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level. They prefer non-good and non-lawful masters.

COMBAT

Greater ravens are almost as easy to slay as a normal raven. They will usually opt to flee from combat if possible. If forced into battle, they combine both claws into a single attack.

Curse (Su): Greater ravens have the power to *bestow curse* as the spell cast by a 20th-level cleric (DC 15) upon their slayers. Such curses will always be foretold in the form of a rhyming prophecy of some kind of punishment or misfortune to the offender or someone close to him or her. A greater raven slain by a crossbow bolt, for example, might with its final breath tell its slayer, "As my blood is drunk by the ground, yours likewise soon will be found." Typically prophecies foretell the receiving of a grievous wound, being slain, or being bested in battle or a swindle. They often warn of impending loss of some prized possession, such as a wizard's favorite staff or a fighter's magic sword. Even if the greater raven is torn apart, crisped to ashes, or otherwise rendered incapable of speech, the curse will be heard as clearly

audible, hauntingly chanted words issuing from the empty air near the site of its death. Magical *silence* can prevent the prophecy being heard, but not the curse from taking effect.

Immune to Enchantments and Fear (Ex): Greater ravens are immune to all enchantment spells and effects and all forms of magical and nonmagical fear.

Skills: *Greater ravens receive a +4 racial bonus to Spot checks during the daylight hours.

Familiar Special Ability: As a familiar, a greater raven can perform a type of *commune* spell up to thirteen times per year, whenever its master desires. Queried formally on these occasions with respect to plans or events, the raven will offer cryptic advice on the best course of action to take or about the intentions of an enemy. In like manner, the raven can be asked to foretell the future. Those seeking such advice should be certain they want to hear the answer, for greater raven prophecies almost always foretell someone – quite possibly the master – meeting harm or ill luck.

IN THE REALMS

Many believe correctly that Ravens Bluff is named for these avians, who dwell almost exclusively in the area. These birds can be found just about anywhere in Ravens Bluff (as can normal crows and ravens).

CREDIT

Author Thomas M. Costa, based on original material by Vince Garcia. The greater raven originally appeared in *Polyhedron* #44 (1088) and *The City of Ravens Bluff* (1998).

GREATER RAVEN CREATION

Tiny Magical Beast

Hp: 1 x 5.5 HD = 5

Attacks: +1 Ftr +3 Dex +2 size = +6

Saves: F +2 +0 Con = +2, R +2 +4 Dex = +5, W +0 +2 Wis = +2

Skill Points: (2 x Int) + EHD = 24 +0 = 24; class skill max ranks = HD +3 = 4

Skills: Bluff 4 +1 Cha = +5, Intuit Direction 4 +2 Wis = +6, Listen 4 +2 Wis = +6, Sense Motive 4 +2 Wis = +6, Spot 4 +2 Wis = +6, Wilderness Lore 4 +2 Wis = +6

Feats: 1 + Int bonus +1/4 EHD = 1 +1 = 2

Challenge Rating: +1 for hp, speed, curse, immunities, abilities/skills/feats, +2 for SR = 7 /3 = 2

Curse DC: 10 + Wis mod + spell level = 10 +3 +2 = 15

JAGRE

	Giant Form	Beast Form
	Large Shapechanger	Large Shapechanger
Hit Dice:	6d8+24 (51 hp)	6d8+36 (63 hp)
Initiative:	+2 (Dex)	+6 (+6 Dex)
Speed:	40 ft.	40 ft., climb 20 ft.
AC:	19 (-1 size, +2 Dex, +5 natural, +3 masterwork hide armor), touch 11, flat-footed 17	21 (-1 size, +6 Dex, +6 natural), touch 15, flat-footed 15
Attacks:	Large masterwork maca +12 melee	2 tentacles +14 melee, bite +12 melee, 2 claws +12 melee
Damage:	Large masterwork maca (wielded two-handed) 1d10+10	Tentacle 1d6+11, bite 1d8+5, claw 1d4+5
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 10 ft./5 ft. (15 ft. with tentacles)
Special Attacks:	–	Pounce, improved grab, rake 1d4+5
Special Qualities:	–	Displacement, resistance to ranged attacks, scent, low-light vision
Saves:	Fort +9, Ref +7, Will +7	Fort +11, Ref +11, Will +7
Abilities:	Str 25, Dex 14, Con 18, Int 9, Wis 14, Cha 9	Str 33, Dex 22, Con 22, Int 9, Wis 14, Cha 9
Skills:	Balance +0, Climb +5, Hide -1, Intimidate +4, Jump +6, Listen +5, Move Silently +3, Profession (hunter) +5, Spot +5, Wilderness Lore +5	Balance +14, Climb +19, Hide +13, Intimidate +2, Jump +12, Listen +7, Move Silently +13, Profession (hunter) +5, Spot +7, Wilderness Lore +5
Feats:	Power Attack, Weapon Focus (maca)	Blind Fight (B), Multiattack (B), Power Attack
Climate/Terrain:	Any land or underground (Maztica)	
Organization:	Solitary, pair, group (3-4), or mixed company (1-2 jagres with 2-20 orcs, ogres, and/or trolls)	
Challenge Rating:	8	
Treasure:	Standard	
Alignment:	Always evil	
Advancement:	By character class	

Jagres are monstrous ogre-like shapechangers with the ability to transform into powerful displacer beasts.

Jagres are 12-foot-tall, brutish humanoids with dark skin, cruel features, and pronounced teeth. All jagres bear the mark of the Viperhand, a red brand in the center of their chests. They wear armor made from Maztican displacer beasts that has been empowered with the power of hishna and bonded to the jagre in an unholy ceremony. The armor allows the jagres to transform themselves into displacer beasts with two tentacles, six legs, and a coat of reddish brown with dark spots like a jaguar. Jagres speak Nexalan.

COMBAT

Jagres most often enter combat with enlarged (and often highly magical) macas, a type of wide, obsidian-crusted club (treat standard macas as morningstars that weigh 6 lb. and deal bludgeoning and slashing damage). They do not hesitate to use their beast form, however, to maul opponents.

Pounce (Ex): In beast form, if a jagre leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the jagre must be in beast form and hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A jagre in beast form that gets a hold can make four rake attacks (+12 melee) with its hind legs for 1d4+5 damage each. If the jagre pounces on an opponent, it can also rake.

Displacement (Su): In beast form, a light-bending glamor continually surrounds a jagre, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the shapechanger by some means other than sight. A *true seeing* effect allows the user to see the shapechanger's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): In beast form, a jagre gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: In giant form, a jagre receives a +2 racial bonus to Intimidate. In beast form, a jagre receives a +2 racial bonus to Listen and Spot checks, a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance and Hide checks, thanks to its displacement power. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

JAGRE SOCIETY

Zaltec, the Maztican god of talon, fang, war, and blood, spawned jagres on the Night of the Wailing in 1362 DR, though they did not make their appearance until later. While normal warriors of the Viperhand became brutish creatures resembling orcs and jaguar knights were transformed into larger ogre-like creatures, certain powerful jaguar knights became especially large ogre-like creatures, which were later changed into jagres as a reward for their service to Zaltec. The clergy of Zaltec were transformed into more monstrous troll-like creatures. All of the Viperhand developed a taste for humanoid flesh.

Every inhabitant of the Valley of Nexal recognizes the jagres as authorities. They answer only to Hoxtil and his personal servants, the Beast Leaders. Jagres often lead companies of other Viperhand creatures. Some 50% will be accompanied by 10 “ogre” rangers, while 25% lead 20 “orc” warriors, 15% lead a mixed group of “orcs” and “ogres,” 5% lead 2-5 “troll” clerics, and 5% lead a company of “ogre,” “orcs,” and “trolls.”

To increase their numbers, they have invited some of their lesser brethren to partake in dark rites that transform them into jagres and have mated with other members of the Viperhand. Despite the drastically different transformations that took place, jagres have proven able to mate with all of their Viperhand brethren to produce powerful ogre-like children that may later undergo the same rites.

JAGRES CHARACTERS

Most jagres have at least 6 class levels. The jagre’s favored class is ranger. Jagre clerics worship Zaltec the Bringer of War and Eater of Hearts and can choose two of the following domains: Bestial (see *Book of Vile Darkness*; use the Beastmaster domain from *Defenders of the Faith* or the Animal domain in the *Player’s Handbook* if that source is not available), Chaos, Destruction, Evil, and Scalykind.

A jagre PC’s effective character level (ECL) is its class level +9. For example, a 6th-level jagre ranger has an ECL of 15 and is the equivalent of a 15th-level character.

IN THE REALMS

Jagres are leaders of the beasts of the Viperhand, which now inhabit the Valley of Nexal in Maztica. Prior to the current troubles in Amn, the Shadow Thieves were rumored to have made contact with jagres of the Viperhand for reasons as yet unknown.

CREDIT

Author Thomas M. Costa, based on original material by Douglas Niles. The jagre originally appeared in the *Maztica Campaign Set* (1991).

JAGRE CREATION

Large Shapechanger

Extra Hit Dice (EHD): 6 HD – 2 minimum HD = 4

Hp: giant (6 x 4.5 HD) + (6 x 4 Con) = 27 +24 = 51; beast (6 x 4.5 HD) + (6 x 6 Con) = 27 +36 = 63

Attacks: giant +4 Clr +7 Str –1 size +1 WF +1 masterwork = +12; beast +4 Clr +11 Str –1 size, –2 secondary = +14, +12

Saves: giant F +5 +4 Con = +9, R +5 +2 Dex = +7, W +5 +2 Wis; beast F +5 +6 = +11, R +5 +6 Dex = +11, W +5 +2 Wis

Skill Points: (2 x Int) + EHD = 18+4 = 22; class skill max ranks = 6 HD +3 = 9

Skills: giant Balance 0 +2 Dex +0 race –2 armor = +0, Climb 0 +7 Str +0 race –2 armor = +5, Hide 3 +2 Dex –4 size +0 race –2 armor = –1, Intimidate 3 –1 Cha +2 race = +4, Jump 1 +7 Str –2 armor = +6, Listen 3 +2 Wis +0 race = +5, Move Silently 3 +2 Dex +0 race –2 armor = +2, Profession (hunter) 3 +2 Wis = +5, Spot 3 +2 Wis +0 race = +5, Wilderness Lore 3 +2 Wis = +5

beast Balance 0 +6 Dex +8 race = +14, Climb 0 +11 Str +8 race = +19, Hide 3 +6 Dex –4 size +8 race = +13, Intimidate 3 –1 Cha +0 race = +2, Jump 1 +11 Str = +12, Listen 3 +2 Wis +2 race = +7, Move Silently 3 +6 Dex +4 race = +13, Profession (hunter) 3 +2 Wis = +5, Spot 3 +2 Wis +2 race = +7, Wilderness Lore 3 +2 Wis = +5

Feats: 1 + Int bonus + ¼ EHD = 1 +0 +1 = 2

Challenge Rating: 14 hp +1 for attacks/feats, reach, pounce, improved grab, rake, displacement, resistance to ranged attacks, saves/abilities, senses/skills, +2 for AC = 25 /3 = 8

Notes: Compare to displacer beast, ogre, leopard, and lycanthrope in the MM and the NPC ranger in the DMG.

JAGUAR LORD

Large Magical Beast

Hit Dice: 8d10+32 (76 hp)

Initiative: +5 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

Attacks: Bite +13 melee; 2 claws +11 melee

Damage: Bite 1d8+6; claw 1d4+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Spell-like abilities, pounce, improved grab, rake 1d4+3

Special Qualities: Scent

Saves: Fort +10, Ref +11, Will +4

Abilities: Str 23, Dex 21, Con 19, Int 14, Wis 14, Cha 14

Skills: Balance +13, Bluff +7, Climb +14, Diplomacy +4, Hide +11*, Intimidate +9, Listen +10, Move Silently +15, Spot +10

Feats: Alertness, Combat Reflexes, Expertise, Multiattack

Climate/Terrain: Warm forest (Maztica)

Organization: Solitary or clan (jaguar lord and 6-60 tabaxi)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

A jaguar lord, sometimes known as tabaxi lords, appears as a huge 10-12-foot long jaguar (or leopard) with an evil disposition and long, curving fangs. Nocturnal by preference, they are among the supreme residents of the jungle. They are intelligent, malicious, and cunning carnivores, capable of spreading their mouth into a wide, horrifying grin. The antithesis of the couatls, jaguar lords hate them (a feeling that is mutual) and attack them on sight.

Jaguar lords are closely related to tabaxi (see *Tome of Horrors*), perhaps a blessed or cursed version. All jaguar lords are male, and must take a tabaxi mate to produce offspring (always a male jaguar lord). Although usually solitary, a jaguar lord will sometimes take leadership of a tabaxi clan for the purpose of mating and insuring offspring. Some choose to stay with a clan even after the offspring is born and sent off to make its way in the jungle.

Jaguar lords speak with oily smoothness, though traces of a deep growl remain. Their roar is deep and slams into listeners almost like a physical force. Jaguar lords speak tabaxi and two other languages commonly used by nearby societies, most often Nexalan and Halfling, though since the Amnite invasion, several have also learned Common.

COMBAT

These cunning creatures will use trickery, ambush, allies, and spells to weaken foes before closing for combat.

Spell-like Abilities (Sp): At will – *animate rope*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *hypnotism*, and *see invisibility*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Pounce (Ex): If a jaguar lord leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the jaguar lord must hit with its bite attack. If it gets a hold it can rake.

Rake (Ex): A jaguar lord that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d4+3 damage each. If the jaguar lord pounces on an opponent, it can also rake.

Skills: Jaguar lords receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

JAGUAR LORD CHARACTERS

Most jaguar lords have levels as sorcerers or clerics. The jaguar lord's favored class is sorcerer. Jaguar lord clerics worship Zaltec the Bringer of War and Eater of Hearts and can choose two of the following domains: Bestial (see *Book of Vile Darkness*; use the Beastmaster domain from *Defenders of the Faith* or the Animal domain in the *Player's Handbook* if that source is not available), Chaos, Destruction, Evil, and Scalykind. Jaguar lord spellcasters prefer enchantments, illusions, and necromancy, often choosing the Spell Focus feat in one or more of these schools; they usually avoid evocation and transmutation spells. The Eschew Materials feat (see *Tome and Blood*, *Magc of Faerûn*, or *Lords of Darkness*) is also popular among jaguar lord spellcasters.

A jaguar-lord PC's effective character level (ECL) is its class level +9. For example, a 7th-level jaguar lord sorcerer has an ECL of 16 and is the equivalent of a 16th-level character.

IN THE REALMS

The halflings of Far Payit in Maztica sometimes capture jaguar lords. The jaguar lord serves as a sort of group talisman to the Little Folk, and is often used as a means of delivering a sacrifice to Zaltec, the Eater of Hearts. The halflings will keep the creature in a pit in the center of their community. When they capture a humanoid, he or she is deposited into the pit – following an appropriately reverent ceremony honoring Zaltec – and then slain by the jaguar lord. In addition, the mythical Fountain of the Gods in Far Payit is rumored to be guarded by a village of 200 halfling warriors and five jaguar lords.

Rumors have begun to spread of what some suspect to be a jaguar lord in service to the Sythillian Empire in Amn, hunting down the merchant lords of that nation.

CREDIT

Author Thomas M. Costa, based on original material by Jeff Grubb and Tim Beach. The jaguar lord originally appeared in the novel *Feathered Dragon* (1991) by Douglas Niles. The creature's game statistics first appeared in *Fires of Zatal* (1991) and *Monstrous Manual* (1993). The jaguar lord also receives several mentions in the *Maztica Campaign Set* (1991).

JAGUAR LORD CREATION

Large Magical Beast

Extra Hit Dice (EHD): 8 HD – 2 minimum HD = 6

Hp: (8 x 5.5 HD) + (8 x 4 Con) = 44 + 32 = 76

Attacks: +8 Ftr +6 Str –1 size, –2 secondary = +13, +11

Saves: F +6 +4 Con = +10, R +6 +5 = +11, W +2 +2 Wis = +4

Skill Points: (2 x Int) + EHD = 28 + 6 = 34; class skill max ranks = HD + 3 = 11

Skills: Balance 0 +5 Dex +8 race = +13, Bluff 5 +2 Cha = +7, Climb 0 +6 Str +8 race = +14, Diplomacy 0 +2 Cha +2

Bluff synergy = +4, Hide 6 +5 Dex +4 race –4 size = +11, Intimidate 5 +2 Cha +2 Bluff synergy = +9, Listen 6 +2

Wis +2 Alertness = +10, Move Silently 6 +5 Dex +4 race = +15, Spot 6 +2 Wis +2 Alertness = +10

Feats: 1 + Int bonus + 1/4 EHD = 1 + 2 + 1 = 4

Challenge Rating: 16 for hp, +1 for initiative/speed, AC, pounce, improved grab/rake, spell-like abilities, saves/abilities, skill/feats/senses = 23 / 3 = 7

Spell DC: 10 + Cha mod + spell level = 10 + 1 + spell level = 11 + spell level

KALMARI

Medium-size Outsider (Evil, Lawful)

Hit Dice: 3d8+3 (16 hp)

Initiative: +8 (Dex)

Speed: Fly 20 ft.

AC: 26 (+8 Dex, +8 deflection), touch 26, flat-footed 18

Attacks: Bite +6 melee, tail +4 melee

Damage: Bite 1d8+3, tail 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Magical body, whip tail, swallow whole, possession

Special Qualities: Gaseous form, DR 20/+2, spell immunity, vulnerability to magic items

Saves: Fort +4, Ref +11, Will +4

Abilities: Str –, Dex 26, Con 12, Int 11, Wis 13, Cha 17

Skills: Hide +8*, Knowledge (arcana) +6, Listen +7, Search +14, Spot +15

Feats: Multiattack

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always lawful evil

Advancement: 4-9 HD (Medium-size)

In its natural state, a kalmari is an amorphous being made up of raw magic with a smoky, mist-like consistency. It appears as an inverted teardrop, with a three-foot long, prehensile tail. The beast has two unblinking yellow eyes it can move to different parts of its surface in order to follow multiple foes. The most striking feature of the kalmari, however, is its inordinately large, tooth-filled maws which seem to stretch all the way around its body. When the creature opens wide its jaws, the mouth appears to cover the majority of the kalmari's body. The kalmari also can possess the body of a living being without affecting that being's appearance.

Little is known of the habits of the kalmari on its home plane, the Barrens of Doom and Despair, but in the Realms a kalmari is normally summoned by a wizard to act as a guard for some important item, person, or place. As a rule, these creatures seem to enjoy the power they wield on the Prime Material Plane and are loath to leave. Their lawful nature also contributes to their "stubbornness" in this matter and also is part of the reason they are chosen as guardians of important mountain passes, potent magic items, fabulous treasure, and secret passages.

Kalmari speak Common and Infernal.

COMBAT

The cruel kalmari thrives on destruction. It prefers to grab with its tail and then its swallow victims.

Magical Body (Ex): The kalmari is made of raw magical power. It uses its Charisma score in lieu of its Strength score when making "physical" attacks and dealing damage, including its bite, tail, and grapple attacks.

Gaseous Form (Ex): Kalmari are naturally in *gaseous form* as the spell cast by a 10th-level sorcerer, except they cannot assume any other form, are not affected by weather or *gusts of wind*, can move through water uninhibited, do not lose access to supernatural abilities, and have the speed listed above. It is this form that in part grants them a damage reduction of 20/+2.

Spell Immunity (Ex): Kalmari are immune to all spells and spell-like abilities, although they may become vulnerable to those spells and spell-like abilities originating from magic items as detailed in their vulnerability special quality below.

Whip Tail (Ex): The kalmari has a whip-like tail with a reach of 15 ft. It can wrap around an enemy's legs or other limbs, allowing the kalmari to attempt to start a grapple with Medium-size or smaller creatures as a free action without provoking an attack of opportunity. The tail may make trip attacks and gains a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Swallow Whole (Ex): A kalmari can swallow a single creature that is Medium-size or smaller by making a successful grapple check with its bite. Once inside the kalmari, the target is helpless and takes 3d6+3 points of raw magical damage per round from the kalmari's magical innards. After the victim's death, he or she is destroyed and cannot be *raised*, short of a *true resurrection* spell. The kalmari cannot attempt to swallow a second target until the first victim is dead.

Possession (Su): To remain on the Prime Material Plane for an extended period of time (more than 10 minutes), a kalmari must possess a body composed of material native to the plane. The kalmari may attempt to possess a target once a round. This ability is similar to *magic jar* as cast by a 9th-level sorcerer, except the host body can be either a willing

(though not necessarily informed) living being or an inanimate nonliving vessel that allows the creature movement and a means to manifest its jaws and eyes (thus becoming an animated object as described on pages 17-18 of the *Monster Manual*) and it does not require a receptacle. If successful, the kalmari's body vanishes into the target's "body."

A host body retains its normal AC, but can withstand only 10 hit points of damage before it is rent asunder as the kalmari erupts from it, killing the host. The noise made by an emerging kalmari is that of 1,000 snakes hissing at once. A living target of a kalmari's possession must be willing, though that decision could be coerced through force, blackmail, or magic.

A kalmari within a host body can exist on the Prime Material Plane indefinitely, but once the creature leaves a host, it has only 10 minutes to find another host or be compelled to return to the Barrens of Doom and Despair.

Vulnerability to Magic Items (Ex): The only vulnerability a kalmari possesses is that it cannot digest magic items in any form. This is related to its immunity to spells; the nature of the creature and the nature of magic in the Realms are simply incompatible. All magic items worn or carried by a victim the kalmari has swallowed are regurgitated by the creature the round after ingestion. Offensive magic items such as weapons, wands, staves, and so on are then capable of damaging and destroying the beast regardless of the items enhancement bonus or other powers. Weapons are granted an additional +2 circumstance bonus to attack and damage rolls vs. the kalmari and the spell-like abilities of rings, rods, staves, wands, etc., now inflict damage on the kalmari normally; the creature's spell immunity no longer applies to those items. If for example, the kalmari ingests and rejects a *wand of fireballs*, *fireballs* from that specific *wand* can now injure the kalmari. *Fireballs* from any other source other than that wand still do not harm the creature. Items swallowed and rejected by one kalmari do not gain these benefits against any other members of the species. If reduced to 0 or fewer hit points by magic items it has not swallowed and regurgitated, the kalmari is simply banished back to its home plane of the Barrens of Doom and Despair.

Skills: Kalmari receive a +8 racial bonus to Search and Spot checks. *Due to their gaseous form, kalmari gain a +20 bonus to Hide checks in areas of mist, smoke, or other gas.

IN THE REALMS

Only one instance of a kalmari existing in the Realms for any length of time is recorded at this time. The creature apparently was summoned by the wicked wizard Cassana to serve as a "pet." In 1357 DR, Cassana lent use of the creature to the Iron Throne, an illicit mercantile cabal. The Throne planned to use the creature to tighten its grip on Shadow Gap, an important mountain pass. They placed the kalmari in a human shell (a minor Throne functionary unaware of the true cost involved). However, when the functionary publicly announced the closing of the pass and admitted to the murder of a contact of a local group of adventurers, a member of the group attacked the man. The warrior's blow (with his magic sword) split the body wide open, allowing the kalmari to escape. The creature promptly swallowed the warrior whole, sword and all. The kalmari rejected the sword, which was left untouched by the fleeing crowd.

The sword was recovered by a band of heroes that included Alias (NG female Alias vessel human Ftr10, see above), the tattooed swordswoman. Alias saw the above-described events in a dream. During their time in Shadow Gap and not long after Alias' dream, the kalmari entered their camp and attacked. Alias used Cassana's sigil, tattooed on her arm, to hold the wizard's creature at bay until the halfling Olive Ruskettle (CN female halfling Rog10) retrieved the late warrior's sword. Olive and the saurial paladin Dragonbait (LG male finhead saurial Pal10) then used the ingested-and-rejected weapon to destroy the creature.

Even though Cassana herself has perished, the secret of summoning such outsiders will likely find its way to other unscrupulous wizards' hands.

CREDIT

Author Thomas M. Costa, based on original material by Jim Lowder and Dale Donovan. The kalmari originally appeared in *Curse of the Azure Bonds* (1989), *Hall of Heroes* (1989), and *Villains' Lorebook* (1998).

KALMARI CREATION

Medium-size Outsider

Extra Hit Dice (EHD): 3 HD - 1 minimum HD = 2

Hp: (3 x 4.5 HD) + (3 x 1 Con) = 13 +3 = 16

Attacks: +3 Ftr +3 Cha, -2 secondary = +6, +4

Saves: F +3 +1 Con = +4, R 3 +8 Dex = +11, W 3 +1 Wis = +4

Skill Points: (8 + Int mod) x HD = 8 x 3 = 24; class skill max ranks = HD +3 = 6

Skills: Hide 0 +8 Dex = +8, Knowledge (arcana) 6 +0 Int = +6, Listen 6 +1 Wis = +7, Search 6 +0 Int +8 race = +14, Spot 6 +1 Wis +8 race = +15

Feats: 1 + 1/4 HD = 1 +0 = 1

Challenge Rating: 3 for hp, +1 for attack/damage/magical body, whip tail, swallow whole, possession, saves/abilities/skills/feat +2 for AC, gaseous form, DR, spell immunity = 16 /3 = 5, but slightly too powerful for most 5th-level characters, so 6.

KILLER GRASS

Tiny Plant

Hit Dice: ½d8 (2 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

AC: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Attacks: Bite +5 melee, 2 claws +3 melee

Damage: Bite 1d2-1/19-20, claw 1-1/19-20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Keen strike

Special Qualities: Plant traits, stable

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 8, Dex 17, Con 11, Int 6, Wis 11, Cha 6

Skills: Hide +22*, Intuit Direction +3, Listen +3, Move Silently +14, Spot +3, Wilderness Lore +3

Feats: Multiattack, Weapon Finesse (bite) (B), Weapon Finesse (claw) (B)

Climate/Terrain: Any temperate or warm forest, hill, marsh or plain

Organization: Patch (5-50)

Challenge Rating: ½

Treasure: Standard

Alignment: Always lawful evil

Advancement: 1 HD (Tiny); 2 HD (Small)

Killer grass are a magical and malevolent race of grass folk believed to be the result of powerful magic residues.

From a distance, killer grass appear to be regular blades of grass. Up close, they take on a more distinctly humanoid-like appearance. Their bodies have some sort of bone-like structure and are brownish-green, allowing them to blend into the grasses. These plants have a distinct heads with eyes, ears, and mouths, but lack prominent noses, having only two slits. All their facial features are sharp, tapering, and often ending in points. Their ears are especially pointed and long, looking like another few blades of grass were attached to each side of the head. These carnivores have sharp teeth and are capable of being dangerous in large numbers. Killer grass have thin spindly limbs that look like blades of grass. Their feet have small curved “toes,” which allow the creatures to anchor themselves on blustery days.

Killer grass sustain themselves on small mammals, lizards, and whatever else they can eat. They speak their own language.

COMBAT

Killer grass prefer to stalk their prey and then swarm them, clawing, biting, grappling, and aiding one another.

Plant Traits (Ex): A friendly fungus is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature has low-light vision.

Keen Strike (Ex): The claws and teeth of killer grass are as fine as razors, giving them a critical threat range of 18-20 with their natural attacks.

Stable (Ex): Due to their hooked feat, killer grass have a +4 stability bonus against bull rushes, to avoid being knocked down or blown away by winds, and similar attacks or effects.

Skills and Feats: Killer grass gain skills and feats as though they were fey. They have a +8 bonus to Hide and Move Silently checks. In grassy areas or heavy undergrowth, the Hide bonus improves to +12.

IN THE REALMS

Some reliable witnesses have begun to report a new kind of “grass” cropping up in Pelleor’s Prairie on the western edge of the Anauroch Desert. They say this grass is alive, in the same way people are alive. They named it “killer grass” for obvious reasons. Found near the edge of the desert, these creatures might be an effect of the strange magic surrounding Anauroch. Worse since their discovery a decade ago and the upheavals accompanying the return of Shade, killer grass have spread further and further afield. A number are known to dwell around reclaimed Evereska, slaying lone elves that wander off.

CREDIT

Author Thomas M. Costa. Killer grass was originally mentioned in *Elminster’s Ecologies Appendix One: The Hill of Lost Souls* (1995) by Scott Davis.

KILLER GRASS CREATION

Tiny Plant

Hp: $\frac{1}{2} \times 4.5 \text{ HD} = 2$

Attacks: +0 Clr +3 Dex +2 size, -2 secondary = +5, +3

Saves: F +2 +0 Con = +2, R 0 +3 Dex = +3, W 0 +0 Wis = +0

Skill Points: As fey, (3 x Int) + (2 x EHD) = 18; class skill max ranks = HD +3 = 3

Skills: Hide 3 +3 Dex +8 size +8 race = +22, Intuit Direction 3 +0 Wis = +3, Listen 3 +0 Wis = +3, Move Silently 3 +3 Dex +8 race = +14, Spot 3 +0 Wis = +3, Wilderness Lore 3 +0 Wis = +3

Feats: As fey, 1 + Int bonus +1/4 EHD = 1 +2 bonus

Challenge Rating: +1 for attacks/damage, keen strike/plant traits/stable, skills/feats 3 /3 = 1, but compare to other monsters and lower to $\frac{1}{2}$

KUPUK

Medium-size Magical Beast (Cold)

Hit Dice: 3d10+9 (25 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Attacks: 2 claws +7 melee, bite +5 melee, tail +5 melee

Damage: Claw 1d4+4, bite 1d6+2, tail 1d3+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Scent, cold subtype

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 18, Dex 15, Con 17, Int 4, Wis 12, Cha 7

Skills: Listen +5, Spot +5, Swim +6, Wilderness Lore +1*

Feats: Multiattack

Climate/Terrain: Any arctic (Great Glacier)

Organization: Solitary or pack (7-18)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Trustworthy, dependable, and easily domesticated, the carnivorous dog-like kupuk is one of the most valuable creatures to the human and arctic dwarf tribes of the Great Glacier, both as a pack animal and loyal companion. Kupuks are oviparous, laying 1d4 eggs in a shallow hole in the snow once per year. The eggs resemble lumps of gold, each about a foot across, with the texture of soft metal, misleading many a would-be treasure hunter.

The kupuk has a thick body and the hairless, leathery hide of a walrus, colored tan, dull yellow, or light gray. Its round head resembles that of a husky, with a long muzzle, black eyes and nose, and upright ears. Soft fur, the same color as its body, covers its head, and two six-inch-long tusks protrude from its mouth. It has four strong legs with broad flat feet and sharp claws, enabling it to move easily in the snow and on icy surfaces. (A kupuk does not suffer a movement penalty, as discussed in the *Dungeon Master's Guide*, pages 142-143, in such conditions.) A kupuk has a long snake-like tail about six inches thick and five feet long, covered with fur and typically coiled on the creature's back so as not to drag in the snow. In addition to serving as a weapon, the versatile tail can perform such functions as wrapping around a small tree so that the kupuk can uproot it or smooth a snowy surface by sweeping side to side.

COMBAT

Kupuks are as vicious towards their enemies as they are loving to their friends. A favorite tactic is to lure an opponent into deep snow where the kupuk's movement rate gives them the tactical advantage. Wild kupuks hunt in packs.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Carrying Capacity: A light load for a kupuk is up to 150 pounds; a medium load, 151-300 pounds; a heavy load 301-600 pounds. A kupuk can drag 3,000 pounds.

Skills: A kupuk has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

IN THE REALMS

Kupuks are native to the Great Glacier, although packs of wild kupuks have been seen as far east as Sossal and as far west as Icewind Dale. The Ulutian and arctic dwarf tribes of the Great Glacier have both domesticated kupuks as beasts of burden, for they serve ably as guards, pets, and sled pullers.

CREDIT

Author Eric L. Boyd, based on original material by Rick Swan. The kupuk originally appeared in *FR14 – The Great Glacier* (1992).

KUPUK CREATION

Medium-size Magical Beast

Extra Hit Dice (EHD): 3 HD – 1 minimum HD = 2

Hp: (3 x 5.5 HD) + (3 x 3 Con) = 16 +9 = 25

Attacks: +3 Ftr +4 Str, -2 secondary = +7, +5

Saves: F +3 +3 Con = +6, R +3 +2 Dex = +5, W +1 +1 Wis = +2

Skill Points: (2 x Int) + EHD = 8 +2 = 10; class skill max ranks = HD +3 = 6

Skills: Listen 4 +1 Wis = +5, Spot 4 +1 Wis = +5, Swim 2 +4 Str = +6, Wilderness Lore 0 +1 Wis = +1

Feats: 1 + Int bonus + 1/4 EHD = 1 +0 +0 = 1

Challenge Rating: 5 for hp +1 for AC, cold subtype, abilities/feats = 8 /3 = 2

Notes: Compare to dog, riding dog, and winter wolf. Could also write up as a beast with following changes: Atk +2 Clr +4 Str, -5 secondary (or Multiattack as a bonus feat) = +6, +1; Int 2; 15 skill points; Hide 1 +2 Dex = +3, Listen 5 +1 Wis = +6, Move Silently 1 +2 Dex = +3, Spot 5 +1 Wis = +6, Swim 3 +4 Str = +7, Wilderness Lore 0 +1 Wis = +1.

LARAKEN

Large Outsider (Evil)

Hit Dice: 15d8+48 (115 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Fly 30 ft. (perfect)

AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Attacks: Tentacle +16 melee

Damage: Tentacle 1d6+1 and magic absorption

Face/Reach: 10 ft. by 10 ft./5 ft.

Special Attacks: Absorb magic

Special Qualities: *Dimension door*, *detect magic*, blindsight, blind, vulnerability to fire

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

Abilities: Str 13, Dex 14, Con 17, Int 7, Wis 12, Cha 12

Skills: Hide +9, Knowledge (arcana) +10, Knowledge (the planes) +9, Listen +12, Move Silently +13, Search +9, Spellcraft +10, Spot +12

Feats: Improved Initiative, Iron Will, Toughness, Weapon Focus (tentacle)

Climate/Terrain: Temperate or warm marsh

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Usually neutral evil

Advancement: 16-25 HD (Large); 26-45 HD (Huge)

Laraken, also known as magic-drainers because they feed on magical energy, are distant relatives of the nishruu (see pages 67-68 of *Magic of Faerûn*). They hate all intelligent life and view anything of roughly humanoid shape as such life.

Laraken appear as a shining yellow sphere with a pair of tentacles that protrude from opposite points on its body. They are uncomfortable in humidity of less than 95% and appear to be linked to the Elemental Plane of Water. Consequently, they generally confine themselves to tropical marshes to keep themselves wet. Laraken speak no known language and all attempts to communicate with them have failed.

COMBAT

Laraken always attack when they sense a party that possesses spellcasters or magic, lashing out with their tentacles. However, they will not follow a party onto dry land.

Absorb Magic (Su): Laraken feed on magic, and absorb magic they touch, whether it takes the form of spells cast at the creature, magic items it envelops, or even spellcasters it strikes. Moreover, it gains the power it has absorbed. Laraken prefer to drain memorized spells, then charges from magic items with spell-like effects, and then pluses from magic items. This unusual diet has the following effects:

Spellcasters (arcane and divine) lose the highest-level spell slot or spell they have prepared with each slam of a laraken's tentacles. If the victim possesses two or more spells of the same level, the drained spell is randomly chosen. Each time the character loses a spell in this manner, he or she must make a Will save (DC 18) or fall unconscious for 10-100 minutes. A laraken gains the power to cast the spell it has absorbed once for each such spell it has absorbed.

A laraken absorbs spells cast at it, gaining the power to cast that spell once for each such spell it has absorbed.

A laraken in contact with a magic item with charges drains 1d6+1 charges from the item with each strike. A laraken may then use the absorbed charges as if it had the powers of the item.

A laraken that strikes magic arms and armor first drains the power with the highest market price modifier and then each individual plus of the item with each strike. This drain is permanent. A laraken gains the power of the items it absorbs, including armor bonuses, enhancement bonuses, and special abilities (which are applied to its tentacles) for 1 hour.

A laraken in contact with a magic item without charges or pluses absorbs one power or function of the item permanently with each strike. A laraken gains the absorbed power for 1 hour.

If a character attempting to use a potion, scroll, or similar single-use item is struck by a laraken, the magic item does not take effect and the laraken absorbs the power of the potion or gains the ability to cast the spell once.

Artifacts do not operate while in contact with a laraken and for 1 round thereafter, but are not permanently absorbed.

A laraken can heal itself one point for each spell level, charge, or plus equivalent it directs toward healing. Other magic items heal one point for each 3,000 gp of market value (minimum of one). The laraken loses the powers of whatever magic it directs toward this healing.

A laraken must absorb the equivalent of three spell levels or charges per day, which it uses in the same manner as magic used to heal itself, to avoid starving.

A laraken reproduces by absorbing a *regenerate* spell. This allows them to grow a new laraken from a severed tentacle.

Dimension Door (Sp): A laraken can *dimension door* itself as the spell cast by a 15th-level sorcerer at will.

Detect Magic (Sp): A laraken constantly *detects magic* (as the spell) out to a range of 600 feet.

Blindsight (Ex): A laraken can “see” by sensing the ambient magical energies of the Weave, allowing it to locate objects and creatures within 600 feet.

Blind (Ex): A laraken has no eyes and lacks normal vision and darkvision.

Vulnerability to Fire (Ex): A laraken takes double damage from fire attacks unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

IN THE REALMS

Laraken were brought to the Realms when the great Halruaan wizard, Akhlaur, summoned them from their home plane over 200 years ago. Akhlaur was an over-ambitious and evil conjurer who mistakenly opened a never-closing *portal* to the Elemental Plane of Water, which eventually created the Swamp of Akhlaur. Laraken have lived by and fed off of the portal ever since. A few laraken still live in the Swamp of Akhlaur, but they are rare – not many survived Akhlaur’s magical experimentations. One that did survive, the humanoid “Akhlaur’s laraken” was the child of an enslaved elf woman, Kiva, forcibly impregnated with the power of a laraken and a water demon. It’s power dwarfed that of its lesser kin. Nevertheless, “the laraken” was defeated through the combined might and ingenuity of Halruaa’s heroes, Mateo and Tzigone, themselves descended from the same enslaved elf woman.

CREDIT

Author Thomas M. Costa, based on original material by Tom Prusa. The laraken originally appeared in *FR16: The Shining South* (1993) and *Monstrous Compendium Annual Volume One* (1994). Akhlaur’s laraken plays a major role in Elaine Cunningham’s Counselors and Kings trilogy of novels, *The Maghound* (2000), *Floodgate* (2001), and *Wizardwar* (2002) and her short story, “Possessions,” in *Dragon Magazine* 282 (2001).

LARAKEN CREATION

Large Outsider

Extra Hit Dice (EHD): 15 HD – 2 minimum HD = 13

Hp: (15 x 4.5 HD) + (15 x 3 Con) + 3 Toughness = 67 + 45 + 3 = 115

Attacks: +15 Ftr +1 Str –1 size +1 Weapon Focus = +16

Saves: F +3 Con = +12, R +9 +2 Dex = +11, W +9 +1 Wis +2 Iron Will = +12

Skill Points: (8 + Int mod) x HD = 6 x 15 = 90; class skill max ranks = HD +3 = 18

Skills: Hide 11 +2 Dex –4 size = +9, Knowledge (arcana) 12 –2 Int = +10, Knowledge (the planes) 11 –2 Int = +9, Listen 11 +1 Wis = +12, Move Silently 11 +2 Dex = +13, Search 11 –2 Int = +9, Spellcraft 12 –2 Int = +10, Spot 11 +1 Wis = +12

Feats: =1 + 1/4 HD = 1 + 3 = 4

Challenge Rating: 25 for hp +1 for speed, dimension door, detect magic/blindsight, saves, skills/feats, +2 for absorb magic, drain magic = 34 /3 = 11

Spell drain DC: 10 + 1/2 HD + Cha = 10 + 7 + 1 = 18

Notes: Note damage is less than typical Large slam, but more than 2E damage. Presumably Spot checks can still be made using the blindsight ability, even though the laraken is blind. Compare to the 2E nishruu in the *Monstrous Compendium Annual Volume One* (1994), and the 3E nishruu in *Monsters of Faerûn* (2001). The absorb magic language is adapted from the latter source. See also the *Forgotten Realms Campaign Setting* (2001) for additional information on Halruaa.

LICH, GOOD (TEMPLATE)

The liches described in the *Monster Manual* are universally evil and hateful. Not all liches are so, however, a very few liches sought undeath (or had it forced upon them) in order to serve a noble cause, protect a lived being or place, or achieve a lofty goal. These good-aligned liches have most of the same power as their evil counterparts, while a few have extra abilities.

Special Attacks: Certain good liches have developed a unique attack in order to defend themselves.

Fists of Stone (Ex): The liches' fists hit like stone hammers. The lich gains the benefit of the Improved Unarmed Strike feat and may make 2 slam attacks for 1d8 points of damage.

Paralytic Weapon (Su): Some liches are able to channel their paralytic touch power through any melee weapon they wield. A creature struck by an empowered weapon must make a Fortitude save or be permanently paralyzed. **Remove paralysis** or any spell that can remove a curse can free the victim (see the *bestow curse* spell in the *Player's Handbook*). Unlike the lich's touch, the effect can be dispelled. Anyone so paralyzed seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals the victim is still alive. This power works in conjunction with any other powers the lich's weapon may have.

Turn Undead (Su): Three or more times per day, a good lich with this power can turn undead as a good cleric, making a turning (Charisma) check to determine how many HD of undead are affected. Some good liches can rebuke and command undead instead of or as well as turning and destroying them.

Special Qualities: Some good liches have unique abilities they use in pursuing their aims.

Commune with the Stone (Su): Some liches have become so familiar with the stone, they have gained the ability to *stone tell* at will, and gain a +4 insight bonus to their stonecunning checks.

Mind Shielding (Su): This ability confers immunity to detect thoughts, discern lies, and any attempt to magically discern the liches alignment.

One with the Wood (Sp): Some forest-dwelling liches can use the following spell-like abilities: constant – *commune with nature*, at will – *animal friendship*, *animal messenger*, and *tree stride*. These powers function as the spells of the same names cast by a druid of the character's level.

Rock Skin (Ex): Certain liches' bodies have calcified, granting them +10 natural armor (instead of +5).

Symbiosis (Ex): Some liches are bound to certain areas, such as a particular forest, and must never stray more than 1 mile from it. Any who do become weakened and die within 4d6 hours.

Turning Immunity (Ex): Many good liches cannot be turned or destroyed by good or neutral clerics. When evil clerics attempt to rebuke or command them, they are turned or destroyed instead.

Mute (Ex): Some liches with rock skin find their vocal chords become as petrified as their flesh, leaving them mute and incapable of casting spells with verbal components.

GOOD LICHES OF THE REALMS

Sy'Tel'Quessir Baelnorn: Sy'Tel'Quessir (wood elf) baelnorn are unlike their spellcasting counterparts. While regular baelnorn are master spellcasters, the Sy'Tel'Quessir baelnorn are unsurpassed warriors. Such baelnorn are unable to speak, having their actions speak for them in all matters. Nevertheless, creatures of the forest seem to know the thoughts of the baelnorn, which heed their call. All known Sy'Tel'Quessir baelnorn are found in and bound to the Lost Vale of Cormanthyr.

The flesh of the wood elf baelnorn is dark green and brown, and is the equivalent of petrified wood. Their hair has the appearance of moss and their eyes glow light amber. The only clothing the Sy'Tel'Quessir baelnorn wear support the items they carry, which are usually weapons of +3 or greater enhancement.

Unlike normal liches Sy'Tel'Quessir baelnorn need not be sorcerers, wizards, or clerics of at least 11th level. Instead, the character must have a base Fortitude save of +8. The ritual to become a Sy'Tel'Quessir baelnorn, however, is still performed by powerful spellcasters. Because of their everlasting silence and inability to cast most spells, most Sy'Tel'Quessir are fighters, though many have levels of ranger and a few are monks.

Sy'Tel'Quessir baelnorn lack the damaging touch, fear aura, and paralyzing touch of a standard lich, nor do they have phylacteries, and gain a +2 to Strength, Dexterity, and Wisdom rather than to Intelligence, Wisdom, and Charisma, but otherwise share all the standard powers and abilities of a lich. In addition, they have the paralytic weapon, turn undead (as a good cleric of their character level), one with the wood, rock skin, and symbiosis abilities described in the main entry for good liches. They can use Animal Empathy untrained and receive a +16 racial bonus to Animal Empathy and Hide checks, in addition to the skill bonuses that standard liches receive. Sy'Tel'Quessir baelnorn are mute and lose the ability to cast spells with verbal components. Like dryads, Sy'Tel'Quessir baelnorn have a symbiotic relationship with the Vale of Lost Voices in the great forest of Cormanthyr.

Thorsamsonn: Thorsamsonns, literally "Dumathoin's trusted dead," are high priests of Dumathoin, the dwarven god of the earth's riches. In extremely rare circumstances, clerics, known as delvesonns, who are particularly favored by

Dumathoin, become lichs as eternal as the stones themselves. They devote their unlife to the service of the Silent Keeper, continuing in their craft, protecting the secrets under the mountains, and remembering the lore of their fathers.

Thorsamsonns appear to be shield dwarves who have calcified over the ages. Their flesh is composed entirely of rock, with skin of light gray hue, a beard composed of a cluster of stalactites, and normal eyes – except for the irises, which sparkle like green emeralds. Despite all this, they retain full mobility. They lack the damaging touch, fear aura, and paralyzing touch of a standard lich, nor do they have phylacteries, and gain a +2 to Strength, rather than to Charisma, but otherwise share all of the standard powers and abilities of a lich. In addition, they have the fists of stone, commune with the stone, mind shielding, rock skin, and turning immunity abilities described in the main entry for good lichs above. Thorsamsonn's are always lawful neutral.

SAMPLE GOOD LICHES

The Sy'Tel'Quessir baelnorn example uses a wood elf ranger 5/fighter 10 of Solonor Thelandira. The thorsamsonn example uses a shield dwarf cleric 20 of Dumathoin as its base creature.

	Nymel Tarnruth	Bandaerl Dumatheir
	Sy'Tel Quessir Baelnorn Ranger 5/Fighter 10 of Solonor Thelandira	Thorsamsonn Cleric 20 of Dumathoin
	Medium-size Undead	Medium-size Undead
Hit Dice:	15d12 (97 hp)	20d12 (130 hp)
Initiative:	+5 (Dex)	+0
Speed:	60 ft. (<i>boots of striding and springing</i>); base 30 ft.	20 ft. (15 ft. in armor)
AC:	29 (+5 Dex, +10 natural, +4 armor [mithral shirt]), touch 15, flat-footed 24	32 (+10 natural, +8 armor [dwarven plate], +4 deflection [<i>ring of protection</i>]) touch 14, flat-footed 32
Attacks:	+3 <i>keen longsword</i> +22/+17/+12 melee and masterwork silver dagger +20/+15 melee; or +4 <i>mighty (+4) composite longbow</i> +25/+20/+15 ranged or +23/+18/+13/+8 ranged with Rapid Shot	+4 <i>maul of disruption</i> +23/+18/+13 melee; or +4 <i>throwing axe of distance and returning</i> +23 ranged; or 2 slams +19 melee
Damage:	+3 <i>keen longsword</i> 1d8+10/15-20, masterwork silver dagger 1d4+5, +4 <i>mighty (+4) composite longbow</i> 1d8+8/19-20/x3	+4 <i>maul of disruption</i> 1d10+8/x3 and disruption, <i>throwing axe of distance and returning</i> 1d6+8, slam 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralytic weapon, turn undead 2/day, two-weapon fighting, favored enemies (+2 vs. gnolls, +1 vs. yugoloths)	Spellcasting, turn undead 6/day, turn air/rebuke earth elementals 6/day, fists of stone
Special Qualities:	Undead traits, DR 15/+1, immunities, turn resistance +4, one with the wood, mute, symbiosis	Undead traits, DR 15/+1, mind shielding, immunities, turning immunity, commune with stone
Saves:	Fort +13, Ref +11, Will +8	Fort +17, Ref +11, Will +26
Abilities:	Str 20, Dex 20, Con –, Int 10, Wis 15, Cha 8	Str 18, Dex 10, Con –, Int 15, Wis 28, Cha 17
Skills:	Animal Empathy +17, Climb +12, Craft (bowmaking) +5, Heal +4, Hide +27, Jump +20, Listen +16, Move Silently +19, Search +8, Sense Motive +10, Spot +16, Swim +10, Wilderness Lore +10	Concentration +23, Craft (armorsmithing) +7, Craft (weaponsmithing) +7, Heal +14, Hide +4, Knowledge (history) +12, Knowledge (religion) +22, Listen +17, Move Silently +4, Search +10, Sense Motive +17, Speak Language (Terran), Spellcraft +17, Spot +17
Feats:	Improved Critical (composite longbow), Improved Critical (longsword), Improved Two-Weapon Fighting, Forester, Point-Blank Shot, Precise Shot, Rapid Shot, Run, Track, Treetopper, Weapon Focus (composite longbow), Weapon Focus (longsword), Weapon Specialization (longsword)	Combat Casting, Craft Magic Arms and Armor, Heighten Spell, Martial Weapon Proficiency (maul), Martial Weapon Proficiency (throwing axe), Maximize Spell, Scribe Scroll
Climate/Terrain:	Any forest (Cormanthyr)	Any mountains and underground

		(Undermountain)
Organization:	Solitary	Solitary
Challenge Rating:	17	22
Treasure:	Standard coins, double goods, double items	Standard coins, double goods, double items
Alignment:	Lawful neutral	Lawful neutral
Advancement:	By character class	By character class

SY'TEL'QUESSIR BAELNORN

Combat

Nymel would ordinarily be allowed 1 1st-level spell per day, but he knows no ranger spells of that level without a verbal component.

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep* paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Immunities (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

One with the Wood (Sp): DC 12 + spell level.

Two-weapon Fighting (Ex): Gain benefits of Ambidexterity and Two-Weapon Fighting feats when using 2 weapons and in light armor.

Favored Enemies (Ex): +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks, and damage rolls against gnoll humanoids and +1 against yugoloth outsiders.

Possessions: mithral shirt, +3 *keen longsword*, masterwork silver dagger, +4 *mighty (+4) composite longbow*, 2 *potions of wisdom*, *boots of striding and springing*, +2 *cloak of resistance*

In the Realms

Deep in the great forest of Cormanthyr lies a valley named for the elves of General Halflar Audark's army who lost their lives to the green dragon Venom in the Year of Elfsorrows (-206 DR).

General Audark was leader of the powerful Audark clan and one of the most skilled Sy'Tel'Quessir warriors of his time. Thinking they had killed the wyrm in his lair, Audark's army was not prepared for the attack of the second dragon. Nearly every member of the Audark clan followed Halflar to the dragon's lair, and those who did not die there perished in the surprise attack later on. The Vale of Lost Voices gets its name because not one elf in that army was able to utter so much as a whisper before the poison breath of the dragon swept over them all. Only a dozen members of the Audark clan remained after that day, four females and eight males – including the wife of General Halflar, Mistale Audark, and a warrior of common roots, Nymel Tamruth.

With the final demise of Venom, Mistale journeyed to Cormanthor to request that she and the remainder of the Audark clan be transformed into baelnorn. Since no Sy'Tel'Quessir had ever been changed into a baelnorn, there was much controversy over this request. As most baelnorn were wizards of one sort or another, the high mages of Cormanthor were unsure of the results of the transformation on green elves. In the end, the request was granted, and the guardians of the Vale of Lost Voices were born. As powerful undead creatures, the grief-stricken Audarks gain solace as eternal guardians of the vale. And ever since that day, the Vale of Lost Voices has been a place where all fallen elven warriors of Cormanthyr can be buried with valor and glory.

THORSAMSONN

Combat

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep* paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Immunities (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

Spells per Day: 6/8+1/7+1/7+1/7+1/7+1/5+1/5+1/5+1/5+1. Base DC 19 + spell level. Domains: Cavern (+4 stonecunning, +8 total), Earth (Turn air/rebuke earth elementals 6/day). Spontaneous casting of *aura* spells. Caster level 20th.

Possessions: dwarven plate, +4 *heavy maul of disruption*, +4 *throwing axe of distance and returning*, *ring of freedom of movement*, *ring of protection* +4, *scrolls of elemental swarm*, *imprisonment*, *passwall*, and *wall of stone*, *chime of interruption*, *cloak of resistance* +4, *phylactery of the priesthood* (see *Magic of Faerûn*), masterwork smithing tools, silver holy symbol of Dumathoin.

In the Realms

This thorsamsonn's full name and titles are "Banaerl, son of Rykos, blood of Melair, High Old one of Dumathoin, and protector of Melairbode's essence." Seventeen centuries ago, Banaerl arrived in the Realms, the fourth son of Rykos, a

priest of Dumathoin and elder of the family Dumatheir within the clan. Banderl was also, by birth, the great-great-grandson of the clan's King Melair.

Like his father, Banderl became a priest of Dumathoin during the last centuries of the clan's power in Faerûn. The Underdark invasion began and sounds of the miners' picks and the smiths' hammers began to die out. Within a century, the drow and duergar had reduced the clan to a shadow of its former self, and the temple to Dumathoin had become the clan's mausoleum. Approximately, 1,200 years ago, all but 50 dwarven warriors and 25 priests abandoned the Underhalls below Undermountain into the unknown. Soon after this, a major offensive by the drow slaughtered all but Banderl, two lesser priests, and eight warriors. The doors to the temple were fully sealed with elaborate prayers to Dumathoin. The temple and tombs, now known as the Lost Level of Undermountain, aside from four isolated incidents across the centuries, have remained inviolate for over 1,100 years.

After tending to the interment of the fallen warriors and priests, Banderl had a vision. He would be the temple's guardian, and all the others would escape with their comrades through the portal in the Hall of History. Banderl saw to their passage and then sealed the portal. For 800 years, he would walk the halls of the temple alone, recording the stories and history of the clan, and adding them to the Hall of History. Monthly sacrifices of gems to Dumathoin gave Banderl a purpose and over the centuries, he has tripled the size of Dumathoin's natural temple. Every 50 years, Banderl makes an item to honor Dumathoin and the craft of the clan; although most have been sacrificed to Dumathoin, he has kept a few.

CREDIT

Author Thomas M. Costa. The Sy'Tel'Quessir Baelnorn is based off of original work by Steven E. Schend and Kevin Melka in *Cornanthyr* (1998). The thorsamsonn is inspired by the original work of Eric L. Boyd, Ed Greenwood, and Steven E. Schend in *Undermountain: The Lost Level* (1996) and *Powers and Pantheons* (1997).

GOOD LICH CREATION

Sy'Tel'Quessir Baelnorn Creation

Medium-size Undead

Hp: 15 x 6.5 HD = 97.5 = 97

Attacks: longsword +5 Rng +10 Ftr +5 Str +1 Weapon Focus -2 two-weapon fighting +3 weapon = +22/+17/+12, dagger +5 Rng +10 Ftr +5 Str +1 Weapon Focus -2 two-weapon fighting +1 weapon = +20/+15, longbow +5 Rng +10 Ftr +5 Dex +1 Weapon Focus +3 weapon = +24/+19/+14 or with Shot on the Run +22/+17/+12/+7

Saves: F +4 Rng +7 Ftr + NA +2 cloak = +13, R +1 Rng +3 Ftr +5 Dex +2 cloak = +11, W +1 Rng +3 Ftr +2 Wis +2 cloak = +8

Skill Points: (4 + Int mod) x (Rng level +3) + (2 + Int mod) x Ftr level = (4 x 8) + (2 x 10) = 32 + 20 = 52; class skill max ranks = HD +3 = 18

Skills: Animal Empathy 2 Rng +0 Ftr -1 Cha +16 race = +17, Climb 0 Rng +5 Ftr +5 Str +2 Treetopper = +12, Craft (bowmaking) 0 Rng +5 Ftr +0 Int = +5, Heal 0 Rng +0 Ftr +2 Wis +2 Forester = +4, Hide 6 Rng +0 Ftr +5 Dex +16 race = +27, Jump 0 Rng +5 Ftr +5 Str +10 boots = +20, Listen 6 Rng +0 Ftr +2 Wis +8 race = +16, Move Silently 6 Rng +0 Ftr +5 Dex +8 race = +19, Search 0 Rng +0 Ftr +0 Int +8 race = +8, Sense Motive 0 Rng +0 Ftr +2 Wis +8 race = +10, Spot 6 Rng +0 Ftr +2 Wis +8 race = +16, Swim 0 Rng +5 Ftr +5 Str = +10, Wilderness Lore 6 Rng +0 Ftr +2 Wis +2 Forester = +10

Feats: 6 for character level +1 ranger +6 for fighter = 12

Challenge Rating: HD +2 for template = 22

Possessions: Double goods: 2d10 minor items, 2 medium items and 2 major items, about 70,000 gp for encounter; 1,100 gp (mithral shirt) + 32,315 gp (longsword) + 310 gp (dagger) + 32,800 gp (longbow) + 600 gp (potions) + 6000 gp (boots) + 4,000 gp (cloak) = 77,125 gp

Notes: Dropped SR of baelnorn because standard baelnorn lost the power as well and projection power because it seemed unnecessary given their existing powers. Also switched *dimension door* for *tree stride*

Thorsamsonn Creation

Medium-size Undead

Hp: 20 x 6.5 HD = 130

Attacks: maul +15 +4 Str +4 maul = +23, axe +15 +4 Str +4 axe = +23 (only one axe to throw), fists +15 +4 Str = +19

Saves: F +12 + NA +5 cloak = +17, R +6 +0 Dex +5 cloak = +11, W +12 +9 Wis +5 cloak = +26

Skill Points: (2 + Int mod) x (level +3) = 4 x 23 = 92; class skill max ranks = HD +3 = 23

Skills: Concentration 20 +3 Cha = +23, Craft (armorsmithing) 5 +2 Int = +7, Craft (weaponsmithing) 5 +2 Int = +7, Heal 5 +9 Wis = +14, Hide 0 +0 Dex +8 race -4 armor = +4, Knowledge (history) 20 (cross class) +2 Int = +12,

Knowledge (religion) 20 +2 Int = +22, Listen 0 +9 Wis +8 race = +17, Move Silently 0 +0 Dex +8 race -4 armor = +4, Search 0 +2 Int +8 race = +10, Sense Motive 0 +9 Wis +8 race = +17, Speak Language (Terran) 2, Spellcraft 15 +2 Int = +17, Spot 0 +9 Wis +8 race = +17

Feats: 7 for character level

Challenge Rating: HD +2 for template = 22

Possessions: Double goods: 2d4 medium items and 2d3 major items, about 220,000 gp for encounter; 3,500 (1/3 craft cost) +36,105 (1/2 magic cost + 1/3 craft cost) +36,103 (1/2 magic cost + 1/3 craft cost) +40,000 +32,000 +(1,912.5 +1,912.5 +562.5 +562.5) (1/2 magic cost), 15,800 +25,000 +27,200 gp +55 +55 +25 = 220,738 gp

Notes: Introduction and turning immunity power copied from *Monsters of Faerûn*. Thorsamsonn is derived from *Dwarves Deep*, p. 12, and *Powers and Pantheons*, p. 61. These liches are noted, but not named, in *Undermountain: The Lost Level*, p. 29, and *Powers and Pantheons*, p. 63. Compare mind shielding to the ring of the same name.

LOCK LURKER

Diminutive Aberration

Hit Dice: 1d8+2 (6 hp)

Initiative: +3 (Dex)

Speed: 20 ft., climb 10 ft.

AC: 22 (+4 size, +3 Dex, +5 natural), touch 17, flat-footed 19

Attacks: Sting +7 melee, bite +2 melee

Damage: Sting 1d4-4 and poison, bite 1d3-4

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: Poison

Special Qualities: Partial etherealness, regeneration 1/6 hr., tremorsense 30 ft.

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 3, Dex 17, Con 15, Int 6, Wis 14, Cha 6

Skills: Climb +11, Hide +22*, Listen +9, Move Silently +10, Spot +5

Feats: Weapon Finesse (bite) (B), Weapon Finesse (sting) (B)

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Diminutive)

Lock lurkers are the bane of thieves and so named because they are often placed as guards on chests and doors to strike unwary interlopers through keyholes.

Lock lurkers look like coins – cold, hard, coppery or bronze discs (25% are silver or gold in hue) about 1 inch in diameter. A lock lurker has two rows of tiny, retractable legs on its underside, surrounding a razor-sharp iris of teeth. It has a lightning-fast stinger that can be up to one-foot long, but this stinger is usually on the Ethereal Plane, invisible to observers on the Prime Material Plane.

Assassins have placed them under inkwells and pillows, in boots, and in other places convenient to a strike (so that the paralyzed target can be slain easily with no alarm being raised). A human handling a lurker often thinks he has picked up a smooth, heavy coin. A sting advises him otherwise. Lurkers have been known to allow themselves to be carried with other coins until reaching a place where easy targets will come near. Unless it strikes metal, the lurker's bite and sting are silent.

When one escapes into the wild, it does not hunt as, well, lurk. Like some spiders, lurkers seem to prefer to lair in civilized habitations and preying on insects, rodents, and other small creatures. Any food ingested by the carnivorous lurker is held in an expandable body sack on the Ethereal Plane. Lurkers are hermaphroditic; whenever two adults meet, they mate and go their separate ways. One to four months later, each lurker lays an egg sack of 10-120 tiny eggs, 60% of which are fertile, which will hatch in 1-6 weeks.

Lock lurker venom (a clear, gummy fluid that smells like seaweed) brings about 10 gp per flask (from the few alchemists who recognize it). Lurker egg sacks bring about 25 gp on the open market.

COMBAT

A lurker's teeth can bite through hide, hair, skin, or leather armor, but not metal. Its stinger strikes as if the creature were a much more powerful monster.

Poison (Ex): Stinger; Fortitude save (DC 12); initial damage stunned 1d4 rounds; secondary damage paralysis for 1d4 hours and then *slows* the spell for 1d4 rounds.

Partial Ethernalness (Su): A lock lurker's stinger is normally ethereal, invisible and insubstantial in the Prime Material Plane. It can attack creatures in the Ethereal Plane, and the stinger materializes on the Prime Material Plane only when the lurker launches an attack. A lock lurker can see freely into both the Ethereal and Prime Material Plane.

Regeneration (Ex): Lock lurker's have regeneration at a rate of 1 hit point every 6 hours.

Tremorsense (Ex): Lock lurker's can automatically sense the location of anything within 30 feet that is in contact with the ground.

Skills: Lock lurker's receive a +4 racial bonus to Hide, Listen, and Move Silently checks. They use their Dexterity modifier for Climb checks. Among coins, the lurker's Hide bonus improves to +8.

IN THE REALMS

Lock lurkers are surprisingly common across Faerûn, having been used by merchants protecting their goods and assassins looking to first capture their victims for centuries. Some have suggested lock lurkers came to Toril with the rise of Waukeen's faith. Lock lurkers never harm clerics of Waukeen with the Trade domain as one of their chosen domains; lock lurkers simply avoid the priests and refuse to strike them if possible. If trapped or picked up by a cleric of Waukeen with the Trade domain, they may be tamed and trained as beasts if the cleric has the Handle Animal skill.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The lock lurker originally appeared in *Dragon Magazine* #139 (1988), *FRQ1 The Haunted Halls of Evening Star* (1992), the *2E Forgotten Realms Campaign Setting* (1993), and *Monstrous Compendium Annual Three* (1996).

LOCK LURKER CREATION

Diminutive Aberration

Hp: $(1 \times 4.5 \text{ HD}) + (1 \times 2 \text{ Con}) = 4 + 2 = 6$

Attacks: +0 Clr +3 Dex +4 size, -5 secondary = +7, +2

Saves: F +0 +2 = +2, R +0 +3 = +3, W +2 +2 = +4

Skill Points: $(2 \times \text{Int}) + (2 \times \text{EHD}) = 2 \times 6 = 12$; class skill max ranks = $\text{HD} + 3 = 4$

Skills: Climb 0 +3 Dex +4 race = +7, Hide 3 +3 Dex +4 race +12 size = +22, Listen 3 +2 Wis +4 race = +9, Move Silently 3 +3 Dex +4 race = +10, Spot ranks 3 +2 Wis = +5

Feats: Int bonus +1/4 EHD = 0, 2 bonus

Challenge Rating: +1 for hp, attacks/feats, partial etherealness/regeneration, speed/saves/abilities/skills +2 for AC, poison = $8 / 3 = 2$

Poison DC: $10 + \frac{1}{2} \text{ HD} + \text{Con mod} = 10 + 0 + 2 = 12$

LYCANTHROPE (TEMPLATE)

Lycanthropes are humanoids who can transform themselves to resemble animals or monsters. Basic information about lycanthropes from the *Monster Manual* (and *Monsters of Faerûn*) is not repeated here; consult those books for more information about the lycanthrope template and lycanthropy as an affliction and its cure.

“Lycanthrope” is a template that can be added to any humanoid creature, that creature referred to hereafter as the “character.” The lycanthrope usually takes on the characteristics of some type of carnivorous animal, though a rare few assume other forms, referred to hereafter as the “animal.” The character’s type changes to shapechanger.

The *Monster Manual* and *Monsters of Faerûn* describe the most common forms of lycanthrope; this entry details several more. All of the lycanthropes below follow all of the rules in the *Monster Manual* and *Magic Faerûn* except as noted below. Also note the minimum challenge rating for a lycanthrope, regardless of the base animal’s challenge rating, is 2.

IN THE REALMS

The magical energies unleashed during the Time of Troubles had a peculiar side effect. As the crisis abated, reports came in of new lycanthrope species. Some were accidentally created when one of these freak maelstroms of pure magic enveloped a human and an animal. The two merged together into a single being with traits of both. A second group included those who remained physically independent but gained the ability to transform into another’s form. A third group appears to have been deliberately created. A fourth group includes those that appeared as a result of long-standing curses; apparently these lycanthropes had always existed, but have only just recently come to light. All the new lycanthropes either fill niches left unoccupied or seem intended to specifically oppose known lycanthrope species.

Name	Animal Form (HD)	Ability Score Adjustment	Bonus Feats	Alignment
Seawolf	Seawolf and hybrid (use sea lion; 6 HD)	Str +8, Dex +2, Con +6, Int +2, Wis +2	Blind Fight, Multiattack, Power Attack	Always CE
Werebadger	Dire badger and hybrid (3 HD)	Str +4, Dex +6, Con +8, Int +2, Wis +2	Blind Fight, Multiattack, Power Attack	Always CE
Werebison	Bison and hybrid (5 HD)	Str +8, Con +6, Int +2, Wis +2	Improved Bull Rush, Power Attack	Always NG
Wereblack-lion	Black lion and hybrid (use leopard; 3 HD)	Str +6, Dex +8, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Weapon Finesses (claws, bite)	Always NG
Werecat	Cat and hybrid (½ HD)	Str –6, Dex +4, Int +2, Wis +2	Improved Initiative, Multiattack, Weapon Finesse (claws, bite)	Always CG
Weredog	Riding dog (2 HD)	Str +4, Dex +4, Con +4, Int +2, Wis +2	Blind fight, Improved Initiative, Power Attack	Always LG
Weredolphin	Porpoise (2 HD)	Dex +6, Con +2, Int +4, Wis +4	Blind Fight, Improved Initiative, Weapon Finesse (butt)	Always LG
Werefox (“Foxwoman”)	Fox and hybrid (½ HD)	Dex +8, Int +2, Wis +2, Cha +6	Improved Initiative, Skill Focus (Bluff), Spell Focus (Enchantment), Weapon Finesse (bite)	Always CE
Werehyena	Dire hyena (5 HD)	Str +12, Dex +5, Con +6, Int +2, Wis +2	Blind Fight, Power Attack, Skill Focus (Bluff)	Always NE
Werejaguar	Jaguar and hybrid (use leopard; 3 HD)	Str +6, Dex +8, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Weapon Finesses (claws, bite)	Always NE
Wereleopard	Leopard and hybrid (3 HD)	Str +6, Dex +8, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Weapon Finesses (claws, bite)	Always LN
Werelion	Lion (5 HD)	Str +10, Dex +6, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Power Attack	Always LE
Weremole	Dire mole (1 HD)	Str +2, Dex +4, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Weapon Finesse (claws, bite)	Always CE
Wereowl (“Wrowl”)	Medium-size owl (2 HD)	Str +4, Dex +2, Con +2, Int +2, Wis +2	Flyby Attack, Improved Initiative, Multiattack	Always NG
Werepanther	Panther (use leopard; 3 HD)	Str +6, Dex +8, Con +4, Int +2, Wis +2	Blind Fight, Multiattack, Weapon Finesse (claws, bite)	Always LN
Weresal	Seal (2 HD)	Str +2, Dex +4, Int +2,	Blind Fight, Improved Bull	Always N

		Wis +2, Cha +2	Rush, Power Attack	
Werespider	Large monstrous web-spinning spider and hybrid (4 HD)	Str +4, Dex +6, Con +2	Blind Fight, Improved Initiative, Weapon Finesse (bite)	Always LE

SEAWOLF

Seawolves are humans who can assume a form combining aspects of a seal and a wolf. They are the only known lycanthropes to assume the form of an unnatural creature. The monstrous form of the seawolf has the 12- to 15-foot long body of a seal. The head and shoulders are those of a wolf. In humanoid form, they are often thickly muscled with tiny ears and long hair that covers their head and shoulders like a mane. The seawolf has a hybrid form of a wolf-man, a humanoid shape that retains the seawolf's teeth, claws, and fur.

Seawolf packs roam the seas in search of ships to attack. They generally approach a ship in seawolf form, then change into the hybrid form and climb aboard. There they use their teeth and claws to kill their opponents. They have also been known to gnaw holes in the hull in order to sink the ship.

Seawolves share the statistics of a sea lion (see pages 160-161 of the *Monster Manual*), except they also have a land speed of 10 ft. in their animal form. The hybrid form uses the character's speed.

In the Realms

Many a pirate is rumored to be a seawolf. One such reaver is the dreaded Jezgar Skentzin of the caravel Umberlee's Get, who rides the waves of the Sea of Fallen Stars with a crew of seawolves.

WEREBADGER

Werebadgers are usually dwarves, gnomes, and halflings that can transform into dire badgers or humanoid-dire badger hybrids, although other races such as goblins and orcs are not uncommon. In humanoid form, they tend to have a silver stripe in their hair or beards. In hybrid form, they stand upright, but have the features of a badger: thick fur, enormous claws, and a badger's head. The werebadger's claws are so large they "clack" together when not flexed or clenched.

Werebadgers tend to live on the fringes of society (when they choose to live among others at all). They choose professions that allow them to be alone or excuse bursts of violent anger. For example, many become scouts or skirmishers in dwarf armies. Werebadgers dislike physical labor as a rule. They typically do not work stone or metal. On the other hand, they have no qualms about using weapons in their human or hybrid form, if they are more effective than their natural attacks.

In the Realms

Werebadgers are most commonly found among the shield dwarves of the Realms. Therein, they usually keep to themselves or face immediate expulsion or death, leading most werebadgers to a life on the road or as a hermit. A number of werebadgers – all inflicted by the same long-dead sire – are known to roam the wilds of Vaasa, battling goblinoids and making a stake for themselves.

WEREBISON

These creatures are the largest and, so far, the only herbivorous lycanthropes. They are humanoids of above average size who can turn into a form resembling a hairy, stocky minotaur, but possessing a bison-like head and short horns.

Werebison attack by charging headfirst into their opponents and stomping on them. They normally do not bite opponents, hence the spread of this form of lycanthropy is limited only to those the werebison purposely infects.

The beast is found on prairies and arid plains and though it is herbivorous, it has a temperament like a wereboar. Some folk living near a lair of these creatures regard them as holy and do not hunt them. Werebison are often found near buffalo herds, acting as protectors of the herd.

In the Realms

Werebison are extremely rare. They are most "common" among the nomads of Narfell. In fact, there is at least one family of werebison that hires itself out to their kin as powerful laborers.

WEREBLACK-LION

These lycanthropes transform into black lions. They have a hybrid form that combines the overall humanoid shape with black-lion-like feet, tail, pelt, face, and ears. Their humanoid form usually develops thick, coarse, jet black hair, though both sexes usually keep their hair short.

In the Realms

Werblack-lions are found only in the North and are rarely encountered outside the hunting territory of the Uthgardt Black Lion tribe. They are the sworn enemies of the werewolves of the Uthgardt Gray Wolf tribe, but much fewer in number. As a result, they rarely engaged their enemies directly, preferring to oppose their depredations indirectly by recruiting companies of adventurers as proxies.

WERECAT

These creatures have two forms. One resembles a strong human-sized house cat. The other is a hybrid with feline features (hind legs, head, claws, tail, and fur) over a humanoid frame. They are sworn enemies of the wererats. Werecoats speak any feline language even when in humanoid form. Even in humanoid form, the strong fingernails of the werecat enable each hand to do real damage with their unarmed attacks.

In the Realms

Most of these shapeshifting cats are followers of Selûne, goddess of the moon, several of whom, such as Feluna Moonstar of Waterdeep, serve her further as clerics or as members of the Knights of the Half Moon. The number of werecoats is fairly small in the City of Splendors. Nevertheless, they work tirelessly to eradicate the wererats in the Waterdeep's sewers and the neighboring Rat Hills.

A secretive sisterhood of werecoats based somewhere in the Lands of Intrigue and known as the Eyes of the Evening serves the goddesses Sharess and Selûne, though their exact aims remain unknown. They are rumored to hunt cultists of Shar and Loviatar during the nights of the full moon.

WEREDOG

These creatures resemble large dogs such as mastiffs, St. Bernard's, or German shepherds. Weredogs appeared as a canine counter to the werewolves. They are often good-aligned people whose personalities were so strong they managed to alter the effects of the impending lycanthropy. Weredogs are sworn to destroy the more numerous and powerful werewolves. Unfortunately, most people still have trouble telling weredogs and werewolves apart. Consequently, those folks the weredog tries to help may be scared and turn against it.

In the Realms

Weredogs have begun to emerge in small numbers across the Realms. On the Moonshaes, weredog mastiffs appeared several decades ago to battle the depredations of werewolves serving the goals of Malar the Beastlord. Nevertheless, these lycanthropes are found openly only in Myrloch Vale.

WEREDOLPHIN

These beings are able to transform themselves into elf-like humanoids or bottlenose dolphins. Though most weredolphins are aquatic elves to begin with, anyone infected with lycanthropy by a weredolphin slowly begins to take on the appearance of an aquatic elf in their humanoid form (though they gain no benefit from this transformation). Their lycanthropic empathy ability works with all cetaceans. This form of lycanthropy is rarely spread without consent. During the day, weredolphins may rest atop whales or come ashore. They are always enemies of weresharks and usually find wereseals so irritating the relationship ends in blows.

In the Realms

Weredolphins are common in the waters around the island of Evermeet, where they are prized as scouts by the island's rulers. Some are also said to swim in the enormous dolphin schools off the coast of Dambrath.

WEREFox

A werefox is usually an elven-appearing woman who is able to transform herself into a silver fox form or a silver-furred hybrid ("vixen") form. Werefoxes are usually called foxwomen, as male werefoxes are so rare as to be unknown. The female form of the werefox is that of an extremely beautiful elf. She has silver or silver-streaked hair, including a widow's peak. Generally extremely self-centered, the werefox dresses attractively in loose garments. The vixen form is a hybrid of elven and fox-like features. The body and limbs are those of the elven form, but covered with silvery fur. The head and tail are fox-like. The vixen form's bite does 1d6 damage.

Werefoxes are barren and may only infect others with their curse, often kidnapping young girls to become their "daughters." Anyone infected with lycanthropy by a werefox slowly begins to take on the appearance of an elf or faerie in their humanoid form (though they gain no benefit from this transformation). Most werefoxes are capable sorcerers, which becomes their favored class. Self-serving, vain, and hedonistic in the extreme, foxwomen often enslave humanoid males with their charms.



In the far-flung eastern realms of Kara-Tur, another variety of werefox exists, related to the hengeyokai, the hu hsien. This variety of werefox has the fiendish template, the spirit type modifier (see *Oriental Adventures*), the energy drain attack of a succubus, and takes double damage from electricity attacks. They add +2 to their CR for these additional powers, ignoring the normal CR bonus from the fiendish template. These magical beings evince less of an elven appearance, while still remaining just as beautiful and graceful. Their animal form can walk on its hind legs and hold items in its front paws (and may in fact be its natural form). It lacks a vixen form, but its humanoid form still has its fox-like tail (which is usually carefully hidden). Hu hsien despise the Celestial Emperor, who is known sometimes to send the eastern Thunder God to punish the hu hsien for their wicked ways. Despite their wicked nature, hu hsien have been known to reward those that help them or treat them kindly.

In the Realms

Foxwoman are said to have been the creation of Araushnee, the name of Lolth prior to her fall. Tales, known only to the surface elves, tell of a mortal sorceress, sometimes human, sometimes elf, who challenged Araushnee in a contest of some sort, alternately said to be a contest of beauty, charm, or seduction. Whatever the contest, Araushnee lost, and in a rage, transmuted the woman and her fox familiar into one.

WEREHYENA

Werehyenas are usually human males, who can transform themselves into dire hyenas. The human form tends to be tall and sinewy, with long, shaggy hair usually tied back over their neck. The long hair conceals a second mouth at the base of the head, which mimics the lip movements of the primary mouth but makes no sound. They take great pains to keep this second mouth hidden. In their human forms, werehyenas tend to be gregarious and charismatic, many possessing a loud, resounding laugh. The canine form appears to be a dire hyena, over six-feet long from snout to tail, with golden fur on its back and black fur on its belly and feet. Many of these lycanthropes are druids or rangers.

Werehyenas travel in close-knit packs of up to dozen creatures, most of whom are males. It's also not uncommon for a pack of these creatures to be followed by 2-12 normal hyenas. The pack is run by the dominant male, who makes all important decisions, reinforcing them with an occasional savage bite. Newly infected werehyenas are welcomed into a pack only if the newcomer agrees to accept the pack leader's orders to the death. If not, a fight for dominance usually ensues, with the victor becoming the new pack leader. Among themselves, werehyenas can be playful and capable of lasting intimacy. They mate for life, but only with other members of the pack.

Werehyenas are covert hunters, preying on gullible humanoids whenever possible. However, like their normal cousins, they are excellent scavengers, capable of eating just about anything in order to survive.

Werehyenas are unaffected by silver weapons, but are effected by iron weapons; replace their damage reduction with "DR 15/iron."

In the Realms

Werehyena packs roam the plains and desert of Zakhara – where their numbers are great, but widely scattered – looking for settlements to infiltrate and prey. In Faerûn, werehyenas are rare outside of gnoll populations, which are known as "ghuuna" in their bestial tongue. Gnolls rarely spread "ghuunism," preferring to be an elite few.

WEREJAGUAR

Werejaguars are humanoids who can transform into jaguar or hybrid humanoid-jaguar form. The creature's human form is fairly unremarkable, although its hair might be sandy and streaked with black or vice versa, and its movements generally are fluid and graceful. The animal shape resembles a large jaguar. And the hybrid form combines animal and human features: broad snout, black-marked sandy pelt, wide paws that retain opposable thumbs, and a long, expressive tail.

Werejaguars are usually solitary hermits living in the wilds. Some, however, enjoy living in thorps and villages, were they easily infiltrate human society. Werejaguars do not marry, but they do have preferred mates. Females typically mate only with other werejaguars. Males often impregnate human females and leave the area before the women realize the fell nature of the children they carry. Both prefer the flavor of freshly killed humanoid meat over all other meals.

Werejaguars are unaffected by silver weapons, but are effected by obsidian weapons; replace their damage reduction with “DR 15/obsidian.”

In the Realms

Werejaguars are most commonly found in Maztica where they are seen as a bad omen of Zaltec’s power and evidence of the power of hishna’s tooth and claw.

WERELEOPARD

These lycanthropes transform into shapes similar to spotted leopards. They have a hybrid form that combines the overall humanoid shape with leopard-like feet, tail, pelt, face, and ears. Their humanoid form usually develops highlighted and streaked hair, though both sexes usually keep their hair short.

In the Realms

Most common in the Shaar, wereleopards, are nevertheless rare. One of the wizard leaders of the Northern Wizards of Unther’s city of Messemprar is rumored to be a wereleopard.

WERELION

Werelions are humanoids able to assume lion form. In their human form, werelions tend to be thin and sinewy, with a whiplash speed and agility. Their voices are deep and melodious. Male werelions generally have long, curly yellow or golden brown hair, which they tie back as ponytails or tuck under turbans, while females keep their hair cropped uncharacteristically short, even to the point of appearing almost shaven. They are always deeply tanned and muscled. In their lion forms they lose all vestiges of humanity, appearing as large lions with unusually bright eyes and a deeper roar than most normal lions. Many werelions are rangers, rogues, or even sorcerers.

Werelions are efficient, communal predators, dangerous not only because of their individual skill, but also because of their ability to stalk their prey as a single-minded group. Werelions drive or lead their prey into ambushes. Each pride is led by a female whose authority is unquestioned. The males may brag, may be lazy in combat or in the hunt, or may even insult their female companions, but they never disobey their pride’s ruler. Prides of more than six are usually split into two hunting groups, one led by the werelions’ matriarch and one by her chief consort.

Werelions prefer the company of humanoids to that of animals. Werelions are great rivals of weretigers and rarely tolerate their presence for long.

In the Realms

Werelions are most common in the lands of Zakhara, where they are known to have struck bargains with the desert centaurs and cities on the edges of great plains which profit both groups. Generally, they serve as caravan guards or elite military scouts in exchange for guaranteed hunting privileges in choice range-lands. At least one pride of these evil shapechangers, however, was known to live within a Netherese ruin somewhere beneath the Sword of Anauroch, the Great Sand Sea.

Rumors abound of lawful good werelions, particularly in and around Nathlekh, City of Cats. These rumors are true, as some werelions in the Shining Plains and Guthmere Forest regions have been changed to serve the forces of weal by the awesome presence of Nobanion during the Time of Troubles. However, as word of these few good-aligned leonine lycanthropes has traveled, not a few evil werelions have been able to play off the good name of their cousins and the general respect others have for the noble lion, to spread their wickedness further across the praeries of Faerûn.

WEREMOLE

To date, all known weremoles have been gnomes, though rumors of halfling weremoles are not unknown. In their humanoid form, weremoles develop small and close eyes and rosy cheeks. Their noses usually become sharper and less bulbous. Weremoles usually keep their hair short. In their animal form, weremoles are enormous, usually gray-haired, dire moles with long, solid claws and sharpened teeth. Their eyes turn red and bloodshot, and they often appear rabid. Regardless of their form, weremoles are wicked in the extreme, enjoying the feel of enemies being skewered by their claws and the spattering of blood on their faces. Too dangerous to capture and cure, most gnome communities try to kill weremoles outright and worry about compassion later.

In the Realms

Weremoles are the creation of Urdlen the Crawler Below, gnome god of bloodlust, evil, and hatred. They first appeared during the Time of Troubles in rural gnome communities that were attacked by the avatar of Urdlen. Weremoles are most common in the vicinity of the Triel Hills, although the Forgotten Folk of Trielta’s gnome churches are actively working to reduce their numbers.

WEREOWL

These beings are the first known avian lycanthropes. They transform at night into great snowy owls. Their humanoid form often has large round eyes and early graying hair. Wereowls can speak in their owl form. Wereowls are the natural enemies of harpies. They are often known as “wrowls.”

In the Realms

Wereowls first appeared and remain most common in the High Forest. Therein, several small families of the shapechangers have formed a relationship with Turlang’s treants, serving as scouts and messengers for their allies, while receiving the protection of their sturdy companions.

WEREPANTHER

Werepanthers are rare variety of lycanthrope found mainly in warm mountains. Werepanthers have a humanoid form and panther form. (On some worlds, werepanthers are said to have a hybrid form as well). The human form is often that of slim, athletic humans with dark hair and skin and almost elf-like features. The panther form is that of a mountain lion with coal-black fur and amber eyes.

In panther form, werepanthers conform to the behavior of great cats. In human form, however, they tend to be proud, arrogant, and somewhat unapproachable, though not necessarily cruel. Werepanthers are usually solitary, though small close-knit families are not uncommon.

In the Realms

Werepanthers are most commonly encountered near the mountain ranges of central Faerûn. Perhaps the most famous werepanther was the mortal and now god Kelemvor Lyonsbane, who’s family was cursed years before his birth by a dying sorceress. As a consequence of his curse, Kelemvor has shown pity for those afflicted with lycanthropy. In addition to battling the undead, his priests are charged with curing those seeking to end their curse.

WERESEAL

Wereseals, or “silkies” (not to be confused with similar shapechangers, the selkies), usually appear as black-haired, gray-eyed half-elves in humanoid form and as large seals in animal form. They are natural sorcerers.

Silkies are group-oriented and playful creatures, that enjoy nothing more than good company. They generally ally themselves with aquatic elves and other good or neutral races below the waves. They despise the *ixitxachitl* and *sahuagin*. Oddly enough, while they also enjoy the company of dolphins, they dislike weredolphins intensely.

In the Realms

Wereseals are most commonly encountered in the seas bordering the Frozenfar, the far northwestern corner of the North, and in the rocky waters of the Red Rocks, north of Waterdeep. They dwell among isolated Ice Hunter and Moonshae communities or have been adopted into selkie tribes.

Wereseals are said to be descended from Angus MacOdrum of the Ffolk of the Moonshaes. In the legendary past, Angus, a powerful fighter and wizard, led an aquatic elf army to victory against a *sahuagin* incursion. In a ceremony watched over by Deep Sashelas himself, Angus married 12 aquatic elf sisters; from these unions came silkies. (Wereseal enemies claim this legend is an invention, and that Angus was merely an overly proud magician whom the gods cursed and passed this curse on to his descendants). Today, Clan MacOdrum is made up mostly of aquatic elves and aquatic half-elves. The MacOdrum of Clan MacOdrum is always a wereseal, who takes the name Angus upon becoming head of the Clan.

Most wereseals are said to live in Land Under Wave. Land Under Wave is composed of several unnamed towns built completely under the Trackless Sea and Sea of Swords. The towns are separated by hundreds of miles but are linked by a magical *portal* system. Each town is kept safe by a magical bubble dome some claim functions in many ways as a *mythal*. The same magic maintains a constant supply of fresh air and the artificial sun. It is usually the climate of early summer or late spring in Land Under Wave. Fruits and vegetables grow all year round (the only meat wereseals eat is that which they catch while as seals). Buildings are made of multi-colored, polished marble, heavily ornamented with precious metals and jewels. The architectural style is light and airy. All buildings are inter-connected by passages under the sea floor. More than half the land area is taken up by intricate formal gardens with flowing brooks and fountains.

The Northmen believe wereseals steal their children to serve them as slave laborers and consequently, hunt down the wereseals at every chance. The wereseals are said to roam isolated rock skenies and beaches at night to dance under the moonlight. Whenever they manage to find an unguarded human baby or child, they will steal that child, replacing it with a soulless changeling.

WERESPIDER

These creatures can assume the form of a giant web-spinning spider with a poisonous bite or a monstrous hybrid shape mixing both human and arachnid attributes. They are the only known lycanthropes to assume the form of a vermin. In humanoid form, there is often little to physically differentiate a werespider from his or her fellows, although some possess long, spindly fingers good for grasping and climbing. When completely transformed, the werespider's body is suspended 6 feet above the ground by eight legs of sinister aspect. From three to eight dull black eyes are clustered above a vicious mandibled maw. The bulk of its nearly 10-foot-diameter dark body is a bloated sack covered with coarse black fur. The hybrid form grows three or more spidery eyes on its humanoid head while its mouth becomes a drooling set of mandibular monstrosities.

Werespiders are often skilled weavers and spinners. They are firm believers in a society as strictly ordered as their webs, and they detest chaotic spider-like monsters. Werespiders tend to live as solitary hunters of either woodlands or the urbanscapes, whether above or below ground. In woodlands, their homes are often suspended high up in the boles of large trees, securely lashed in place with sturdy web-lines. The werespider will set a series of traps (huge spider webs) in strategic places within the forest to protect its home and catch prey. In cities, werespiders live much like their woodland cousins, except instead of dining mostly on animals, they feast on humanoids. Those who penetrate these creatures' homes find bewebbed halls containing cocooned humanoids hung for "curing."

Werespiders lose the vermin immunity to mind-influencing affects, regardless of their form. Werespiders in hybrid form have all the abilities that their animal form has, except their climb speed is only 15 ft. In addition, they can milk up to 10 doses of poison per day from their fangs at a rate of one dose per minute and coat their weapons with the venom.

A werespider's bite does not pass on the curse of lycanthropy. Instead, the werespider injects a very small lycanthropic egg into the victim. Anyone bit by a werespider in hybrid or vermin form has a 30% chance of being injected with an egg from the werespider's egg glands, which are located in its mouth. These eggs are undetectable without a specific probe of the injury (Heal or Search DC 24). If allowed a two-week gestation period, the egg hatches, bursting within the flesh of the victim, unless the victim makes a Fortitude save (DC 19). This releases a viscous ichor that quickly permeates the victim's blood, thereby cursing the victim with lycanthropy.

In the Realms

Werespiders are found throughout the Realms. Several are known to live in Skullport beneath Waterdeep and inhabit the denser areas of the High Forest and Cormanthyr.

LYCANTHROPE CHARACTERS

Lycanthrope characters share the same favored class as their humanoid race.

An lycanthrope PC's effective character level (ECL) is its class level + its CR. (A lycanthrope's base CR equals its animal CR +2.) For example, a 5th-level werefox sorcerer has an ECL of 7 and is the equivalent of a 7th-level character.

CREDIT

Author Thomas M. Costa, based on original material by Wolfgang Bauer and Steve Kurtz (werehyena, werelion), Tomas Willis (werehyena), Eric L. Boyd (wereblack-lion, weremole), Nigel Findley (werebadger), Gary Gygax (werefox, hu hsien), David E. Martin (werebison, werecat, weredog, weredolphin, wereleopard, wereowl, werepanther, wereseal, and werespider), Tom Moldvay (wereseal), Roger E. Moore (werebadger, werebison, werejaguar, wereleopard), Gali Sanchez (werejaguar), and others. These lycanthropes originally appeared in *Dragon Magazine* #40, 41, 70, 89 (1980, 1980, 1983, 1984), *Hall of Heroes* (1989), the 1E *Monster Manual* (1977), 1E *Monster Manual 2* (1983), the *Monstrous Manual* (1993), *Monstrous Compendium 13: Al-Qadim Appendix* (1992), *Monstrous Compendium Annual Volumes One, Two, and Three* (1994, 1995, 1996), *Powers and Pantheons* (1997), *Demihuman Deities* (1998), and *Van Richten's Guide to Werebeasts* (1993). The hu hsien originally appeared in the original *Oriental Adventures* (1985) and *Monstrous Compendium: Kara-Tur Appendix* (1990).

LYCANTHROPE CREATION

Notes: Jezgar the seawolf is noted in *Pirates of the Sea of Fallen Stars*.

MULTIARMED CREATURE (TEMPLATE)

Garagos was defeated by Tempus the Foehammer during a century-long battle and forced to concede the position as primary war god of the Faerûnian pantheon. Later revived by a cadre of berserk worshippers, the Reaver is now primarily associated with destruction, plunder, and the spilling of blood. From time to time, Garagos has been known to reward devout worshippers who regularly coat themselves in the blood of their enemies with an elongated torso from which sprout additional arms. In addition, some races (e.g. sahuagin) seem prone to give birth to multiple-armed infants. As such births are most common among races capable of entering a blood frenzy, the Reaver's faithful believe he in some way grants this gift.

Multiarmed creatures resemble their lesser-limbed brethren, but possess longer torsos from which additional shoulder joints and arms project. The extra torso space consists primarily of muscle and bone, but multiarmed creatures also have larger lungs and hearts than their smaller kin.

CREATING A MULTIARMED CREATURE

"Multiarmed" is a template that can be added to any fey, giant, humanoid, or monstrous humanoid (referred to hereafter as the "base creature") with two or more arms. Humanoids with this template become monstrous humanoids, but otherwise the creature type is unchanged. If the base creature has multiple types of arms, determine a specific type for each arm. (Special attacks are determined by arm type in these cases.) Up to eight arms may be added to the base creature (so as not to exceed the mythological ten arms of Garagos), adding 2 ft. to the creature's height with the addition of every other arm (i.e. 1st, 3rd, 5th, and 7th). (Note that a change in height may affect the size category of the creature, with attendant changes to AC, Attacks, Hide, and grapple bonuses, but not abilities, natural armor, or damage.) A multiarmed creature uses all the base creature's statistics and special abilities except as noted here.

HD: Each additional arm adds 1 HD to the base creature. The base creature also uses the attack progression according to its (new) size and type and gains the attack bonus, Skill Points, and Feats to which its additional Hit Dice or Extra Hit Dice would entitle it.

Speed: If the base creature has a swim or climb speed, each additional arm adds 5 ft. to the swim or climb speed, respectively.

AC: Increase natural armor by +1 per additional 2 arms (round down).

Attacks: Creatures with claw, rake, slam, or unarmed attacks gain one additional claw, rake, slam, or unarmed attack per additional arm.

Damage: Additional claw, rake, slam, or unarmed strike attacks inflict the same damage as the base creature's claw, rake, slam, or unarmed strike attacks, respectively.

Special Attacks: Special attacks (e.g. improved grab) related to a creature's arm, hand, or claw can be used with all arms at once.

Abilities: Base creature's Constitution increases by +1 per additional arm.

Skills: Each additional arm grants a +2 racial bonus to Climb checks, assuming the hand or claw is not otherwise occupied. The base creature also gains any additional Skill Points to which its additional Hit Dice would entitle it, according to its (new) size and type.

Feats: Multiarmed creatures gain Multidexterity and either Multiattack or Multiweapon Fighting (choose one), assuming the base creature meets the prerequisites and doesn't already have these feats. The base creature also gains any additional Feats to which its additional Hit Dice would entitle it, according to its (new) size and type.

Organization: Solitary or same as base creature

Challenge Rating: Same as the base creature +1 per additional arm.

Alignment: Usually chaotic evil

IN THE REALMS

The faith of Garagos was once strong in the lands ruled by ancient Netheril (where he was known as Targus) and along the Dragon Coast and the shores of the Vilhon Reach. Multiarmed followers of the Reaver are commonly encountered in the catacombs beneath Westgate and in the wilds surrounding the city walls. In recent years, reports of rapacious bands of multiarmed creatures emanating from the Vale of the Reaver (nestled between the western Cloven Mountains and the Thornwood) have been increasing.

Sahuagin of the Inner Sea and Great Sea include a reasonable number of multiarmed sea devils among their number as well, although it is unclear whether their presence suggests that the cult of the Reaver has taken root beneath the waves. Similarly, the orcs of the Cold Lands include a fair number of four-armed warriors among their ranks, particularly among those favored by Bahgtru, son of Gruumsh. The most recent to attain some measure of fame was Ghauust, Chosen of Bahgtru, who led a horde against the northern cities of the Moonsea in the wake of the most recent Rage of Dragons.

SAMPLE MULTIARMED CREATURE

Here is an example of a multiarmed creature using a sahuagin Ftr6 as the base creature.

Baron Kalarg, Six-armed Sahuagin Ftr6

Large Monstrous Humanoid (Aquatic)

Hit Dice: 6d8+6d10+36 (96 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 80 ft.

AC: 20 (-1 size, +2 Dex, +7 natural, +2 armor [*bracers of armor* +2]), flat-footed 18, touch 11

Attacks: +2 *trident* +15/+10/+5 melee, 5 masterwork tridents +12 melee, 2 rakes +11 melee (or 2 rakes +13 melee, 6 claws +11 melee), bite +11 melee; or masterwork heavy crossbow +14 ranged, masterwork heavy crossbows +12 ranged; or masterwork heavy crossbow +14 ranged

Damage: +2 *trident* 1d8+4, masterwork trident 1d8+1, rake 1d4+2 (1d4+1 when a secondary attack), claw 1d2+1, bite 1d4+1; or heavy crossbow 1d10

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Blood frenzy

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity

Saves: Fort +13, Ref +6, Will +5

Abilities: Str 14, Dex 14, Con 16, Int 14, Wis 13, Cha 9

Skills: Animal Empathy +5, Climb +10, Hide +10*, Listen +13*, Profession (hunter) +9*, Spot +13*, Swim +14, Wilderness Lore +9*

Feats: Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Spring Attack, Track, Whirlwind Attack

Climate/Terrain: Warm aquatic

Organization: Solitary or part of a normal sahuagin team, patrol, band, or tribe (holding rank of baron)

Challenge Rating: 12

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Combat

A six-armed sahuagin staggers the use of his heavy crossbows (2 one round, 1 the next) when engaged in ranged combat so as to avoid incurring attacks of opportunity while reloading.

Blood Frenzy (Ex): Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light. Note that the benefits of Blind-Fighting apply when a sahuagin is blinded by light.

Amphibious (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Skills: Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. *Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Possessions: *Trident of warning*, *potions of bull's strength* and *cat's grace*, *bracers of armor* +2, *horn of fog* 5 masterwork tridents, 3 masterwork heavy crossbows.

CREDIT

Author Eric L. Boyd.

SAMPLE MULTIARMED CREATURE CREATION

Large Monstrous Humanoid

Extra Hit Dice (EHD): 6 HD - 2 minimum HD = 4

Hp: (6 x 4.5 HD) + (6 x 3 Con) + (6 x 5.5 HD) (6 x 3 Con) = 27 +18 +33 +18 = 60 +36 = 96]

Speed: swim 60 ft. + (4 extra arms x 5 ft.) = 60 +20 ft. swim = 80 ft.

Attacks: trident +6 Ftr +6 Ftr +2 Str -1 size +2 weapon = +15/+10/+5 (note tridents considered light weapons), secondary tridents +6 Ftr +6 Ftr +2 Str -1 size +1 masterwork -2 secondary = +12 each, rakes +6 Ftr +6 Ftr +2 Str -1 size -2 secondary = +11 (or rake +6 Ftr +6 Ftr +2 Str -1 size = +13, claws +6 Ftr +6 Ftr +2 Str -1 size -2 secondary = +11), bite +6 Ftr +6 Ftr +2 Str -1 size -2 secondary = +11; crossbow +6 Ftr +6 Ftr +2 Dex -1 size +1 masterwork = +14, secondary crossbows -2 secondary = +12

Saves: F = 5 +3 Con +5 Ftr = +13, R = 2 +2 Dex +2 Ftr = +6, W = 2 +1 Wis +2 Ftr = +5

Abilities: +1 Dex from Ftr6, +4 Con from template

Skill Points: monstrous humanoid (2 x Int) + (2 x EHD) + fighter (2 + Int mod) x level = 28 +8 +24 = 50; class skill max ranks = HD +3 = 6 +6 +3 = 15

Skills: Animal Empathy 6 -1 Cha = +5, Climb 0 + 8 race +2 Str = +10, Hide 6 +2 Ftr (4 cross class) +4 race -4 size +2 Dex = +10, Listen 6 +2 Ftr (4 cross class) +4 race +1 Wis = +13, Profession (hunter) 6 +2 Ftr (4 cross class) +1 Wis = +9, Spot 6 +2 Ftr (4 cross class) +4 race +1 Wis = +13, Swim 0 + 4 Ftr +8 race +2 Str = +14, Wilderness Lore 6 +2 Ftr (4 cross class) +1 Wis = +9

Feats: 1 + Int bonus +1/4 EHD +3 class level +4 Ftr6 +2 free = 1 +2 +1 +3 +4 +2 = 13

Challenge Rating: +1 for HD, speed/AC, attacks/damage/special attacks, abilities/skills/feats = 4 /3 = +1 for each template arm; sample = 2 for sahuagin +6 fighter +4 arms = 12

Magic Items Carried: Averaged 12 HD monster (9,800 gp) and 12th level NPC (27,000 gp) treasure for 18,400 gp value total for possessions. *Bracers of armor* (4,000 gp), *horn of fog* (2,000 gp), *potion of bull's strength* (300 gp), *potion of cat's grace* (300 gp), *trident of warning* (9,815 gp), 5 masterwork tridents (5 x 315 gp), 3 masterwork heavy crossbows (3 x 350 gp) = 18,410 gp.

Notes: This template is inspired by the description of Garagos in *Faiths & Pantheons* and *Powers & Pantheons* and patterned after the multiheaded template found on the Wizards website. The AC increase reflects the added toughness of hitting a vital spot on a creature with multiple limbs. The Constitution increase reflects the increased hardiness needed to power the extra limbs. The reference to Ghauust first appears in *Polyhedron* #82, page 24. Note that sahuagin are explicitly noted in the *Monster Manual* as sometimes having more than two arms.

OGRE

	Elder Ogre	Ice Spire Ogre
	Large Giant	Large Giant
Hit Dice:	8d8+56 (92 hp)	4d8+8 (26 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	-1 (Dex)
Speed:	40 ft., fly 50 ft. (good)	30 ft. (hide armor); 40 ft. (base)
AC:	23 (-1 size, +3 Dex, +7 natural, +4 armor [mithral shirt]), touch 12, flat-footed 20	16 (-1 size, -1 Dex, +5 natural, +3 armor [hide]), touch 8, flat-footed 16
Attacks:	Masterwork huge greatsword +14/+9 melee; or mighty masterwork huge longbow with masterwork arrows +10/+5 ranged; or masterwork huge longspear +13/+8 melee; or 2 slams +12 melee, bite +7 melee	Huge greatclub +8 melee; or Large javelins +1 ranged
Damage:	Masterwork huge greatsword 2d8+10, mighty masterwork huge longbow 2d6+7, masterwork huge longspear 2d6+7, slam 1d4+7, bite 1d6+3	Huge greatclub 2d6+7 or Large javelins 1d8+5
Face/Reach:	5 ft. by 5 ft./10 ft. (15-20 ft. with longspear)	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities	-
Special Qualities:	Regeneration 6, SR 20, scent, darkvision 90 ft., low-light vision	Poison resistance
Saves:	Fort +13, Ref +5, Will +5	Fort +6, Ref +0, Will +1
Abilities:	Str 24, Dex 16, Con 24, Int 16, Wis 16, Cha 18	Str 21, Dex 8, Con 15, Int 8, Wis 10, Cha 7
Skills:	Concentration +10, Listen +7, Spellcraft +7, Spot +7	Climb +4, Hide -3, Listen +2, Move Silently -2, Spot +2
Feats:	Improved Initiative, Weapon Focus (greatsword)	Weapon Focus (greatclub)
Climate/Terrain:	Any land and underground	Any cold land and underground (Ice Spire Mountains and Hartsvale)
Organization:	Solitary, pair, gang (2-4), or band (5-8)	Solitary, pair, gang (2-4), or band (5-20)
Challenge Rating:	11	2
Treasure:	Double standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class

ELDER OGRES

Elder ogres are an intelligent and extremely dangerous variety of ogre. Much like ogre mages, they are rapacious and cruel by nature. They dwell in fortified structures or underground lairs, usually living in small communities, despite their self-absorbed natures.

An elder ogre stands just over 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is dark, though varies in color from red to blue to black. A pair of short ivory or ebony horns protrudes from its forehead. The eyes are dark with strikingly white pupils, and the teeth, tusks, and claws are either white or jet black. Elder ogres favor loose, comfortable clothing and lightweight armor. Many elder ogres are master artisans, capable of crafting mithral into armor and weapons of the highest quality.

Elder ogres usually speak Giant, Common, and at least two other languages.

Combat

Elder ogres rely on their spell-like abilities, sneak attacks, and ambushes, resorting to straight physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat in *gaseous form* rather than fight a losing battle. Elder ogres hold deep, abiding grudges, however, and the unwise person who crosses one would do well to keep looking over their shoulder. Elder ogres rarely use armor and weapons that are not made of mithral. Most prefer the greatsword and longbow, though some have become experts with the longspear.

Spell-Like Abilities: At will – *deeper darkness*, *improved invisibility*, *gaseous form*, *polymorph self*, *Rary's telepathic bond* (with other ogres, trolls, and wang-liang only), and *see invisibility*; 1/day – *cause fear*, *charm monster*, *cone of cold*, and *sleep*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Flight (Su): Elder ogres can cease or resume flight as a free action. While in *gaseous form*, they can fly at normal speed and have perfect maneuverability.

Regeneration (Ex): Elder ogres take normal damage from fire and acid.

If an elder ogre loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it the stump.

Elder Ogre Characters

Almost all elder ogres encountered have at least 4, and sometimes as many as 16, levels in one or more character classes. Sorcerers are common and their preferred class, but any class or combination of classes is possible. Elder ogre clerics worship Vaprak the Destroyer and have access to two of the following domains: Chaos, Destruction, Evil, Strength, and War. Vaprak's favored weapon is the greatclub.

An elder ogre PC's effective character level (ECL) is its class level +13. For example, a 7th-level elder ogre sorcerer has an ECL of 20 and is the equivalent of a 20th-level character.

In the Realms

Elder ogres are the only remains of the ogre and troll god Vaprak's union with the giantish goddess Othea, before the cuckolded giant god Annam, in a righteous rage, caused the race to degenerate into ogres and trolls. Some of the race's sorcerers were able to protect themselves somewhat, by fleeing east to far-flung Kara-Tur, where wang-liang, and perhaps the ogre mage, evolved.

Millennia ago, the ogres were the most civilized of the giant-kin, and the Great Gray Land of Thar was once the center of an ogre civilization much greater than most can conceive of now. These elder ogres had erected a powerful mythal-like shield to protect them from Annam's wrath, tying the power of the shield to the power of their king, the Tharkul. Fortresses, built of stone quarried and transported by slaves from the West Galena Mountains and connected by an infrastructure of roads, were built throughout the Thar. Near the center of the wasted moor, the giant cylindrical towers that were the castle of the Tharkul arose, surrounded by spiked earthen walls filled with traps of all sorts. When the Tharkul was slain, the power of Annam permeated the shield, and the ogre kingdom of the Thar dissolved into chaos and civil war, laying waste to their great citadels and ending centuries of civilization. Today, little remains but a few battered foundations and grassy mounds scattered about the moor. Still, a memory of yore persists, and the degenerate ogres of the Thar still speak of the day when the Tharkul will return and again bring them glory.

Annam's magic was indeed mighty, but so to was the magic of the elder ogres. A few of the race's most powerful sorcerers completely escaped Annam's wrath, taking to the Realms Below. Forced to hide from Annam's rage, the elder ogres are said to have then fled Thar for the Tortured Lands and places farther afield. However, in recent months, several citizens of Glister are said to have encountered somewhat more evolved and powerful ogre mages returning to claim their lands of old. A Silverymoon scholar who has heard of the rumors has suggested it may have something to do with recent deific events in Hartsvale on the border of the Silver Marches.

ICE SPIRE OGRE

Ice Spire ogres are bigger, smarter, and more dangerous than their more numerous cousins. They keep herds of krotter, raid and pillage, and even hire themselves out as mercenaries.

Ice Spire ogres stand a full 10-feet high, and weigh 500 to 600 pounds. Their skin color ranges from yellow to brown-black, their hair is a dirty gray, and their eyes gleam a startling shade of purple. Ice Spire ogres even smell worse than the ogres found across Faerûn, a scent comparable to rotting flesh.

They speak Giant, and those who boast Intelligence scores of at least 10 also speak Common.

Combat

The ogres of the Spire are highly disciplined combatants capable of implementing a wide variety of combined maneuvers when fighting in large groups.

Poison Resistance (Ex): Ice Spire ogres are more resistant to gases and poisons than typical ogres. They receive a +2 racial bonus to Fortitude saves against gas and poison.

Skills: Ice Spire ogres have adapted to their environment and are canny hunters. They receive a +2 racial bonus to Move Silently checks and +4 racial bonus to Hide checks.

Ice Spire Ogre Characters

Ice Spire ogres almost always have class levels and above average ability scores. (See pages 19-20 and 23 of the *Dungeon Master's Guide* Most Ice Spire ogres use the default array of ability scores with the Ice Spire ogre's implicit racial ability modifiers.) Barbarians are common and their preferred class, but any class or combination of classes is possible. Most Ice Spire ogre clerics worship Vaprak the Destroyer and have access to two of the following domains: Chaos,

Destruction, Evil, Strength, and War. Vaprak's favored weapon is the greatclub. Baphomet, the demon lord, also enjoys the worship of several Ice Spire ogre cultists. Baphomet's clerics have access to two of the following domains: Animal, Chaos, Evil, Hatred, and Retribution. Baphomet's favored weapon is the greataxe.

An Ice Spire ogre PC's effective character level (ECL) is its class level +5. For example, a 3rd-level Ice Spire ogre barbarian has an ECL of 8 and is the equivalent of a 8th-level character.

In the Realms

Ice Spire ogres are low on the totem pole of giants and giant-kin in the Ice Spires region. Most of the Ice Spire ogres live in a vast network of caves and caverns located high in the Ice Spire mountains. This range lies south of the Great Glacier, north of Citadel Adbar, east of the Coldwood, and west of Anauroch. A thick, choking mist (treat as an *obscuring mist* spell) from vents deep within these caves permeates the entirety of the network. The mist causes nausea (see page 85 of the *Dungeon Master's Guide*) in all who are unaccustomed to it (becoming accustomed requires 10 consecutive successful saves every day for 10 consecutive days), unless they make a Fortitude save (DC 13) every minute they remain within the mist. Access to the cavern network is gained by way of a series of Large stairs and ladders strategically located to lead to one cave entrance and be easily defensible.

The ogres that inhabit this network worship Vaprak the Destroyer, the great ogre god. They've also followed the instructions of Lanaxis, the Twilight Spirit, in the past. Another tribe of Ice Spire ogres inhabits an icy chasm known as the Dour Fissure and revere the demon lord Baphomet. These ogres are led by a ghour (see *Monsters of Faerûn*) and have somehow protected their chasm with *confusion* inducing *glyphs of warding*. One strange custom of all Ice Spire ogre adepts and clerics is to completely consume the body of any creature they kill in combat. The ogres believe this gives the adept or cleric control over the creature's spirit.

Years ago, a tribe of Ice Spire ogres was employed by Prince Camden of the human kingdom of Hartsvale. Camden was involved in a civil war with his twin brother over who would succeed their late father as king. The ogres' aid helped Camden win the war and ascend the throne. The ogres demanded an unusual price for their cooperation, however. The tribe's chieftain and shaman, Goboka (CE male Ice Spire ogre Bar6/Adp7), wanted Camden's first-born daughter as compensation for his tribe's aid in the war. As a young prince with no children (and a family line that strongly favored male children), Camden agreed.

After Camden became king, he did indeed have a daughter, Brianna (NG female human Clr9 of Hiatea). King Camden refused to give her up, however, until an emissary arrived at his castle reminding him of his secret promise. In order to maintain appearances, the King set up an ambush where his now-grown daughter could be "kidnapped" by the ogres and spirited away.

This plan was upset by the firbolg ranger, Tavis Burden (LG male firbolg rng4), who betrayed his liege's orders not to pursue the ogres. After tracking and battling the ogres, Tavis eventually rescued Brianna from the ogres and returned to Hartsvale where they revealed Camden's long-ago promise. Camden was deposed as a result, and Brianna ascended the throne of Hartsvale.

CREDIT

Author Thomas M. Costa. The Ice Spire ogre is based on original material by Ray Winninger, Dale Donovan, and James Wyatt (Ice Spire Ogre) and originally appeared in *Giantcraft* (1995), *Villains' Lorebook* (1998), and the web enhancement for *Monsters of Faerûn* (2001) at <http://www.wizards.com/dnd/article.asp?x=dnd/we/we20010216a1> (2001).

OGRE CREATION

Large Giants

Extra Hit Dice (EHD): elder 8 HD - 2 minimum HD = 6; Ice Spire 4 HD - 2 minimum HD = 2

Hp: elder (8 x 4.5 HD) + (8 x 7 Con) = 36 + 56 = 92; Ice Spire (4 x 4.5 HD) + (4 x 2 Con) = 18 + 8 = 26

Attacks: elder greatsword +6/+1 Clr +7 Str -1 size +1 Weapon Focus +1 masterwork = +14/+9, longbow +6/+1 Clr -1 size +3 Dex +2 masterwork bow and arrows = +10/+5, spear +6/+1 Clr -1 size +7 Str +1 masterwork = +13/+8, slams and bite +6 Clr -1 size +7 Str, -5 secondary = +12, +7; Ice Spire greatclub +3 Clr +5 - 1 size +1 Weapon Focus = +8, javelin +3 Clr -1 Dex -1 size = +1 ranged

Saves: elder F +6 +7 Con = +13, R +2 +3 Dex = +5, W +2 +3 Wis = +5; Ice Spire F +4 +2 = +6, R +1 -1 Dex = +0, W +1 +0 Wis = +1

Skill Points: 6 + Int mod + EHD; elder = 6 + 3 + 6 = 15; Ice Spire = 6 - 1 + 2 = 7; class skill max ranks = HD + 3 = elder 11, ogre 7

Skills: elder Concentration 3 +7 Con = +10, Listen 4 +3 Wis = +7, Spellcraft 4 +3 Int = +7, Spot 4 +3 Wis = +7; Ice Spire Climb 2 +5 Str -3 armor = +4, Hide 1 -1 Dex +4 race -4 size -3 armor = -3, Listen 2 +0 Wis = +2, Move Silently 2 -1 Dex -3 armor = -2, Spot 2 +0 Wis = +2

Feats: 1 +1/4 EHD = elder 1 +1 = 2; Ice Spire 1 +0 = 1

Challenge Rating: elder 20 for hp +1 for speed, attacks, giant masterwork weapons, reach, saves/abilities, senses/skills/feats, double treasure, +2 for AC, spell-like abilities, regeneration, SR = $35 / 3 = 11$; Ice Spire compare to ogre

Spell DC: $10 + \text{Cha mod} + \text{spell level} = 14 + \text{spell level}$

Notes: See DMG, p. 162 for big weapons and PH, p. 132 for big reach. The second paragraph of In the Realms is adapted from *Elminster's Ecologies*, "The Great Gray Land of Thar," p. 17, and the first and third paragraphs are inspired by *Giantcraft*, p. 7-12, 41-43, 57, 76. Compare to ogre, ogre mage, troll, and wang-liang. Ice Spire ogres are little more than slightly modified ogres with a somewhat higher Intelligence, poison save, and skill checks.

ORC

	Boogin	Ondonti
	Medium-size Monstrous Humanoid (Orc)	Medium-size Fey (Orc)
Hit Dice:	2d8+2 (11 hp)	1d6+3 (6 hp)
Initiative:	+4 (Improved Initiative)	+0
Speed:	30 ft., climb 30 ft.	40 ft.
AC:	13 (+3 natural), touch 10, flat-footed 13	10, touch 10, flat-footed 10; with <i>barkskin</i> 13 (+3 natural), touch 10, flat-footed 13
Attacks:	2 claws +5 melee, bite +0 melee; or greataxe +5 melee; or javelin +2 ranged	Farmer's scythe -3 melee
Damage:	Claw 1d4+3, bite 1d4+1; or greataxe 1d12+4 melee; or javelin 1d6+3 ranged	Farmer's scythe 2d4+2/x4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Rage	–
Special Qualities:	Scent, fear immunity, light sensitivity	Spell-like abilities, resistances, scent, no weapon proficiencies
Saves:	Fort +1, Ref +3, Will +3	Fort +3, Ref +2, Will +3
Abilities:	Str 17, Dex 11, Con 13, Int 8, Wis 10, Cha 9	Str 16, Dex 10, Con 16, Int 9, Wis 13, Cha 9
Skills:	Climb +11, Hide +2, Listen +5, Search +4, Spot +2, Wilderness Lore +4	Craft (any two) +3, Handle Animal +3, Listen +5, Profession (farmer) +7, Spot +5, Use Rope +3
Feats:	Improved Initiative	Skill Focus (Profession [farmer])
Climate/Terrain:	Underground	Any land or underground (Moonsea)
Organization:	Solitary, hunting band (4), part of quaggoth clan (16-48) or gathering (200), or part of orc squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level) or band (30-100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Family (3-12), clan (13-36 plus 2 3rd-level clerics and 1 5th-7th-level cleric), or tribe (10-60 plus 200% noncombatants plus 4 3rd-level clerics, 2 5th-level clerics, and 1 9th-level cleric)
Challenge Rating:	2	1
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral good
Advancement:	By character class	By character class

	Thayan Black	Thayan Red
	Medium-size Humanoid (Orc)	Medium-size Humanoid (Orc)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+1 (Dex)	+0
Speed:	40 ft.	20 ft. (splint mail); base 30 ft.
AC:	14 (+1 Dex, +3 armor [masterwork studded leather]), touch 11, flat-footed 13	18 (+2 natural, +6 armor [splint mail]), touch 10, flat-footed 18
Attacks:	Longsword +1 melee; or shortbow +1 ranged	Greataxe +2 melee; or greatsword +2 melee
Damage:	Longsword 1d8+1/19-20 or shortbow 1d6+1/x3	Greataxe 1d12+3/x3 or greatsword 2d6+3/19-20
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	–	–
Special Qualities:	Resistances, scent, darkvision 60 ft., light sensitivity	Resistances, scent, darkvision 60 ft., light sensitivity
Saves:	Fort +0, Ref +3, Will –1	Fort +2, Ref +0, Will –1
Abilities:	Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 10	Str 15, Dex 10, Con 11, Int 10, Wis 9, Cha 10
Skills:	Hide +5, Listen +3, Move Silently +3, Spot +3	Listen +1, Ride +2, Spot +1
Feats:	Alertness	Power Attack

Climate/Terrain:	Any land or underground (Thay)	Any land or underground (Thay)
Organization:	Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 officer of 3rd-6th level), or band (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 10 adults, 1 5th-level officer per 20 adults, and 1 7th-level general)	Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 officer of 3rd-6th level), or band (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 10 adults, 1 5th-level officer per 20 adults, and 1 7th-level general)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class

BOOGIN

Boogins are brutish, hairy orc-quaggoth crossbreeds sometimes known as “spider killers,” a nod to the constant pressure from drow slavers.

These half-breeds are more like quaggoths than orcs, though slightly weaker and more in control of their rages than their beast side. Boogins closely resemble their quaggoth ancestors in physical appearance, although they have less facial hair and orcish snouts. They are nearly as tall as quaggoths, standing 6 feet 6 inches on average, but a little lighter, lacking somewhat in muscular development. Their fur is a grayish white, shading to black in patches. These relatively primitive creatures speak a mixture of orcish and the quaggoth dialect of Undercommon.

Combat

Boogins are familiar with the use of most weapons used by orcs or quaggoths, preferring those that cause the most damage in the least time. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

Rage (Ex): A quaggoth that takes damage in combat has a 1 in 6 chance of flying into a berserk rage the following round, attacking madly until either it or its opponent is dead. It gains a +4 Strength and –4 AC. The creature cannot end its rage voluntarily, but it need not drop any melee weapons.

Light Sensitivity (Ex): Boogins suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Boogin Society

These orc-quaggoth crossbreeds can be found in either orc or quaggoth society or in communities of their own. They are generally held in high esteem among orcs and magic-following quaggoths and in low esteem among beast-following quaggoths.

Boogin Characters

The boogin’s favored class is barbarian. Boogin clerics worship Bahgtru and can choose two of the following domains: Chaos, Evil, Orc, and Strength.

A boogin PC’s effective character level (ECL) is its class level +2. For example, a 6th-level boogin barbarian has an ECL of 8 and is the equivalent of an 8th-level character.

In the Realms

Boogins are most commonly encountered in the upper reaches of the Underdark where orc and quaggoth populations live in close proximity. Gangs of boogins have been encountered beneath the Spine of the World, which lies above the largest population of quaggoths found in the Realms. Mixed tribes of orcs, quaggoths, and boogins are found beneath the Trollmoors, where orc tribes have interbred with quaggoth clans that “followed magic” to form new Underdark tribes to resist outside slavers.

ONDONTI

The members of the race known as the ondonti are close cousins to orcs. However, the ondontis live as peaceful farmers and gatherers, taking only what they need from the land to survive. In outward appearances, ondontis resemble orcs. They speak Common and Damaran; knowledge of Orc is rare among them.

Combat

Traditional ondonti culture is peaceful and contemplative. Most would sooner die than take another sentient creature’s life, and they kill other creatures only as needed for food (or if the creatures are deemed insane or incurably diseased).

If absolutely forced to defend themselves, ondontis will usually use whatever tools are at hand, such as a farmer's scythe, as weapons. A farmer's scythe, however, is not made for battle and adds a -2 penalty to attack and damage rolls.

Spell-like Abilities (Sp): 3/day – *purify food and drink*, *sanctuary* (self only); 1/day – *barkskin*; 2/tenday – *tree shape*. These abilities are as the spells cast by a 3rd-level cleric or druid (DC 11 + spell level) or the character level, whichever is higher.

Resistances (Ex): Ondonti gain a +2 racial bonus to Fortitude saves against all diseases and poisons and a +2 racial bonus to Will saves against enchantment spells and spell-like abilities.

No Weapon Proficiencies (Ex): Ondonti are pacifists and do not train in the use of weapons. Unlike most fey, ondontis without a character class are not proficient in any weapons.

Ondonti Society

Ondontis revere Eldath, the Goddess of Peace and Quiet Places, and their culture attempts to embody the pacifist teachings of Eldath. Ondonti oral history recounts that “the Founders” brought 30 young ondontis to the lands they still consider theirs long ago, and laid down the teachings that provide the foundations of ondonti society in a cycle of tales called Tarek-Passar (the Way of Peace). One sage has theorized the original ondontis were in fact infant gray orc orphans, brought from their lands and taught by a reclusive group of priests of Eldath.

Ondontis are nearly the opposite of orcs: peaceful, kind, and dependable. To the ondontis, peace, harmony with one's environment, and a full family life are what is important in life. Ondonti clerics are revered and their guidance is followed because of their majestic wisdom and close relationship to Eldath.

Ondontis reproduce at the same rate as orcs, but have attained a longer lifespan than orcs (60 years) as a result of internal cultural harmony and applied curative divine magic. The mortality rate of infant ondontis is nearly zero, due to close monitoring of pregnant ondontis and infants by the clergy.

Ondonti Characters

Ondonti are friendly, kind, and trusting, but not naïve. They live hard lives in harsh climes, but trust in their goddess to keep them safe.

Regions: Ondonti are only found in the northern Moonsea region and use the Ondonti character region detailed below.

Character Region	Major Geographic Region	Preferred Class	Favored Deities
Orc, Ondonti	Moonsea (Tortured Lands)	Cleric	Eldath
Automatic Languages	Bonus Languages	Regional Feats	Equipment
Damaran	Chondathan, Draconic, Giant, Orc, Uluik	Resist Poison, Strong Soul, Survivor	(A) 2 <i>potions of cure moderate wounds</i> (B) 2 second level cleric scrolls

Racial Abilities: Ondonti all possess the following racial traits:

- Medium-size
- Base speed 40 feet; an ondonti's gait is long and loping and they can cover great distances quickly.
- Spell-like Abilities (Sp): 3/day – *purify food and drink*, *sanctuary* (self only); 1/day – *barkskin*; 2/tenday – *tree shape*. These abilities are as the spells cast by a 3rd-level cleric or druid (DC 11 + spell level) or the character level, whichever is higher.
- Resistances (Ex): Ondonti gain a +2 racial bonus to Fortitude saves against all diseases and poisons and a +2 racial bonus to Will saves against enchantment spells and spell-like abilities.
- Scent (Ex): Thayan orcs have the scent ability, as detailed on page 10 of the *Monster Manual* or 81 of the *Dungeon Master's Guide*
- Low-Light Vision (Ex): Ondontis have low-light vision.
- +6 Strength, +6 Constitution, -2 Intelligence, +2 Wisdom, -2 Charisma. Ondonti are tremendously strong and tough.
- Ondontis are reared to be pacifists. Unlike most fey, they are not automatically proficient with all simple weapons. They gain weapon proficiencies normally from their character class and through use of feats.
- Orc Blood: Despite being fey, for all special abilities and effects, an ondonti is also considered an orc. Ondontis, for example, can use or create orc weapons and magic items with racially specific powers as if they were orcs.

Automatic Languages: Damaran. **Bonus Languages:** Chondathan, Draconic, Giant, Orc, Uluik.

Favored Class: The ondonti's favored class is cleric. Ondonti clerics worship Eldath and can choose two of the following domains: Family, Good, Plant, Protection, and Water.

Level Adjustment: Ondontis are slightly more powerful and gain levels more slowly than most of the other common races of Faerûn. An ondonti PC's effective character level (ECL) is its class level +2. For example, a 3rd-level ondonti cleric has an ECL of 5 and is the equivalent of a 5th-level character. See the Powerful Races sidebar on page 21 of the *Forgotten Realms Campaign Setting* for more information.

In the Realms

The ondonti dwell north of The Ride, in a secluded part of the Tortured Lands. These close cousins to the gray orc embraced the worship Eldath centuries ago and have basked in her glory so long, they have grown more akin fey. Scattered tribes of ondontis lived peaceful lives until a scouting party from Zhentil Keep stumbled across them in 1340 DR. Because ondontis live by peaceful and collaborative philosophy, they were not prepared for treachery, and shortly after the initial meeting between Zhents and ondontis, the majority of the ondonti population, with the exception of one isolated tribe out of 15, was betrayed by the Zhents and kidnapped into slavery. Very few ondontis have since then escaped further raids.

Captured ondontis were taken to the Citadel of the Raven for use as slave labor – their strength and nonviolent attitude make them superbly suited to lightly-supervised manual labor – and as breeding stock for an army of superior humanoids. Young ondontis are now reared in an orcish environment, trained to be skilled warriors (alignment N or NE) and skilled in the use of the greatsword. They dislike metal armor and don studded leather when not using their *barkskin* ability. These ondontis are still not as violent or abusive as orcs, but a few generations of violently indoctrinated ondontis could bring into being a deadly race of humanoids under the influence of the Zhentarim.

The remaining ondonti tribe lives in extreme seclusion, employing the spells of several ondonti clerics to hide its members from further enslavement. It is rumored a extraplanar servant sent by Eldath herself guards over her remaining children, while another seeks to free those who have been wrongly seized from their homeland.

THAYAN ORC

The two breeds of Thayan orc are magical hybrids of ordinary gray orcs, ologs, and other creatures, including possibly ogres and gnolls. Tall and muscular, with large hooded eyes, tough leathery skin, and snouted bestial faces, Thayan orcs seem to embody all the worse aspects of the creatures that went into their creation. Both Thayan black and red orcs are warrior creatures, loyal and skillful, who live for battle. Their only weakness is their slow rate of reproduction. Many are infertile. Both breeds speak Common, Orc, and Mulhorandi

Thayan black orcs were bred to act as scouts, archers, and infiltrators. They are quicker, leaner, and slightly taller than Thayan red orcs, and their skin ranges from dark green to deep, sooty black. Their facial features are slightly less bestial and their eyes are smaller and completely black.

Thayan red orcs were bred as elite shock troops. They are tougher than Thayan reds, and their skin is dark, mottled red, and eyes a deep yellow. They are usually well equipped and revel in bloodshed and violence.

Combat

Camouflage masters, Thayan black orcs prefer to attack from surprise, while the more battle-hardened Thayan red orcs prefer to launch themselves into combat full force.

Resistances (Ex): Thayan black and red orcs are somewhat inured to extremes of temperature. They gain a +4 racial bonus to Fortitude saves against cold and heat subdual damage (see page 86 of the *Dungeon Master's Guide*).

Light Sensitivity (Ex): Thayan black and red orcs suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Skills (Ex): Black orcs gain a +4 racial bonus to Hide checks.

Thayan Orc Society

Thayan orcs are born and raised in a lawful regimented structure. They live in barracks built by their masters, where they are organized into large military units. No independent groups of them exist. There is nothing else for them.

Consequently, their society is extremely hierarchical and a mirror image of the typical chaos that most orcs thrive under.

Thayan Orc Characters

Thayan orcs are battle-minded and militaristic. They are born to train for war and live to wage it.

Regions: Thayan orcs are only found in Thay and use the Thayan Orc region detailed below.

Character Region	Major Geographic Region	Preferred Class	Favored Deities
Orc, Thayan	Thay	Rogue for Thayan	Ilneval

		black orc, fighter for Thayan red orc	
Automatic Languages	Bonus Languages	Regional Feats	Equipment
Mulhorandi, Orc	Damaran, Gnoll, Infernal, Rashemi, Tuigan, Undercommon	Daylight Adaptation, Resist Poison, Thug	(A) <i>Potions of bull's strength</i> and <i>cure moderate wounds</i> (B) Banded mail with armor spikes (C) Greataxe*, greatsword*, orc double axe*, or longsword*

Racial Abilities: Thayan orcs all possess the following racial traits:

- Medium-size
- Resistances (Ex): Thayan orcs are somewhat inured to extremes of temperature. They gain a +4 racial bonus to Fortitude saves against cold and heat subdual damage (see page 86 of the *Dungeon Master's Guide*).
- Scent (Ex): Thayan orcs have the scent ability, as detailed on page 10 of the *Monster Manual* or page 81 of the *Dungeon Master's Guide*
- Darkvision (Ex): Thayan orcs have darkvision up to 60 feet.
- Light Sensitivity (Ex): Thayan orcs suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.
- Orc Blood: For all special abilities and effects, a Thayan orc is considered an orc. Thayan orcs, for example, can use or create orc weapons and magic items with racially specific powers as if they were orcs.

In addition, Thayan black orcs possess the following racial traits:

- Base speed is 40 feet; a Thayan black orc's gait is long and loping and they can cover great distances quickly.
- +2 Strength, +2 Dexterity, -2 Wisdom. They are quicker and smarter than most orcs, though not quite as strong.
- Thayan black orcs gain a +4 racial bonus to Hide checks.
- Thayan black orcs are proficient with the longsword and shortbow. All black orcs train with these weapons at a very young age.

In addition, Thayan red orcs possess the following racial traits:

- Base speed 30 ft; a Thayan red orc's gait is a bit shorter than their gray orc ancestors.
- Thayan red orcs have +2 natural armor.
- +4 Strength, -2 Wisdom. They are smarter than most orcs.
- Thayan black orcs are proficient with the greataxe and greatsword. All red orcs train with these weapons at a very young age.

Automatic Languages: Mulhorandi and Orc. **Bonus Languages:** Damaran, Gnoll, Infernal, Rashemi, Tuigan, Undercommon.

Favored Class: The Thayan black orc's favored class is rogue and the Thayan red orc's favored class is fighter. Many Thayan black orcs gain levels as assassins and many Thayan red orcs gain levels as Thayan knights (see *Lords of Darkness*). Thayan orc clerics worship Ilneval and can choose two of the following domains: Destruction, Evil, orc, Planning, and War.

Level Adjustment: Thayan orcs are slightly more powerful and gain levels more slowly than most of the other common races of Faerûn. A Thayan black or red orc PC's effective character level (ECL) is its class level +1. For example, a 5th-level Thayan black orc rogue has an ECL of 6 and is the equivalent of a 6th-level character. See the Powerful Races sidebar on page 21 of the *Forgotten Realms Campaign Setting* for more information.

In the Realms

For many decades Thayans have tried to create their own race of orcs, violent but loyal to Thay. In the last couple decades, the Thayans have succeeded, albeit slowly. As a group, Thayan orcs have only a marginal reproduction rate – Thayans have managed to field only a few companies.

CREDIT

Author Thomas M. Costa (ondonti and Thayan orc) and Eric L. Boyd (boogin), based on original material by Don Bingle, Rob Heinsoo, and James Wyatt (boogin), Kevin Melka and John Terra (ondonti), and Anthony Pryor (Thayan

orc). The boogin originally appeared in the “Shadowdale” booklet of the 2E *Forgotten Realms Campaign Setting* (1993) and is discussed in *Monsters of Faerûn* (2001). The ondonti originally appeared in *Ruins of Zhentil Keep* (1995) and *Monstrous Compendium Annual Volume Three* (1996) and the Thayan orcs in *Spellbound* (1995) and *Monstrous Compendium Annual Volume Three* (1996).

BOOGIN AND ONDONTI CREATION

Medium-size Monstrous Humanoid and Fey

Extra Hit Dice (EHD): boogin 2 HD - 1 minimum HD = 1; ondonti 1 HD - 1 minimum HD = 0

Hp: boogin (2 x 4.5 HD) + (2 x 1 Con) = 9 + 2 = 11; ondonti 3.5 HD + 3 Con = 6

Attacks: boogin claws +2 Ftr +3 Str = +5, bite +2 Ftr +3 Str -5 secondary = +0, greataxe +2 Ftr +3 Str = +5, javelin = +2 Ftr +0 Dex = +2; ondonti +0 Wiz +3 Str -4 nonproficiency -2 farmer's scythe = -3 (note farmer's scythe bonus damage is (1.5 two-handed weapon x Str bonus) -2 = +4 -2 = +2

Saves: boogin F = 0 +1 Con = +1, R = 3 +0 Dex = +3, W = 3 +0 Wis = +3; ondonti F = +0 +3 Con = +3, Dex 0 +2 Dex = +2, W +2 +1 Wis = +3

Skill Points: boogin (2 x Int) + (2 x EHD) = 16 +2 = 18; ondonti (3 x Int) + (2 x EHD) = 27; class skill max ranks = HD +3, boogin = 5, ondonti = 4

Skills: boogin Climb 0 +3 Str +8 race = +11, Hide 2 +0 Dex = +2, Listen 5 +0 Wis = +5, Search 5 -1 Int = +4, Spot 2 +0 Wis = +2, Wilderness Lore 4 +0 Wis = +4; ondonti Craft (any two) 4 -1 Int = +3, Handle Animal 4 -1 Cha = +3, Listen 4 +1 Wis = +5, Profession (farmer) 4 +1 Wis +2 Skill Focus = +7, Spot 4 +1 Wis = +5, Use Rope 3 +0 Dex = +3

Feats: boogin 1 +1/4 EHD = 1 +0 = 1; ondonti 1 + Int bonus + 1/4 EHD = 1 +0 +0 = 1

Challenge Rating: boogin 2 for hp +1 for initiative/speed, rage, fear immunity = 5 /3 = 1, but only slightly less powerful than a quaggoth so 2; ondonti +1 hp, speed/resistances/scent, spell-like abilities, saves/abilities/skills/feat = 4 /3 = 1

Ondonti Spell-like DC: 10 + Wis mod + spell level = 10 +1 + spell level = 11 + spell level

Notes: I've changed the ondontis alignment to better match up with the alignment of Eldath and the chaotic orcs of 3E.

THAYAN ORC CREATION

Medium-size Humanoids

Hp: both 4.5 HD = 4

Attacks: black +0 Clr +1 Str/Dex = +1; red +0 Clr +2 Str = +2

Saves: black, good Ref, F +0 +0 Con = +0, R +2 +1 Dex = +3, W +0 -1 Wis = -1; red, good Fort, F +2 +0 Con = +2, R 0 +0 Dex = +0, W +0 -1 Wis = -1

Skill Points: both 6 + Int mod + EHD = 6 +0 +0 = 6; class skill max ranks = HD +3 = 4

Skills: black Hide 0 +1 Dex +4 race = +5, Listen 2 -1 Wis +2 Alertness = +3, Move Silently 2 +1 Dex = +3, Spot 2 -1 Wis +2 Alertness = +3; red Listen 2 -1 Wis = +1, Ride 2 +0 Dex = +2, Spot 2 -1 Wis = +1

Feats: both 1 +1/4 EHD = 1 +0 = 1

Challenge Rating: black +1 for hp, speed/resistance/scent/darkvision, abilities/skills/feats = 3 /3 = 1; red +1 for hp, AC/resistance/scent/darkvision, abilities/skills/feats = 3 /3 = 1

Notes: The neo-orcs have been renamed to better match up with the descriptions of orcs in *Races of Faerûn*.

RAT, ZHENTISH SEWER

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +4 (Dex)

Speed: 15 ft., climb 15 ft.

AC: 16 (+1 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Attacks: Bite +6 melee

Damage: Bite 1d4+1

Face/Reach: 5 ft. by 5 ft./0 ft.

Special Attacks: Disease, attach, blood drain

Special Qualities: Displacement, resistance to ranged attacks, SR 14, scent, light sensitivity

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 12, Dex 19, Con 14, Int 6, Wis 14, Cha 8

Skills: Balance +12, Climb +12, Hide +20, Move Silently +12, Swim +12

Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground (Zhentil Keep)

Organization: Pack (3-24)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 2-3 HD (Small)

Zhentish sewer rats appear as large specimens of common sewer rats, except that their eyes glow bright yellow and their faces appear slightly human. Their coarse, bristly hair is glossy black, and they carry a smell of mildew and sewer waste. Some scholars suggest that these malevolent rodents even have a rudimentary language.

Zhentish sewer rats are exceedingly mean. They are never found among their lesser brethren, nor with most creatures that usually summon or associate with rats. In fact, Zhentish Sewer rats find jermlaine a delicacy.

Although these rats are called sewer rats, they can be found any place that has subterranean recesses and a large quantity of water and rotting vegetation. Swamps, marshes, flooded basements, even graveyards located in areas with a high water table or nearby water runoff are other likely habitats.

COMBAT

Zhentish sewer rats attack in packs of no fewer than three. The rats make every attempt at remaining unseen if there are only one or two of them. Despite their abilities being far beyond those of a normal rat, they still find their courage only in numbers.

Disease (Ex): Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the *Dungeon Master's Guide*).

Attach (Ex): A Zhentish sewer rat that scores a critical hit with its bite attack latches onto the opponent's body with its powerful jaws. An attached Zhentish sewer rat loses its Dex bonus to AC and thus has an AC of 13.

Blood Drain (Ex): Each round it remains attached, a Zhentish sewer rat drains blood for 1d4+1 points of temporary Constitution damage.

Displacement (Su): A light-bending glamor continually surrounds a Zhentish sewer rat, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A Zhentish sewer rat gains a +1 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Light Sensitivity (Ex): Zhentish sewer rats suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Skills: Zhentish sewer rats receive a +4 racial bonus to Move Silently and Swim checks and a +8 racial bonus to Balance and Hide checks (thanks in part to its displacement power). They use their Dexterity modifier for Climb and Swim checks.

IN THE REALMS

Some scholars say half jokingly that Bane did not die fully during the Time of Troubles, that his temper found its way into Zhentil Keep's sewer rats. In truth, the sewers of Zhentil Keep are the breeding ground of all sorts of horrors. There is perhaps no other single place in all the Realms where so much evil magical fallout is to be found. In this environment, the Zhentish sewer rat was born.

Some Moonsea-area wizards who find the prospect of using displacer beast hides in the manufacture of *cloaks of displacement* a dangerous proposition have experimented on using the furry hides of Zhentish sewer rats. Thus far, the only result has been wizards running around in cloaks that look like sewn-together, flattened, dried-out rat hides. However, there are whisperings that certain alchemists are working on a potion or salve that would duplicate the rats' *displacement* ability. To such people (and they are hard to find), a freshly killed sewer rat would command a price of 500 gp. Freshly killed, in this case, is defined as dead for no longer than 48 hours.

CREDIT

Author Thomas M. Costa, based on original material by Kevin Melka and John Terra. The Zhentish sewer rat originally appeared in *Ruins of Zhentil Keep* (1995).

ZHENTISH SEWER RAT CREATION

Small Magical Beast

Hp: 5.5 HD +1 Con = 6

Attacks: +1 Ftr +4 Dex +1 size = +6

Saves: F +2 +2 Con = +4, R +2 +4 Dex = +6, W +0 +2 Wis = +2

Skill Points: (2 x Int) + EHD = 12; class skill max ranks = HD +3 = 4

Skills: Balance 0 +4 Dex +8 race = +12, Climb 0 +4 Dex +8 race = +12, Hide 4 +4 Dex +8 race +4 size = +20, Move Silently 4 +4 Dex +4 race = +12, Swim 4 +4 Dex +4 race = +12

Feats: 1 + Int bonus + 1/4 EHD = 1 +0 +0 = 1

Challenge Rating: +1 for hp, AC, attack, displace, resistance, abilities/skills, +2 for disease, blood drain, SR = 12 /3 = 4, but seems high so 3.

Disease DC: 10 + 1/2 HD + Con mod = 10 +0 +2 = 12, also same as dire rat

Notes: I added the disease of a dire rat, because they are nasty evil sewer dwellers and it seemed appropriate.

RHAUMBUSUN

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (+3 Dex)

Speed: 20 feet

AC: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15

Attacks: Bite +5 melee

Damage: Bite 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Paralyzing gaze

Special Qualities: –

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 10, Int 3, Wis 12, Cha 13

Skills: Hide +10, Move Silently –3, Spot +4

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm desert, plains, and underground

Organization: Solitary or pair

Challenge Rating: 1

Treasure: 50% standard

Alignment: Always neutral

Advancement: 2-3 HD (Medium-size)

The rhaumbusun is a small, reptilian creature with eight legs and dorsal spikes, distantly related to the basilisk. Males have glittering purple scales, while females are orange in color. All young are dusty red, changing color with maturity. The eyes of a rhaumbusun resemble small, clear, multifaceted gems.

Rhaumbusuns are normally encountered in mated pairs, and mate for life. They are oviparous, have at most one offspring at a time, and rear their young in small, dark, dry caves. Rhaumbusuns communicate with others of their kind through a simple language of clicks and hisses. When agitated, the beast's foot-long tail flips from side to side. Rhaumbusuns are attracted to shiny objects and decorate their lairs with such. If a mated pair is separated by captivity or death, each loses 1 hp each week for 1d4 weeks. Rhaumbusuns that survive the mourning period recover and eventually seek new mates.

The hide of a rhaumbusun is worth 1 gp and is used primarily for small items or decorations. The eyes are worth up to 200 gp each to alchemists or wizards. Rhaumbusun eggs sell for 500 gp, and mated pairs sell for 2,000 gp.

Rhaumbusuns who do not have a mate can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level. A rhaumbusun familiar will never take a mate.

COMBAT

Rhaumbusuns rely on their gaze attack, biting only if desperate or surprised.

Paralyzing Gaze (Sp): Creatures meeting the gaze of a rhaumbusun must make a successful Will save (DC 16) or freeze in place, as the effects of the spell *hold monster* cast by a 9th level sorcerer. Rhaumbusuns are not immune to their own paralyzing gaze, such as seen in a mirror, but they are immune to the paralyzing gaze of other rhaumbusuns. Their gaze attack does affect ethereal opponents.

Familiar Special Ability: As a familiar, a rhaumbusun gives its master a +4 bonus to saving throws versus all gaze attacks (not just the gaze attack of a rhaumbusun), passing on a small measure of its own resistance.

Skills: Rhaumbusuns' legs curl slightly under, giving the beasts a scuttling gait and a –6 penalty to Move Silently checks.

IN THE REALMS

Rhaumbusuns are native to southern deserts and plains, particularly the Calim Desert, eastern Calimshan, the Shaar, and the Eastern Shaar. Captive populations are bred in many southern cities, from Calimport to Skuld.

CREDIT

Author Eric L. Boyd, based on original material by Ed Greenwood. The rhaumbusun originally appeared in *Dragon Magazine* #32 (1979), *Monstrous Compendium 3: Forgotten Realms Appendix 1* (1989), and *Book of Lairs* (1994).

RHAUMBSUN CREATION

Small Magical Beast

Hp: 5.5 HD = 5

Attacks: +1 Ftr +3 Dex +1 size = +5

Saves: F +2 +0 Con = +2, R +2 +3 Dex = +5, W +0 +1 Wis = +1

Skill Points: (2 x Int) +EHD = 6; class skill max ranks = HD +3 = 4

Skills: Hide 3 +3 Dex +4 size = +10, Move Silently 0 +3 Dex -6 race = -1, Spot 3 +1 Wis = +4

Feats: 1 + Int bonus +1/4 EHD = 1 +0 +0 = 1

Challenge Rating: +1 for hp, AC, gaze = 3 /3 = 1

Gaze DC: 10 + spell level + Cha mod = 10 +5 +1 = 16

SAURIALS

	Bladeback	Finhead
	Medium-size Humanoid (Reptilian)	Medium-size Humanoid (Reptilian)
Hit Dice:	3d8 (13 hp)	2d8 (9 hp)
Initiative:	-2 (Dex)	+0 (Dex)
Speed:	20 ft.	30 ft.
AC:	15 (-2 Dex, +7 natural), touch 8, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15
Attacks:	Bladeback heavy mace +4 melee; or 2 claws +4 melee, tail -1 melee	Finhead longsword +2 melee; or 2 claws +2 melee, tail -3 melee
Damage:	Bladeback heavy mace 2d6+2/x3, claw 1d4+2, tail 1d6 +1	Finhead longsword 1d8+1/x3, claws 1d4+1, tail 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	-	-
Special Qualities:	Saurial traits	Saurial traits
Saves:	Fort +3, Ref -1, Will +4	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 7, Con 11, Int 10, Wis 13, Cha 12	Str 13, Dex 11, Con 10, Int 10, Wis 11, Cha 10
Skills:	Balance +2, Craft (any one), Knowledge (religion), <i>or</i> Profession (any one) +3 or +4, Diplomacy +4, Listen +2, Spot +2	Balance +4, Craft, Profession, <i>or</i> Wilderness Lore (any one) +3, Jump +5, Listen +4, Spot +4
Feats:	Iron Will	Alertness
Climate/Terrain:	Temperate and warm forest and hills (The Lost Vale of the Dalelands)	
Organization:	Pack (2-5) or tribe (5-30)	
Challenge Rating:	1	1
Treasure:	Standard	
Alignment:	Usually neutral good	
Advancement:	By character class	

	Flyer	Hornhead
	Small Humanoid (Reptilian)	Large Humanoid (Reptilian)
Hit Dice:	2d8-2 (7 hp)	4d8+4 (22 hp)
Initiative:	+2 (Dex)	-2 (Dex)
Speed:	20 ft., fly 60 ft. (average)	20 ft.
AC:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (-1 size, -2 Dex, +9 natural), touch 7, flat-footed 16
Attacks:	Saurial dagger +1 melee; or 2 claws +1 melee, bite -4 melee	Hornhead quarterstaff +4 melee; or 2 claws +4 melee, tail -1 melee; or gore +4 melee
Damage:	Saurial dagger 1d4-1/x3, claw 1d3-1, bite 1d3-1	Hornhead quarterstaff 2d6+3, claw 1d4+2, tail 1d6+1, gore 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	-	Charge
Special Qualities:	Saurial traits	Saurial traits
Saves:	Fort +2, Ref +2, Will +0	Fort +5, Ref -1, Will +1
Abilities:	Str 9, Dex 14, Con 9, Int 11, Wis 10, Cha 10	Str 15, Dex 6, Con 13, Int 13, Wis 10, Cha 10
Skills:	Balance +6, Jump +1, Listen +3, Spot +6	Balance +2, Craft <i>or</i> Knowledge (any two) +3, Jump +3, Listen +2, Spot +2
Feats:	Flyby Attack	Power Attack
Climate/Terrain:	Temperate and warm forest and hills (The Lost Vale of the Dalelands)	
Organization:	Pack (2-5) or tribe (5-30)	
Challenge Rating:	1	2
Treasure:	Standard	
Alignment:	Usually neutral good	
Advancement:	By character class	



Saurials are intelligent bipedal lizard-like humanoids descended from creatures similar to dinosaurs. There are at least four different races of saurials, bladebacks, finheads, flyers, and hornheads, though these are only names that humans have provided the saurial subraces.

Saurials do not speak any Realms languages, indeed, to most humans they do not seem to speak at all, since their voices are too high to be heard without magic. The saurials' own names are a combination of noises and scents, which do not translate well into mammalian speech. Saurials can hear and have been learning to understand human and other humanoid speech, though they still cannot speak these tongues.

All four races have brightly colored scales of varying shades of green, mixed with yellow in unique patterns on their back, sharp claws, and tails, but their body shapes otherwise vary considerably. For daily activities saurials do not generally wear more than loincloths and simple, loose cloaks as long as they are in a tropical climate. They do, however, wear ornate robes of fabric and animal hides for ceremonial occasions. Tattoos are common, particularly among spellcasters, and depending on their subrace, saurials either carve special symbols into the bony plates of their body or tattoo them into their scales.

COMBAT

Saurials, like humans, fight with a variety of weapons (see below). If unarmed and severely pressed, saurials resort to ancient modes of attack, utilizing their natural weaponry – teeth, talon, and tail. They are not comfortable in armor (which would have to be specially crafted to fit their bodies).

Saurial Traits (Ex): Saurials benefit from a number of racial traits.

- Protection from Sonic Attacks (Ex): A saurial's earholes are well protected, giving it a +2 racial bonus to saving throws against all sound-based and sonic attacks, including such attacks as a harpy's captivating song or a *shout* spell.
- Scent (Ex): Saurials have the scent ability, as detailed on page 10 of the *Monster Manual* or page 81 of the *Dungeon Master's Guide*
- Low-Light Vision (Ex): Saurials have low-light vision.
- Vulnerability to Gas Attacks (Ex): A saurial's metabolism and reliance on scent makes it vulnerable to attacks conveyed through gas, including *stinking cloud*, *cloudkill*, and poisonous gas. Saurials suffer -2 racial penalty to saving throws against odor- and gas-based attacks.
- Cold Torpor (Ex): Saurials are warm-blooded creatures, but they retain heat poorly in cold environments. A saurial suffers a -5 penalty to Fortitude saving throws made to avoid subdual damage from cold environments (see pages 86-87 of the *Dungeon Master's Guide*) and take double the normal amount of subdual damage for failing those saving throws. Once saurials have been knocked unconscious from the cold damage, they lapse into a torpor called cold sleep. Consequently, in cooler climes, saurials bundle up to keep warm, for they can easily die from exposure in an environment that a human would find merely uncomfortable.
- Saurial Language: Saurials speak a dialect of Draconic in voices pitched too high for humans to hear. However, the emotions accompanying their words are emitted as scents that humans can often detect. A human who opts to learn these scents can often tell what a saurial is feeling without knowing what the saurial is saying. The saurials' form of writing is to carve lines on sticks, mostly used for magic and important records. Common scents include: basil (privacy), brimstone (confusion), chicken soup (impatience), fish (insulted), fresh-baked bread (anger or fury), fresh-mown hay (concentration), garlic (determination), ham (nervousness or worry), honeysuckle (concern or tenderness), lemon (joy or pleasure), mint (remorse or shame), roses (sadness), vanilla (amusement), violets (danger or fear), warm tar (celebration or victory), wood smoke (devotion or piety). Saurials cannot speak any other standard languages, though they can hear and learn to understand most tongues. Dragons and fey can hear saurial voices and understand them if they speak Draconic.
- Saurial Weaponry: Due to their low centers of gravity and excellent balance, saurial weapons are weighted and shaped somewhat differently from standard arms. Saurials are proficient with saurial weapons as if they were normal

simple or martial weapons of the same type. However, saurials treat all standard martial melee weapons as exotic weapons. All non-saurials treat saurial weapons as exotic weapons.

- Saurial Paladins: Saurial paladins do not gain the power to turn undead. However, at every level from 1st to 4th, they gain the ability to detect one type of alignment as a paladin *detects evil*. Thus a 4th-level saurial paladin may *detect chaos*, *detect evil*, *detect good*, and *detect law*. This power is known as the *shen sight*.
- Saurial Wizards: Saurial wizards do not use spellbooks. Instead, they use “memory sticks” – notched poles (often their huge quarterstaves) that function in the same fashion as spellbooks. In addition, at the DM’s discretion, saurial wizards may replace some of their vocal spell components with a scent component (see saurial language above).

FINHEADS

A finhead is nearly human in shape, though shorter than most humans, averaging 5 feet, with a tail just over half its body length and a pronounced fin on its head.

Finheads tend to be alert, bright, active, curious, and emotional. They are good with their hands and have enough muscle for common work and defense. Finheads tend to believe in ultimate concepts of good, evil, and truth, and see things in terms of black and white. They are enthusiastic about new tasks and adventures, and leap into dangerous situations before getting a full idea of what dangers await.

Combat

Finheads prefer to face combat head-on with the best weapons they can handle.

Skills: Thanks to their tails, finheads receive a +4 racial bonus to Balance and Jump checks.

BLADEBACKS

A bladeback is taller – about 7 feet – and stockier with a series of large, sharp scales which extend from the top of its head, down its spine and along its nearly body-length tail.

Bladebacks are social creatures, more than the other three races, and as such tend to congregate with other saurials more readily. They are the most straightforward and trusting of the saurials, but understand saurial nature well enough to know what their comrades want. Bladebacks are slow to anger, but once riled are passionate combatants. They are slow to forgive slights and offenses, and have long memories. Within the saurial community, bladebacks often rise to positions of power as leaders of the combined groups, or advisors to those leaders.

Combat

Bladebacks try to avoid combat, but will defend their loved ones and homes with great ferocity.

Skills: Thanks to their tails, bladebacks receive a +4 racial bonus to Balance checks.

FLYERS

A flyer has a delicate 3-foot frame, with smaller legs, a shorter tail and a flap of scale-covered flesh beneath each arm, which serve as wings. Flyers sometimes feature a bolder red splotch around their necks. Although ungainly on foot, a flyer is extremely graceful when airborne.

Flyers are nervous, noisy saurials, both irritable and irritating and constantly bouncing around. Enthusiastic conversationalists, flyers natter on about whatever gossip comes to mind. They often make up stories wherein they save the day for their larger companions, and they love to tell these stories over and over again – even if they have no basis in fact. Their role in the community is usually as scouts or messengers, but there have been flyer heroes in saurial history who have rescued their larger brethren on many occasions, as any flyer will repeatedly tell anyone listening.

Combat

Flyers have the benefit of flight, and as such often flee rather than fight. This is done almost on reflex, though they will return if they are needed in a fight.

Skills: Thanks to their tails and wings, flyers receive a +2 racial bonus to Jump checks and a +4 racial bonus to Balance checks. In addition, flyers receive a +2 racial bonus to Spot checks.

HORNHEADS

A hornhead is a 10-foot giant beast with a tail longer than its own body and sharp horns protruding both from its head and the great bony plate that protects its neck.

Hornheads tend toward careful, rational planning and thought. While they are slow of speech and carefully choose their words, they are not slow of mind, and have an interest in the sciences and crafts such as blacksmithing and weaponsmithing.

Combat

Hornheads prefer to face their foes with magic, but will use their size and horns to best advantage when pressed.

Charge (Ex): A hornhead saurial may charge an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the hornhead to make a single gore attack that deals double damage (2d8 +6 points).

Skills: Thanks to their tails, hornheads receive a +4 racial bonus to Balance checks.

SAURIAL SOCIETY

Saurials live in mixed groups with little conflict among the races, unlike the mammalian races, which seem to have different nations for elves, dwarves, and men. Saurials think of themselves as saurials first, and their sub-race second, and recognize that the other races of saurials have as much to contribute to their community as their own race, if not more. Saurial communities consist of all types of the various races, though there tends to be fewer of the larger hornheads and bladebacks because of their food requirements. Even communities with one race of saurials treat all other races as brethren.

Saurials mate for life and can produce 1-2 eggs a year. Both males and females share the duties of keeping the eggs warm and safe, feeding the hatchlings, and raising them. A saurial appears full-grown within five years, but the experience that brings mental maturity takes as long to develop as it would in a human. Saurials live a very long time if in favorable conditions, having a lifespan equal to that of a dwarf.

The saurials are a spiritual people. Of particular importance in saurial society is the soul singer, a type of bard preferring divination spells and thought to have a spiritual connection to the health of the tribe.

Saurials prefer to live in solid single-family dwellings of stone or wood. They decorate their homes with wall hangings and floor coverings.

SAURIAL CHARACTERS

Saurials use the Saurial character region detailed below. A saurial's favored class is determined by its subrace: clerics for bladebacks, fighters for finheads, rogues for flyers, and wizards for hornheads. Saurial leaders are usually hornhead wizards. Saurial clerics most often worship the human gods Chauntea, Finder Wyvernspur, Tymora, and Tyr.

A saurial PC's effective character level (ECL) is its class level plus the appropriate modifier: bladeback +3, finhead +2, flyer +2, hornhead +4. For example, a 3rd-level hornhead wizard has an ECL of 7 and is the equivalent of a 7th-level character.

Character Region	Major Geographic Region	Preferred Class	Favored Deities
Saurial	Dalelands/Anauroch (The Lost Vale)	Clerics (bladebacks), fighters (finheads), rogues (flyers), wizards (hornheads)	Chauntea, Finder Wyvernspur, Tymora, Tyr
Automatic Languages	Bonus Languages	Regional Feats	Equipment
Common, Draconic	Chondathan, Damaran, Midani, Orc	Discipline, Strong Soul, Survivor	(A) 1 masterwork saurial weapon (see below) (B) 2 second level scrolls ("memory sticks")

IN THE REALMS

Saurials are not native to the Realms, but originate from an alternate Prime Material Plane. Most saurials now in the Realms were kidnapped from their homes and brought to the Realms as slaves by the evil god Moander. Upon Moander's death, these saurials elected to remain in the Realms and make it their home. They live in a single village in the Lost Vale in the Desertsouth Mountains east of Anauroch. They have only recently recovered physically and spiritually from the deprivations they suffered under Moander and are just beginning to travel away from the Lost Vale. This outpost is the sole known established domain of saurials in the Realms.

The saurials of the Lost Vale now number 485, with 104 of the original inhabitants surviving, and consider themselves one tribe, although they are made up different races. Leading and protecting this tribe are the hornhead wizard Grypht (NG male hornhead saurial Wiz15), Grypht's three apprentices (NG saurial Wiz3), the bladeback priest Sweetleaf (NG female bladeback saurial Clr9 of Chauntea), who worships Chauntea in lieu of his own goddess of the harvest, Sweetleaf's five acolytes (NG saurial Clr2 of Chauntea), the finhead priestess Copperbloom (CG female finhead saurial Clr5 of Finder Wyvernspur), and Copperbloom's three acolytes (CG saurial Clr2 of Finder Wyvernspur). The renowned finhead paladin Dragonbait (LG male finhead saurial Pal5 of Tyr) visits the valley as often as his adventures allow.

The Lost Vale has mostly finheads, but also has a large number of flyers, and a smattering of bladebacks and hornheads. Most are farmers and hunters. There are also weavers, carpenters, stonemasons, blacksmiths, and musicians among their numbers. Most saurials found outside the Lost Vale are likely to be finheads.

SAURIAL WEAPONRY (SIDEBAR)

Saurial-crafted weapons tend to have shorter grips and favor wider and barbed tips. The net effect of these alterations is usually to improve the critical multiplier and worsen the threat range of the weapon. Many of these weapons, particularly those wielded by bladebacks and hornheads, are also larger than their human weapon equivalents, increasing their damage. These weapons are treated as normal simple or martial weapons by saurials, but as exotic weapons for non-saurials.

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Bladeback heavy flail	Large	20 gp	2d6	19-20/x2	–	25 lb.	Bludgeoning
Bladeback heavy mace	Large	15 gp	2d6	x3	–	16 lb.	Bludgeoning
Finhead longsword	Medium-size	20 gp	1d8	x3	–	8 lb.	Slashing
Finhead trident	Medium-size	20 gp	1d8	x3	–	6 lb.	Piercing
Hornhead quarterstaff	Huge	5 gp	2d6/2d6	x2	–	20 lb.	Bludgeoning
Saurial dagger	Tiny	3 gp	1d4	x3	10 ft.	2 lb.	Piercing
Saurial dart	Small	1 gp	1d4	x3	20 ft.	2 lb.	Piercing

CREDIT

Author Thomas M. Costa, based on original material by Jeff Grubb and Kate Novak, Bill Slaviscsek, and others. Saurials originally appeared in *Hall of Heroes* (1989), *Complete Book of Humanoids* (1993), *Monstrous Compendium 11: Forgotten Realms Appendix 2* (1991), *Heroes' Lorebook* (1996), and *Monstrous Compendium Annual Volume Three* (1996). An alternate 3E version of saurials by Sean K. Reynolds appeared in *Dragon Magazine* #292 (2002). This version of saurials was edited somewhat in light of the *Dragon Magazine* version. In the opinion of the author, this version is a more accurate conversion from previous sources and the novels, while the *Dragon Magazine* version is a more easily playable version for use by players; both have their merits.

SAURIAL CREATION

Small, Medium-size, and Large Humanoids

Extra Hit Dice (EHD): Bladeback 3 HD – 1 minimum HD = 2

Finhead 2 HD – 1 minimum HD = 1

Flyer 2 HD – ½ minimum HD = 1½

Hornhead 4 HD – 2 minimum HD = 2

Hp: Bladeback 3 x 4.5 HD = 13

Finhead 2 x 4.5 HD = 9

Flyer (2 x 4.5 HD) + (2 x –1 Con) = 7

Hornhead (4 x 4.5 HD) + (4 x 1 Con) = 22

Attacks: Bladeback +2 Clr +2 Str, –5 secondary = +4, –1

Finhead +1 Clr +1 Str, –5 secondary = +2, –3

Flyer +1 Clr –1 Str +1 size, –5 secondary = +1, –4

Hornhead +3 Clr +2 Str –1 size, –5 secondary = +4, –1

Saves: Good Fort; Bladeback F +3 +0 Con = +3, R +1 –2 Dex = –1, W +1 +1 Wis +2 Iron Will = +4

Finhead F +3 +0 Con = +3, R +0 +0 Dex = +0, W +0 +0 Wis = +0

Flyer F +3 –1 Con = +2, R +0 +2 Dex = +2, W +0 +0 Wis = +0

Hornhead F +4 +1 Con = +5, R +1 –2 Dex = –1, W +1 +0 Wis = +1

Skill Points: 6 + Int mod + EHD: Bladeback 6 +0 +2 = 8; Finhead 6 +0 +1 = 7; Flyer 6 +0 +1 = 7; Hornhead 6 +1 +2 = 9; class skill max ranks = HD +3: Bladeback 6, Finhead 5, Flyer 5, Hornhead 7

Skills: Bladeback Balance 0 –2 Dex +4 race = +2, Craft/Knowledge/Profession 3 +0 Int/+1 Wis = +3 or +4,

Diplomacy 3 +1 Cha = +3, Listen 1 +1 Wis = +2, Spot 1 +1 Wis = +2

Finhead Balance 0 +0 Dex +4 race = +4, Craft/Profession/Wilderness Lore 3 +0 Int/+0 Wis = +3, Jump 0 +1 Str +4 race = +5, Listen 2 +0 Wis +2 Alertness = +4, Spot 2 +0 Wis +2 Alertness = +4

Flyer Balance 0 +2 Dex +4 race = +6, Jump 0 –1 Str +2 race = +1, Listen 3 +0 Wis = +3, Spot 4 +0 Wis +2 race = +6

Hornhead Balance 0 -2 Dex +4 race = +2, Craft/Knowledge 2 +1 Int = +3, Craft/Knowledge 2 +1 Int = +3,
Jump 1 +2 Str = +3, Listen 2 +0 Wis = +2, Spot 2 +0 Wis = +2
Feats: 1 + 1/4 EHD = 1 + 0 = 1
Challenge Rating: Bladeback 3 for hp +1 natural weapons/feats, saurial traits/skills = 5 /3 = 1
Finhead 2 for hp +1 natural weapons/feats, saurial traits/skills = 4 /3 = 1
Flyer 1 for hp +1 AC, natural weapons/feats, saurial traits/skills, +2 speed = 6 /3 = 2, but a bit high so 1
Hornhead 4 for hp +1 AC, natural weapons/feats, charge, saurial traits/skills = 8 /3 = 2

SHOOSUVA

Large Undead

Hit Dice: 9d12 (58 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16

Attacks: Bite +11 melee

Damage: Bite 1d8+12 and creeping paralysis

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Creeping paralysis, trip, gnoll obeisance

Special Qualities: Undead traits, damage reduction 15/silver, cold, electricity and fire resistance 15, turn resistance +7, aura of light, scent, darkvision 120 ft.

Saves: Fort +3, Ref +7, Will +10

Abilities: Str 27, Dex 19, Con –, Int 12, Wis 18, Cha 16

Skills: Hide +7, Intuit Direction +9, Jump +13, Listen +12, Intimidate +8, Move Silently +10, Search +6, Sense Motive +9, Spot +12, Wilderness Lore +9*

Feats: Alertness, Improved Initiative, Power Attack



Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 10-18 HD (Large)

Yeenoghu, the demon prince of gnolls and king of ghouls, occasionally grants his most powerful shamans the ability to summon a special form of guardian, a glowing, demonic, undead, dire hyena called a shoosuva. Their name means “returners” in the gnoll tongue, a reference to the belief that shoosuvus are the incarnations of the spirits of the greatest of Yeenoghu’s shamans. Shoosuvus are feared greatly by gnolls, who will obey their every command, even over the orders of other gnoll leaders or shamans.

Exceptionally powerful gnoll adepts and clerics are often given instructions for creating a special talisman that will help summon a shoosuva when the talisman is cast to the ground and Yeenoghu’s name is pronounced. Such a talisman is a miniature carving of a hyena’s skull, made from the bones of a gnoll adept or cleric. A shoosuva must be fed carrion as a reward for its presence. Yeenoghu’s priests who are able to summon a shoosuva will nearly always have a *desecrate* spell on hand and cast it on one of the shoosuva’s dead victims.

A shoosuva is only encountered singly and appears as a giant, emaciated hyena, glowing with a phosphorescent yellow light. It speaks Abyssal, Common, and Gnoll.

COMBAT

A shoosuva attacks by biting. A shoosuva usually tries to paralyze as many persons as it can in melee, and then kill its victims after they are unable to move.

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Creeping Paralysis (Su): Those bit by a shoosuva’s bite attack must succeed at a Fortitude save (DC 17) or slow and eventually become paralyzed. Each round following the bite, the victim suffers a cumulative –1 penalty to initiative checks, AC, attack rolls, damage rolls, saves, ability checks, and skill checks and a –5 ft. penalty to speed. Once the victim’s speed reaches 0, the victim is paralyzed for 2d6+4 minutes.

Trip (Ex): A shoosuva that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player’s Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shoosuva.

Gnoll Obeisance (Sp): A shoosuva can call upon any gnoll within hearing distance (120 feet) to obey its every command as though by a *greater command* spell cast by an 18th-level cleric (DC 19).

Aura of Light (Su): A shoosuva glows with a phosphorescent yellow light, similar in intensity to a *light* spell cast by an 18th-level cleric. The shoosuva may dim this light at will.

Skills: A shoosuva receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. * It also receives a +4 bonus to Wilderness Lore checks when tracking by scent.

IN THE REALMS

Shoosuvus are most commonly summoned to the Realms by shamans of the gnoll tribes known to haunt the Cold Lands north of the Moonsea and the plains of Shaar.

CREDIT

Author Thomas M. Costa, based on original material by Roger E. Moore. The shoosuva originally appeared in *Dragon Magazine* #63 (1982) and received some mention in *Dragon Magazine* #173 (1991).

SHOOSUVA CREATION

Large Undead

Extra Hit Dice (EHD): 9 HD - 2 minimum HD = 7

Hp: 9 x 6.5 HD = 58

Attacks: +4 Wiz +8 Str -1 size = +11

Saves: F +3 +NA = +3, R +3 +4 Dex = +7, W +6 +4 Wis = +10

Skill Points: (3 x Int) + (2 x EHD) = 36 +14 = 50; class skill max ranks = HD +3 = 12

Skills: Hide 5 +4 Dex +2 race -4 size = +7, Intuit Direction 5 +4 Wis = +9, Jump 5 +8 Str = +13, Listen 5 +4 Wis +1 race +2 Alertness = +12, Intimidate 5 +3 Cha = +8, Move Silently 5 +4 Dex +1 race = +10, Search 5 +1 Int = +6, Sense Motive 5 +4 Wis = +9, Spot 5 +4 Wis +1 race +2 Alertness = +12, Wilderness Lore 5 +4 Wis = +9

Feats: 1 + Int bonus +1/4 EHD = 1 +1 +1 = 3

Challenge Rating: 12 for hp +1 for initiative/speed, paralysis, trip, gnoll obeisance, energy resistance, turn resistance, aura of light/senses, abilities, skills/feats, +2 for AC, undead, DR = 27 /3 = 9, but no treasure so 8

Creeping Paralysis DC: 10 + 1/2 HD + Cha mod = 10 +4 +3 = 17

Gnoll Obeisance DC: 10 + spell level + Wis mod = 10 +5 +4 = 19

Notes: Compare to dire hyena, dire wolf, ghoul, gnoll, worg, and fiendish template.

SKULK (TEMPLATE)

Humans have not evolved to dwell in the endless labyrinth of the Realms Below, where unspeakable horrors lurk within the darkness in a land of ever-present nightmares. Nonetheless, a large population of humans, known as skulks, dwells beneath Calimshan. Although their distant ancestors were once accounted as Calishites or Tethens, skulks have adapted to life in the Underdark. Known both for their ability to camouflage themselves and their cowardice, raiding skulks pose an ever-present threat to those dwelling on the surface of Calimshan and surrounding lands. Some scholars claim their metamorphosis is the result of divine meddling by Ibrandul the Skulking God (now an aspect of Shar), while others suggest that their nature is a natural adaptation of human physiology to a life of endless darkness.

Skulks exhibit the standard range of human physiology, but are completely devoid of hair. They are elf-like in stature, with graceful limbs, soft facial features, and pink eyes. A skulk's skin is smooth but leathery tough. Its natural color is light gray, but skulks can change skin color instantly, either to flesh tone, or more commonly, to match the surrounding environment. So as to maximize the use of their chameleon-like abilities, skulks generally eschew clothing except when adopting a disguise to move among humanity.

CREATING A SKULK

"Skulk" is a template that can be added to any human directly descended from two skulks or who acquires three levels of the Darklurker prestige class (see sidebar), referred to hereafter as the "base creature." The creature's type remains unchanged. It uses all the base creature's statistics and special abilities except as noted here.

AC: A skulk's natural armor increases by +3.

Special Qualities: A skulk retains all the special qualities of the base creature and also gains those listed below.

Chameleon skin (Ex): Skulks have the chameleon-like ability to blend into the background, reflected in their racial bonus to Hide and Disguise checks.

Light Feet (Ex): Skulks are light on their feet and thus very difficult to track; the DC of a tracking check increases by 5 when the quarry is a skulk.

Cowardice (Ex): Skulks gain a -12 morale bonus to all checks versus magical and nonmagical fear. Skulks are apt to run away from danger at first wounding or if the odds are less than 2 to 1 in their favor. Each round such conditions persist, a skulk must make a successful Wisdom check or run away.

Abilities: Increase from the base creature as follows: Str +0, Dex +4, Con +0, Int, +0, Wis -2, Cha -2.

Skills: Skulks receive a +15 racial bonus to Hide checks (assuming he is not wearing any clothing or equipment). The amount of the Hide bonus does not stack with magic giving a chameleon-like Hide bonus, such as a *ring of chameleon power*. Skulks receive a +4 racial bonus to Disguise checks.

Feats: Skulks gain Eternal Darkness Adaptation (see sidebar), assuming the base creature meets the prerequisites and doesn't already have this feat.

Challenge Rating: +1

Alignment: Always chaotic evil.

SKULK CHARACTERS

Skulks are usually rogues and/or assassins.

A skulk PC's effective character level (ECL) is its class level +1. For example, a 3rd-level skulk rogue has an ECL of 4 and is the equivalent of a 4th-level character.

IN THE REALMS

Skulks are found almost exclusively in the Underdark beneath Calimshan and the Lake of Steam, although they do come to the Realms Above to raid. Most skulks are descended from human slaves who escaped the drow city of Guallidurth, the Temple City of Lolth, which lies deep beneath the Calim Desert. Reports of an increasing number of skulks in Undermountain beneath Waterdeep have not yet been confirmed.

SAMPLE SKULK

Here is an example of a skulk using Mehmen, a challenging 3rd-level human rogue, as the base creature.

Mehmen

Medium-size Humanoid (Human)

Hit Dice: 3d6 (10 hp)

Initiative: +6 (+2 Dex +4 Improved Initiative)

Speed: 30 feet

AC: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Attacks: Short sword +7 melee
Damage: Short sword 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Sneak attack +2d6
Special Qualities: Chameleon skin, uncanny dodge, evasion, light feet, cowardice
Saves: Fort +1, Ref +7, Will +0
Abilities: Str 11, Dex 18, Con 11, Int 12, Wis 8, Cha 10
Skills: Appraise +5, Bluff +4, Climb +4, Disguise +8, Escape Artist +8, Gather Information +4, Hide +21, Listen +5, Move Silently +8, Pick Pocket +8, Open Lock +8, Search +5, Spot +5, Tumble +8, Use Rope +8
Feats: Alertness, Eternal Darkness Adaptation, Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: The Underdark (Calimshan)

Organization: Band (1d8)

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Mehmen speaks Alzhedo, Common, Shaaran, and Undercommon.

COMBAT

Skulks eschew armor and clothing and favor the short sword as a weapon. Many skulks carry a blade made partially of zardazil (see sidebar), enabling them to carry it within their body and not negatively affect their chameleon-like ability to hide. Skulks generally travel in small bands, only attack their foes if they outnumber them 2-to-1, and prefer to strike from ambush. They often seek to frame others for their crimes.

Sneak Attack (Ex): Whenever target is denied Dex bonus to AC or when flank target, attack deals +2d6 damage.

Uncanny Dodge (Ex): Retain Dex bonus to AC when flat-footed and not immobilized.

Evasion (Ex): If normally allowed a Reflex save for half, take no damage with a successful save.

Possessions: Zardazil masterwork short sword.

DARKLURKER (SIDEBAR)

Darklurkers are humans, usually of Calishite or Tethen descent, who have adapted to the endless darkness of the Underdark. The endless nightmare of the Lightless Lands initiates a physiological transformation in reaction to the persistent terror invoked by the Underdark environment. This adaptation breeds true if both parents are either skulks or 3rd-level darklurkers.

Darklurkers are usually rogues, although assassins, barbarians, and fighters are not unknown. Clerics of Ibrandul (Shar) often voluntarily embrace this class and the transformation it entails, believing it to be a gift of the Skulking God. Clerics of other deities, druids, paladins, and rangers are usually sufficiently shielded by their faith to resist the terrors of the Underdark. Likewise, bards, wizards, and sorcerers can call upon their magic to create light in the endless darkness, and thus need not live their lives beneath the earth in a state of endless terror.

Darklurker NPCs generally dwell in the Underdark beneath Calimshan alongside bands of skulks who stalk the Underdark and emerge only to raid the surface. Others are found in small numbers among the vast slave populations of Underdark cities such as beholder-ruled Zokir beneath the Alimir Mountains and drow-ruled Guallidurth beneath the Calim Desert.

Hit Die: d6.

Requirements

To qualify to become a darklurker, a character must fulfill all the following criteria.

Alignment: Chaotic Evil.

Race: Human.

Patron: Shar (Ibrandul).

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 4 ranks.

Feats: Eternal Darkness Adaptation (see sidebar), Skill Focus (Hide).

Class Skills

The darklurker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int),

Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Cha), Profession (Wis), Read Lips (Int, exclusive), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the darklurker prestige class.

Weapon and Armor Proficiency: A darklurker is proficient with simple and martial weapons and with light and medium armor.

Chameleon Skin (Ex): The natural skin tone of a darklurker becomes light gray, all his hair falls out, his eyes turn pink, and his skin develops a chameleon-like ability to blend into his natural surroundings, giving him a +5 bonus to Hide checks (assuming he is not wearing any clothing or equipment) and a +1 bonus to Disguise checks. At 2nd level, these bonuses rise to +10 and +2, respectively. At 3rd level, these bonuses rise to +15 and +4, respectively.

Cowardice (Ex): A darklurker becomes increasingly cowardly, giving him a –4 bonus to all checks versus magical and nonmagical fear. At 2nd level, this bonus rises to –8. At 3rd level, this bonus rises to –12. Moreover, at 3rd level, a darklurker must make a Wisdom check (DC 15) every round in which he and his allies do not have at least a 2-to-1 numerical advantage or if he has been wounded by an opponent for the first time. If the Wisdom check fails, the darklurker must immediately flee, as if affected by a fear spell.

Leathery Skin (Ex): A darklurker develops leathery skin, giving him a +1 natural armor bonus to AC. At 2nd level, this bonus rises to +2. At 3rd level, this bonus rises to +3.

Light Feet (Ex): At 3rd level, a darklurker becomes light on his feet and thus very difficult to track; the DC of a tracking check to follow the darklurker increases by 5.

Ability Adjustment (Ex): At 2nd level, a darklurker receives a +2 bonus to Dexterity, a –1 bonus to Wisdom, and a –1 bonus to Charisma. At 3rd level, a darklurker receives another +2 bonus to Dexterity, a –1 bonus to Wisdom, and a –1 bonus to Charisma.

The Darklurker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Chameleon skin +5/+1, cowardice –4, leathery skin +1
2nd	+2	+0	+3	+0	Chameleon skin +10/+2, cowardice –8, leathery skin +2, Dexterity +2, Wisdom –1, Charisma –1
3rd	+3	+1	+3	+1	Chameleon skin +15/+4, cowardice –12, leathery skin +3, light feet, Dexterity +2, Wisdom –1, Charisma –1

ETERNAL DARKNESS ADAPTATION [GENERAL] (SIDEBAR)

Through long exile from the sunlit homelands of your kind, you have adapted to the eternal darkness of the Lightless Lands.

Regions: Calimshan (The Underdark), Lake of Steam (The Underdark).

Benefit: You have darkvision up to 60 feet. Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds you for 1 round. In addition, you suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light. These penalties can be negated by taking the Daylight Adaptation feat (see page 34 of the *Forgotten Realms Campaign Setting*).

ZARDAZIL (SIDEBAR)

This rare, durable, amber-to-red ferromagnetic metal is (thus far, at least) found only in mountains and delves around the Lake of Steam and in certain sand-scoured fissures in the heart of Raurin. It is a very soft metal, and because of this is never used in pure form, but rather alloyed or used to sheath other metals. It can be added to other metals in a perfect bonding, apparently vanishing into them in alloys that have all the properties of other metal—plus the one benefit of zardazil.

Once an alloy containing zardazil first contacts the blood of a living creature, it undergoes a magical transformation known as *body phasing*. Thereafter, that creature (but not his clothing or other material possessions) is forever treated as if

under the effects of a *lesser ironguard* spell (detailed in the *Forgotten Realms Campaign Setting* page 72) with regards to that particular piece of metal. (This effect is nonmagical and remains in effect even in the presence of an *antimagic field*.)

Zardazil is commonly used to construct a hidden blade, hung within one's body by means of a leather hilt grip or a loop of cord strung through a hole in the pommel. Note that the market price modifier applies only to the cost of construction or the cost of an unblooded blade. Once a blade has been "blooded," the price drops back to the normal price except for the individual to which the zardazil alloy has bonded.

Market Price Modifier: Weapon +2,200 gp.

CREDIT

Author Eric L. Boyd, based on original material by Simon Muth and Roger E. Moore. The skulk originally appeared in the *Fiend Folio* (1981), *MC5 Monstrous Compendium Greyhawk Appendix* (1990), and *Dragon Magazine* #241 (1997). Zardazil originally appeared in *Volo's Guide to All Things Magical* (1996) and is based on original material by Ed Greenwood.

SAMPLE SKULK CREATION

Medium-size rogue 3

Hp: 3 x 3.5 HD = 10

Attacks: +2 Rog +4 Dex +1 masterwork = +6

Saves: F +1 +0 Con = +1, R +3 +4 Dex = +7, W +1 -1 Wis = +0

Skill Points: (8+1 Int +1 human) x (3 +3 level) = 60; class skill max ranks = HD +3 = 6

Skills: Appraise 4 +1 Int = +5, Bluff 4 +0 Cha = +4, Climb 4 +0 Str = +4, Disguise 4 +0 Cha +4 race = +8, Escape Artist 4 +4 Dex = +8, Gather Information 4 +0 Cha = +4, Hide 2 +4 Dex +15 race = +21, Listen 4 -1 Wis +2

Alertness = +5, Move Silently 4 +4 Dex = +8, Pick Pocket 4 +4 Dex = +8, Open Lock 4 +4 Dex = +8, Search 4 +1 Int = +5, Speak Language (Undercommon) 2 for cross-class skill, Spot 4 -1 Wis +2 Alertness = +5, Tumble 4 +4 Dex = +8, Use Rope 4 +4 Dex = +8

Feats: 1 for human +2 for character level +1 template bonus = 4

Challenge Rating: +1 for AC bonus, chameleon skin/skills, light feet, +0 abilities/feats/cowardice = 3 /3 = +1 for template; 3 for rogue +1 for template = 4

Magic Items Carried: 3rd-level NPC = 2,500 gp/EL = 1,200 gp; short sword = 2,200 (zardazil) +300 (masterwork) +10 (short sword) = 2,510 gp, which is closer to double standard in this case, but blades value to PC's is only 310 gp and an average of the two values yields 1,410 gp, which is about right

Notes: "Challenging" is derived from Table 2-2: Ability Score Nonstandard Point Costs on page 20 of the DMG.

Compare Eternal Darkness Adaptation to the Daylight Adaptation feat in the *Forgotten Realms Campaign Setting*

Zardazil was originally mentioned in *Volo's Guide to All Things Magical*, page 58. Note this metal has been discussed in several other sources as well. The price was derived in comparison to the price of a *glove of storing*

SPIDER MONKEY

Fine Magical Beast

Hit Dice: 1/8d10 (1 hp)

Initiative: +10 (+6 Dex +4 Improved Initiative)

Speed: 30 feet, climb 30 feet

AC: 24 (+8 size, +6 Dex), touch 24, flat-footed 18

Attacks: Bite +14 melee

Damage: Bite 1-5

Face/Reach: ½ ft. by ½ ft./0 ft.

Special Attacks: Eye bite

Special Qualities: Long jump, slow fall

Saves: Fort +2, Ref +8, Will +0

Abilities: Str 1, Dex 23, Con 10, Int 12, Wis 10, Cha 11

Skills: Balance +17, Climb +17, Hide +25, Jump +9, Listen +3, Move Silently +9, Spot +3, Wilderness Lore +3

Feats: Improved Initiative, Spring Attack (B), Weapon Finesse (bite)

Climate/Terrain: Warm forest, any southern city

Organization: Troop (20-60)

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral good

Advancement: By character class

Spider monkeys are tiny frugivorous primates measuring 1 inch in length from their simian noses to their prehensile tails. They are gaunt and fur-covered, with gangly limbs and strikingly human-like faces and hands. Spider monkeys are often mistaken for spiders, and were only identified as such a few decades ago. (The Spot check DC to recognize a spider monkey as a primate, not an arachnid, is equal to twice the distance in feet between the spider monkey and the viewer.)

Spider monkeys can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level.

COMBAT

Though they are fierce combatants against creatures such as wasps and bees, spider monkeys generally avoid battling creatures larger than they are. If forced to battle much larger creatures, spider monkeys will try to leap up and bite the eyes of their assailants with their eye bite ability. They usually take advantage of this distraction to make good their escape (using their bonus Spring Attack feat).

Eye Bite (Ex): If the spider monkey is able to reach one of its target's eyes (usually through a successful Jump check up to the target's head height) and hits its target, the target must make a Reflex save (DC 16) to avoid being bitten in the eye instead of somewhere else. A victim successfully bitten in the eye is not blinded, but the spider monkey's saliva stings fiercely enough that the creature is considered blinded until it takes a partial action to rub its eyes. A victim of an eye bite also suffers bite damage.

Long Jump (Ex): Spider monkeys are considered 5 feet tall for purposes of determining how far they can jump.

Slow Fall (Ex): Spider monkeys agile, light, and small enough that they can effectively fall any distance without taking damage.

Familiar Special Ability: As a familiar, a spider monkey gives its master a +2 bonus to his Dexterity score.

Skills: Monkeys use their Dexterity modifier for Climb and Jump checks and receive a +8 racial bonus to Balance checks.

SPIDER MONKEY SOCIETY

In the wild, spider monkeys roam southern jungles in tight-knit family groups that number about 40 in total, consisting of five or so families each. They do not build nests, but sleep between two leaves. The eldest male and eldest female lead the troop, and spider monkeys generally exhibit typical primate behavior. Spider monkeys speak their own tongue, a complex language of sibilants, chirps, hoots, and gestures, and are capable of learning Common. Spider monkeys can release a "long call" that can be heard up to 20 yards away, although generally only the male prime does so and then only to announce their arrival in new territory.

Since their discovery, spider monkeys have become popular in southern cities as familiars or animal companions, where filthy slave auctions of the tiny creatures have become commonplace in back alleys and even some market places. Those spider monkeys who escape have united to form an underworld of powerful, diminutive despots. Purportedly,

spider monkey spies listen in on every critical council and court, then relay their knowledge to spider monkey kings. These rulers in turn enlist the aid of humanoid sympathizers to exert their influence, even in the highest courts of the land.

SPIDER MONKEY CHARACTERS

Spider monkeys do not normally have classes in the wild. Among those spider monkeys who have adopted to life in southern cities, their favored class is rogue.

IN THE REALMS

Spider monkeys are native to the Jungles of Chult, the Mhair Jungles, and the Black Jungles. Enslaved and escaped populations are found in the cities of Calimshan, Dambrath, Estagund, Halruaa, Lapaliya, Samarach, and Thindol.

CREDIT

Author Eric L. Boyd, based on original material by David “Zeb” Cook. The spider monkey originally appeared as monkey spiders in the *Monstrous Compendium 11: Forgotten Realms Appendix 2* (1991), *Monstrous Manual* (1993), and *Book of Lairs* (1994).

SPIDER MONKEY CREATION

Fine Magical Beast

Hp: $1/8 \times 4.5 \text{ HD} = 1$

Attacks: +0 Ftr +6 Dex +8 size = +14

Saves: F +2 +0 Con = +2, R +2 +6 Dex = +8, W +0 +0 Wis = +0

Skill Points: $(2 \times \text{Int}) + \text{EHD} = 24$; class skill max ranks = $\text{HD} + 3 = 3$

Skills: Balance 3 +6 Dex +8 race = +17; Climb 3 +6 Dex +8 race = +17; Hide 3 +6 Dex +16 size = +25; Jump 3 +6 Dex = +9, Listen 3 +0 Wis = +3; Move Silently 3 +6 Dex = +9; Spot 3 +0 Wis = +3, Wilderness Lore 3 +0 Wis = +3

Feats: 1 + Int bonus +1/4 EHD = 1 +1 +0 = 2 and 1 bonus

Challenge Rating: +1 for speed/long jump/slow fall, attack/eye bite, skills, feats +2 for AC = $6 / 3 = 2$, but very weak so 1

Eye Bite DC: $10 + \frac{1}{2} \text{ HD} + \text{Dex mod} = 10 + 0 + 6 = 16$.

Notes: The spider monkey is patterned after the monkey write-up in the *Monstrous Manual*. Note at the recommendation of Skip William (stemming from the monkey spider’s high Intelligence and advancement by character class), the monkey spider was made a magical beast. The “eyebite” power was renamed “eye bite” to avoid confusion with the spell of the same name.

STIRGE

	Skeletal Stirge	Stelurge
	Tiny Undead	Tiny Beast
Hit Dice:	1d12 (6 hp)	2d10 (11 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+4 (Dex)
Speed:	10 ft., fly 50 ft. (average)	10 ft., fly 60 ft. (good)
AC:	17 (+2 size, +5 Dex), touch 17, flat-footed 12	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Attacks:	Touch (proboscis) +7 melee	Touch (proboscis) +7 melee; or tail +7 melee
Damage:	Proboscis 1d3-4 and wounding	Proboscis 1d3-4 or tail 1d3-4
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	Attach, wounding	Attach, blood drain, poison
Special Qualities:	Undead traits, immunities, +2 turn resistance	—
Saves:	Fort +0, Ref +5, Will +3	Fort +3, Ref +7, Will +1
Abilities:	Str 3, Dex 21, Con —, Int 1, Wis 12, Cha 8	Str 7, Dex 19, Con 10, Int 2, Wis 12, Cha 6
Skills:	Hide +16	Disguise +0*, Hide +16, Move Silently +8
Feats:	Improved Initiative (B), Weapon Finesse (touch)	Weapon Finesse (tail) (B), Weapon Finesse (touch) (B)
Climate/Terrain:	Temperate and warm forest and underground	Temperate and warm forest and underground
Organization:	Clutch (2-4), swarm (5-8), or flock (9-13)	Clutch (2-4), swarm (5-8), or flock (9-13)
Challenge Rating:	2	2
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral
Advancement:	—	—

SKELETAL STIRGE

These undead stirges seem to occur “naturally,” although quite rarely. They usually fall under the sway of greater undead, serving as message carriers, spies, and warning guards.

While bolstered by greater undead, skeletal stirges will pursue their orders until destroyed.

Combat

Skeletal stirges typically hunt and attack encountered prey until destroyed.

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

Attach (Ex): If a skeletal stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent’s body. An attached skeletal stirge has an AC of 12.

Wounding (Su): The proboscis of a skeletal stirge deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round for up to 10 rounds in addition to the normal damage the proboscis deals. Multiple wounds from the proboscis result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *aura* spell or other healing spell (*heal*, *healing circle*, and so on).

Immunities (Ex): Skeletal stirges have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

In the Realms

Skeletal stirges are fairly common in the dungeons of Undermountain among other locales, where they serve greater undead.

STELURGE

Stelurges are rare relatives of the common stirge, with a stronger resemblance to bats than giant mosquitoes. They have membranous bat wings, a short furry body, eight jointed legs that end in sharp pincers but which can be drawn up into the body, a retractable needlelike proboscis, and a prehensile, bone-barb-ended tail. Coloration ranges from dark brown to black and usually matches the coloration of bats native to the region. The proboscis is pink at the tip, fading to gray at its base, and the tail is bone white.

A stelurge's body is about 1-foot long, with a wingspan of about 2 feet, but they can draw themselves inward to the size of a diminutive bat when hanging head-down after wrapping their tail around a perch.

Stelurges can be acquired as a familiar by means of the Improved Familiar feat (detailed in the *Forgotten Realms Campaign Setting*) beginning at 7th level.

Combat

A stelurge attacks by making repeated flyby attacks at prey, stabbing them with their bone-barbed tails. Once a victim is sufficiently weakened as to not pose much of a threat, the stelurge lands, finding a vulnerable spot and plunging its proboscis into the flesh. This is a touch attack, which cannot be used as part of a Flyby Attack, and can target only Small or larger creatures.

Attach (Ex): If a stelurge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stelurge has an AC of 12.

Blood Drain (Ex): A stelurge drains blood, dealing 1d6 points of temporary Constitution damage each round it remains attached. Once it has drained 6 points of Constitution, it flies off to digest its meal. If threatened with likely death, a stelurge detaches and then continues to mount flyby attacks until the target falls unconscious.

Poison (Ex): The tail of a stelurge injects a weak poison that inflicts 1d2 points of temporary Strength damage and 1d2 points of temporary Dexterity damage if the victim fails a Fortitude save (DC 11). The effects of this poison are cumulative.

Skills: Stelurges are adept at masquerading as quiescent bats and receive a +8 racial bonus to Disguise checks when hidden amongst a colony of 10 or more bats at rest.

In the Realms

Stelurges are rumored to have been brought to the Realms from another Prime Material Plane some time ago. Though still rare, some serve wizard masters with wild devotion.

CREDIT

Authors Thomas M. Costa and Eric L. Boyd, based on original material by Ed Greenwood. The skeletal stirge originally appeared in *Ruins of Undermountain* (1991) and the stelurge originally appeared in *Dragon Magazine* #196 (1993).

STIRGE CREATION

Tiny Undead and Tiny Beast

Hp: skeletal 6.5 HD = 6; stelurge 2 x 5.5 HD = 11

Attacks: skeletal +0 Wiz +5 Dex +2 size = +7; stelurge +1 Clr +4 Dex +2 size = +7

Saves: skeletal F +0 + NA = +0, R +0 +5 Dex = +5, W +2 +1 Wis = +3; stelurge F +3 +0 Con = +3, R +3 +4 Dex = +7, W +0 +1 Wis = +1

Skill Points: skeletal (3 x Int) + (2 x EHD) = 3; stelurge 10

Skills: skeletal Hide 3 +5 Dex +8 size = +16; stelurge Disguise 2 -2 Cha = +0, Hide 4 +4 Dex +8 size = +16, Move Silently 4 +4 Dex = +8

Feats: skeletal 1 + Int bonus + 1/4 EHD = 1 +0 +0 = 1 plus bonus; stelurge None plus bonus

Challenge Rating: skeletal +1 for hp, initiative, speed, AC, attack, attach/skills, immunities/turn resistance, +2 for wounding = 9 /3 = 3; stelurge 2 for hp, +1 speed, AC, attach/skills, +2 for poison, blood drain = 9 /3 = 3, but compare to stirge and lower both to 2

Poison DC: 10 + 1/2 HD + Con = 10 +1 +0 = 11

VAMPIRE SPAWN (TEMPLATE)

Vampire spawn are undead creatures that come into being when vampire slay mortals. Like their creators, vampire spawn remain bound to their coffins and to the soil of their graves.

Vampire spawn appear just as they did in life, although their features are often hardened and feral, with a predatory look.

CREATING A VAMPIRE SPAWN

“Vampire Spawn” is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” The new vampire spawn uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increases to d12.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire spawn retains the ability to swim and is not vulnerable to immersion in running water (see below).

AC: The base creature’s natural armor improves by +3.

Attacks: A vampire spawn retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one.

Damage: Vampire spawn have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire spawn retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 vampire spawn’s HD + vampire spawn’s Charisma modifier unless noted otherwise.

Charm: A vampire spawn can crush an opponent’s will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire spawn must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save or fall instantly under the vampire’s influence as though by a *charm person* spell cast by a 5th-level sorcerer. The ability has a range of 30 feet. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn’s slam attack receive one negative level.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Special Qualities: A vampire spawn retains all the special qualities of the base creature and those listed below, and also gains the undead type (see page 6 of the *Monster Manual*).

Damage Reduction: A vampire spawn’s undead body is touch, giving the creature damage reduction 10/silver.

Turn Resistance (Ex): A vampire spawn has +2 turn resistance (see the *Monster Manual*, page 10).

Resistance (Ex): A vampire spawn has cold and electricity resistance 10.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.) Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampire spawn have no Constitution score.

Skills: Vampire spawn receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampire spawn gain Alertness, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Solitary or pack (2-5)

Challenge Rating: Same as the base creature +1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: —

REPELLING AND SLAYING VAMPIRE SPAWN

Vampire spawn are equally vulnerable to attacks that slay vampires. For details, see the Vampire entry in Appendix 3: Templates of the *Monster Manual*.

IN THE REALMS

Vampire spawn are found in the service of vampires across the Realms. Centuries ago, vampire spawn and their vampiric masters were once quite common in Merrydale, renamed Daggerdale after their influence waned. In the present day, vampire spawn have been seen in increasing numbers in the city and catacombs of Westgate, minions of the latest Faceless Lord to lead the Night Masks, and in the dungeons of ruined Morlin Castle, former seat of the Barony of Steeping Falls, deep beneath the town of Daggerford.

SAMPLE VAMPIRE SPAWN

This example uses a 1st-level human commoner as its base creature.

Vampire Spawn

Medium-size Undead

Hit Dice: 1d12 (6 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Attacks: Slam +3 melee

Damage: Slam 1d6+4 and energy drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Charm, energy drain, blood drain

Special Qualities: Undead traits, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2

Saves: Fort +0, Ref +4, Will +1

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

Skills: Bluff +6, Climb +5, Craft and/or Profession (any two) +7 each, Hide +6, Jump +5, Listen +7, Move Silently +6, Search +5, Sense Motive +5, Spot +7

Feats: Alertness (B), Improved Initiative (B), Lightning Reflexes (B), Skill Focus (any Craft or Profession), Skill Focus (any Craft or Profession)

Challenge Rating: 2

Combat

Undead Traits (Ex): Immune to mind-influencing effects, poison, *sleep* paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision (60-foot range).

CREDIT

Author Eric L. Boyd, based on original material by Skip Williams. The prototypical vampire spawn from which this template is derived originally appeared in 3E *Monster Manual* (2000).

SAMPLE VAMPIRE SPAWN CREATION

Medium-size Undead

Extra Hit Dice (EHD): 1 HD - 1 minimum HD = 0

Hp: = 1 x 6.5 = 6

Attacks: +0 Wiz +3 Str

Saves: F = +0 +0 Con = +0, R = +0 +2 Dex +2 Lightning Reflexes = +4, W = +0 +1 Wis = +1

Skill Points: (2 + 1 Int +1 human) x (3 + 1 level) = 16; class skill max ranks = HD +3 = 4

Skills: Bluff 0 +2 Cha +4 racial = +6, Climb 2 +3 Str = +5, Craft or Profession 4 +1 Int or Wis +2 Skill Focus = +7, Craft or Profession 4 +1 Int or Wis +2 Skill Focus = +7, Hide 0 +2 Dex +4 racial = +6, Jump 2 +3 Str = +5, Listen 2 +1 Wis +4 racial = +7, Move Silently 0 +2 Dex +4 racial = +6, Search 0 +1 Int +4 racial = +5, Sense Motive 0 +1 Wis +4 racial = +5, Spot 2 +1 Wis +4 racial = +7

Feats: 1 for human +1 for character level +3 template bonus = 5

Template Challenge Rating: +1 for AC, attack/damage, charm, resistance, gaseous form/spider climb, abilities, skills/feats +2 energy drain, blood drain, turn resistance/DR, fast healing = 15/3 = +3, but compare to vampire spawn which has 4 HD and vampire template so +1.

Challenge Rating: 1 (always a minimum of 1 for NPC class) +1 = 2

Notes: Vampire spawn are detailed in the *Monster Manual*. They are presented here again in template form, largely derived from the original write-up, so as to enable the Dungeon Master to create more variety in a vampire's lesser minions. It is not possible to precisely generate an original vampire spawn through application of this template to some base creature, but one can come very close.

WIZSHADE

Medium-size Aberration (Incorporeal)

Hit Dice: 10d8+10+3 (58 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (average)

AC: 21 (+1 Dex, +10 deflection), touch 21, flat-footed 20

Attacks: –

Damage: –

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Random spellcasting

Special Qualities: Incorporeal, SR 16, ethereal vortex, spell-like abilities, spell invulnerability-vulnerability

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

Abilities: Str –, Dex 13, Con 13, Int 20, Wis 13, Cha 20

Skills: Concentration +16, Knowledge (arcana) +21, Knowledge (the planes) +17, Listen +11, Scry +17, Search +17, Spellcraft +21, Spot +11

Feats: Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Spell Penetration, Toughness

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic neutral

Advancement: 11-30 HD (Medium-size)

A wizshade (sometimes known as a spellshade) appears as an undulating, rushing snake of force in the air that slows and widens into a swirling, multi-colored vortex about eight-feet in diameter. Out of this vortex (ignoring gravity, such as which direction is down), stretches a human-like form, often of a stereotypical wizard in flowing robes and a conical hat. The hat and robes swirl into the vortex and are of the same (usually bright) color – a hue shared with the form's pupilless eyes, which blaze like flames. Wizshades have a distinct ranking among themselves by color. Hues denote how long a particular spellshade has existed and ascend like a rainbow from violet through indigo, blue, green, yellow, orange, and red. A wizshade (including its garments) and its vortex are composed of mists akin to those of the Ethereal Plane.

Wizshades are whimsical, willful, chaotic creatures who seem to delight in teasing others and in spectacular displays of magic, which they use to aid or harm those they encounter. They have no natural allies or enemies, but delight especially in annoying powerful sorcerers, wizards, and other spell-using creatures when they encounter them. Wizshades speak Common and any other tongue, when they wish, but their utterances often do not make sense. Wizshades seem attracted to artifacts, magic items of great power, collections of magic items, wild magic areas, or places where great magical energies have been released.

Wizshades are usually created from arcane spellcasters who contract *mindshadow madness* (see sidebar). However, according to some rumors, certain spellcasters who have never been afflicted with *mindshadow madness* also have become wizshades in a rare and curious way. If a spellcaster is turned to stone by magical means while carrying major magic items or while they have spells memorized, they may dissolve into the many-colored mists of a nascent wizshade if their petrified form is shattered for any reason. It has also been suggested that the most powerful wizshades sometimes achieve life in other bodies on other planes or manage to regain their normal physical state and reappear on the Prime Material Plane, not having aged during their time as spellshades. Rumors also occasionally surface of priestly spellshades, but their sightings have never been confirmed.

COMBAT

Wizshades revel in the opportunity to unleash their powers, and will constantly fling random spells at their opponents.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Random Spellcasting (Sp): Wizshades are capable of casting any arcane spell, however they do so in a random fashion. Each round of combat roll 1d10-1; the result is the level of spell the wizshade will cast. Then using the random arcane scroll tables on pages 200-201 of the *Dungeon Master's Guide* (or another random chart of arcane spells) determine the spell the wizshade casts. Regardless of how inappropriate the spell may be for the situation, the wizshade casts it. Wizshades cast all spells as if they were 10th-level sorcerers or the minimum sorcerer level to cast a spell of that level.

The save DC for a wizshade's spells is 15 + spell level. Wizshades cast spells as if they were using a spell-completion item, such as a wand; regardless of the spell cast, the casting time is always 1 action and the wizshade needs no material components or focuses. A wizshade's attack bonus with a melee or ranged touch spell is +8/+3. Wizshades never cast spells on themselves. Spells that boost the caster's Hit Dice, hit points, ability scores, or other statistics by draining them from a target creature do benefit the wizshade.

Ethereal Vortex (Su): A wizshade's vortex is connected to Ethereal Plane by means of a tunnel no larger than a hair, a nearly imperceptible umbilical cord of sorts. A wizshade can sink back into its vortex and depart at will, but the vortex cannot move when the wizshade has stepped out of it. A vortex collapses if wizshade is destroyed, and it retreats from the Prime Material Plane, taking the wizshade with it, if struck by spells that deal it more than 60 points of damage. The wizshade's human-like form can part from the vortex, walking on air, rather than flying. Wizshades heal by absorbing the very essence of the Ethereal Plane either directly or through their vortex. A wizshade that is cut off from the Ethereal Plane does not heal. Consequently, to avoid capture and retain its ability to heal, wizshades seldom leave their vortices. Those daring to enter the Ethereal Plane can also magically traverse the wizshade's vortex tunnel.

Spell-like Abilities (Sp): Constant – *detect magic* and *tongues*. These abilities are as the spells cast by a 10th-level sorcerer.

Spell Invulnerability-Vulnerability (Ex): Spells and spell-like abilities successfully cast on a wizshade (overcoming the wizshade's incorporeal form, spell resistance, and saving throws) have no effect on the aberration. However, the spell or spell-like ability eliminates the equivalent spell level from the wizshade's use in combat. In other words, if a *burning hands* is successfully cast on a wizshade, that wizshade cannot cast 1st-level spells for the rest of the day. If this spell level is rolled for the wizshades' random spellcasting in a later combat round, the wizshade casts no spells that round. This demoralizing experience causes a wizshade to make a Will save (DC 10 + lost spell level) at each loss of a spell level or flee, vanishing back into its vortex.

Skills: Wizshades receive a +5 racial bonus to Concentration, Knowledge (arcana), Knowledge (the planes), Listen, Scry, Search, Spellcraft, and Spot checks.

IN THE REALMS

Long before the origins of wizshades were known, their presence and powers were acknowledged. There is even a body of arcane lore that seeks spells to control wizshades with the aim not merely of warding them off or sending them as a wild storm of magic against foes – but of making them one's own army of fearless spell-hurlers.

Wizshades are most common in the Ethereal Plane, but they can be encountered anywhere, including any locale on Toril. Oddly enough, the infamous Skulls of Undermountain's city of Skullport are known to summon wizshades to defend themselves and enforce their chaotic orders.

MINDSHADOW MADNESS (SIDEBAR)

Disease	Infection	DC	Incubation	Damage
Mindshadow madness	Special	30	Varies	Special

Arcane spellcasters run many risks when wielding the magic within their grasp, particularly when dealing with wild magic or trying to defend themselves from magic that rebounds upon them, discharges uncontrollably, or explodes wildly. (See the wild magic rules on pages 54-56 of the *Forgotten Realms Campaign Setting* and Sean K. Reynolds' open-game-content rules at http://www.seankreynolds.com/rpgfiles/prestige/wildmagic_open.html.) The result is often death and destruction, sometimes on a grand scale. Sometimes the result is a loss of intellect. Wits lost in this fashion can cause a condition known as *mindshadow madness*, a type of supernatural disease. An arcane spellcaster who loses 8 or more temporary or permanent points of Intelligence

- while in a wild magic area (even if on a coexistent plane such as the Ethereal Plane),
- as a result of a magical backlash of wild magic, pure or raw magical energy (including Spellfire), or the Weave itself,
- as a result of a rebounded spell (such as a *spell turning*), or
- as a result of spells (such as *feblemind*) enhanced by wild magic points

will succumb to *mindshadow madness* unless the victim makes a Will saving throw (DC 30). The victim will then heal the ability damage normally, unaware of their malady. The disease's incubation period is equal to the length of time it takes the victim to heal their Intelligence damage. A rare magical affliction, the origin of *mindshadow madness* is one of the most arcane bits of knowledge, unknown to all but the most devout students of the Art (Gather Information check, DC 30; Knowledge [arcana] check, DC 25; or bardic lore check DC 30).

This little-known affliction is curable by *greater restoration*, *heal*, *limited wish*, *mass heal*, *miracle*, *restoration*, and *wish* spells. However, the madness makes the victim dangerous to approach, and therefore cures put into effect are few. *Mindshadow madness* sharpens the perceptions and creative thought of the afflicted or “mindshadowed,” but also plunges the victim into a shadowy world of mind images and feelings that stream in at the victim constantly from all of the known planes of existence. Once the incubation period is over, the victim’s alignment shifts to chaotic neutral, and he or she begins to stutter or utter nonsense words. Then the victim becomes governed by visions, and his or her behavior undoubtedly becomes odd to those who cannot see what the victim perceives. The mindshadowed then involuntarily begin casting random spell at random targets.

Victims of *mindshadow madness* cast spells as sorcerers – spells return to them spontaneously and will even come at random to their minds if they had no magic memorized when driven mad. Moreover, the mindshadowed cast spells as if they were using a spell-completion item, such as a wand; regardless of the spell cast, the casting time is always 1 action and the mindshadowed needs no material components or focuses. The mindshadowed do not need to rest or sleep, but nevertheless recover spells every day cycle. A *mindshadow madness* victim can never gain more spells than his or her natural capacity. Any vacant spell slots in their memories are filled by random spells (use the random arcane scroll tables on pages 200-201 of the *Dungeon Master’s Guide* or some other random chart of spells). Victims of this madness can always cast any spell that comes to them perfectly, even if it is an unfamiliar magic.

The images confronting the mindshadowed overwhelm their perception of the real world, so they may not recognize friends, foes, or relations – or even fully comprehend their surroundings or situation. Someone who speaks to them is typically seen as a talking monster or nightmare of some sort or other. In a similar manner, the ground, sky, and such things as trees and buildings are overlaid by slowly shifting images and hallucinations. This altered perception seldom seems to cause the mindshadowed harm by leading them to walk off cliffs or step off roofs – the mind seems to recognize terrain dangers and fashion fantastic images that guide the afflicted safely through the purely physical hazards of their surroundings – but it does lead to erratic behavior. For example, spells may be cast at inappropriate or unwise times or targets; prudence seems to be something entirely lacking in mindshadow victims and in their ultimate form, wizshades.

An additional danger the mindshadowed pose is their randomly manifested power of empowered *spell turning*. Whenever any magic comes into contact with the mindshadowed, there is a 30 percent chance the magic rebounds on its source as if it were enhanced by the Empower Spell feat. This is an involuntary power that operates as a free action in addition to any spellcasting undertaken by the mindshadowed in the same round.

Arcane spellcasters taken by the madness are usually destroyed by their fellows if they become a direct danger to other wizards, cities, or the doings of rulers or cabals of wizards. Groups of wizards often make pacts at mage fairs to hunt, capture, and cure (or destroy) particular known victims of *mindshadow madness*. Nevertheless, despite such efforts, the majority of arcane spellcasters afflicted with this madness receive no treatment and either bring about their own deaths through misadventure, leave for other planes at their own behest to suffer unknown fates, or lapse slowly into wizshades.

The mindshadowed become wizshades only slowly. At the end of every month of madness, a percentile roll is made. The initial chance to become a wizshade is 20 percent, but it increases by 1 percent for every additional month of madness, plus an additional and cumulative 1 percent if the mindshadowed has caused the death of a living being or beings through the use of its magic during that month. Once the roll “succeeds” and the transformation into a wizshade begins, only a *miracle* or *wish* can restore the mad victim to a sane, mortal state. During the transformation, the physical body of the victim along with all worn or carried nonmagical items, dissolves into many-hued mists and swirls away into the upper reaches of the air. Magic items and artifacts actually rise up and then *teleport* away to random locations across the wizshade’s plane of existence.

CREDIT

Author Thomas M. Costa, based on original material by Jeff Grubb and others. The wizshade originally appeared in *MC7 Monstrous Compendium Spelljammer Appendix* (1990), *Ruins of Undermountain* (1991), *Volo’s Guide to All Things Magical* (1996), *Skullport* (1999), and *Monstrous Compendium Annual Four* (1998). Sean K. Reynolds has included additional open game content on wild magic on his website at http://www.seankreynolds.com/rpgfiles/prestige/wildmagic_open.html (2001).

WIZSHADE CREATION

Medium-size Aberration

Extra Hit Dice (EHD): 10 HD – 1 minimum HD = 9

Hp: (10 x 4.5 HD) + (10 x 1 Con) +3 Toughness = 45 +10 +3 = 58

Attacks: +7/+2 Clr +1 Dex = +8/+3

Saves: F +3 +1 Con +2 Gf = +6, R +3 +1 Dex +2 LR = +6, W +7 +1 Wis +2 IW = +10

Skill Points: $(2 \times \text{Int score}) + (2 \times \text{EHD}) = 40 + 18 = 58$; class skill max ranks = $\text{HD} + 3 = 13$

Skills: Concentration $10 + 1 \text{ Con} + 5 \text{ race} = +16$, Knowledge (arcana) $10 + 6 \text{ Int} + 5 \text{ race} = +21$, Knowledge (the planes) $6 + 6 \text{ Int} + 5 \text{ race} = +17$, Listen $5 + 1 \text{ Wis} + 5 \text{ race} = +11$, Scry $6 + 6 \text{ Int} + 5 \text{ race} = +17$, Search $6 + 6 \text{ Int} + 5 \text{ race} = +17$, Spellcraft $10 + 6 \text{ Int} + 5 \text{ race} = +21$, Spot $5 + 1 \text{ Wis} + 5 \text{ race} = +11$

Feats: Int bonus $+1/4 \text{ EHD} = 5 + 2 = 7$

Challenge Rating: 12 for hp, +1 for speed, spellcasting/spell-like, ethereal vortex, saves/abilities, skills/feats, +2 for AC, incorporeal, SR, spell invulnerability = $25 / 3 = 8$

Spellcasting DC: $10 + \text{Cha mod} + \text{spell level} = 15 + \text{spell level}$

APPENDIX I: MONSTERS RANKED BY CHALLENGE RATINGS

Mole	1/8	Greater Raven	2	Alias Vessel Wizard/Aristocrat	7
Mulhorandi Scarab Beetle	1/8	Hornhead Saurial	2	Cildabrin	7
Squirrel	1/8	Ice Spire Ogre	2	Jaguar Lord	7
		Krotter	2		
Feeblestar	1/4	Kupuk	2	Jagre	8
Fox	1/4	Lock Lurker	2	Shoosuva	8
Friendly Fungus	1/4	Reindeer	2	Wizshade	8
Rhea	1/4	Shaggun	2		
		Skeletal Sturge	2	Crustaid	10
Dead Grass Snake	1/3	Stelurge	2		
Dire Mole	1/3	Vampire Spawn Commoner	2	Alias Vessel Fighter	11
Emu	1/3	Werecat (Lycanthrope)	2	Balhiir	11
Vulture	1/3	Weredolphin (Lycanthrope)	2	Elder Ogre	11
		Werewolf (Lycanthrope)	2	Hammer Golem	11
Albatross	1/2	Weremole (Lycanthrope)	2	Laraken	11
Campestri	1/2	Wereowl (Lycanthrope)	2		
Condor	1/2	Wereseal (Lycanthrope)	2		
Deathmirror Beetle	1/2			Multiarmed Sahuagin (Multiarmed Creature)	12
Killer Grass	1/2	Badgeram (Duhlarkin)	3		
Kuo-toan Feeblestar	1/2	Cooshee	3	Sy'Tel'Quessir Baelnorn Ranger/Fighter	17
Medium-size Owl	1/2	Crag Cat	3		
Porcupine	1/2	Dire Hyena	3		
Seal	1/2	Walrus	3	Thorsamsonn Cleric	22
		War Pig	3		
Air Gen	1	Weredog (Lycanthrope)	3	TEMPLATES	
Beguiler	1	Zhentish Sewer Rat	3	Equine	+0*
Bladeback Saurial	1				
Dire Raven	1	Aughisky	4	Alias Vessel	+1
Earth Gen	1	Cath'Shee	4	Crustaceous Creature	+1
Finhead Saurial	1	Deadmount (Gaunt)	4	Skulk	+1
Fire Gen	1	Hippopotamus	4	Vampire Spawn	+1
Flyer Saurial	1	Hu Hsien (Werewolf Lycanthrope)	4		
Giant Condor	1	Skulk Rogue	4	Duhlarkin	+1*
Giant Gooney Bird	1	Snow Tiger	4	Multiarmed Creature	+1*
Ondonti	1	Weredog (Lycanthrope)	4		
Ostrich	1	Werbison (Lycanthrope)	4	Sy'Tel'Quessir Lich	+2
Rhaumbusun	1	Wereblack-lion (Lycanthrope)	4	Thorsamsonn Lich	+2
Sheep	1	Weregaur (Lycanthrope)	4	Lycanthropes	+2
Spider Monkey	1	Wereleopard (Lycanthrope)	4		
Thayan Black Orc	1	Werepanther (Lycanthrope)	4		
Thayan Red Orc	1	Werespider (Lycanthrope)	4	Gaunt	+2*
Water Gen	1	Wolveraven (Duhlarkin)	4		
Black Lion	2	Werhyena (Lycanthrope)	5		
Boogin	2	Werelion (Lycanthrope)	5		
Cath'Quessir	2				
Cave Fisher	2	Kalmari	6		
Crustaceous Troglodyte (Crustaceous Creature)	2	Night Rider (Gaunt)	6		
Dire Fox	2	Seawolf (Lycanthrope)	6		

*Variable CR bonus.

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