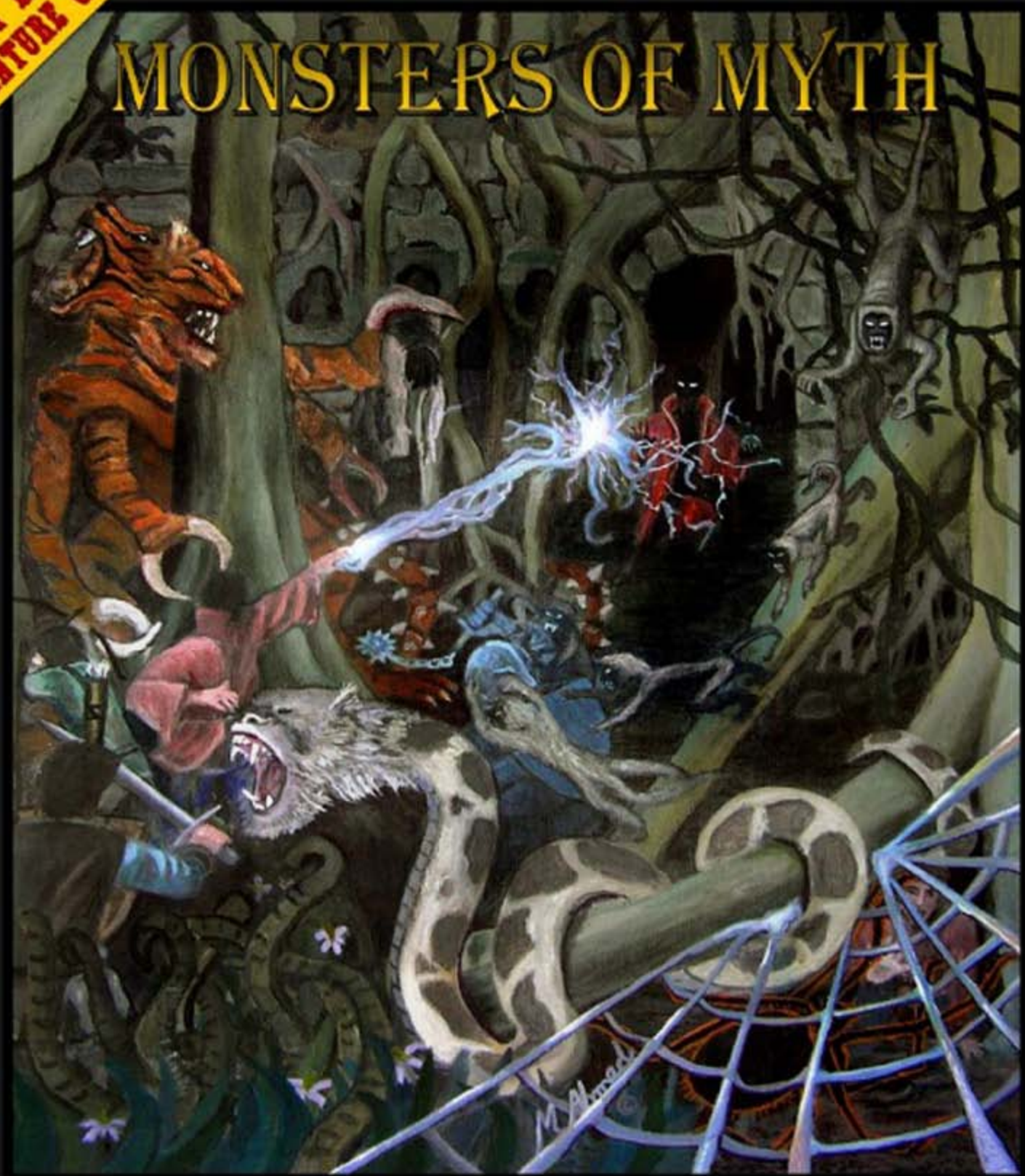


FIRST EDITION
ADVENTURE GAMES™

MONSTERS OF MYTH



EDITED BY
STUART MARSHALL AND MATT FINCH

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MONSTERS OF MYTH™

First Edition Adventure Games™

A Knights & Knaves Resource

Edited by Matt "Mythmere" Finch and Stuart "PapersAndPaychecks" Marshall

FOREWORD

The First Edition Society is dedicated to preserving the rules of 1e as a living game and promoting the "old school" gaming style common in the late 1970s and early 1980s. I started writing this book in 2005 with the idea that I would describe ten monsters or so, illustrate them, and put them up on the Internet. As Stuart Marshall and many others kindly began to contribute material to the project, it grew quickly into something much larger than I had originally planned. Indeed, this work would never have seen the light of day without Stuart Marshall and Rob Ragas' help. As is often the case with me, my bipolar disorder caused me to completely drop the project for a period of some months, and these gentlemen picked up the torch, keeping development going and polishing it up into the very high quality piece of work you now have before you. Throughout the book's development, our goal has been to present relatively short and open-ended monster descriptions, leaving considerable latitude for the game master to adapt the monsters into a variety of different settings and a variety of different adventure scenarios. Monsters of Myth is intended as a spur to creativity rather than a substitute for it; a resource rather than a limitation. We have also labored diligently to craft a work that is an enjoyable read as well as a good gaming resource. The harried game master, his efforts often under-appreciated, should at least enjoy the process of poring over his rulebooks. Hopefully we have succeeded in our efforts to produce a bestiary of monsters that reads more like good fiction than a mere catalogue of dry statistics and "factual" recitations. Failure in this regard is entirely upon my shoulders as the editor of this work, but credit for its success is attributable to a number of individuals who have given freely of their time and resources to see this book through to completion. Since this is my introduction, I would especially like to mention my family: my wife Madison, my daughter Tessa, my sons Thomas and Atticus, and Phoenix.

I hope you enjoy the book: good gaming!

Matt Finch, 2006.

The only thing I have to add to Matt's excellent foreword is my warm thanks to Mr E. Gary Gygax, Mr Dave Arneson, my wife Theresa and my son Connor.

Stuart Marshall, 2006

ACKNOWLEDGEMENTS

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Special Thanks: Jerry Mapes, the Knights & Knaves Alehouse, and the Alehouse Regulars.

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Each of the monsters in this book has descriptive text to give the game master a detailed picture of the monster's appearance, unusual qualities, and other pertinent information. In game terms, the monster's statistics are presented above the description using headings for these numbers. The meaning of each heading is described here.

FREQUENCY: – The monster's relative rarity in a "normal" game world can fall into five categories. A "unique" monster is the only one in existence. "Very rare" monsters are seldom encountered, and when they are seen it is a matter of great interest to naturalists and sages. A "Rare" monster is one that is usually known to the average peasant, but only in rumor and folklore. Uncommon creatures are known to the common folk of the world, but they are not often seen. Common creatures are usually well known, and when they appear it may be cause for alarm but not surprise. Rarity values are useful for the Game Master in creating encounter tables, because they provide rough guidelines for the probability of an encounter with any particular monster.

NUMBER ENCOUNTERED: – This represents a guideline for the GM, and should vary according to the place in which the creature is found. The GM must use logic and reason in addition to the dice when determining the number of monsters present in a given encounter.

SIZE: – Three categories are normally possible here, being Small, Medium and Large. These are relative to normal human size, so a Medium creature has approximately the same mass or volume as a human, even if it is not necessarily man-shaped. The size of large creatures is usually given in parentheses or described in the text, since large creatures can vary from as small as 8ft tall to gargantuan monsters weighing many tons.

MOVE: – Movement is expressed in feet per turn (and round), or otherwise as described in the OSRIC™ rulebook or other compatible rules used by the Game Master. Some creatures will have separate movement categories for flying, swimming, burrowing or other special movement forms.

ARMOR CLASS: – Armor class ("AC") is expressed on a sliding scale from 10 (worst) to -10 (best). The AC value for a creature does not necessarily mean that it is wearing the equivalent armor type, so an AC5 creature may not necessarily be wearing chain mail, even if it is generally similar to a human.

HIT DICE: – The number of hit points for a creature is determined by rolling dice. Usually hit dice are a d8 unless specified otherwise. Some creatures have hit points in the format "X+Y" or "X-Y", in which case X refers to the number of dice rolled and Y refers to a numerical adjustment applied to the total. Thus, a creature with HD 4+1 has 4d8+1 hp, for a total possible range of 5-33.

ATTACKS: – This entry refers to the number of attacks per round the creature normally possesses in melee. The number may be modified by certain spells such as haste or slow, and does not include any special attack forms such as a breath weapon.

DAMAGE: – This entry indicates the number and type of dice to be rolled for damage if the creature's physical attacks hit. If the value provided is "by weapon", then the GM should refer to the OSRIC™ rulebook or other compatible ruleset, as applicable, to determine the damage inflicted. Certain special attack forms will do more damage than indicated in this category, and may offer a saving throw; see the relevant creature text for details.

SPECIAL ATTACKS: – This entry is a short note regarding any unusual attack forms the creature may possess. In most cases, these unusual attacks are fully explained in the descriptive text below the game statistics.

SPECIAL DEFENSES: – This entry, like the entry for special attacks, is really just a signal to the GM that the monster has unusual or magical protections described in the descriptive text.

MAGIC RESISTANCE: – This is the chance, expressed as a percentage, that the creature will be unaffected by any magic specifically targeted at it. Even if the chance fails, the creature may still receive a saving throw if the spell or magical attack form normally calls for a saving throw. The percentage is predicated on a caster of 11th level of experience, and should be varied by 5% upwards or downwards per experience level of the caster above or below 11th.

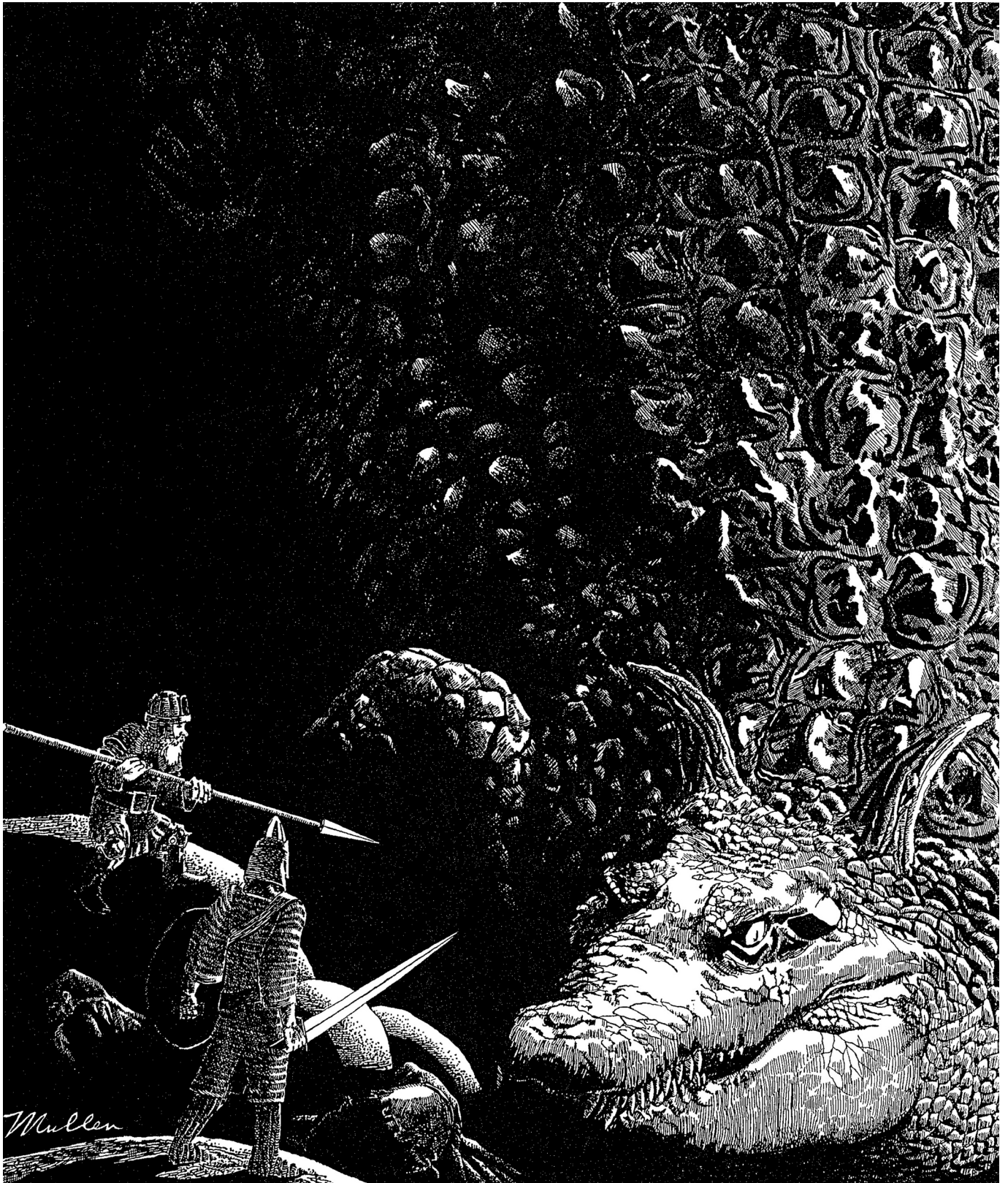
LAIR PROBABILITY: – This indicates the chance that the creature will be encountered in its lair. Creatures not met in their lair are termed "wandering." Generally, most creatures will keep some or most of their treasure in their lair, so if the monster is met away from the lair, the players will need to locate the lair in order to obtain the full amount of the monster's treasure.

INTELLIGENCE: – This indicates the intelligence of the creature relative to the average human. Possible values include "Non-", "Animal", "Semi-intelligent", "Low", "Average", "Very", "High", "Exceptional", "Genius", or occasionally even higher. A non-intelligent creature effectively has an intelligence score of 0, and a "genius" has an intelligence of 18.

ALIGNMENT: – See the OSRIC™ rules, or other compatible ruleset as applicable, for a detailed explanation of alignments. The alignment shown for any given type of monster may not represent the alignment of an individual creature of that type. In the case of less intelligent creatures, there is usually very little variation from these alignments, for they represent instinct more than reasoned thought. Variation in alignment is one of the attributes of humanity and the civilized races allied to humans. Monsters do not usually vary nearly so much. It is worthy of note that in a Game Master's individual campaign the alignment of any particular type of creature is merely a guideline.

LEVEL/XP VALUE: – See the OSRIC™ rules, or other compatible ruleset as applicable, for a detailed explanation of this category.





A Antlerin - Apis Bull Guardian – Archerfish, Giant – Arrivaunt – Atlaca – Aviant

ANTLERIN

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d12
 SIZE: Medium
 MOVE: 180ft
 ARMOR CLASS: 4
 HIT DICE: 4+4
 ATTACKS: 2 (antlers + weapon)
 DAMAGE: 1d4 + by weapon
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 5%
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 4/ 165+5/hp
 Chief: 5/ 275+6/hp
 Shaman: 4/ 240+5/hp

Antlerins are evil fey creatures that lurk in the dark forests of temperate and colder climates. They have the head and legs of a black-haired stag, with a human torso.

These malevolent beings bring harm and danger to any travelers in their wilderness domains, and often venture beyond their territory to engage in bloody raids against the folk of civilized lands. They usually fight with great halberds, disdaining missile weapons that are not hurled (most carry hunting javelins).



Although normal antlerins have no remarkable fey powers, all are slightly resistant to magic. They do not leave tracks in the snow, and winter is thus their preferred season for raiding.

Antlerin bands of 12 or more may (50%) be led by a chief with 5+5 hit dice and a +1 damage bonus. Bands of 20 or more will always be led by a chief and may (25%) also be accompanied by an antlerin shaman (4+4 HD) who casts spells as a 5th level druid.

TREASURE: Individual: 4d6 x10 gp.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



APIS BULL GUARDIAN

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d3
 SIZE: Large
 MOVE: 90ft
 ARMOR CLASS: 4
 HIT DICE: 7+3
 ATTACKS: 1
 DAMAGE: 2d4
 SPECIAL ATTACKS: Withering breath
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: 75%
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7/ 1100 + 10/hp

Apis bull guardians are golem-like creatures typically found only within the tombs of great nobles from ages past. These creatures were created from mummified Apis bulls of largest and most magnificent size via a series of complex enchantments now lost to mankind. They attack with their powerful horns, but their more feared attack is their fetid breath, which causes non-magical equipment to rot away instantly, and affects all living targets within a 30ft range as if struck by a staff of withering. Powerful enchantments laid upon these creatures at the time of their creation render them almost completely immune to all but the most powerful of magics. They may only be struck by magical weapons, though like mummies they are susceptible to normal fire.

Apis bull guardians do not typically have any treasure of their own (though the tombs they guard are usually very rich) but as part of the process of creation each Apis bull guardian has a single gem of 10,000 gp (or more) value embedded in the center of its skull, and while the guardian 'lives' the gem gives off a lambent glow which creates a halo aura around the bull's head.

Despite being created from mummified bulls, these creatures are not considered undead per se, and thus are not susceptible to clerical Turning.

TREASURE: See description.

Author and copyright holder: T. Foster, 2006.

ARCHERFISH, Giant

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d4
 SIZE: Large (10ft long)
 MOVE: 180ft (swim)
 ARMOR CLASS: 6
 HIT DICE: 4+1
 ATTACKS: 1
 DAMAGE: 1d8 (bite) or 1d4 (spit)
 SPECIAL ATTACKS: Spit water (See below)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 130 + 5/hp

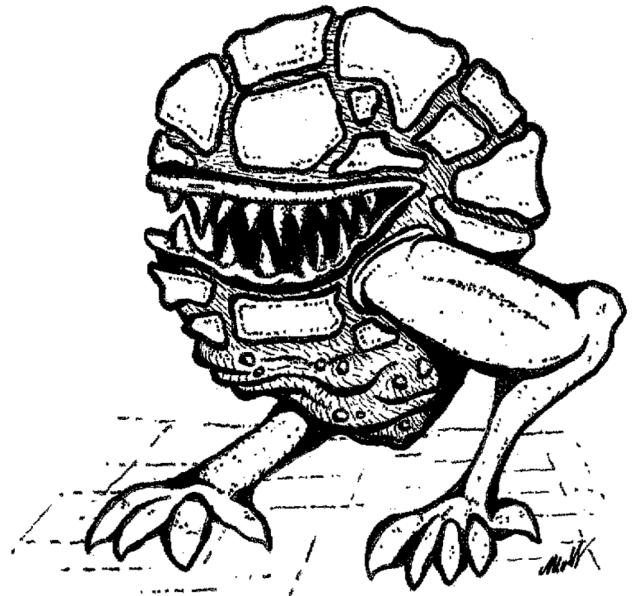
Giant archerfish are large, predatory swimmers that hunt by spitting a powerful jet of water much as the normal archerfish hunts insects. The giant archerfish's water jet, however, is strong enough to knock down low-flying aerial prey, knock sailors from the decks of ships, and, in the case of the subterranean giant archerfish, knock creatures from cave ledges to the dark waters below.

If any creature the size of a horse or smaller is hit by the archerfish's spit, it must succeed at a saving throw vs. breath weapon or be knocked down and stunned for 1d4 rounds (+4 AC modifier). Regardless of the saving throw result, the target will take 1d4 damage from the force of the water.

Subterranean varieties of the giant archerfish are colorless and blind, relying on their other senses to locate and hit prey. Like all archerfish, the subterranean variety seeks out places where a well-placed spitting attack will knock prey into the water.

TREASURE: None.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



ARRIVAUNT

FREQUENCY: Very rare
 NO. ENCOUNTERED: 2d6
 SIZE: Large
 MOVE: 120ft
 ARMOR CLASS: 1
 HIT DICE: 4+4
 ATTACKS: 1
 DAMAGE: 1d6+6
 SPECIAL ATTACKS: Leap
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil.
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 170 + 5/hp

Arrivaunts are creatures from beyond the mortal realms, common in other planes of existence. They have a roughly spherical body covered with chitinous plates, supported by two exceedingly powerful legs. The body has no face and no discernable features other than a great, tooth-filled maw.

These beings, or beasts, perhaps, are most commonly found in the service of powerful mages, acting in the capacity of guardians. They can follow simple commands and exercise a rudimentary intelligence, which makes them useful thralls. However, arrivaunts also appear on the Prime Material Plane in the wake of powerful magic use, wandering through gaps in the fabric of reality by some inherent capacity unique to these creatures.

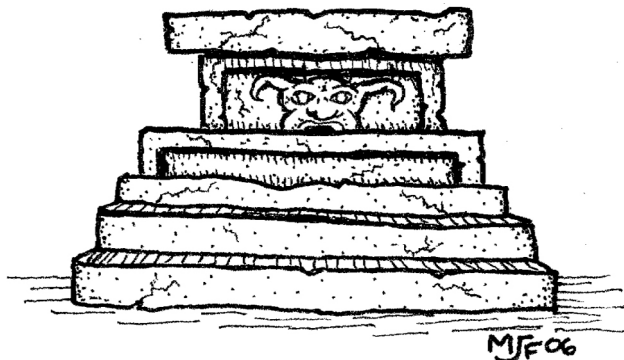
An arrivaunt can leap fifty feet in a tremendous lion-like attack, often bounding over the top of the front rank of an opposing battle line, causing havoc in the rear of an organized formation. A group of arrivaunts will attempt to surround their enemies by leaping into advantageous positions. The great leap is also used to attack from ambush. If the arrivaunts can place themselves on high ground.

When leaping, an arrivaunt attacks with a bonus of +2, and if it hits it will automatically knock its target to the ground unless the character has a strength greater than 15. Crouching for a leap exposes the arrivaunt to a free attack if it is engaged in melee combat.

Although Arrivaunts do not accumulate treasure, they are often employed as guards in areas where considerable treasure is to be found.

TREASURE: See description.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



ATLACA

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 15d10
 SIZE: Medium (6ft-7ft)
 MOVE: 120ft
 ARMOR CLASS: 5
 HIT DICE: 2
 ATTACKS: 2 claws or weapon
 DAMAGE: 1d4/1d4 or by weapon
 SPECIAL ATTACKS: Surprise on 1-3
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 2/ 28 + 2/hp
 Sub-leader 2/ 50 + 3/hp
 Chieftain 3/ 85 + 4/hp
 Shaman 3/ 140 + 4/hp

Native to tropical climates and often living in the ruins of other cultures, the Atlaca are a brutal and evil race well versed in battle, slaving and sacrifice. They are humanoid, and slightly larger than man-sized, ranging from 6ft to 7ft in height and from 180 to 250 lbs in weight. Their heads are feline, closely resembling a jaguar's, their bodies are coated in a fine fur ranging from a rosetted tan to black, and they have vicious retractable claws at the end of each finger. Typically they will be garbed in a simple belt to hold pouches, weapons or tools. Other than this occasional headdresses are the only clothing likely to be worn. Due to their feline heritage they surprise enemies on a roll of 1-3 (on a d6).

For every 15 Atlaca encountered there will be a sub-leader (3 HD, AC 4). If at least 45 are encountered there will also be a male chieftain (4 HD, AC 3). This male will be accompanied by several wives, strong females with 12-14 hp. Along with the females, the chieftain will also have several guards of equal strength and status to the sub leaders. In this tribal aristocracy any male in the tribe may challenge the chief to combat for rule after a monthly sacrificial ritual. Although females are physically as strong as males they are not permitted to rule, although they may serve as guards or sub-leaders.

When encountered, 25% of an atlaca group will be armed with yaomitls and atlatls (javelins and throwers), 35% will be carrying quauholollis (Stone headed footman's mace) and 40% will have macquahuitls (wood and obsidian edged broad sword equivalent).

Every tribe will have a shaman, a male that does not breed and thus cannot challenge for rule. Shamans are 3+1HD creatures with AC 4, and have the following spell like abilities: heal, entangle, plant growth, summon jaguar and polymorph into a jaguar. A shaman will also carry several bags containing the spores of an unknown tropical fungus, these are similar to dust of sneezing and choking except they leave victims unconscious not dead. A shaman will always have a lower level apprentice working under him. The most important function of a shaman is to oversee sacrifices. This responsibility makes the shaman more important to the tribe than even the chief.

Any group encountered is likely to have slaves and prisoners. These individuals serve many purposes; they will be used as labor, sacrifices, food and trade goods. Atlaca often trade with other races but they do not trust them and will only work with them if it is to their own benefit. Although it is uncommon to find other humanoids in an Atlaca village it is common to find jaguars roaming freely as they feel akin to each other. There is also the possibility that Jagweres will be present as well.

TREASURE: Individual: 2d6 electrum coins, 2d4 gold coins.
Lair: 10% - 1d8x1000 copper coins, 15% - 1d12x1000

silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items, 15% - 2 magic items and 40% - 2d8 magic potions.

Author and copyright holder: B.J. "Stranger" Poirot, 2006.

AVIANT

FREQUENCY: Uncommon

NO. ENCOUNTERED: 3d8

SIZE: Medium

MOVE: 120ft /150ft in flight (max distance 30ft horizontal 150ft vertical)

ARMOR CLASS: 6

HIT DICE: 2+2

ATTACKS: 3

DAMAGE: 1d4, 1d4, 2d4 (2 talons, bite) or 1d3 x 3 (darts)

SPECIAL ATTACKS: Confusion, 20% Mimic

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 30%

INTELLIGENCE: Average

ALIGNMENT: Neutral

LEVEL/X.P.: 2/ 50 + 3/hp

Aviants are intelligent man-like birds, approximately 7 feet in height, bearing a close resemblance to huge parrots. Their wings and bodies are covered in bright-hued feathers of vibrant reds, blues, and greens, exact patterns differing by individual. Although they have wings, they are almost completely flightless (see below for movement information). Aviants have taloned hands at the mid-joint of their wings, allowing them to make tools and hold objects with ease.

Aviants are social creatures, normally found deep in the dense jungle. A brutal, tribal folk, they make their homes in elaborate village-like rookeries in cliff caves or massive trees. Aviants are omnivorous, but crave human meat above all other meals, and form hunting groups to collect this delicacy from tribal human settlements. It is not uncommon to find human prisoners in aviant lairs, held in captivity to be devoured at leisure by their cruel captors. Aviants are poor and graceless flyers, managing at most 30ft horizontally and 150ft upward. However, they have strong, agile legs, able to carry them briskly through dense underbrush. The wings are predominantly used to help them hop over obstacles as they travel. The underside of Aviant wings is decorated with brilliantly-colored feathers that, when displayed in rapid motion, can cause confusion in foes or prey (save vs. petrification or stand confused for 1-2 rounds). Aviants use their wing plumage to throw their victims into disarray, taking them prisoner or tearing ferociously with beak and talon. These creatures prefer attacking up close, but also make darts, thrown 3 at a

time at a distance of 60 feet. They do not use swords or spears.

Another oddity, not possessed by all of these creatures (20% likelihood), is the ability to mimic precisely the sounds and words of creatures they hear. Aviant leaders with the mimicry talent will usually seek to draw prey into traps and ambushes.

For every 10 Aviants encountered there will be one shaman (with the abilities of a 1st level cleric) and for every 20 a chief with 5 HD and AC 4. On rare occasions a powerful Aviant leader of 10 HD will unite individual villages to wreak havoc on a grand scale, raiding larger human settlements and even attacking fortifications.

When encountered in their villages, Aviant tribes will have between 20-30 males, 30-40 females, and 30-40 chicks (1 HD noncombatants). If attacked, chicks will flee into

the jungle and hide. Female aviants lay 1-3 melon-sized eggs at a time, which are bright red with yellow spots. These colorful eggs are fiercely guarded by the females, and brooding females spend much of the time in their nests, keeping the eggs warm. Aviant eggs will fetch 300 gps in civilized towns, for the hatched young can be raised and trained as effective guards and servants. A total of 3-30 such eggs will be found in the various nests of an aviant rookery. Transporting such eggs to civilization requires great care, for the eggs require considerable heat to stay alive. Chicks captured in the wild remain malicious, and cannot be trained.

Aviants speak their own language; only the shamans may have some acquaintance with the common tongue.

TREASURE: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 50% - 1d4x5 gem stones, 20% - 1d3 jewelry items and 10% - 2 magic items.

Author and copyright holder: M. Ahmed, 2006.



B

Ballista Beast – Barrow Corpse – Bedlam Witch - Beguiler – Bewailing Cicadas – Bhannog

BALLISTA BEAST

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Medium
 MOVE: 60ft
 ARMOR CLASS: 3
 HIT DICE: 4d8+1
 ATTACKS: 1 every 2 rounds
 DAMAGE: 2d6
 SPECIAL ATTACKS: Tail club
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 130 + 5/hp

Ballista Beasts are herbivorous reptiles resembling a cross between a giant tortoise and an ankylosaurus, but with a bony structure resembling a ballista on their backs. From this they can fire a huge chitinous spike resembling the bolt of a ballista; they can store up to 6 of these spikes in a special organ, and regenerate ammunition at the rate of one spike a week. This weapon has a range of 300ft and inflicts 2d6 damage per hit.

Ballista Beasts are believed to be formed by wizards from the egg of a giant tortoise with infusions of manticore blood. They have a long, clublike tail which they can use to inflict 1d6 damage to a creature which is behind them. On a natural roll of 20, this tail will stun its target for 1d4 rounds.

Variant: An underwater version made from a turtle rather than a tortoise is believed to exist; this creature would have a swimming movement rate of 90ft.

TREASURE: None

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2006.

**BARROW CORPSE**

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 5
 HIT DICE: 4 initially
 ATTACKS: 1
 DAMAGE: By weapon
 SPECIAL ATTACKS: Level drain (special)
 SPECIAL DEFENSES: Immunities
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100% (always in a barrow)
 INTELLIGENCE: Very
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 6/ 540 + 5/hp

Like other undead, Barrow Corpses are immune to mind-influencing effects, poison, sleep, charm, hold, paralysis, stun, cold, and disease. Holy water will inflict 2-8 (2d4) damage per splash.

While in its barrow, a Barrow Corpse regenerates like a troll at the rate of 4hp per round, save from damage inflicted by fire, holy water, or silver or magical weapons. However, a non-magical weapon is capable of hitting them. The touch of a Barrow Corpse will drain one life energy level, simultaneously conferring five stolen hit points on the monster (no saving throw, although the 'Corpse must score a successful hit in combat to do this). Note that these hit points are gained rather than healed, and the Barrow Corpse can exceed its initial (rolled) hp total by this method.

Barrow Corpses are rendered helpless by sunlight and thus can easily be slain if caught outside their barrows during the hours of daylight. While typically only one Barrow Corpse is encountered per barrow, a few of the larger barrows may contain up to six of these monsters, possibly also featuring minor ancillary undead such as skeletons.

Each barrow will typically contain 2d100 gold pieces, from 1-6 randomly-determined pieces of jewellery, and may even hold a magic item at the GM's discretion.

TREASURE: See description

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2006.

BEDLAM WITCH

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1-7
 SIZE: Medium
 MOVE: 90ft, flying 120ft
 ARMOR CLASS: 10/5 (see below)
 HIT DICE: 3+3 or 6+6
 ATTACKS: 1
 DAMAGE: 1d4 or weapon
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Average to High
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: Witch : 4/ 205 + 4/hp
 Warlock : 6/ 865 + 6/hp

Bedlam witches are hideous and extremely evil hags that dwell in deep forests and swamps. They are quite cunning and always of chaotic evil alignment. When encountered, these witches always seem very old (which they may be) and grotesque, often with disfigurements. Despite the horrible appearance, they seem to be human, which they are not ... entirely. The witch-race stems from both prolonged interaction with evil beings and severe interbreeding with their own kind over many eons. Unspeakable rituals are also said to be possible, that can transform a human into one of these foul creatures. The skin color of bedlam witches ranges from purple to green, with rough mole-covered skin.

Bedlam witches are secretive, and prefer desolate and lonely places in which to dwell and practice their form of black magic. These places are often, though, within 30 miles of small villages, towns or isolated roads where they can kidnap, torture or murder at will. These crones spend the majority of their time in their dark lairs, brewing potions, magical powders, teas, ointments, and other hideous concoctions, which they use themselves, or on occasion sell or trade with other evil creatures. Bedlam Witches are excellent poison brewers as well, and are occasionally visited by thieves and assassins who seek them out to buy their deadly goods (though such purchases are never cheap and usually require a trade in blood, such as an innocent village girl, or perhaps a valiant knight).

The magic used by Bedlam Witches is very old and primitive, mixing dark shamanism with devil worship. In fact, all these Witches regularly communicate with devils and demons, making sacrifices to them on a regular basis.

90% of the time Bedlam Witches will be encountered wearing an ointment that makes their skin both slippery and tough. The ointment makes it very difficult to pin

them in combat, and reduces their armor class to 5. Also 75% of the time they will be encountered under the influence of a magical tonic that allows them to glide about (to a maximum of 4 feet above the ground) moving at 120ft.

All Bedlam witches can summon a devil or demon in 1-10 turns if they know its name. Summoned demons or devils always require a quality sacrifice before they will consider aiding the witch. Some sort of a summoning chamber is required, as are special human fat candles, powders, blood inks, hair and the like.

Bedlam Witches are normally encountered with 2-8 magical devices in addition to those listed above. The list below is not exhaustive, and the GM is encouraged to generate other witch-items as he sees fit.

Some common magical devices:

1. Potion of healing (2-12 hit points).
2. Eyedrops of Infravision (24 hour duration).
3. Wand of stinking cloud (1-3 charges, per the spell) made of an oak twig.
4. Poison darts 1-4 (death poison at +4 saving throw) made from thorns.
5. Potion of paralysis (thrown, with a 10ft diameter area of effect and a duration of 1d10 turns).
6. Powder of mass charm (per the spell with a 10ft radius of the place where the bag is thrown; duration 1d6 rounds).
7. Springing Spiders (poisonous spiders packed into a ball are thrown up to 120ft, with a successful attack roll required. The victim must make a saving throw vs. poison or die, as the ball breaks apart into thousands of biting spiders).
8. Ensnarement vine (a 10-30 foot vine that acts like a snake, winding around 1-2 victims. It follows the command of its controller, has an AC of 5, and has 1-3 HD. Move 150ft).
9. Levitation Twine (a cord 10-30 feet in length; anything tied to it levitates and seems weightless). These cords are often used to transport captured prisoners. The maximum weight for the twine is 1,000 pounds.
10. Voodoo doll (requires a belonging of the individual affected). The victim must save vs. magic or can be made to do anything the possessor wishes. By injuring the doll the witch can inflict 1d10 hit points per round until the victim is killed. The witch must be able to see her victim for the voodoo doll to work (though this can be at any distance, and may be done from hiding). The Voodoo Doll can also be used to cause severe pain to the victim. Those who fail a saving throw against spells will suffer a penalty of -4 on all attack rolls and collapse from pain in 1-4 rounds.
11. Potion of transformation: Allows the witch to polymorph into a giant rat, giant spider, giant viper, or giant scorpion, always retaining, however, the witch's own facial features. The effects last 1d10 hours. The affected

person has all the powers of the transformed monster and at the moment of transformation into the new form regains any hit points lost before drinking the potion.

12. Mushroom Spores (either thrown in a bag, or the mushrooms are planted along paths as a trap). When the mushrooms are stepped upon they release their spores in a fine gas like mist. 30% of the time these mushrooms cause paralysis for 1d10 turns, and 70% of the time they cause violent hallucinations for 1d10 turns. During this time, the victim will attempt to deal with whatever danger he perceives; but his perceptions will be badly altered.

13. Enchantment oil (this oil is rubbed onto small ordinary objects such as a book or pebble). Anyone viewing the affected object will see instead an item (such as a gem or powerful magical item) of such high value that the viewer will become enchanted with it and run to it without caution. Once the item is touched, the illusion disappears. This enchantment is often used to trick or trap a victim.

Bedlam-witch potions, poisons and other items of bewitchment have a lifespan of 1-100 days (depending on the type), before they dissolve into a foul mud.

Note: using witch magic is an evil act, as their potions contain components of a questionable nature (often human or demi-human). Bedlam witches hate the sound of breaking glass, and will flee the sound as they would from a 12th level fear spell. Therefore, glass is normally removed from the lairs of these witches and the area around them. There is a 30% chance that a Bedlam Witch will possess a familiar (of the various varieties described for the magic user spell find familiar); witch-familiars are always of an evil disposition, if not evil alignment.

When bedlam witches are found in groups of five or greater they will be accompanied by a 6+6 HD male warlock. The warlock has all of the powers of a witch, but can summon a type 1 demon for help in 1d10 rounds, simply by concentrating. It is common for warlocks to have the spellcasting power of a cleric or magic user of 4th or greater level in addition to their innate powers as a member of the witchbreed.

All Bedlam witches can trace their bloodlines back at least 300 years, and they have a hierarchy reflecting the power of greater or lesser ancestors.

Bedlam witches speak the languages of many of the creatures they work with, as well as their own language and the common tongue.

TREASURE: Magical Items (see above)

Authors and copyright holders: M. Ahmed and S. Ahmed, 2006.



BEGUILER

FREQUENCY: Rare

NO. ENCOUNTERED: 1d3

SIZE: Medium

MOVE: 10ft

ARMOR CLASS: 6

HIT DICE: 8

ATTACKS: 1

DAMAGE: 2d4 (on an 18 or better suffocates for additional 2d4)

SPECIAL ATTACKS: Transform Mist and fog, surprise 1-4 in 6

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: Nil

INTELLIGENCE: Low

ALIGNMENT: Chaotic Evil

LEVEL/X.P.: 6/ 725 + 10/hp

A Beguiler is a telepathic entity, with the ability to manipulate fog and mist into semi-solid shapes. By reading the minds of its prey it can determine what the victim most desires, and create a likeness of that thing, albeit one that is obscured in surrounding mists. When a victim moves within the beguiler's range, the beguiler will attack, changing into a dense column of fog that reaches out to suffocate its intended prey.

Villagers report mothers and fathers lured into these deadly mists to follow the image of a beloved child, a family pet, or some other thing of great emotional significance. Adventurers, likewise, may be duped into chasing a useful object (such as a rowboat pulled upon a misty beach) or a fellow adventurer who seems to be wandering off. Often, beguilers will lead dangerous prey into a situation where the beguiler will be able to attack with an advantage (into quicksand, into thick undergrowth, off the edge of a cliff etc.)

Beguilers must have mist or fog to take form, otherwise they cannot attack or be seen. A gust of wind spell will destroy a Beguiler.

TREASURE: None.

Author and copyright holder: M. Ahmed, 2006.

BEWAILING CICADAS

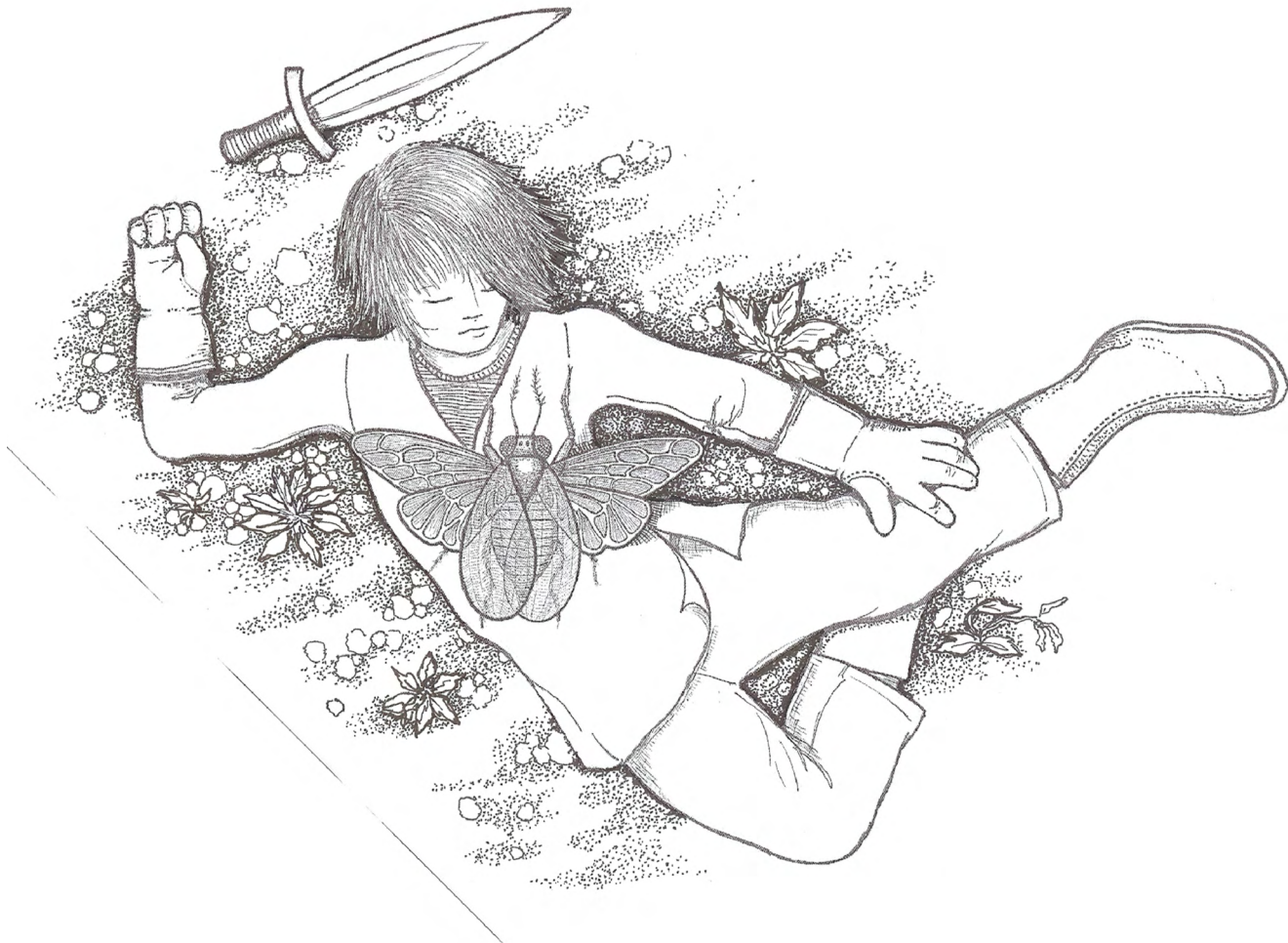
FREQUENCY: Rare
 NO. ENCOUNTERED: 1d20
 SIZE: Small (1ft long)
 ARMOR CLASS: 8
 MOVE: 180ft flying
 HIT DICE: 1
 ATTACKS: 1 (female only)
 DAMAGE: 1d4
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1/ 14 + 1/hp

These insects, resembling a cross between a fly and a moth, are named for the mating call produced by the

males, a painfully high-pitched shriek used to alert females of the species to potential prey. During breeding season, the female cicadas need to consume blood, and are called into the territory of watchful males by the piercing mating call. During this season, if a living creature of at least 3ft in size passes near a male, the cicada will vent its piercing shriek, audible up to a mile away. The males themselves do not attack, and are difficult to find; they will normally be concealed high in trees, motionless and relying upon their natural camouflage.

Anyone within 300ft of a sounding male will be made physically uncomfortable by the sound, suffering -1 to all attacks. In the radius of the sound it is not possible to concentrate well enough to cast spells.

A breeding call can summon as many as 20 female cicadas. The females will be frenzied by the call, and do not make morale checks. Females require a limited quantity of blood to breed, and when any female has inflicted 10 hps of



damage she will break off from combat and fly to the signaling male.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006

BHANNOG

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1

SIZE: Large (8ft tall)

MOVE: 120ft

ARMOR CLASS: -3

HIT DICE: 11

ATTACKS: 2

DAMAGE: 1d8+6/1d8+6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

LAIR PROBABILITY: 40%

INTELLIGENCE: Genius

ALIGNMENT: Neutral Evil

LEVEL/X.P.: 8/ 5,400 + 16/hp

Bhannogs are powerful giantess-hags, related to the annis and greenhag, but far greater in both magical power and in the scope of their evil influence. Like other hags, bhannogs are tall, lean giantesses, avid eaters of human flesh. They lair in remote places in the wilderness, such as deep forests, caves, isolated cottages, forgotten ruins, and even in deep dungeons or (rarely) small castles. A bhannog's lair is a frightful place, littered with bones, rife with deadly traps, and often well-guarded by the hag's slaves and golems (see below).

The presence of a bhannog in or near civilized lands is a dangerous blight, for although bhannogs prefer to work indirectly through their agents and minions, they seek to bring vast areas under their subtle dominion. A bhannog's schemes and influences can rarely be traced directly to the bhannog herself, who sits like a spider in the center of a tangled web of many complex plans, most of them directed by her agents rather than directly by the hag. Although they often have good relations with Night Hags, bhannogs are not extraplanar creatures. Their magical powers are akin to druidism, but rooted in more ancient secrets of blood and darkness.

Bhannogs are highly charismatic to certain monster types, and will often have hill giants, ogres, vulchlings, harpies, giant ravens, and/or several murders of crows (q.v.) in or near their lairs. Lesser hags such as an annis or greenhag may also be found in the vicinity. Bhannogs will gladly employ evil humans as agents in their nefarious and complex plots, and actively seek contact with potential human agents. In addition to these followers, bhannogs are expert in crafting hideous servants for themselves out



of natural materials, bone, and dead flesh. A bhannog will often be guarded by flesh golems, voodoo golems (q.v.), or other such products of her loathsome artistry.

All bhannogs can cast Polymorph Self, Snare, and Charm Monster once per day.

Once every three rounds, a Bhannog can unleash a forking blast of lightning from her outstretched hands. This ability (which requires the same casting time as a Lightning Bolt spell) functions exactly as per the spell (11th level caster ability), but can be divided into as many as five forks directed at different targets. The 11 dice of damage are divided among the forks, as allocated at the time of casting.

To determine the class and level of a bhannog's other spellcasting powers, use the following table:

D100 roll / Abilities

01-45 / Casts spells as a druid of level 7-12 (1d6+6)

46-60 / Casts spells as an illusionist of level 9-14 (1d6+8)

61-75 / Casts spells as a cleric of level 9-14 (1d6+8)

76-90 / Casts spells as a magic user of level 8-13 (1d6+7)

91-99 / Combines the abilities of two kinds of spellcaster; roll twice on this table, ignoring any results of 91 or greater

100 / Very powerful Bhannog, roll again to determine class, adding +6 to her casting level.

TREASURE: 2d4x100 gold coins, 1d6x10 platinum coins, 50% - 1d4 gem stones (x5), 60% - 1 non-weapon/non-armor magic item and 1 magic potion

Author and copyright holder: Matt "Mythmere" Finch, 2005.

C Caladrius –Cave Witch – Cavern Glazer – Centipedes, Nest of – Chalkeion, Men of Bronze – Clam, Giant
(Fresh Water) – Crab, Giant Fiddler – Crawling Corpse –Crows, Murder of

CALADRIUS

FREQUENCY: Very Rare
NO. ENCOUNTERED: 1
SIZE: Small (4ft)
MOVE: 360ft fly
ARMOR CLASS: 7
HIT DICE: 1
ATTACKS: Nil
DAMAGE: Nil
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 95%
INTELLIGENCE: Supra-Genius
ALIGNMENT: Lawful Good
LEVEL/X.P.: 2/ 49 + 1/hp

A caladrius is a four-foot tall, white bird, quite similar in appearance to a crane. These legendary creatures are great oracles and healers, though they are reclusive and seldom interfere in the affairs of mankind. In times of great need, good-aligned individuals (and occasionally even those of the neutral alignments) may undertake quests for the guidance of these birds, for they are rumored to give assistance when so asked. Such quests generally entail considerable danger and difficulty for the seeker, for the caladrii cherish their solitude, and make their nests only in the most remote of locations.

When found in their lairs, caladrii will often seem to be in a meditative state, but they are always fully aware of their surroundings. They can never be surprised, due to their knowledge of the future.

After being visited in its lair, it is possible that a caladrius will relocate to a new home.

Caladrii have extensive knowledge in all the fields of the sages, and are able to use all non-offensive clerical spells once per day as a caster of 20th level. They may require compensation, normally completion of a quest, in return for their aid.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006.

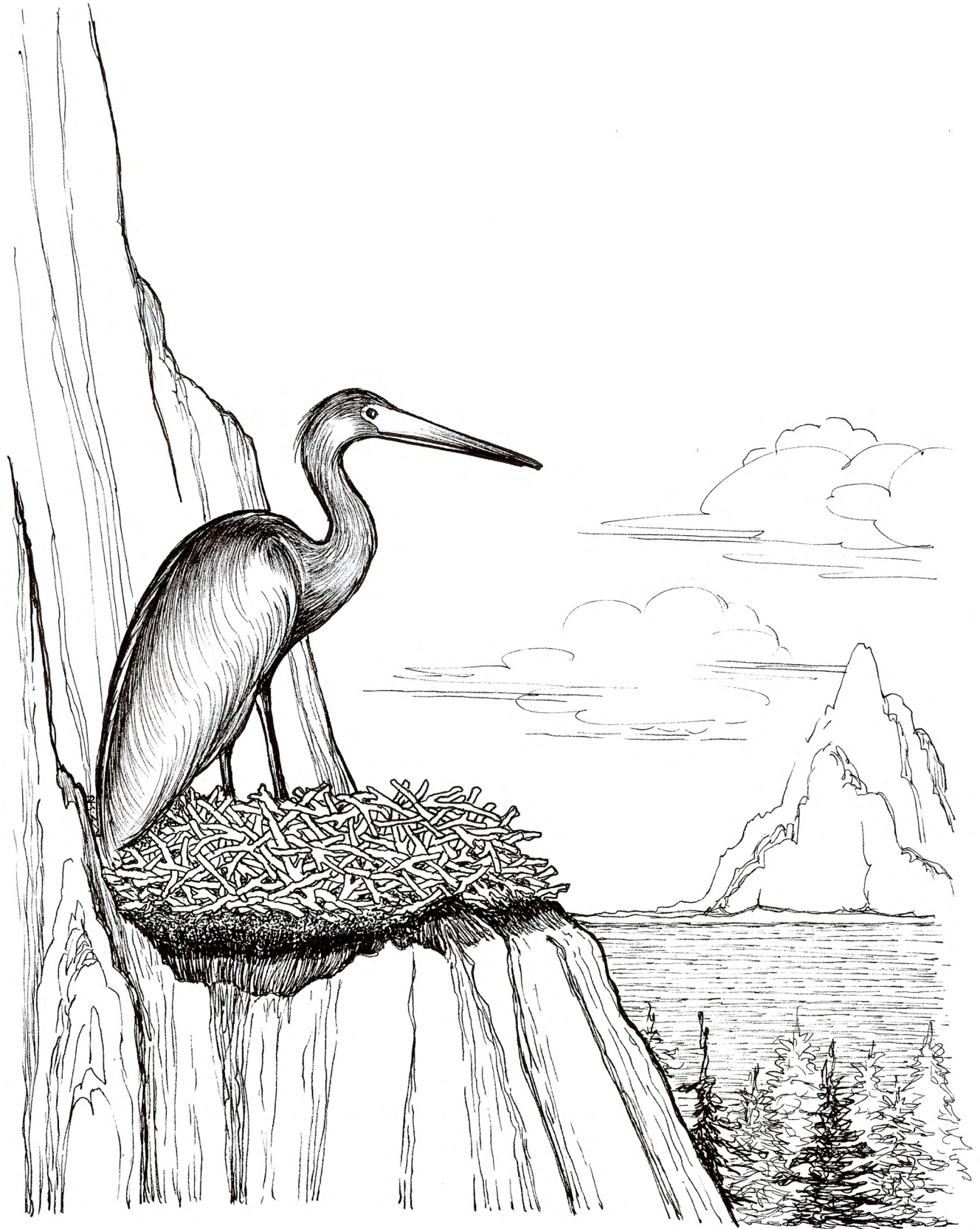
CAVE WITCH

FREQUENCY: Rare
NO. ENCOUNTERED: 1d3
SIZE: Medium (7ft tall)
MOVE: 90ft (60ft swim)
ARMOR CLASS: -1
HIT DICE: 5+3
ATTACKS: 1
DAMAGE: 2d6
SPECIAL ATTACKS: Strangling
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: Very
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 5/ 425 + 6/hp

Cave witches are evil giantesses that live underground, far from sunlight, which turns them instantly to stone. They are extraordinarily ugly, with narrow faces and bulging white eyes without pupils. Cave witches can breathe water, but it is not their native element.

A cave witch can spider climb at will (per the spell), and can cast stone shape once per day. In addition to the cave witch's normal melee attack with a stone sword or mace (2d6 damage), she may use her other hand to attack at a range of up to 100 feet with her magical power to choke opponents into unconsciousness. To use this power, the hag simply points at any opponent in sight and grips her hand into a strangling gesture. If she makes a successful roll to hit, the victim feels the hag's hand close around his throat and begins to choke. In the following round, the victim must save vs. death, and must continue to make saving throws each round thereafter unless the hag is killed or chooses to switch to a different target. Each successive round, the saving throw becomes progressively more difficult, with a cumulative -1 penalty being added each round. When the target eventually fails the saving throw, he will fall into a coma for 1d12 rounds. It is possible for a victim to attack and even to cast spells while being strangled in this fashion.

Cave witch lairs frequently have underwater entrances, but the living quarters will be dry, allowing use of the hag's cauldron and the other tools of her witchcraft. This



equipment will be rudimentary by any standard, but may contain items useful in preparing various magical concoctions. The giantess will always carry 1-2 potions ready for use, in addition to any indicated in her treasure trove. The lair will usually (60% chance) contain either 1-4 giant centipedes or 1-2 large spiders. Cave witches may be distantly related to trolls, and often cooperate with them.

TREASURE: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% - 1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items and 10% - magic sword, armor or other magical item.

Author and copyright holder: Matt "Mythmere" Finch, 2005.

CAVERN GLAZER

FREQUENCY: Rare
NO. ENCOUNTERED: 1d6+6
SIZE: Small
MOVE: 10ft
ARMOR CLASS: 3
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1hp
SPECIAL ATTACKS: Fasten to prey, Slime (see below)
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 80%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3/ 80 + 1/hp

Cavern glazers are large snails, about the size of a cat, with thick, rock-hard shells resembling jagged cavern rock. These scavengers leave thick, slippery trails of slime behind them as they move. The slime is not particularly reflective, and will normally go unnoticed unless a party of adventurers is scrutinizing the floor for such hazards.

Anyone stepping into an area traveled heavily by cavern glazers (or stepping directly onto a trail) will suffer the effects of a virtually frictionless surface. The slime has no traction upon stone, but sticks like a weak glue to other substances; leather, skin, and metal. It is extremely difficult to remain standing upon cavern glazer slime, and even stepping back out of the trail makes little difference. Once the slime adheres to boot leather it will remain there, offering no traction against the stone floor. Falling onto a slime trail (saving throw against wands) causes even more debility, for the substance will glue armor to body, hold backpacks closed, gum fingers together, etc., all while granting no purchase whatsoever against stone surfaces. A character with slime on his feet generally suffers a -2

penalty to attacks and relevant saving throws, and can move only at half normal speed. Opponents gain +2 to hit the character. A character who is actually coated in slime can move only 10ft per round if his strength is greater than 12, and if his strength is 12 or less cannot move at all until freed. Casting spells successfully while coated in slime will only be successful 50% of the time, no dexterity bonus will apply to armor class, opponents gain a bonus of +2 to hit, and the character's attacks and saving throws will incur a penalty of -4. Depending on the circumstances, of course, there may be other consequences to being coated in slime, including sliding down slopes and being unable to take equipment from containers that have been glued fast.

Cavern glazers attack with their leech-like mouths, emerging when prey are thrashing about in distress. Once a cavern glazer bites (1d4), it continues to eat for an additional 1hp of automatic damage per round.

Although cavern glazers are not intelligent, trial and error leads their trails to become better and better placed over time. In consequence, well-established cavern glazer lairs have often evolved slowly into deadly natural traps. Such old lairs take excellent advantage of natural features such as pits or slopes to compound the danger of the slime trails.

The slime loses its lubricant properties after 2 hours, and is no longer adhesive after 6 hours. Applying wine or vinegar to cavern glazer slime causes it to immediately lose both its lubricant and adhesive properties.

TREASURE: 30% - 1d6x1000 silver coins, 25% - 1d2 electrum coins and 50% - 1d4 gem stones. Lair: 40% - 2d8 magic potions.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



CENTIPEDES, Nest of

FREQUENCY: Common
 NO. ENCOUNTERED: 1d4
 SIZE: Large (1ft diameter swarm)
 MOVE: 30ft
 ARMOR CLASS: 7
 HIT DICE: 3
 ATTACKS: See below
 DAMAGE: 1 hp automatic
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: Immune to all but blunt weapons
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 2/ 95 + 3/hp

A nesting of centipedes is a vast collection of normal centipedes, often combined with a few other sorts of bugs that tend to share the same living space: cockroaches and spiders, generally. Such vermin are not appreciably dangerous individually, but when a great number of them are disturbed at once they can present a serious threat. A party will normally encounter a nest of centipedes by accidentally disturbing the nest itself. Moving large wooden beams and prying into ancient masonry entail the risk of arousing one of these huge colonies.

The centipedes of the nest are treated, for the sake of convenience, as a single monster. The nesting's hit dice represent the amount of damage required to scatter and kill enough of the swarming vermin so that, as a group, they no longer pose a threat.

If a nest of centipedes manages to swarm over a character (either by landing on him or by moving around him), that character will sustain 1hp of damage per round automatically from the resulting bites. Moreover, even if the character subsequently moves away from the central mass of the nest, he will continue to sustain 1 hp of damage per round until a total of three rounds have been spent picking away and killing the centipedes which remain on him. Other characters may assist with this task, each lessening the time required by one round.

A centipede nest is immune to any damage other than that caused by a bludgeoning weapon such as a mace (although the mere expedient of kicking and stomping can inflict 1d2 hps damage with a successful hit). Any spell which affects an area rather than a single target (such as burning hands) will inflict double damage.

For every five hit points of damage inflicted by a nest of centipedes against a single opponent, there is enough poison injected into the victim's body to cause paralysis for 3-12 turns. Fortunately, the poison is relatively weak (+2 on saving throw).

TREASURE: Lair: 25% - 1d4x1000 copper coins and 20% - 1d3x1000 silver coins.

Author and copyright holder: Matt "Mythmere" Finch, 2005.

CHALKEION (The "Men of Bronze")

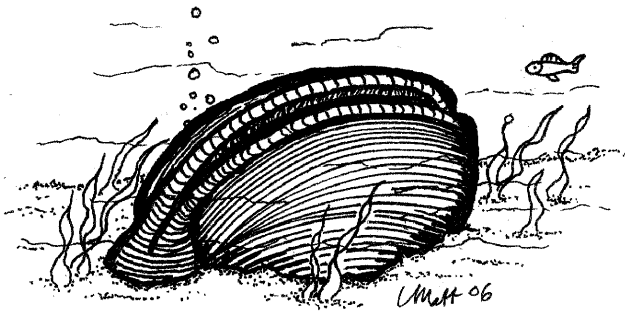
FREQUENCY: Very rare
 NO. ENCOUNTERED: 6d10
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 5 (see below)
 HIT DICE: 5 or more (see below)
 ATTACKS: 2
 DAMAGE: By weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 5%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral (lawful tendencies)
 LEVEL/X.P.: 3/ 130 + 5/hp

The proud Men of Bronze are legendary for their martial prowess and ferocity. They appear as normal men (albeit unusually handsome and well proportioned normal men) with a deep reddish-brown skin tone and are typically armed and dressed in antique fashion. The chalkeions are the last remnants of a former age, and those few who remain make their living as mercenaries, for they crave battle above all things. Their flesh is not literally bronze, but it is exceptionally tough, giving them a natural armor class of 5. In battle, they usually wear leather armor and shields (which reduces their AC to 2), carry spears and javelins, and do not typically ride horses. In melee, chalkeions function as berserkers, gaining 2 attacks per round and never needing to check morale. Because of their fearlessness and strict discipline they are highly sought after as mercenaries, but it is also well known that the men of bronze place loyalty to their brethren and self preservation above their employers' interests and will not obey orders which they perceive as foolish or suicidal.

For every 6 men of bronze encountered there will typically be a sergeant with 6 hit dice, for every 12 a lieutenant with 7 or 8 hit dice, and groups of 30 or more are typically led by a captain with 10-12 hit dice.

TREASURE: 50% - 10d4x1000 gold coins, 50% - 1d20x100 platinum coins, 30% - 5d4 gem stones, 25% - 1d10 jewelry items and 5% - 4 magic items and 1 magic scroll. Additionally, 30% - 3d6x100 platinum coins, 90% - 10d8 gem stones, 80% - 5d6 jewelry items, 15% - 1 magic item and 70 % - 1 magic weapon, 1 magic armor and 1 miscellaneous magic item.

Author and copyright holder: T. Foster, 2006.



CLAM, GIANT LEOPARD (FRESH WATER)

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1d8

SIZE: Large

MOVE: 60ft in mud 120ft in open water

ARMOR CLASS: 6/-2

HIT DICE: 7-10

ATTACKS: 1 plus water jet

DAMAGE: 1d10 crushing

SPECIAL ATTACKS: Surprises 1-3 in 6

SPECIAL DEFENSES: Water Jet (see below)

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: Nil

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 6/ 700 + 8/hp to 8 /2400 + 14/hp

Giant leopard clams are very similar to normal freshwater clams, though gigantic in size. The outside shell is covered in a spotted pattern resembling the markings found on leopards.

These massive clams inhabit deep mud banks in the shallows of fresh water swamps, lakes, rivers and bays, filtering out the nutrients of these rich environments. These clams can grow to enormous size (7-10 feet across and weighing from 200-500 pounds). They are quite mobile, and have quite a predatory nature. Due to their vast size, giant leopard clams are forced to supplement their filtered diet with animal meat. When a leopard clam begins to feel hungry (often during dry spells when fewer nutrients enrich the water) the clam moves to just below the surface of the mud in which it lairs and extends a 3 foot long stalk with multiple eyes. The stalk is undetectable (90%), appearing as a water plant or a drifting piece of flotsam.

When prey moves within 10 feet, the main body of the clam (including the massive shell) will quickly move to the surface, open wide, and grab at its prey with a powerful muscle that wraps around the victim. The clam will pull victims into its shell (see below), which then snaps shut. The clam then crushes the body (or portion of the body) enclosed within the shell with tremendous force, squeezing out juices which it then consumes with its hungry filters.

When the Leopard Clam hits with its tongue-like grabbing muscle, the muscle wraps around the victim, drawing him or her into the interior portion of the clam's shell, which clamps shut. Man-sized creatures are completely engulfed within the interior cavity of the clam 50% of the time; while 25% of the time 2 limbs are held, and 25% of the time only one limb will be pinned. Creatures smaller than man sized will be completely engulfed within the clam 70% of the time, have 2 limbs held 20% of the time, and only 1 limb held 10% of the time. Creatures larger than man sized are engulfed only 10% of the time, have two limbs held 20% of the time, and one limb held 70% of the time. The GM will randomly determine which limbs are held.

Once the clam has a victim firmly in its grasp, it will dig itself back down into the mud at a rate of 6 ft. per round. The person held by the clam must successfully make a roll similar to bending bars and lifting gates to break free. If the victim has a hand free, he or she may attempt to fight the clam with a weapon.

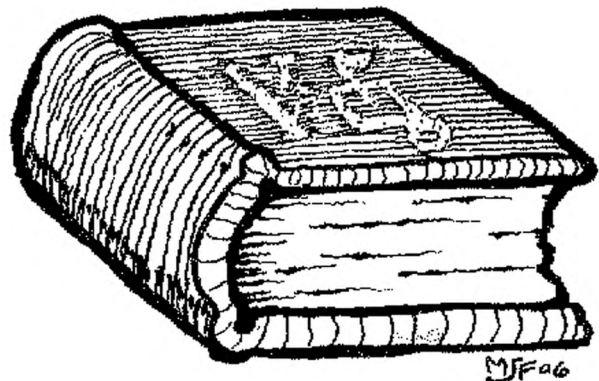
The leopard clam can also blast opponents with a powerful jet of water, inflicting only 1-3 pts of damage, but causing anyone hit by the torrent to make a saving throw vs. dragon breath or lose footing in the muddy surface (-1 penalty).

The thick tongue-like appendage and inner muscle of the clam has an AC of 6, while the exterior shell is very hard and has an AC of -2. The person held by the clam can attack the muscle 100% of the time providing they have a hand free, while those assisting can only reach the muscle 25% of the time and otherwise must attack the very hard shell.

Many giant leopard clams (50% chance) contain a pearl the size of a chicken egg, worth 100-1,000 gp.

TREASURE: None

Author and copyright holder: M. Ahmed, 2006.



CRAB, GIANT FIDDLER

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 2d6
 SIZE: Medium
 MOVE: 150ft
 ARMOR CLASS: 5
 HIT DICE: 2
 ATTACKS: 2
 DAMAGE: 1d3/3d4
 SPECIAL ATTACKS: Surprise from hole 50% (1-3 in 6)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 70%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 2/ 36 + 2/hp

Unlike the heavier species of giant crab, the giant fiddler moves quickly and surely on long, powerful legs. Giant fiddler crabs are well adapted to living on land, and can breathe air for a day before needing to re-submerge: they mix air with water stored in gill-like cavities within their bodies, creating a foam of bubbles near their mouths as they breathe. Though they can be found in colonies several miles inland (usually in marshy areas or along rivers in coastal regions) giant fiddler crabs prefer mud or dirt (avoiding sand) close to the ocean, where they burrow large interconnected chambers and tunnels to form colonies. Giant fiddler crabs are scavengers and hunters. The females prefer scavenging, for their two small claws are not well suited for hunting or combat (damage 1-3/1-3). The male of the species, however, has one massive claw resembling a fiddle, along with a smaller one. The massive claw delivers 3-12 hp of damage to its victim.



If a 17 or higher is rolled with this larger claw, the crab's prey is pinned, causing an automatic 2-8 pts of crushing damage per round thereafter, and allowing the smaller claw to attack at +2. Giant Fiddler Crabs often wait near their burrow entrances for prey to wander by. They will dart out to attack, sometimes with many emerging simultaneously from one or more burrows. Once a victim is pinned, a fiddler crab will attempt to carry or drag it down into the burrow.

From 10 to 30 feet below the surface, the crab tunnels will continue under the water, where the crabs will drown the victim and then feed at leisure.

Giant Fiddler Crab are social animals living in colonies. They communicate with one another using their claws to gesture. They vary in color from fluorescent purple to muddy green. Giant fiddler crabs have no interest in treasure, but their lairs may contain the uneaten belongings of their victims. The shell of the Giant Fiddler Crab is lighter and weaker than other species of giant crab.

TREASURE: See description.

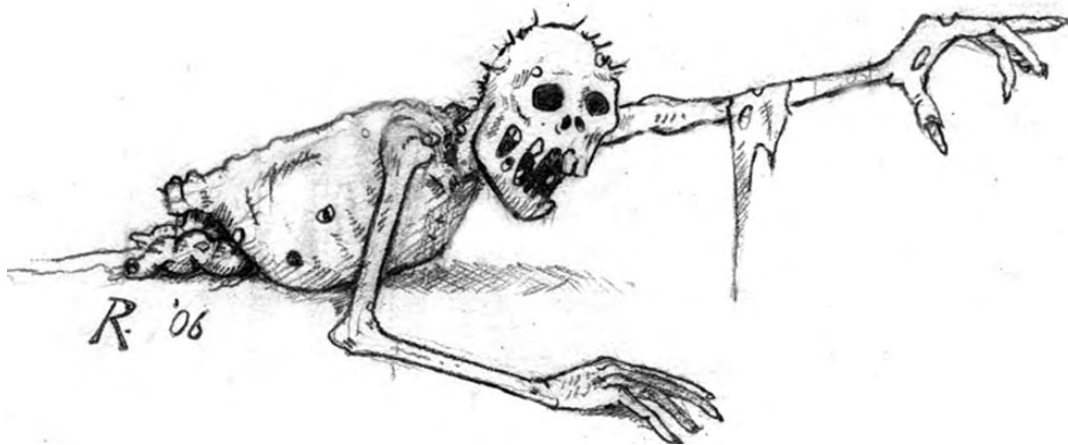
Author and copyright holder: M. Ahmed, 2006.

CRAWLING CORPSE

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 2d10
 SIZE: Medium
 MOVE: 30ft
 ARMOR CLASS: 9
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1/ 10 + 1/hp

Crawling corpses are created (usually unintentionally) when animate dead is cast upon skeletons or corpses with damaged legs, or when normally created undead are damaged after being animated. A crawling corpse is unable to move normally, and must pull itself along with its arms.

These damaged undead, being of little use to their creators, are seldom found under the direct control of evil spellcasters. Bands of them often form, over time, in



areas where large numbers of lesser undead have been created.

A crawling corpse formed from a skeleton takes only half damage from edged weapons.

TREASURE: None

Author and copyright holder: Stuart
"PapersAndPaychecks" Marshall, 2005.

CROWS, Murder of

FREQUENCY: Common

NO. ENCOUNTERED: 1d4

SIZE: Large (100ft diameter flock)

MOVE: 10ft/180ft fly

ARMOR CLASS: 7

HIT DICE: 3

ATTACKS: See below

DAMAGE: 1d2 hp automatic

SPECIAL ATTACKS: None

SPECIAL DEFENSES: Immune to piercing weapons

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 50%

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 2/ 95 + 3/hp

A murder of crows is simply a large flock of normal crows. Under ordinary circumstances, even a large group of these birds will not bother humans, but if they are supernaturally

influenced to attack (or otherwise provoked) they can be quite dangerous. A murder of crows is treated for convenience as a single entity, although it is actually made up of a hundred or so individual birds. The flock's hit points are treated as a single number, and represent not the survival of individual crows but the cohesion of the entire murder as an attacking unit. When the murder is "killed," it may represent the death of all the birds, or it may simply mean that the flock has been dispersed into panic and driven away.

The crows inflict an automatic 1d2 points of damage against any creature caught within the diameter of the flock, which will always remain in a roughly spherical shape as the individual birds swoop and peck at opponents.

Casting spells, of course, is completely impossible for anyone caught within the whirling cloud of vicious birds.

A murder of crows takes no meaningful damage from piercing weapons such as spears, although polearms that can be used in a slashing attack (halberds, bardiches and glaives, for instance) will inflict normal damage. Any spell that causes damage in a general area (such as burning hands, cone of cold, etc.) will inflict double damage against a murder of crows.

TREASURE: Lair: 25% - 1d4x1000 copper coins and 20% - 1d3x1000 silver coins.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



Dark Envoy – Deceived of Set – Demons –Drakes

DARK ENVOY

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: Medium or Large
 MOVE: 240ft, flying 480ft; can pass freely through stone or earth but not metal
 ARMOR CLASS: -8
 HIT DICE: 12+48
 ATTACKS: 1 touch per round
 DAMAGE: No hit point damage (see below)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Totally immune, with a few specific exceptions
 LAIR PROBABILITY: Nil (75% on lower outer planes)
 INTELLIGENCE: Genius or higher
 ALIGNMENT: Evil (80% Neutral, 10% Lawful, 10% Chaotic)
 LEVEL/X.P.: 9/ 5950 + 16/hp

Dark Envoys are senior creatures from the Lower Outer Planes. They are different in some fundamental way from Demons, Daemons, Devils etc., and may be formed naturally from the evil essence of the planes themselves, rather than merely inhabiting them. They are occasionally at odds with the other planar denizens, and occasionally found supporting them.

Their touch causes no damage, but it corrupts. A character who is touched by such a creature should roll 2d3 for each of his or her stats. If the result is an even number, it is subtracted from the stat; if it is an odd number, it is added (racial minima/maxima override this, so no human may have a stat higher than 18 or lower than 3 as a result of this process).

There will be cosmetic changes in the character as well, so he or she may grow scales, talons, a forked tongue, a tail, or suffer some other strange effect chosen by the GM or in accordance with the table provided below:

Random changes table 1 - Body part affected (d%)

01-20 Right leg
 21-40 Left leg
 41-45 Tail (added to creature if tail not already possessed)
 46-55 Abdomen
 56-65 Chest
 66-75 Right arm
 76-90 Left Arm
 91-99 Head
 00 Special result

Random changes table 2 - Limb subtable (d6)

- 1 Grows talons (1d3 damage from natural claw attack) (lose 2 DEX)
- 2 Boneless (limb useless)
- 3 Changed to tentacle (1d2 constriction damage from natural attack) (lose 2 DEX)
- 4 Limb hugely enlarged (add 1 STR)
- 5 Limb hugely shrunk (lose 1 STR)
- 6 Grows scales

Random changes table 3 - Tail subtable (d4)

- 1 Lion-like tail
- 2 Serpentine tail
- 3 Scorpion tail (venomous stinger, 1 damage, save or die)
- 4 Rabbit tail

Random changes table 4 - Chest/abdomen subtable (d4)

- 1 Additional limb sprouts from chest or abdomen (subtable 2)
- 2 Grows scales
- 3 Grows thick fur or hair
- 4 Grows chitinous shell (unarmored AC decreases to base 7)

Random changes table 5 - Head subtable (d6)

- 1 Grows horns or antlers
- 2 Nose/ears massively enlarged
- 3 Nose/ears fall off
- 4 Eyes are now on stalks like a slug
- 5 Cyclops (one single eye, depth perception lost, -2 on missile attacks)
- 6 Grows huge tusks (1d3 damage natural attack)
- 7 Grows fangs like a beast (1d2 damage natural attack)
- 8 Grows huge beard (if female non-dwarf)/loses beard and ability to grow one (if male or dwarf)

Random changes table 6 - Special (d4)

- 1 Victim's gender changes
- 2 Victim is infected with advanced leprosy, highly infectious - Remove Curse followed by Cure Disease necessary to cure
- 3 Victim's whole body changes color randomly
- 4 Small, useless wings sprout from back (insectoid, avian or bat-like, equal chance of each)

In addition, there is a 50% chance per touch that the character will immediately become Evil (his or her alignment on the Law/Chaos/Neutrality axis will remain

unchanged, so a Chaotic Good character would become Chaotic Evil but a paladin would be Lawful Evil).

All of the effects of the Dark Envoy's touch are effective against any creature, including undead, short of demigod status. They can travel freely through the planes, at will, unless banished (see below).

Dark Envoys are immune to all magic save as noted below. They are immune to weapons of less than +2 value and invulnerable to the special attacks of most creatures (level drain, turn to stone, etc.)

They exist only to further the cause of evil, preferably by converting formerly good-aligned creatures to the evil cause.

Dark Envoys can be turned by a good-aligned cleric or paladin as a special on the cleric/undead matrix.

The following spells will work on them:

Magic missile will cause full normal damage
 Dispel Evil has a 50% chance of banishing the creature back to its home plane for 101 years
 Holy Word will stun and deafen them, rendering the creature helpless for 1d4 rounds
 A Death spell, Power Word: Kill, Slay Living or any other similar spell which directly causes death will heal them to full hp
 Globe of Invulnerability or Anti-Magic shell prevents their touch from working inside its radius but will not otherwise harm them
 Wish, Limited Wish or Alter Reality can only be used to banish the creature to its home plane for 101 years, otherwise will not affect them

Unlike Demons, Devils or Daemons, a Dark Envoy slain on any plane is permanently and irrevocably dead.

Rumors persist of special Dark Envoys which have spellcasting powers equivalent to a Wizard (11th-14th level) or a High Priest (11th-14th level).

A Dark Envoy will always wear a heavy gold crown, studded with precious jewels. The value of such a crown is 50,000-100,000 gold pieces (1d6+4 x 10,000). They will have no other treasure.

Description: A Dark Envoy is a large humanoid with no eyes, nose, mouth, hair, ears or fingernails. They are sometimes naked, sometimes wear cowls or robes and may be mistaken for liches. The creature's skin is a glossy jet black.

TREASURE: See text.

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2006.

DECEIVED OF SET, The

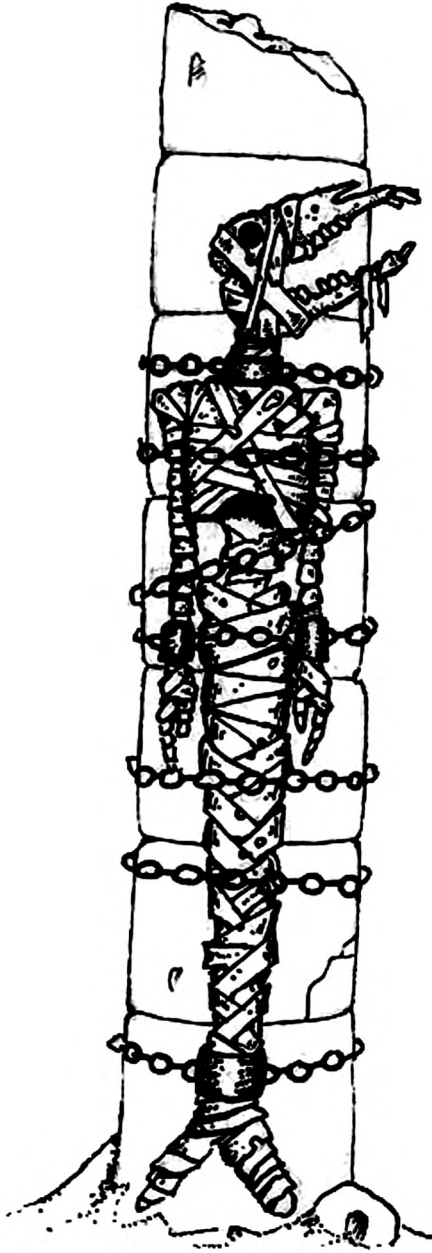
FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Medium
 MOVE: 120ft (See Below)
 ARMOR CLASS: 3
 HIT DICE: 5+3
 ATTACKS: 1
 DAMAGE: 1d8
 SPECIAL ATTACKS: See Below
 SPECIAL DEFENSES: See Below
 MAGIC RESISTANCE: See Below
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 4/ 350 + 6/hp

The Deceived of Set were once priests of Set. Greedy and sadistic, they were misled by their superiors into thinking that they would be granted great status in the afterlife by performing a series of hideous rituals upon themselves. However, these rituals instead cursed them, condemning them to an eternity of torment and madness.

A Deceived of Set in many ways resembles a mummy, but its head has been removed and replaced with the rotting skull of an ass. A high-pitched keening continually emanates from the monster.

While the Deceived of Set can deliver a savage bite, their preferred method of attack is a cone of negative energy that has a range of 30ft. All in the cone who fail a save vs. poison will lose 1-6 points of constitution, and any who reach a constitution of 0 will die. Con points will return at a rate of 1 per day. The Deceived of Set can emit this cone 3 times/day.

When encountered it will always be found secured to the floor, a pillar or wall by an elaborately-wrought chain, which is an integral part of its curse. As long as the Deceived of Set is secured by the chain it has the following extra abilities beyond those already stated: regeneration at 3 hp/round, immunity to turning, and can only be hit by +2 or better weapons. Holy water (which causes 2-8 hp damage) and holy weapons will cause damage that the Deceived will not be able to regenerate. These additional abilities are lost as soon as the Deceived is released from its bonds. It takes 2 rounds to unwrap a Deceived of Set from its chains. The chain can be physically broken in 1 round (a bend bars/lift gate roll is required) or the chain may also be broken by magical means. It should be noted that anyone trying to remove the chain will be subject to a bite attack.



When not bound by the chains, the Deceived of Set are treated as mummies on the cleric/undead table. Sleep, charm and other mind-influencing spells do not affect these creatures.

The Deceived of Set care not for treasure and have none that they call their own, yet are often imprisoned in tombs along with items of value.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: Tony "Wheggi" Rosten, 2004-2005.

DEMONS

Demons all share certain characteristics and immunities. If you are using this supplement with the OSRIC™ rulebook, assume that all creatures from the Outer Planes take half damage from acid, cold, fire and electricity. Other 1e-compatible rulesets may have particular rules for demons, devils, or other creatures from the Outer Planes which vary according to the creature's plane of origin; consult the relevant text for details.

JHABARA DEMON (Demon With Matted Hair)

FREQUENCY: Very Rare
NO. ENCOUNTERED: 1d3
SIZE: Large
MOVE: 120ft
ARMOR CLASS: -1 (See below)
HIT DICE: 10-12
ATTACKS: 2
DAMAGE: 2d12 (Bite), 1d12 (Strangle)
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: Entangle in hair (see below)
MAGIC RESISTANCE: 30%
LAIR PROBABILITY: 50%
INTELLIGENCE: Average
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 8/ 2700 + 3/hp

Scholars debate if Jhabara demons are actually demons, or powerful evil spirits of another ilk manifesting in grotesque physical form. Jhabara demons stand 10-12 feet tall, have large saucer shaped eyes, a deadly hawkish beak, 2 large tusks and are covered in thick, long matted hair which they can control to some degree.

Any weapon used against the creature has a 75% chance to become tangled in its matted hair. Arrows and other lightweight missile weapons have no effect on these monsters, as they are unable to penetrate the depth of the thickly-grown hair. When a creature moves within range of the demon's hair, the matted locks reach out to twine around and strangle the victim in addition to the demon's normal bite attack. A hit by the Jhabara demon indicates the creature is held fast (held victims can attempt to break free using Bend Bars/Lift Gates). Once held, the Jhabara may attempt to strangle its victim to death

(1d12 damage per round), pull the held creature toward its mouth to eat, or move its victim in any way advantageous to the demon. Jhabara frequently haunt thick forests or remote dungeons. They hate all living beings, torturing and killing those unfortunate to come across their paths.

TREASURE: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 20% 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items, 30% - 3 magic items.

Author and copyright holder: M. Ahmed, 2005.

PUNJAR DEMON

FREQUENCY: Very Rare
NO. ENCOUNTERED: 1 or 2d4
SIZE: Large (see below)
MOVE: 90ft
ARMOR CLASS: -2
HIT DICE: 5, 7, or 9
ATTACKS: 4 + bite
DAMAGE: 1d6/1d6/1d6/1d6/1d12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 55%
LAIR PROBABILITY: 95%
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 7/ 800 + 13/hp
 8/ 1000 + 14/hp
 8/ 1400 + 16/hp

These demons are roughly humanoid in form, but barely so. They have two legs supporting a vast, four-armed torso, and a head with faces at both front and back. The mouths of a Punjar demon are filled with a grotesque tangle of tusks and fangs. The two faces of any particular demon are identical to each other, but they vary considerably from demon to demon. Most punjar demons have either one or three eyes per face, and many have the faces of an elephant or tiger rather than a human-like visage.

Punjar demons are unlike other demons (and may indeed be a different sort of entity entirely) in that they spend most of their time quiescent upon the material plane. Their bodies become stone while the demonic spirit roams in other strange dimensions and planes of existence, until the demon is awakened by some activity in the vicinity of its physical body. A punjar demon's quiescence can last for centuries, especially if the physical body is hidden away in a forgotten or inaccessible place.

A punjar demon with 5 HD is 8ft tall, a 7 HD demon is 10ft tall, and the great 9 HD punjar demons can be as large as 12ft in height.

Punjar demons may be hit only with a +1 or better magic weapon, or by normal silver weapons. Darkness caused by a punjar demon is of a 15ft radius. A punjar demon has the ability to do any of the following, one at a time, at will: detect invisibility, telekinese 3,000 gp weight, gate in a Type 2 demon (20% chance of success).

Sages and demonologists are uncertain whether punjar demons are truly demonic entities, malevolent spirits, or creatures from the elemental plane of earth. They can be hedged out by protective spells, and have all the other characteristics of demonkind.



TREASURE: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% - 1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items and 10% - Magic sword, armor or other magical item

Author and copyright holder: Matt "Mythmere" Finch, 2005.

SHADOW CAT

FREQUENCY: Very Rare
NO. ENCOUNTERED: 1
SIZE: Large
MOVE: 120ft/240ft
ARMOR CLASS: -3
HIT DICE: 10+4
ATTACKS: 3
DAMAGE: 2d4/2d4/2d6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 75%
LAIR PROBABILITY: 10%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 8/ 3750 + 14/hp

The shadowcat demons are proud and cunning, dangerous to summon and resourceful in battle. A summoned shadowcat revels in the battle of wits between itself and the one seeking to control it. Even when the shadowcat has escaped a summoner's control, it will often choose not to reveal this fact, cooperating but toying with the doomed spellcaster much as a cat plays with its prey before dealing the death blow.



A shadowcat demon's native form is that of a huge black panther with feathered wings. When airborne, a shadowcat can plane shift, bearing a rider with it across the gulfs of existence. It is a favorite tactic to bring riders into places where the rider's survival may suddenly depend upon the shadowcat's assistance, thereby turning the tables upon one who dared try to control the demon.

The darkness caused by a shadowcat demon is 10 feet in radius, at will. All shadowcat demons can employ the following special abilities once per round at will, one at a time: create illusion (as per the wand), detect magic, polymorph self, plane shift (if airborne), teleport (if airborne), mirror image, telekinese 5,000 gps weight, gate in a demon of type 1-3 (determine randomly) (50% chance).

A shadowcat demon may breathe a cone of cold (save vs. breath weapon) for 10d6 points of damage as many as three times per day.

All of the shadowcat demons have individual names: of these, Hezeriah, Malchronor, and perhaps one other are known in the lore of black magicians.

TREASURE: Lair: 50% - 10d4x1000 gold coins, 50% - 1d20x100 platinum coins, 30% - 5d4 gem stones, 25% - .1d10 jewelry items and 5% - 4 magic items and 1 magic scroll.

Author and copyright holder: Matt "Mythmere" Finch, 2006

DRAKES

Drakes are draconic creatures, but are usually far inferior in power and intellect to the true dragons. Drakes appear in many different varieties, two of which are described below.

DRAKE, Guardian

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1d6
SIZE: Medium
MOVE: 60ft walking or 120ft flying
ARMOR CLASS: 5
HIT DICE: 4+4
ATTACKS: 2 bites
DAMAGE: 1d6+1 plus poison per bite
SPECIAL ATTACKS: Venom
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 25%
INTELLIGENCE: High
ALIGNMENT: Lawful (good, evil, or neutral)
LEVEL/X.P.: 4/ 245 + 5/hp

Guardian drakes resemble small, feather-winged dragons, with a second head at the end of the serpentine tail. Like wyverns, these two-legged drakes have no front legs. The wing feathers have colors determined by the drake's alignment: white wings correspond to lawful good, black to lawful evil, and grey to lawful neutral. Guardian drakes stand about 6ft tall when fully extended. Due to the two heads, a guardian drake cannot be surprised, and one head is always awake while the other sleeps. In combat, the Guardian Drake's bite (from either head) delivers a quick-acting paralysis venom; if the victim fails the saving throw he will be paralyzed for 1d6 x 10 minutes.

These odd creatures are often witty and biting sarcasm. They are commonly found serving as bodyguards for powerful mages who have bound them by oath to loyal service. While fulfilling an oath of duty, a guardian drake cannot be swayed from its duties. If not serving under an oath, they can be made to swear an oath by defeating them in a battle of wits, riddling being one of their favorite pastimes. Oaths cannot be made to last for more than a year and a day of service.

TREASURE: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 25% - 1d6 gem stones, 20% - 1d3 jewelry items and 10% - 2 magic items.

Author and copyright holder: Sean "Stonegiant" Stone, 2006.

DRAKE, Red Troll

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Large (8ft tall, 16ft long)
 MOVE: 150ft/240ft
 ARMOR CLASS: 3/6
 HIT DICE: 9+5
 ATTACKS: 3
 DAMAGE: 1d6/1d6/2d6+4
 SPECIAL ATTACKS: Poison, tail attack
 SPECIAL DEFENSES: Regeneration, fire resistance (half)
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 60%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 7/ 3000 + 14/hp

The red trolldrake is a cunning and vicious manipulator, virtually the equal of a true dragon in many respects. Possessed of exceptional intelligence and the ability to speak many humanoid languages, these creatures will frequently be found ruling one or more powerful humanoid tribes. Ruling through fear and intimidation, the beasts will wreak havoc on the surrounding civilized lands. They enjoy rapine and slaughter to such a degree that they will often accompany their troops on particularly choice raids, taking many captives for later food and sport. As greedy as any dragon, these beasts will invariably amass an impressive horde of treasure - no doubt leading to the dangerous attentions of equally greedy adventurers.

These creatures possess neither breath weapon nor magic use. They are resistant, but not immune, to fire (half or quarter damage from any fire-based attacks). They regenerate as does a troll (hence the name), but regeneration begins immediately after receiving damage, rather than 3 rounds later, and is stopped by acid and/or cold damage rather than fire.

A trolldrake's belly is not armored, although it has a tough, leathery hide. Unless the creature is airborne, the underbelly is difficult to attack. Unless the drake attempts to bite, it is ordinarily not possible to attack the underbelly, and even then only the person the drake is trying to bite can make the attack. If a thief meets all the other conditions required to backstab, he may dive beneath the drake from any point along its rear flank and stab the underbelly, gaining the ability to attack against the inferior armor class and do multiple damage.

Winged and capable of flight, these sadistic creatures possess long tails that end in a bony plate of considerable sharpness, somewhat resembling the triangular head of a spade. Should any foe attack the creature from the flank or rear they will expose themselves to a tail attack, a successful hit dealing 1-12 points of damage and

requiring the victim to save vs. poison or become infected with a burning fever. This illness will reduce the sufferer's strength and dexterity scores by 2 points each for a duration of 3 days, after which a system shock roll must be made. Failure will result in the spontaneous combustion of the victim's entire body, leaving behind naught but a greasy black smear. The bite of these beasts delivers a similarly dire poison in addition to its base damage of 2d6+4.

Description: Light and lean of build, with a serpentine body and distinctive horned nose, the red troll-drake looks much like a small, thin red dragon. The long tail and tongue both end in a spade-shaped bony plate, the wings are carried high on the back, and a thick bristle of wiry fur hangs from their chins.

Treasure: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items, 30% - 3 magic items.

Author and copyright holder: Chris "Bones McCoy" Hopkins, 2006.

DROWAD

FREQUENCY: Very rare
 NO. ENCOUNTERED: 6d6 (in lair); 1d6 (wandering)
 SIZE: Medium
 MOVE: 120 ft
 ARMOR CLASS: 6
 HIT DICE: 5 or better
 ATTACKS: 1
 DAMAGE: By weapon (usually dagger +1)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 60%
 LAIR PROBABILITY: 90%
 TREASURE: See below
 INTELLIGENCE: Exceptional to Genius
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 5/ 340 + 4/hp

Drowads are to Dark Elves as Dryads are to the goodly elves of the surface. All Drowads are female, and they breed with Dark Elf males for continuance.

Deep beneath the earth there are great forests of fungi, of many strange and varied kinds. The greatest of these fungi have rigid structures for stems, which bear an outward resemblance to the trunks of great trees, and it is these fungi which serve as the habitat of the Drowads. It is rare for a Drowad to be far from her fungus for long.

Drowads are weak in combat. They use the attack tables of magic users, and do not receive any of the bonuses from high ability scores which their cousins the Dark Elves receive; neither can they fashion the strange semi-magical equipment used by the Dark Elves, nor do they show much interest in technology. However, the Dark Elves do keep them supplied with the +1 daggers they prefer for situations where combat is unavoidable.

Despite this seeming weakness, Drowads are dangerous foes because of their powerful spell-like abilities. All adult Drowads may use the following spell-like powers at will, once per round: Charm person, darkness 15'r, silence 15'r, sleep. In addition they may affect undead as a 6th-level evil cleric does. Once per day, they may use the following additional spell-like powers: Transport via fungi (exactly as the Druid spell transport via plants save that fungi, obviously, are those affected), fungus form (exactly as the Druid spell tree save that the form involved must be a fungus), and ESP. All of these effects take 1 segment to cast and require no material component.

Over and above these powers, some Drowads (typically 10% of their number) will possess the abilities of a magic user (75%) or cleric (25%) of 1st to 11th level (2d6-1).

Owing to their limited combat abilities, Drowads will typically accumulate undead such as skeletons, zombies or ghouls to bear the brunt of any fighting which might be necessary.

Drowads are renowned for their potions. From the weird spores of the strange fungi they tend, they are able to manufacture potions of many kinds. They are the ultimate source of the sleep potions employed by the Dark Elves, and they possess this substance in abundance - all Drowads automatically carry 1d4 such potions. There is a 25% chance that any given Drowad will be carrying other potions as well, typically ones of immediate, general purpose value such as invisibility or healing,

Although Chaotic Evil, Drowads are not automatically hostile and will usually not fight unless this is clearly the best course of action. Their preferred approach with intruders into their realm is to control them using charm; if this fails, they will negotiate or even bribe intruders to leave or do their bidding. However, the chaotic nature of Drowads means that they cannot be trusted to stick to their deals and there is a good chance they will renege if they can gain benefit from doing so.

Drowads have little use for most treasure, but prize small and delicate items of personal jewellery. A typical Drowad will wear 50-500 gp worth of rings, earrings, toe-rings, anklets, bracelets, necklaces and similar things, usually finely-wrought in filigree and marvellously light.

TREASURE: See text.

Author and copyright holder: Stuart
"PapersAndPaychecks" Marshall, 2006.



E Earth Brawler – Earwig, Giant – Eelkrake - Enteledont – Ercinee

EARTH BRAWLER

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d8
 SIZE: Large (8ft tall)
 MOVE: 60ft
 ARMOR CLASS: -3
 HIT DICE: 8
 ATTACKS: 2
 DAMAGE: 2d12/2d12
 SPECIAL ATTACKS: See Below
 SPECIAL DEFENSES: See Below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 8/ 6500 + 10/hp

The aptly-named Earth Brawlers hail from the Elemental Plane of Earth, where they serve as shock troops for the lords of evil earth elementals. What differentiates these creatures from standard earth elementals is their size, their cunning, and their special defenses and attacks.

Earth Brawlers are typically sent to the Prime Material Plane by elemental princes to destroy some structure which offends the prince; underground construction and buildings composed of mined stone are typical targets. Acting in concert, a full complement of eight Earth Brawlers can easily destroy a small keep in less than a half-hour by rending stone and wood as easily as paper.

In individual combat, the Earth Brawler is a fierce opponent, striking with its great mallet-like fists. The Earth Brawler despises weapons of any kind, and will attempt to disarm opponents by destroying their weapons. If an Earth Brawler makes two successful attacks in a single round, one of them will always be against any weapon (if present) wielded by an opponent. If the weapon fails an item saving throw (any magical bonuses apply), it is crushed to uselessness by the power of the Earth Brawler's mighty blow.

Earth Brawlers have no fear of weapons: the most damage any sharp weapon (including darts, arrows, spears and other such missiles) can do to an Earth Brawler's stony carapace is 1 hp (plus any relevant strength or magical bonuses). Blunt weapons, such as warhammers, maces, flails etc., inflict full damage. Note: a sword of sharpness or a vorpal sword will do full damage to the Earth Brawler due to their fantastically sharp, magical edges.



A mace of disruption functions as a disintegrate spell against an Earth Brawler. Even if the creature makes a saving throw vs. spells, it will still take 1d6 points of additional damage from the weapon.

Earth Brawlers, like most earth elemental creatures, may move through earth at will. If struck by a phase door spell during transition into a wall or otherwise, the Earth Brawler will be stunned for 1d12 rounds. If struck by a maze spell during movement attempts, the Brawler will become confused (as the spell) and wander off aimlessly. Other spells are proof against the Earth Brawler as normal.

Earth Brawlers have no lairs as such, but on the Elemental Plane of Earth they reside in barracks-caves waiting for their masters' orders.

TREASURE: Individuals: 50% - 1d4 gem stones.

Author and copyright holder: Bill Silvey, 2005.

EARWIG, giant

| | Male | Female |
|------------------|--------------|---------------|
| FREQUENCY | Rare | Rare |
| NO. ENCOUNTERED | 1-40 | 1-8 |
| SIZE | Large | Large |
| ARMOR CLASS | 5 | 2 |
| MOVE | 150ft | 150ft |
| HIT DICE | 4 | 6 |
| ATTACKS | 2 | 2 |
| DAMAGE | 1d6/2d6 | 1d8/3d6 |
| SPECIAL ATTACKS | Nil | See below |
| SPECIAL DEFENSES | Nil | Nil |
| MAGIC RESISTANCE | Standard | Standard |
| LAIR PROBABILITY | 10% | 80% |
| INTELLIGENCE | Animal | Animal |
| ALIGNMENT | Neutral | Neutral |
| LEVEL/XP | 3/ 60 + 4/hp | 5/ 275 + 6/hp |

The most distinguishing characteristics of giant earwigs is the pincer, which extends from the rear of the abdomen half the length of the insect's body (a giant earwig with a six-foot body will have pincers three feet in length). These can be used to attack not only behind the creature but to its side and over its head directly in front of it. The male's pincers are pointed and capable of entrapping victims on a hit roll of 19 – 20. The females' pincers have blade like edges that do 3-18 hp of damage and do double damage on a 19 – 20. (If the next pincer attack by a female on a trapped victim rolls 20 it will result in a severed limb(saving throw vs. paralysis may apply)). All attacks on a trapped victim automatically hit.

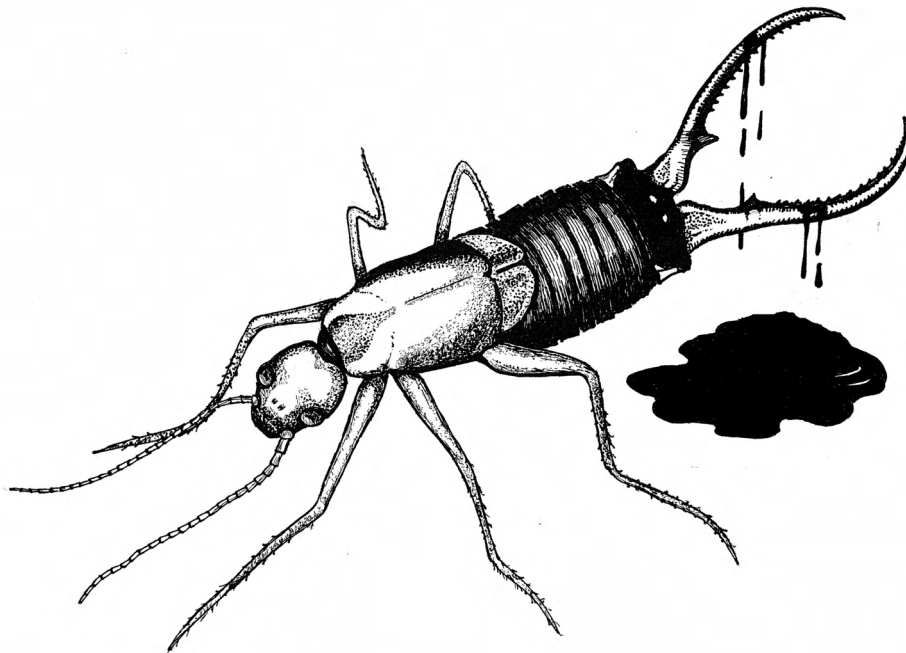
Giant Earwigs are a semi-communal insects that live in mines, tunnels or caves. A typical burrow complex can house anywhere from 1-8 females as well as eggs, young and males. The availability of food in the area will determine how large the complex is. Each female will have her own chamber separate from the others, which will contain up to 6 eggs and young.

Young have 2HD and 8AC and do 1d4/1d6 damage. They may not trap medium size or larger targets.

Males will never be found in a female's chamber except to leave food. In the complex males will be found in small groups of 3 or 4 in communal chambers. Males will always outnumber females at least 3 to 1. Any treasure will be scattered about the complex. When encountered outside the lair a group of 1 – 6 Earwigs is all that is likely to be encountered. Of these, no more than 1 is likely to be a female, as females with young remain in their burrows. It is also possible to run into small groups in search of a new residence.

TREASURE: Lair: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% -1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items, 10% - Magic sword, armor or other magical item, and 60% - 1 non-weapon/non-armor magic item and 1 magic potion.

Author and copyright holder: B.J. "Stranger" Poirot, 2006.



EELKRAKE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large (10ft body)
 MOVE: 90ft (180ft fly)
 ARMOR CLASS: 7
 HIT DICE: 10
 ATTACKS: 1 (bite) or 2 (claws)
 DAMAGE: 2d6 or 1d8/1d8
 SPECIAL ATTACKS: Hold and rend
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 7/ 1350 + 14/hp

Eelkrakes are sometimes mistaken for dragons or wyverns at a distance, for they share the bat-like wings and serpentine shape of these reptilian hunters. However, the eelkrake has no common ancestry or relationship to dragons and their ilk. Eelkrakes do not have scales; their hides are a leather-like skin, cold and smooth to the touch. The eelkrake's head, too, is decidedly non-reptilian; although it is placed at the end of a long, dragon-like neck, it is quite fish-like, often being compared to a catfish. The eyes are bulbous and located at the sides of the skull; long feelers drape from the sides of the wide mouth.

Eelkrakes are predatory beasts that live in mountain habitats, but they are often captured for use as flying mounts and can live in any climate including the arctic cold. Although they can be domesticated as mounts, they



have an affinity for those of evil alignment, and can be unpredictable and vicious toward those of good alignment.

Although the eelkrake has a deadly bite, it will normally commence an attack by trying to grab and hold an opponent. If the monster hits the same opponent successfully with both claw attacks, it will have seized him securely enough to prevent escape and restrict movement, allowing the eelkrake to inflict automatic claw damage until the victim breaks free. Any held opponent may break free with a successful saving throw vs. paralysis.

Eelkrake eggs can be sold for 500gp each.

TREASURE: None.

Author and copyright holder: Matt "Mythmere" Finch, 2006

ENTELODONT

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d12
 SIZE: Large
 MOVE: 150ft
 ARMOR CLASS: 6/7
 HIT DICE: 8-9
 ATTACKS: 1
 DAMAGE: 5d6
 SPECIAL ATTACKS: Trample
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil (no lair)
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 6/ 825 + 10/hp to 7/ 1300 + 12/hp

Entelodonts are a fearsome prehistoric offshoot from the ancestry of boars and pigs, and are common to Pleistocene environments. They are the size of a fully-grown rhinoceros, but their powerful legs and wide hooves allow them to move quickly over short distances and steadily for long distances. Although Entelodonts are primarily scavengers, when food is scarce they will attack herds, preying mostly on the sick or elder animals. Entelodonts are somewhat bull-shaped, with long, heavily muscled heads and snouts, extremely powerful jaws, and large boar-like tusks. Bony lumps growing on their faces and heads give these areas an armor class of 6, while the rest of the creature has an armor class of 7.

The entelodont's powerful bite has a literally bone-crushing strength: it is used to crack open the bones of



giant animal carcasses to get at the marrow. A creature unfortunate enough to be bitten by an entelodont is not likely to survive the experience.

Entelodonts charge into combat, doing double damage to those small enough to be affected. Trampling inflicts 2d4 hit points of damage for each forefoot which hits.

TREASURE: None

Author and copyright holder: M. Ahmed, 2005.

ERCINEE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium (5ft tall, 10ft wingspan)
 MOVE: 60ft / 240ft
 ARMOR CLASS: 8
 HIT DICE: 2
 ATTACKS: 1
 DAMAGE: 1d8
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 65 + 2/hp

The Ercinee is a large woodland bird resembling a crested woodpecker. It stands 5ft tall and has a wingspan of up to 10 ft. At night, an ercinee in flight is a truly spectacular sight, for it glows with an intensely bright green-yellow light. This light is twice as bright as torchlight, a bioluminescence caused by bacteria that grow on the bird's feathers. The bacteria have one other effect: it is a deadly poison. Although the ercinee does not use its poisonous feathers as a means of attack, contact with the feathers can have hazardous results.

Any weapon striking the bird has a 35% chance of picking up the poison and any direct contact with the feathers has a 65% chance of causing exposure. The effects of the poison are not instantaneous: within 1 turn, a vaguely glowing rash will appear in the contact area, and will continue to spread and worsen. The bacteria is a flesh eater, and without treatment a victim will die within 1d6 days as a result.

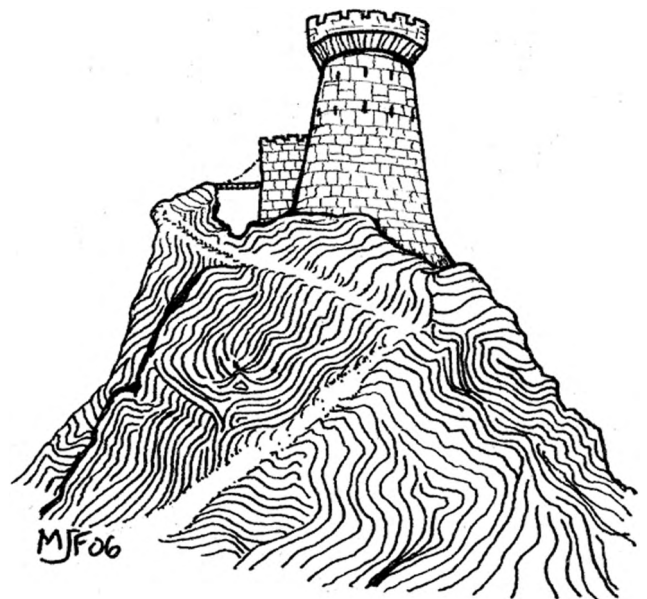
The ercinee use their glow for feeding, to attract insects and to spot small mammals and lizards. It also warns off predators that have long since learned to avoid these birds. Even after the bird's death the feathers retain their glow, which lasts for 1 month. The poisonous qualities of the feathers last only for one day after the bird's death.

Normally only 1 ercinee will be encountered at a time. However, when a nest is encountered it is likely that a mated pair will be present, together with 1 or 2 chicks.

In combat, ercinee stab with their beaks and attempt to flee when possible. If protecting a nest of young, they will fight to the death.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006.





F Fire Stag – Floating Mound – Funghemoth

FIRE STAG

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Large (8ft at shoulder)
 MOVE: 150ft
 ARMOR CLASS: 7 (silver or +1 to hit)
 HIT DICE: 5
 ATTACKS: 2 (fire antler) or 3
 DAMAGE: 3d6 + 1d8 (Fire Damage) or 1d8/1d8/1d10
 SPECIAL ATTACKS: Ignite Combustibles
 SPECIAL DEFENSES: Ethereal at will, immune to fire
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 5/ 320 + 5/hp

Fire Stags are roughly twice the size of a normal male deer, with large antlers washed in searingly bright flame, and hooves so hot they glow with a hellish orange light. These majestic-looking but thoroughly evil beasts dwell in the borderlands between the astral and negative planes, scorching the landscape as they move across it, eating anything they can rip loose from the ground. Fire Stags rarely enter the prime material plane on their own, but are sometimes brought by Demons or Devils to wreak havoc on forests and towns; their antlers set ablaze anything they touch. Very rarely, large herds of fire stags will wander into the ethereal plane from the astral, and in such cases may travel to the material at will. Fire Stags may not cross water while in the material plane, but may avoid it by shifting into the ethereal plane to cross. The Fire Stag attacks with either its flaming antlers or with a combined attack of its burning hooves and powerful bite. When the stag inflicts a hit with its antlers, combustible materials carried by the target must make item saving throws or catch fire.

A fire stag may become ethereal at will.

Fire stags are immune to fire of all kinds, including magical fire, but cold-based attacks will inflict double damage.

TREASURE: None

Author and copyright holder: M. Ahmed, 2005.

FLOATING MOUND

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d2 or 10d10
 SIZE: Large
 MOVE: 40ft (out of water) 120ft (in water)
 ARMOR CLASS: 0
 HIT DICE: 10-13
 ATTACKS: 3
 DAMAGE: 1d8/1d8/1d8
 SPECIAL ATTACKS: Constriction and absorption
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7/ 2700 + 14/hp to 9/ 5600 + 18/hp

Perhaps distantly related to shambling mounds, floating mounds are sentient masses of algae and other vegetation that float on the surface of the sea feeding on fish, birds, sea turtles, and anything else they can capture, including sailors. The creature can propel itself with 3 large tentacles, but normally stays motionless at or near the surface, drifting in the currents. When Floating Mounds encounter objects such as ships or rocky coasts, they can climb such obstacles slowly, but quietly enough to surprise any guards on a roll of 1-3.

Floating Mounds use their three long tentacles in battle. Each tentacle measures 15ft-20ft in length and inflicts 1d8 hp damage, continuing automatically to inflict 1d8 hp each round thereafter from constriction. The tentacles are AC 3 and have 24 hit points (independent of the body's hp). If the floating mound hits with a tentacle, there is a 25% chance that the tentacle will pin the character's arms. A tentacle has 17 strength, and a character with strength 17 or higher can negate the effects of constriction (although the beast's grip cannot be broken by any means other than severing the tentacle). If the floating mound manages to hit the same man-sized target with a second tentacle, the victim will be dragged (1-6 rounds) into the mess of slime and algae that forms the mound's body. Small creatures may be dragged in with only one tentacle, and large creatures require all three tentacles to drag. Any creature dragged into the mound's body will begin suffocating, taking 3-12 points of damage per round.

If a floating mound loses all three of its main tentacles, it will attempt to escape.

These creatures can stay outside water for 1-6 hours, depending on humidity, but will eventually need to return to the ocean or begin drying out. In a few places deep in the ocean where currents meet, large numbers of these mounds join to mate. Such enormous masses of the mounds resemble islands; the mounds are relatively dormant during breeding season; travelers have noted that a small creature, such as a halfling, can walk upon the carpet of vegetation for a short time before being noticed.

Fire has no effect upon the slimy body of a floating mound, and lightning actually adds 1 to the monster's HD. Cold does half or no damage to a floating mound. Because floating mounds are comprised of plant matter, they are vulnerable to spells that affect plants.

TREASURE: May hold contents of former victims, normally none.

Author and copyright holder: M. Ahmed, 2005.

FUNGHEMOTH

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1

SIZE: Large

MOVE: 90ft

ARMOR CLASS: 7

HIT DICE: 8 (attacks as 5HD monster)

ATTACKS: 3

DAMAGE: 1d4/1d4/2d6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 50%

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 6/ 550 + 10/hp

Funghemoths are a fairly rare occurrence, but when wizards mix alchemy, magic, and fungi, an error of judgment or an ill-supervised experiment can result in the creation of one of these beasts. Funghemoths are enormous masses of fungoid tissue, capable of movement



and hungry for whatever food they can find or kill. A funghemoth has one yawning opening in the front, with which it ingests food and attacks prey, along with two subsidiary mouths mounted on short stalks. The subsidiary mouths are quite vulnerable to being severed, and a natural roll of 20 with a bladed weapon will lop off one of these mouths, eliminating one of the funghemoth's attacks.

Each round, in addition to its melee attacks, the funghemoth's agitation causes a random effect:

1. The funghemoth breathes fire in a cone shape (1 ft at the origin, 30 ft range, 15 ft wide at the end). Saving throw for half damage, damage 3d6.
2. The funghemoth shoots out a ball of lightning in a randomly determined direction (10 ft wide, range 60 ft). Saving throw versus aimed magical weapons (such as wands) applies for half damage, damage 3d6.
3. The funghemoth become electrically charged for one round, causing damage of 1d6 to anyone hitting it with a

metal weapon. The electricity is quite visible; the creature is wreathed in a lightning-like crackle of blue electrical discharges.

4. The funghemoth changes color.
5. The funghemoth emits spores if it is hit. Anyone within ten feet of the hit location must make a saving throw versus poison or act as if under the effects of a confusion spell for 1d4 rounds.
6. The funghemoth hacks up a disgusting ball of fungoid tissue from its main mouth. The fungoid ball has no properties other than being disgusting.

The structure of a funghemoth's body, generated randomly by the interaction of alchemy and magic, is not well suited to precise movements. In consequence, a funghemoth attacks only as a monster of 5 hit dice, although it has the hit points (and experience point value) of an 8 HD monster.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.

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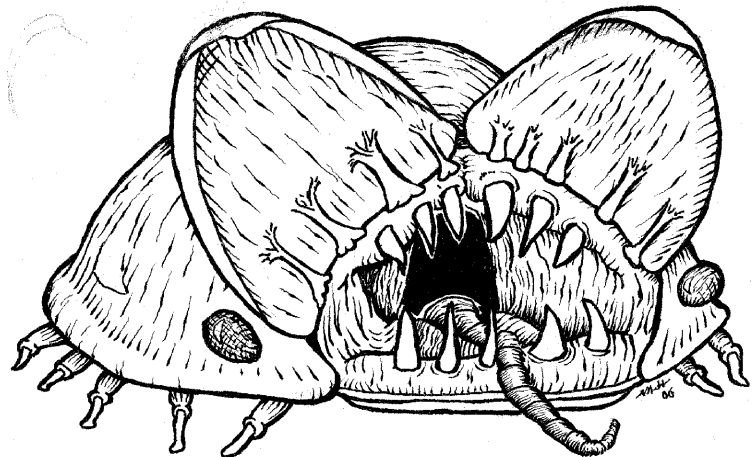
Gaping Maw - Garrechidna - Ghoul Monkey - Giant - Glittering Slime - Glow Jelly - Goblin - Golem -

Grimling (Devil Children)

GAPING MAW

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d2
 SIZE: Large (10ft high, 15ft across shell)
 MOVE: 90ft
 ARMOR CLASS: 3
 HIT DICE: 13
 ATTACKS: 1
 DAMAGE: 5d6
 SPECIAL ATTACKS: Pushing
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 8/ 3950 + 18/hp

The gaping maw resembles a huge beetle entirely covered in thick chitinous plates. It is named for its enormous mouth, a yawning chasm of teeth and grinding chitin. The mouth is formed by three joined chitin plates, which open when the beetle attacks to reveal its cavernous bite.



Gaping maws move forward inexorably while fighting, pushing their opponents backwards at a movement rate of 10ft per round. If the maw's movement is not opposed by creatures with a combined strength of 50, it will move opponents toward a wall or other such obstacle with the

intent of crushing them. If the maw is able to pin an opponent against a wall, it will inflict automatic crushing damage of 2-20 hit points per round. The maw is not restricted to moving forward, and if it is opposed by multiple enemies it will often sidle one opponent into a wall while attacking another with its bite.

The gaping maw's mouth has an AC of 8, and attackers who wait for the right moment can attack its most vulnerable spot when the chitin plates open to bite.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: Matt "Mythmere" Finch, 2006.

GARRECHIDNA

FREQUENCY: Rare

NO. ENCOUNTERED: 1d6

SIZE: Large (6ft at shoulder)

MOVE: 90ft

ARMOR CLASS: 5

HIT DICE: 8+1

ATTACKS: 1

DAMAGE: 2d6 / 1d4 per spine (1d8 spines)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: Nil

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 7/ 1400 + 12/hp



Garrechidna are huge creatures, covered in wickedly sharp spines and sporting two-foot long jaws filled with alligator-like teeth. These creatures also possess a long, rubbery tongue that can flick out as far as 8ft to grab victims. Normally garrechidnas feed on giant ants and insects, but they are not picky eaters and will happily dine upon unfortunate passers-by.

A garrechidna may only use 1 attack per round: tongue, bite or spines. Any hit with the tongue results in the target being snared, and subsequent bite attacks on a snared victim will hit automatically. Against lone prey, it prefers to use its tongue followed by a bite on the next round. Against multiple opponents it will usually attack the tightest group ramming its body against as many attackers as it can reach in a round. When an attack with its body is successful from 1 – 8 spines will hit for 1-4hp of damage each. Every spine that does more than half damage will pull free and lodge in the target. Every round after that the spine will work its way deeper into the victim for 1 hp of damage per round. It takes 1 full round to remove each quill and no other action may be taken during a round which one is being removed.

Although not social animals groups of up to six have been encountered in areas with a large food supply. Occasionally a female will be found with up to 3 young, males will never be found with the young.

TREASURE: None

Author and copyright holder: B.J. “Stranger” Poirot, 2006.

GHoul MONKEY

FREQUENCY: Uncommon

NO. ENCOUNTERED: 4d10

SIZE: Small

MOVE: 90ft, in trees 120ft

ARMOR CLASS: 8

HIT DICE: 1d6 hp

ATTACKS: 1

DAMAGE: 1d6 (bite) or 1d4 (thrown rock)

SPECIAL ATTACKS: None

SPECIAL DEFENSES: Immune to sleep, charm, hold, and cold-based attacks

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: Nil

INTELLIGENCE: Non-

ALIGNMENT: Neutral

LEVEL/X.P.: 1/ 7 + 1/hp

Ghoul monkeys are a particularly vicious and dangerous type of undead found in tropical and subtropical regions. Whatever foul magic is used to animate and control simian undead in this form is not widely known, but these loathsome creatures are found from time to time in the service of witch doctors or other evil spellcasters. More commonly, however, they are created without human



agency, in places where there is a residue of great evil such as ancient sacrificial sites, forgotten temples, and similar locales. When monkeys die near such places, their corpses may rise as ghouls, filled with vile cunning and hungry for living flesh.

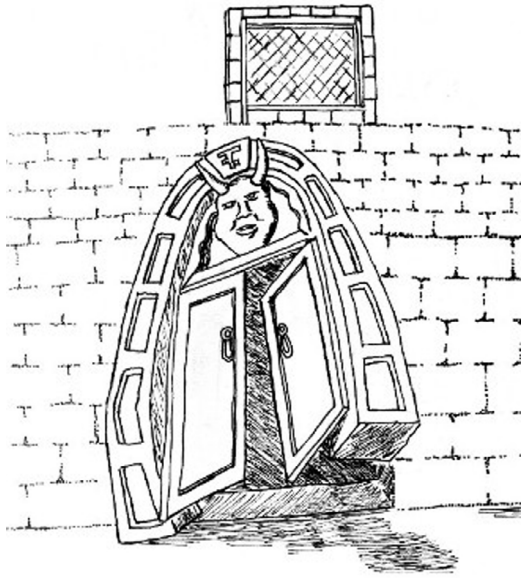
The appearance of a ghoulish monkey is reminiscent more of a zombie than of a true ghoulish; the flesh of a ghoulish monkey is rotted and foul, its fur falling away in patches. However, ghoulish monkeys are not mindless automatons; they hunt, and even trap, their prey. Unlike ghouls, they do not hunger for the flesh of the dead; they are hunters of the living. Woe betide those who journey unwittingly into the territory of a large tribe of ghoulish monkeys. Few such travelers will ever return.

Ghoulish monkeys climb walls and trees with great skill, preferring to attack from ambush in high places. Even when they throw rocks, if the outcome of battle appears certain most of them will leap to attack with their teeth, hoping to be the first to feed (fortunately, the bite of an ordinary ghoulish monkey does not cause paralysis). Ghoulish monkey ambushes will often include prepared snares and pit traps.

Holy water inflicts 2d8 hp of damage against ghoulish monkeys. Ghoulish monkeys are turned as ghouls.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.



GIANT

GIANT, JOTUN

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6 or 20d10 (lair)
 SIZE: Large
 MOVE: 120ft
 ARMOR CLASS: -4
 HIT DICE: 16 or more
 ATTACKS: 1
 DAMAGE: 4d6 or see below
 SPECIAL ATTACKS: Some spell users
 SPECIAL DEFENSES: Immunities
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Very-Highly
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 16HD 9/ 5250 + 20/hp
 20HD 9/ 8850 + 30/hp
 priest 9/ 8400 + 25/hp
 illusionist 9/ 7400 + 19/hp
 hero 10/ 10100 + 39/hp
 king 10/ 10100 + 48/hp
 champion 10/ 10100 + 60/hp

Jotuns are the True Giants, the creatures who have opposed the Gods themselves since the birth of the world. They are extremely powerful.

Jotuns dwell primarily in the frigid, ice-locked regions of the plane of Tarterus. However, many believe that there are numbers of them in the polar regions of the Prime Material Plane.

Of a typical war party, half (50%) will be armed with vast two-handed swords or axes. Owing to their massive size and strength, they inflict 4d6 damage per hit with these weapons. One quarter (25%) will be armed with great spears and shields; the shields improve their armor class

to -6, or -7 against missile weapons, while the spears hit for 3d6 damage and can be thrown (double all range categories), while one quarter (25%) will be armed with huge longbows which fire twice per round, inflicting 2d6 damage per arrow if they hit. Again, range categories for these bows should be doubled owing to the size and strength of the creature employing them.

In their lairs, for every 10 giants encountered there will be a captain of 20HD. For every 20, there will be a priest (18HD, who can cast spells as a cleric of level 7-12). For every 30, there will be an illusionist (only 15HD, but capable of casting spells as an illusionist of level 9-14). For every 50, there will be a hero of 24HD. The lair will be ruled by a King of 30HD and his Queen of 24HD, and if there are more than 150 giants encountered, the King will have a Champion of 36HD.

Rumors persist of Jotuns with even greater clerical or illusionist powers.

Unlike most species of giant, Jotuns are organized, civilized and very intelligent. Jotuns herd Tundra Mammoths (q.v.) for their meat, wool, leather, ivory and milk, and sometimes use them as beasts of burden. Legends speak of mammoth-riding Jotun cavalry being employed at times of war.

These giants are adapted for arctic temperatures, and they take only half damage from cold-based attacks of any kind. However, damage from fire-based attacks are resolved at +1 damage per die. Jotuns become uncomfortably warm if they leave the desolate snow fields of the extreme North, and if taken further south than the tundra, will usually die in 1d6 weeks. It is only this restriction which has prevented the Jotuns from conquering the Prime Material Plane.

According to Norse mythology, at the time of Ragnarok the wolf Fenris will swallow the sun and the Jotuns will be freed. At this time, they will bring war against the Gods themselves, and the Jotuns will be victorious.

These creatures are very wealthy. Typical sums for a normal individual might be 30-300 gold pieces in change and a 25% chance of a randomly-determined magic item (which will almost always be one that the Jotun can use).

Jotuns speak their own languages, of which there are believed to be several, and some (25%) also speak Common.

Description: Jotuns stand up to 20' tall. They appear as gigantic but well-proportioned humans, and their equipment is of exceptionally good quality.

Treasure: See description

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GIANT, SAND

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1d8
SIZE: Large (12ft tall)
MOVE: 120ft
ARMOR CLASS: 5
HIT DICE: 10+1d4
ATTACKS: 1
DAMAGE: 2d10
SPECIAL ATTACKS: Cause mirage, see below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 7/ 1350 + 14/hp

Sand giants inhabit forsaken desert regions, making their lairs near water sources. The males range far and wide

from these bases in small groups, raiding caravans and isolated settlements for slaves and plunder.

A sand giant lair is normally dug deep into sand or rock faces, the sand dugouts being supported with mud bricks fashioned by the giant's slaves and wives. These houses usually contain from 3 to 8 chambers, although the house of a great chief may be considerably larger. A lair will normally contain 2-20 slaves (75% chance) of various races, and there is also a chance (50%) that the giant will keep animals to guard his slaves and house while he is away on raids. Such animal guardians will be either 1-3 giant minotaur lizards (70%) or 1-2 giant poisonous snakes (30%). A male giant's lair, if it contains females (40%) will contain 1-4 female giants and 2-5 young giants. Females have 5HD and inflict 1-10 points of damage; young giants fight as ogres.

A sand giant carries mortar rocks (made by his slaves and wives) in a great satchel holding 1d8 such projectiles.

The rocks can be hurled from 1ft to 35ft and cause 2d10 damage.

Raiding parties of sand giants will often hide in loose sand to ambush unwary travelers. When concealed in this manner, they surprise on 1-4 (6 sided die). Sand giants also have the ability to create mirages in a 20ft by 20ft area, to entice wanderers toward the chosen place of ambush. Such mirages are generally the image of a pool of water surrounded by vegetation, but can be made to resemble any naturally occurring desert terrain. A sand giant mirage can be maintained with minimum concentration, but the spell will be broken if anyone enters the mirage area, or the giant ceases concentration (by attacking, for instance).

Description: Sand giants have dark bronze skin and long, wispy hair the color of copper. They typically dress in light, ill-kept, hooded robes. Sand giants are not as stocky as other giants, appearing at times almost gaunt. The weapon of choice for sand giants is a great, curved scimitar.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: S. Ahmed, 2006.

GIANT, SEA

FREQUENCY: Rare
NO. ENCOUNTERED: 1d10
SIZE: Large
MOVE: 120ft, swimming 240ft
ARMOR CLASS: 5
HIT DICE: 9+1d3
ATTACKS: 1
DAMAGE: 3d8
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: Semi- to Low
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 6/ 900 + 14/hp

Sea giants stand around 10ft to 11' 6" tall. They have webbed fingers and toes. Their skins are blue or green and they are typically completely bald and hairless. Most are armed with huge tridents. They breathe water, and can emerge into the air only for a few hours at a time.

Unlike most other kinds of giant, sea giants do not throw rocks, since rock-throwing is not a useful tactic in their native element.

Sea giants typically make their lairs in underground caverns, but may occasionally (10%) adapt the wreck of a sunken vessel for this purpose instead. Sea giants dwelling in caverns will sometimes (25%) have 1-4 sea lions or hippocampi as pets and guards, while those dwelling in a wrecked ship may (25%) share it with a giant octopus.

If more than four sea giants are encountered in their lair, numbers 5, 7, and 9 will be females (which fight as males of their kind) and 6, 8 and 10 will be children (treat as ogres).

Even less intelligent than Hill Giants, Sea Giants are easily dominated by an evil master, and are most frequently encountered as the minions of some evil undersea power.

There is considerable animosity between Sea Giants and Storm Giants.

TREASURE: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items and 30% - 3 magic items.

Author and copyright holder: Stuart "PapersAndPaychecks" Marshall, 2005.

GLITTERING SLIME

FREQUENCY: Rare
NO. ENCOUNTERED: 1d4
SIZE: Medium
MOVE: 10ft, in trees 10ft
ARMOR CLASS: 8
HIT DICE: 3+1
ATTACKS: 2 (hurled) or 1 (melee)
DAMAGE: 0/0 + slime or 1d8 + slime
SPECIAL ATTACKS: slime damage (see below)
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Nil
ALIGNMENT: Neutral
LEVEL/X.P.: 3/ 60 + 4/hp

Glittering slime is a breathtakingly beautiful sight, a twinkling sheen across a ceiling or other horizontal surface, from which sparkling globules of ooze hang in iridescent splendor.

The slime attacks by hurling 2 globules, or by lashing out with one strand as a melee attack. A hurled globule inflicts one hp per round for 4 rounds after it hits. The slime's melee attack also inflicts one hp per round for 4 rounds, but the force of its impact causes an additional 1d8 points of damage.

When glittering slime kills an opponent, it will move over the top of the dead creature and slowly extend globules down to the carcass, which it will then pull up to the ceiling and envelop. The slime can lower and retract such globules at a rate of ten feet per turn. A creature enveloped by the slime will be transformed into 1d4 new slimes within 1-6 days.

Glittering slime is vulnerable to fire, and if it is attacked with flames it will take twice the normal damage. However, in burning it will jet out clouds of bad-smelling smoke with the force of venting steam. The cloud will almost immediately fill an area with a diameter of 100ft, automatically subjecting everyone in the area to 1 hp per round for as long as they remain in the cloud. The smoke will eliminate visibility in the area for all creatures other than glittering slimes. The cloud will disperse in 3d12 turns.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.

GLOW JELLY

FREQUENCY: Rare
 NO. ENCOUNTERED: 4d10
 SIZE: Large (10 ft diameter)
 MOVE: 10ft (land) 120ft (swim)
 ARMOR CLASS: 9
 HIT DICE: 2+1
 ATTACKS: 4 tentacles, bite
 DAMAGE: 1d4 (tentacles) 1d2 (bite)
 SPECIAL ATTACKS: Paralysis, hypnosis, drowning
 SPECIAL DEFENSES: Regenerates
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 80 + 3/hp

These creatures appear to be large jellyfish, usually encountered floating on the surface of the oceans and lakes where they hunt for prey. They stay buried on the ocean seabed during the day, and then head to the surface at night or on very dark, stormy days. These creatures do not have gills, but send up to the surface small, hollow filaments numbering in the dozens. These hollow filaments break the surface and provide oxygen. They also allow the creature to "smell" passing ships or other creatures

near the water or on its surface.

The creature floats on the surface and can also propel itself in the water with four tentacles, each some 20-25 feet in length.

These creatures have two pairs of eyes located on the top and bottom of the main body allowing constant views of above and below surface.

When a boat is spotted or smelled (glow jellies can smell at a distance of 2-20 miles, depending on weather conditions) the glow jelly will approach and use its hypnotic abilities to summon prey when it is within 60 ft. The main body of the glow jelly begins to glow various colors, and all who see this glowing pattern must save versus paralysis or become entranced, jumping into the water to swim toward the glow jelly. At this point, the glow jelly will attack the creature with its four tentacles while the entranced creature does nothing to defend itself.

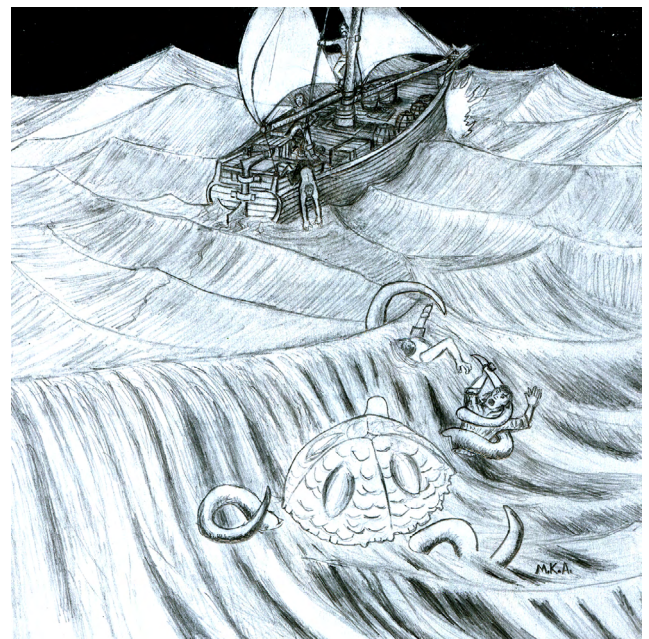
Each tentacle is covered in small poisonous barbs, necessitating a further saving throw against paralysis. At this point, the glow jelly wraps its tentacles around the unfortunate being and returns to the bottom, to enjoy its meal.

Drowning rules apply to any creature taken below the surface.

These creatures also regenerate any damage at the rate of 1 hit point per combat round. A glow jelly brought to 0 hit points can no longer regenerate.

TREASURE: None

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GOBLIN BATTLE-SPIRIT

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Small
 MOVE: 10ft
 ARMOR CLASS: 4
 HIT DICE: 4+1
 ATTACKS: Nil
 DAMAGE: None
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 10%
 LAIR PROBABILITY: Nil (no lair)
 INTELLIGENCE: Low
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 3/ 130 + 5/hp

Goblin battle-spirits are non-corporeal entities that inhabit the battle standards of some goblin bands, their existence captured within a collection of skulls, scalps and bones, usually attached to a banner and hung from a pole. The spirit is a sentient and terribly evil intelligence resident within these collected mementos, eager to accumulate more trophies of slaughter.

The origin of these bound spirits is not known, but those few goblin tribes or clans carrying one seem to have spent time deep underground at some point in their histories.

The presence of a goblin battle-spirit supernaturally imbues goblins (but not their kin) with unshakable morale. Goblins fighting in the presence of one literally cannot retreat unless the spirit allows it. The goblin holding the spirit's banner is immune to all non-magical missile weapons, and gains a bonus of 1 to its armor class.

When its goblins are in combat, the spirit drives them relentlessly toward victory, taking no account of their lives. Each round, the battle-spirit can possess one goblin with berserker rage (two attacks, or one attack at +2) for one round. The spirit cannot cause the same goblin to become berserk in two consecutive rounds. Once per day, the spirit can make all goblins within a 100ft radius fight as berserkers for one round.

Although a battle-spirit does not itself accumulate treasure (other than its precious bones and scalps), its influence in battles past generally increases the amount of treasure carried by its goblins.

The only way to permanently destroy a goblin battle-spirit is to burn the grisly trophies it inhabits.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

GOBLIN, SHADOW

FREQUENCY: Very rare
 NO. ENCOUNTERED: 4d6 (wandering) or 10d12 (in lair)
 SIZE: Small
 MOVE: 120ft
 ARMOR CLASS: Varies
 HIT DICE: 1d4+1 or better
 ATTACKS: 1
 DAMAGE: By weapon type
 SPECIAL ATTACKS: Backstab; some individuals spells
 SPECIAL DEFENSES: Usually none; some individuals spells
 MAGIC RESISTANCE: Standard (save as thieves)
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Very or high; some individuals exceptional
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 1/ 7+1 /hp

A degenerate and degraded tribe of the dark elves? A race of goblins favoured by some dark elfin deity? Or a weird hybrid of the two? Nobody really knows the origin of these unpleasant blackskinned creatures, but sages agree that they associate with neither dark elves nor goblins nowadays, preferring the company of their own kind.

Shadow goblins stand 3'6" to 4ft tall. Physically they resemble whip-thin goblins with yellow or golden eyes and jet-black skin. Their hair is naturally thin, lank, and white, resembling cobwebs, but most shadow goblins dye it black or purple to blend better into the darkness. Their teeth are needle-sharp, like a shark's, and if disarmed they can bite for 1d2 damage. Their tongues are forked. In battle, they wear war paint in weird, asymmetrical patterns.

Shadow goblin equipment lacks the magical properties of dark elfin gear, but is always neatly-made and of very good quality, the leather being tooled with patterns appropriate to the owner's clan and religion, and the blades of their weapons are frequently inlaid with evil runes.

All shadow goblins are stealthy and dexterous (Dex 15 or better), which affects their armor class. Most wear no more than a simple leather jerkin as armour. They all possess the abilities of at least a first-level thief, and generally fight with shortsword and dagger (50%) or with a short bow (50%). Many of them fight with a weapon in each hand (GMs should note the main hand/offhand "to hit" penalties from a Dex 15 NPC doing this).

For every four normal shadow goblins, one will be a leader type with 1d8+2 hit points and the abilities of a second-level thief. For every twelve normal Shadow Goblins, there will be an exceptional leader type with 2d8+4 hit points and the abilities of either a third-level thief (40%), or a



second-level thief/firstlevel illusionist (30%), or a second-level thief/first-level cleric (30%). Cleric types will be clerics of some dark elfin deity and will possess additional spells as appropriate to their wisdom. Leader types are in addition to the number appearing shown on the die.

If the shadow goblins are encountered in their lair, there will also be a subchief with 3d8+6 hit points. The subchief may be a fourth-level thief (40%), or a third-level thief/second-level illusionist (30%), or a third-level thief/second-level cleric (30%). If more than 60 shadow goblins are encountered in their lair there will also be a chieftain with 4d8+8 hp who may be a fifth-level thief (40%), or a fourth-level thief/third-level illusionist (30%), or a fourth-level thief/third-level cleric (30%). If encountered in their lair, there is a 25% chance that the lair will also contain 2–12 large spiders as guards or pets.

As with the dark elves, shadow goblin females fight alongside the males, so the number appearing shown includes both genders; children are noncombatants.

Shadow goblins are very long-lived, up to five hundred years. They speak their own language, which is very similar to the Dark Elfin tongue, and leader types sometimes (20%) speak Common. Shadow goblins are nocturnal, being debilitated by sunlight in much the same way as orcs.

TREASURE: Individuals: 3d6 silver coins; 30% - 1d6x1000 silver coins and 25% - 1d2 electrum coins. Lair: 50% - 1d4 magic scrolls

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GOLEMS

BRASS GOLEM

FREQUENCY: Rare
NO. ENCOUNTERED: 1d4
SIZE: Medium
MOVE: 90ft
ARMOR CLASS: 3 (or 0)
HIT DICE: 9
ATTACKS: 4
DAMAGE: 1d6+2 (x4) or weapon (x4)
SPECIAL ATTACKS: Facial mimicry, Electrocutation, Rebound
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 70%
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 7/ 1500 + 12/hp

A brass golem appears as a metal humanoid figure with an amorphous face and four arms. It typically wears the livery of its master, though it may be dressed in other fashions.

Once in combat, the golem's face takes on the smiling appearance of its opponent thus causing the opponent to make a save vs spells or suffer a -2 to hit due to being unnerved at the sight for 1d2 rounds. The golem attacks with all four arms upon an opponent, and may wield weapons (25% chance for each golem encountered) or attack barehanded. It may focus all four attacks on one opponent or divide them among multiple targets.

If the golem successfully hits one opponent with all four free hand attacks, it may deliver an electrical charge to its victim inflicting 3d6 HP of damage (save vs rods for half). It may do this every combat round.

Once every 10 rounds, the golem may harden its metal and increase its AC to 0. Melee attacks upon the golem that miss while it is in its hardened state automatically rebound upon the attacker; the victim must roll to attack himself at -2 and miss in order to avoid taking damage from his own weapon. Failed missile attacks upon the golem while it is in this state rebound in a random direction. The hardened state of the golem lasts for 3 rounds.

Brass golems are usually assigned a particular territory to patrol. Any treasure found will be that of prior victims, and will be found scattered in that area.

Though rare, brass golems may be found in various dungeons built by mages. Unfortunately, the creation process has been lost to time. A functioning brass golem brought back to civilization may fetch a price as much as

30,000 gp; a disabled one is worth no less than 15,000 gp.

TREASURE: 25% - 1d4x1000 copper coins, 20% - 1d3x1000 silver coins, 90% - 10d8 gem stones, 80% - 5d6 jewelry items and 70% - 1 magic weapon, 1 magic armor and 1 miscellaneous magic item.

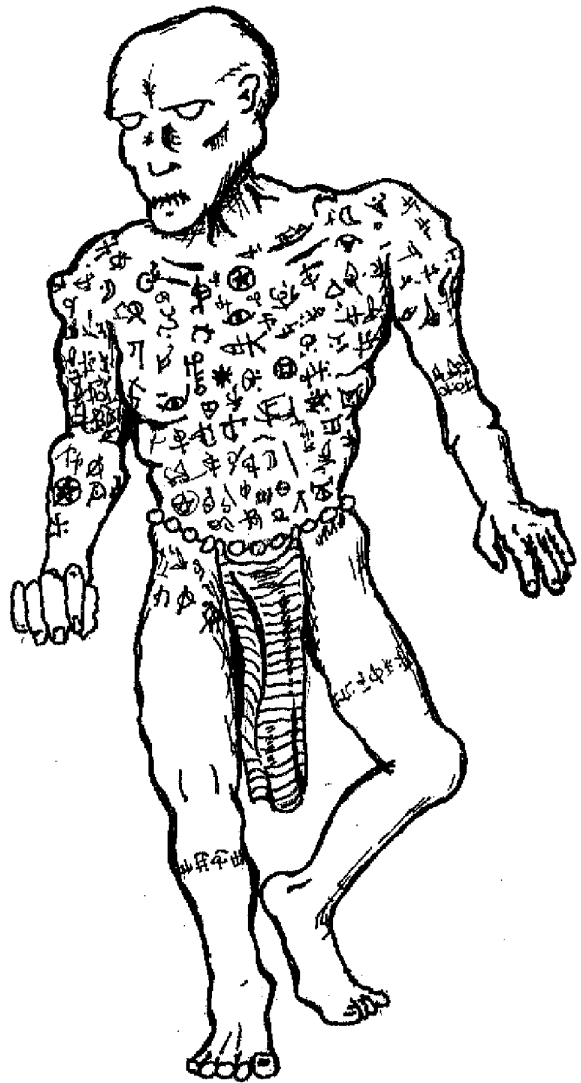
Author and copyright holder: James Carl Boney, 2006.

VOUDOUN GOLEM

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d2
 SIZE: Medium
 MOVE: 90ft
 ARMOR CLASS: 4
 HIT DICE: 22 hit points (5 HD)
 ATTACKS: 2
 DAMAGE: 1d8/1d8
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 280 + 5/hp

Voudoun golems are normally the creation of evil tribal shamans or bhannog hags (q.v.), but they can be created by any spell caster with the knowledge and wickedness required for the task. These hideous creatures resemble the undead, for they are cobbled together from body parts much like a flesh golem. Various natural materials, as well as human flesh, are used to create the golem: tufts of hair, feathers, and twigs jut from its hideous skin, which is painted and tattooed with symbols and mystic patterns vaguely disturbing to the eye. These eldritch tracings serve not only to keep the golem animate; they also imbue the creature's most dangerous quality, the voodoo bonding.

When any creature intends harm to a voodoo golem (within a radius of 400ft), the patterns upon the golem's skin attune themselves to the hostile intentions, forming and shaping them into a supernatural bond with the voodoo golem. The voodoo bonding has no effect upon damage caused by physical weapons, but any damage inflicted upon the golem by a spell will instead be shared evenly among all of the golem's enemies, with the golem also taking its share of damage. A spell that causes detrimental effects, as opposed to damage, will be shared through the bond if the detrimental effect can be meaningfully divided in such a manner. Otherwise, the voodoo bond will dissipate the spell's effect entirely. Example: if the voodoo golem is bonded only to one



enemy (the magic user casting the spell), and is affected by a slow spell, the golem and the magic user might each suffer one-half the normal effects of the spell. A disintegrate spell, on the other hand, would fail to have any effect on either of the combatants.

A +1 or better magical weapon is required to hit a voodoo golem.

Creation of a voodoo golem requires a number of unmentionable magical ingredients, and costs 500 gps per hit point of the golem. Only a magic user of 11th level or higher, a tribal shaman, or a bhannog hag can create a voodoo golem.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

GRIMLING (Devil Children)

FREQUENCY: Very Rare

NO. ENCOUNTERED: 3d10

SIZE: Small

MOVE: 90ft

ARMOR CLASS: by armor

HIT DICE: 1-1

ATTACKS: 1

DAMAGE: 1d3 (bite) or by weapon

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None (per devil)

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 20%

INTELLIGENCE: High

ALIGNMENT: Any evil (lawful evil)

LEVEL/X.P.: 1/ 14 + 1/hp

Grimlings stand between 2ft and 4ft in height and bear a striking and unsettling resemblance to human children, ranging in appearance all the way from infants to about 10 years old (but note that grimling size and appearance is completely independent of their actual age). Only close examination will reveal their sharp fangs in place of normal teeth and the glint of preternatural evil in their eyes. Of course, the main characteristic setting them apart from human children is their genius-level intellect and diabolical

cruelty to match. Most commonly grimlings attempt to infiltrate human society by posing either as foundlings or by slaying and secretly replacing actual human children, and from this position of comfort and safety they proceed to wreak havoc and terror upon their host families and communities. When found on their own, grimlings rely on guile and trickery to counterbalance their diminutive stature, attempting to dupe adventurers as to their true nature as they lure them into cunningly designed traps and ambushes. Some exceptional grimlings have ability as magic-users of level 1-6 (10% chance for such an individual in a group of 10 or less, 20% in a group of 11 to 20, and 30% in a group of 21 or more).

Grimlings are fey creatures; their cousins, the devil-children, are creatures of the lower planes sent to the material planes of existence by unknown diabolical influences. Devil children have all the immunities and weaknesses of devils and are always of lawful evil alignment.

TREASURE: 5% - 1d10x1000 copper coins, 25% - 1d12x1000 silver coins, 25% - 1d6x1000 electrum coins, 25% - 1d8x1000 gold coins, 15% - 1d12 gem stones, 10% - 1d8 jewelry items and 25% - 3 magic items and 1 magic scroll.

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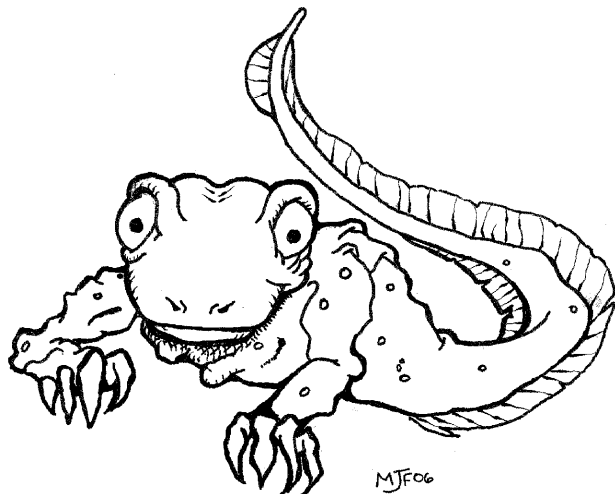
H Hawktoad - Hound of the Underworld - Hyeenoch - Hypno-Spider

HAWKTOAD

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 2d6
 SIZE: Small
 MOVE: 60 ft (120 ft fly)
 ARMOR CLASS: 7
 HIT DICE: 2
 ATTACKS: 3
 DAMAGE: 1hp /1 hp/0 hp
 SPECIAL ATTACKS: Strangle
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 2/ 36 + 2/hp

Hawktoads normally dwell near underground rivers or other subterranean places where water accumulates. They are bizarre creatures with the body of a very large toad but with rather long, clawed front legs and no back legs at all. The hind end of a hawktoad is a foot-long tail, like that of a tadpole.

These creatures fly, lashing through the air at high speed by some form of natural levitation. They attack by swooping in at opponents, scratching with their tiny claws and lashing out with their long tongues. A hawktoad's tongue does no damage, but if the attack is successful the tongue has whipped around the character's neck. If the toad's tongue attack fails, it remains airborne and will



swoop in for another attack on the following round. However, if the tongue manages to catch around a victim's neck the hawktoad will land at the back of the victim's neck, holding tight with its tiny claws. When the hawktoad is in this position, it begins to strangle the opponent with its tongue, using the muscular organ as a garrote. When a hawktoad is attached in this way, the strangling character will find it difficult to reach around and attack; such attacks suffer a penalty of -2.

Each round thereafter, the character must successfully roll a d20 under his constitution score or fall unconscious. For each round after the first round of strangulation (the second round after the initial attack) a cumulative +1 is added to the d20 roll, making it harder and harder to avoid passing out.

Once a character passes out, it requires three rounds for the toad to strangle him to death.

TREASURE: In lair: 1d4 base 25gp gems; Wandering: None.

Author and copyright holder: Matt "Mythmere" Finch, 2006.

HOUND OF THE UNDERWORLDS

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1-6
 SIZE: Large
 MOVE: 180ft
 ARMOUR CLASS: 0
 HIT DICE: 9+5
 ATTACKS: 1 + special
 DAMAGE: 3d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Low
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 7/ 2700 + 14/hp

Often acting as servants of the night hags, these beasts can be found wandering any of the lower planes. At times they will travel through the astral plane to wreak havoc amongst mortal men, hunting in an insubstantial, ethereal form until they find a particularly choice victim. They will

then assume material form behind the chosen prey, and leap to the attack.

A palpable wave of heat surrounds these creatures, as does a sulfurous stench that sickens the stomach. Anyone in melee with such a beast must save vs. poison every round or suffer a -2 penalty 'to hit' due to retching and nausea. Additionally, the waves of hellfire surrounding a hound of the underworld inflict 2-12 points of damage per round to all within ten feet of the creature.

A hound of the underworld has a flawless sense of smell, and can track foes under the most adverse conditions, even into other planes of existence. For this reason, they are often employed as hunters by various dark powers.

Hounds of the underworlds can become ethereal or astral at will. They are immune to fire and the spell magic missile. They can be hit only by silver or iron weapons, or magic weapons of +1 or greater enchantment.

Description: Calf-size, like an enormous great dane, with flaming eyes, shaggy black fur and long pointed teeth. The hound's coat is a sooty mess of dirt, ash and clumps of earth, as though the beast just clawed its way up from Hell.

TREASURE: None

Author and copyright holder: Chris Hopkins, 2006.

HYEENOCH

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 2d4+4
 SIZE: Large
 MOVE: 150ft
 ARMOR CLASS: 7
 HIT DICE: 6
 ATTACKS: 2 (gore and bite)
 DAMAGE: 1d6/1d12
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 3/ 150 + 6/hp

Hyeenochs are beasts that prowl the desolate heaths and barrens of strange and distant lands. They resemble enormous hyenas with sharp, ox-like horns. Although their favored diet is carrion, hyeenochs are not at all averse to killing prey and bringing it back to their lairs where they allow the meat to rot for several days before eating it. Since they have a taste for human flesh, there will usually be valuable items in the den of a hyeenoch pack, the

possessions of those unfortunate enough to have been killed and brought back for "seasoning" in the lair.

Hyeenochs are occasionally found serving as mounts for humanoids, or as companions to hill giants. Such alliances are uneasy at best, for the hyeenochs are usually quite as intelligent as their giant or humanoid allies.

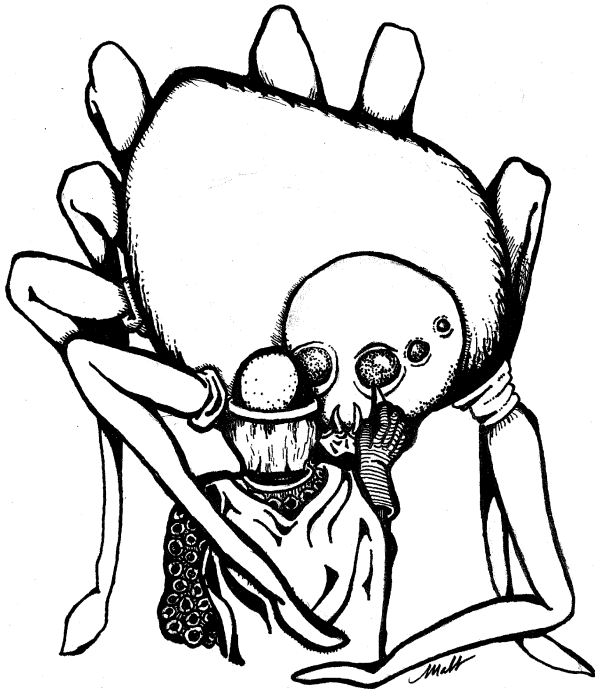
TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



HYPNO-SPIDER

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d4
 SIZE: Large
 MOVE: 120ft/ 30ft (web)
 ARMOR CLASS: 4
 HIT DICE: 4+4
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: See below; poison bite (death)
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 20% (illusions only)
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 205 + 5/hp



These unusual spiders produce strange and deadly webbing, which captures light and reflects it back out in a hypnotic pattern of scintillating rainbow colors. All creatures within 50 feet of this web-altered illumination must save versus spell or become entranced. Entranced creatures walk directly into the webs, attracted by the colorful, glowing traceries of its light. Prey captured in the webs will remain placid and motionless as the hypno-spider lazily delivers its deadly bite. These creatures seldom stray far from their lairs, preferring to wait patiently for prey to be attracted into the webs.

The webs of hypno-spiders are not flammable. Because the mesmerizing effect of the webs relies upon the presence of a light source, the webs have no effect in darkness.

Hypno-spiders possess a rudimentary language of clicks and hisses.

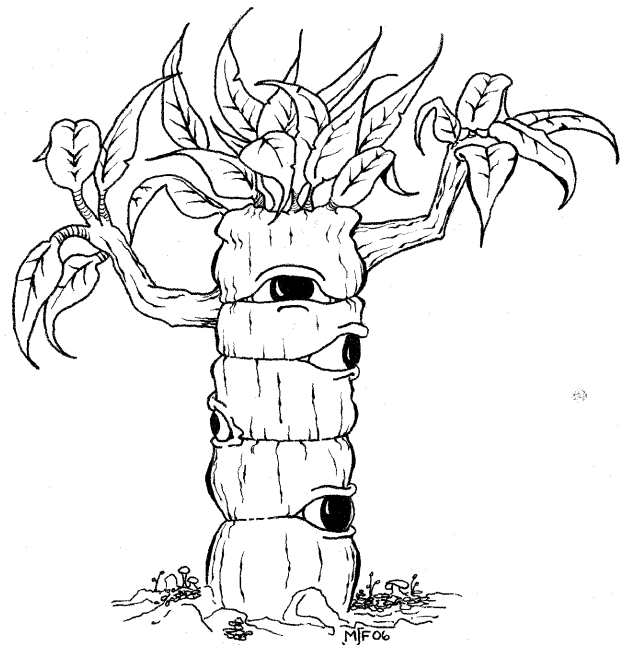
TREASURE: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 25% - 1d6 gem stones, 20% - 1d3 jewelry items and 10% - 2 magic items.

Author and copyright holder: S. Ahmed, 2005.

I lacca (Marzelbane) – Ice Creeper – Illumine (Glitterglow) – Inkling – Ishabti

IACCA (Marzelbane)

FREQUENCY: Rare
NO. ENCOUNTERED: 4d10
SIZE: Medium or Large
MOVE: 30 ft
ARMOR CLASS: 4
HIT DICE: 3-6
ATTACKS: 1 (3HD), 2 (4HD), 3 (5HD), or 4 (6 HD)
DAMAGE: 1d6 per attack
SPECIAL ATTACKS: Blinds on a natural 20
SPECIAL DEFENSES: Cannot be surprised
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: Semi- to Low
ALIGNMENT: Neutral
LEVEL/X.P.: 2/ 50 + 3/hp
 3/ 85 + 4/hp
 4/ 130 + 5/hp
 5/300+6/hp



The lacca is a semi-intelligent form of plant life, capable of movement. They have woody stalks with multiple eyes peering from the segments of bark, rendering the creatures immune to surprise. An iacca has between one and four branches, depending on hit dice. These branches (and the top of the iacca as well) end in multiple spiky leaves. The leaves are brutally sharp, and the plant uses its branches much like a spiked club. On a natural attack roll of 20, the iacca's leaves manage to pierce the opponent's eye, creating temporary blindness that persists for 1d2 full days.

Iacca are meat-eaters, hunting in large herd-packs that fan out in slow-moving, wide formations to direct their prey into dead-end canyons or over cliffs. However, they are willing to attack any flesh-creatures they encounter, and unusually intelligent herd-packs may even position themselves into crude ambush formations near a road or trail.

During seeding time, an entire herd-pack buries its seeds in a fertile area and guard this seeding ground until the seedlings begin to grow. Once the seedlings are about a foot in height, the herd-pack moves on, and the seedlings eventually form a new herd-pack once they mature.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.

ICE CREEPER

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1

SIZE: Medium

MOVE: 120 ft

ARMOR CLASS: 4

HIT DICE: 50 Hit Points or 80 Hit Points

ATTACKS: 1 (As 10 Hit Die or 16 Hit Die)

DAMAGE: 2d10 (see below)

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: See Below

LAIR PROBABILITY: 10%

INTELLIGENCE: Non-

ALIGNMENT: Neutral

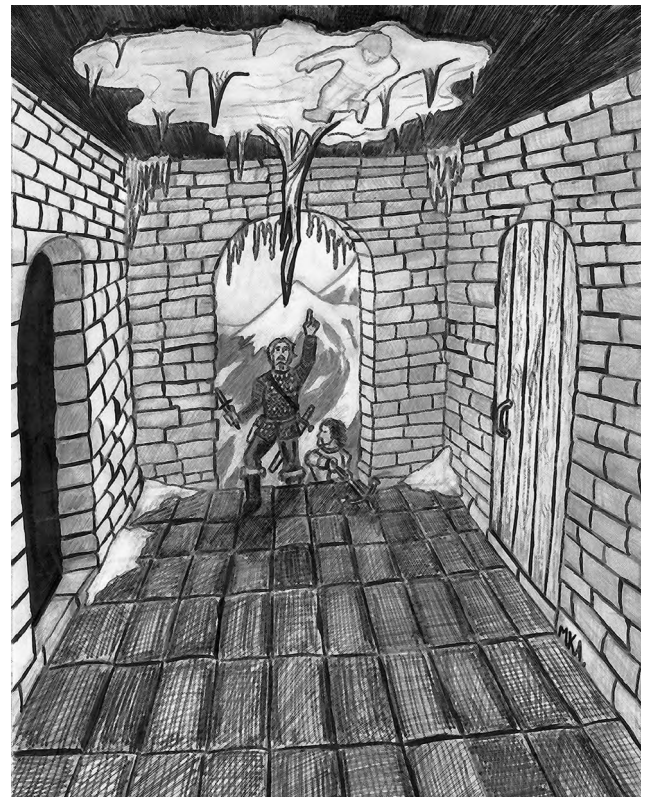
LEVEL/X.P.: 10 Hit Dice: 9 / 3500 + 13/hp

15 Hit Dice: 10 / 9900 + 19/hp

Ice creepers are typically created by powerful wizards of at least 15th level, to guard their lairs or treasures. These are most often located in permanently frozen regions or in places with very cold winters. These odd constructs consist of a nearly translucent flexible sheet of ice (90% undetectable in low lighting) which are able to traverse

walls and ceilings at normal speed. Their amorphous bodies range in size from 10-20 feet in circumference yet are no more than 1 inch thick (though this thickness changes slightly as they move). The Ice Creeper appears to be nothing more than a frozen puddle of water. In fact, because it is so difficult to detect, the Ice Creeper surprises its victims 1-4 in 6, attacking with a powerful 6-8 foot long club-like tentacle of ice which forms from the center of the Creeper's body at will. An attack roll of a natural 20 against the ice tentacle will shatter it into pieces, and a full round will then be required for it to re-grow a new one. The tentacle hits with great force, inflicting 2-20 points of damage. Additionally, the victim must save vs. petrification or be grabbed and drawn to the center of the Creeper, where the victim is completely encased within the icy body. Once a victim is engulfed in this manner, the Ice Creeper is free to move and use its tentacle to attack other foes. Up to 3 man-sized creatures can be held within the smaller Creepers, and up to 6 in the larger. Engulfed victims begin to take an automatic 1-10 pts of damage per round from both cold and crushing force. Victims held within the icy body may not attack, but can be freed once the creature is killed.

The frozen water making up the Ice creeper is subject to the effects of heat, and will slowly begin to melt at above-freezing temperatures, causing 1 pt of damage for every 10 degrees above freezing per hour. Ice Creepers regenerate 1 hp per hour when in temperatures below -10 degrees.



Once created, the Ice Creeper follows the simple commands and instructions of its creator, and making an ideal guard. Ice Creepers are immune to most magical spells, and take only half damage from fire-based magical attacks. Cold-based attacks heal them 1 hp per level of the caster. Lightning causes the Ice Creeper to split into two separate entities, each with half of the original creature's current hit points and inflicting only half normal damage. These will reform into a single entity within 1 turn of being split. Ice Creepers also are able to slide directly beneath their prey (save vs. petrification or loose footing and fall). Those that fall onto the Ice Creeper begin to slide around on its slippery body, making all attacks at -2.

Ice Creepers are created by collecting special mineral-rich glacial run-off, high in quartz, and then refreezing it in sub-zero temperatures. The cost to produce such a guardian ranges from 10,000-20,000 GPs and requires the casting of a Wish spell, Ice Storm, Airy Water and Wall of Ice. Once created, the Ice Creeper can survive indefinitely. Wizards living near high mountains will often send their magical constructs high up into the glaciers to wait out the warmer seasons before again returning in the winter; those in warmer climes may have underground lairs kept magically cold or have vast ice houses to prevent their melting.

TREASURE: 25% - 1d10x100 gold coins, and 10% - 1d3 magic items.

Author and copyright holder: M. Ahmed, 2006.

ILLUMINE (Glitterglow)

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d3

SIZE: Medium (appears as a swirling cloud of sparks or invisible)

MOVE: 150ft gliding

ARMOR CLASS: 3 while sparking, -4 if invis.(wood or other non-metal)

HIT DICE: 8

ATTACKS: 1

DAMAGE: 2d6 to all within the cloud.

SPECIAL ATTACKS: Surprises 1-4 in 6.

SPECIAL DEFENSES: Can escape through holes or cracks.

MAGIC RESISTANCE: See below

LAIR PROBABILITY: 50%

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 6/ 725 + 10/hp

Illumines are non-physical beings not native to the material planes, and are not normally visible (see below). They are occasionally summoned by wizards, but they most frequently appear in consequence of a magical mishap,

usually involving improperly-created openings between planes of existence. Illumines are arcanavores, subsisting upon magical energies and fluxes in their native planes, and are naturally attracted by the powerful magical ripples caused by the opening of planar gates. Once in the Prime Material these creatures aggressively consume magic, and will defend themselves fiercely if they are interrupted in their feasting.

While it is undisturbed, the creature will often flatten itself to the ground like a mist, feeding upon its treasure, but prepared to pounce on the next unsuspecting source of magic. When no magic at all is present, illumines may fall into a deep slumber until wakened by nearby magical emanations.

When an illumine comes within 30ft of a magic item or the effects of any spell, it will begin to feed upon such arcane energies. As it feeds, thousands of sparks begin to flash in the air, revealing the illumine's true shape, a swirling cloud 15- 20ft in diameter, hovering from 1-3 feet off the ground.

The creature feeds on any spells cast upon it; any spells that cause (or heal) damage will heal the illumine for a like number. Spells unrelated to damage will heal the illumine 1d6 hps per level of the spell. A spell cast within 30 feet of an illumine will be consumed in this manner and will not take effect. An illumine is not affected by weapons made of metal.

Anyone touched by the illumine will take 2-12 points of electrical damage (halved if a save -v- magic is successful). The electrical nature of an illumine makes it vulnerable to water, which inflicts 1-8 points of damage for each pint of water thrown into the cloud.

Although an illumine consumes the arcane energies of a spell almost instantly, it takes a long time for the creature to consume the power of a magic item. Potions and scrolls are leached of their magic within a day, and these will never be found in an illumine's lair (unless the illumine is in some way prevented from reaching them). Magic items such as wands and staves that require recharging will lose charges at the rate of one charge per week, and permanent magic items such as a magical sword will not be depleted of power for a very long time. In consequence, an illumine's lair will contain an odd variety of treasure. The lair of a wild illumine will normally contain 1,000-4,000 gp worth of various coins and 1d8 magic items. Any scrolls or potions indicated will be completely drained of power, wands and staves will be reduced in charges by 10d10%, and other magic items will be largely (but perhaps not completely) unaffected.

Some wizards intentionally summon and entrap illumines, sealing them in large glass containers. An illumine thus trapped can be used as a conduit for magical power,

allowing the wizard to shift raw magical power from one item to another, or to recharge wands and staves with less effort than would normally be required. Such illumine will ordinarily be found quiescent and invisible within their glass prisons (quiescent, that is, until magic is used).

TREASURE: See description.

Author and copyright holder: M. Ahmed, 2006.

INKLING

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 3d10
 SIZE: Small
 MOVE: 12ft
 ARMOR CLASS: 4
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1d4
 SPECIAL ATTACKS: Poison (see below)
 SPECIAL DEFENSES: 90% invisible in shadow
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 80%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1/ 18 + 1/hp

Inklings are small, black, shadowy creatures from the plane of shadows, no more than one foot in height and of a vaguely humanoid shape. Inklings are typically encountered on material planes when they have been summoned by high level magicians or illusionists, for these creatures are more intelligent and tractable than most summoned servants. Inklings appear in groups of 3-30, and serve as fairly useful servants so long as they are well paid with electrum and amber. They are used primarily to watch over day-to-day activity in magical workshops while their masters are away (these highly clever creatures can be taught to keep experiments running, clean, and perform other mundane tasks), and they usually serve a secondary function as guards. When encountered, the Inklings will mass in the shadows of a passage or room (90% chance to avoid detection) and drop on their enemies, attacking with frigid bites that cause 1-4 pts. of damage and inject an icy cold venom (lose 1-4 pts of dexterity). Once an inkling kills any living being, it fades into the plane of shadow, leaving behind a shape of black ice in the material plane. Inklings will not appear or remain in areas inhabited by true shadows or by wraiths.

TREASURE: Lair: 80% - 1d4x1000 electrum coins, 25% - 1d6 gem stones and 20% - 1d3 jewelry items.

Author and copyright holder: M. Ahmed, 2006.



ISHABTI

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d4
 SIZE: Medium
 MOVE: 90ft
 ARMOR CLASS: 4
 HIT DICE: 4+2
 ATTACKS: 1
 DAMAGE: 1d8 or by weapon
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 80%
 INTELLIGENCE: Semi-
 ALIGNMENT: Lawful evil
 LEVEL/X.P.: 4/ 170 + 5/hp

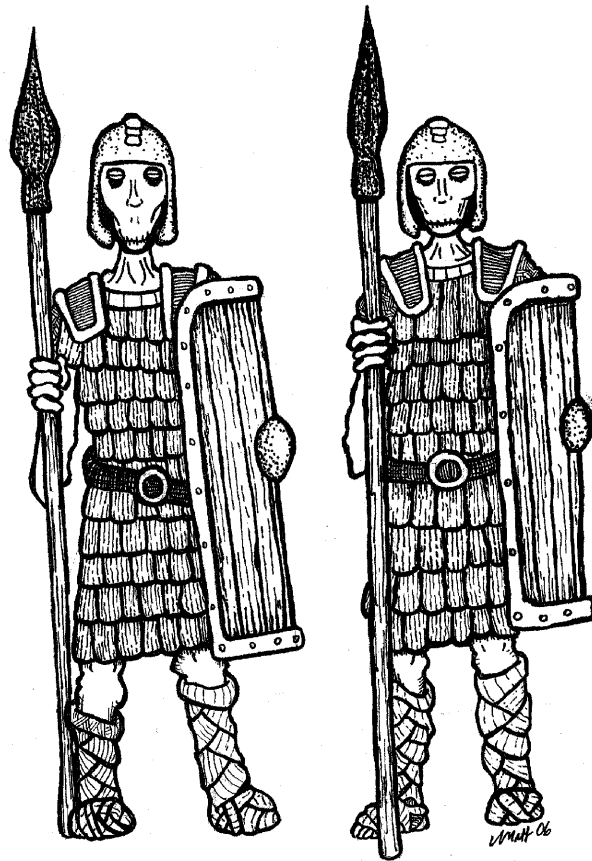
Ishabti are undead warriors embalmed and preserved with many of the same techniques used in mummification. These warriors were often entombed with mummies to serve as servitors and bodyguards in the afterlife, but may also be found in tombs of their own. They are not ordinarily wrapped in grave bandages as mummies are, but do show the effects of magical embalming. They resemble desiccated, well-preserved zombies, but are considerably more powerful than such lesser undead.

An Ishabti can only be hit with magical weapons, and take only half damage even from these. Additionally, an Ishabti regenerates 1 hp per round; the only way to inflict permanent, non-regenerative damage to an Ishabti is with fire, holy water, or a weapon blessed by a bless spell. Casting a bless spell directly on an Ishabti (no saving throw applicable) will cause any damage inflicted against it during the spell's duration to be permanent damage.

Ishabti take 2-8 points of damage if splashed with a full vial of holy water, and are turned as wights. They are immune to sleep, charm, paralysis, and poison.

TREASURE: Individuals: 3d6 silver coins, 2d6 electrum coins and 2d4 gold coins.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



J Jagwere – Jellyfish, Giant Moon

JAGWERE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d2
 SIZE: Medium
 ARMOR CLASS: 2
 MOVE: 150ft
 HIT DICE: 7
 ATTACKS: 3 or weapon
 DAMAGE: 1d6/1d6/2d4 or by weapon/2d4
 SPECIAL ATTACKS: Gaze causes fear
 SPECIAL DEFENSES: Iron or +1 or better weapon to hit
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: 25%
 INTELLIGENCE: High
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 6/ 650 + 8/hp

The jagwere is a jaguar with the ability to shapeshift into human form or into a hybrid form that mixes the shapes of human and jaguar. They are greedy and evil beasts, and are formidably cunning. In its human form, a jagwere is unlikely to be recognized for what it really is, and it will use its disguise to infiltrate civilized groups or communities in an attempt to gain treasure and food. In its other forms it can often be found among jaguars or atlaca (q.v.), for jagweres enjoy such company and are revered by both species.

A jagwere's direct gaze causes fear. When its gaze is directly met, a save vs spells must be made or the victim will suffer the effects of a fear spell. If a jagwere opts to use a weapon in hybrid form it may still use its bite attack as well.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: B.J. "Stranger" Poirot, 2006.



JELLYFISH, GIANT MOON

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d12
 SIZE: Large
 MOVE: 150ft
 ARMOR CLASS: 8
 HIT DICE: 10 (Main Body) 1 HP (per tentacle)
 ATTACKS: 1 or special
 DAMAGE: Sting 1d10 (1 pt damage per tentacle)
 SPECIAL ATTACKS: Sting paralysis, Entangle, Engulf
 SPECIAL DEFENSES: 80% invisible in cloudy or dark water
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: None
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7/ 1350 + 14/hp

Despite their enormous size, Giant Moon Jellyfish are quite similar in appearance to the normal-sized jellyfish of the same name, found in most coastal waters of the world. These giants of the sea have an umbrella shaped central body 12-24 ft in diameter and 6-12 ft high. Short feeder tentacles are located around the mouth, and a mass of long tentacles trails below the main body. From above, these creatures appear round and whitish; hence the name.

The giant moon jellyfish swims by rhythmically pulsating its umbrella shaped body, creating a powerful forward thrust. They are aggressive hunters, using sensitive olfactory organs to smell prey even in total darkness. Stranger still is the tendency of these creatures to work together in packs, with one group driving prey into the nearly invisible tentacles of another group waiting in ambush. This kind of elaborate ambush might seem to suggest a higher order of intelligence than normal jellyfish have, but the hunting strategy is apparently mere instinct.

The longer tentacles of the Giant Moon Jellyfish (a normal specimen has 100-150 of these) reach lengths of 60-80 feet. A tentacle attack is made up of 1d10 tentacles striking as a group with one attack roll. Anyone hit by a tentacle attack will be entwined by the tentacles, and must save vs. poison or be stunned for 2-6 rounds. Victims also take 1 pt. of damage per attached tentacle, due to the corrosive venom (note: a victim must make one saving throw in a round to save vs. all tentacle attacks for that round). If hit by more than 5 tentacles, the victim must also save vs. petrification or become entangled and be unable to fight.

Creatures with 18 strength or greater can break free from the tentacles in a single round; anyone else may attempt to break free by making a successful bend bars/ lift gates check. Entangled prey is pulled toward the creature's mouth at a rate of 15 ft. per round (the full length of a tentacle is 60-80ft), where the jellyfish engulfs it into an acid-filled stomach cavity where they are slowly dissolved.

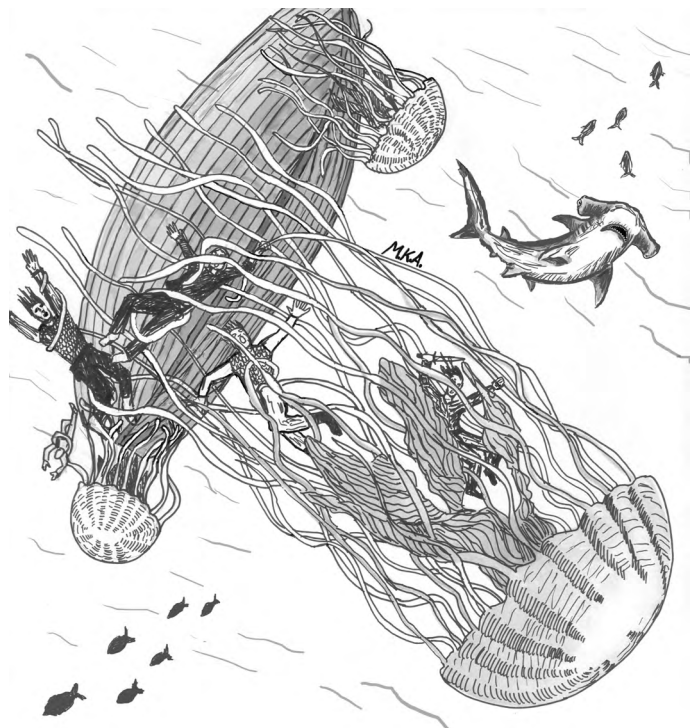
This horrific sight is visible through the beast's translucent body. A swallowed individual can be cut free of the central body only after the giant jellyfish has been killed. Anyone trapped within the cavity automatically takes 1-10 points of damage per round from digestive acids.

The tentacles of the giant moon jellyfish are relatively thin, and a single point of damage will cut them in two. After 50 tentacles are destroyed, the jellyfish will move away in retreat. Damage done to the creature's tentacles does not affect the creature's overall hit points (which pertain to its main body only). Giant moon jellyfish usually re-grow damaged tentacles within a week's time.

The poison of the Giant Moon Jellyfish is also very corrosive to wood. Over the years, these creatures have learned to recognize wooden vessels as good sources of prey. They attack boats (and even ships) by swimming directly beneath them and attaching their corrosive tentacles, eating through the hull of a rowboat in one round and through the hull of a ship in 3d6 turns. Giant moon jellyfish typically stay at depths between 100-300 ft, but occasionally ascend to the surface to hunt for ships or schools of shallow water fish. Giant moon jellyfish are a favorite food of some species of whales and sea turtles that are immune to the effects of their corrosive poison.

TREASURE: None

Author and copyright holder: M. Ahmed, 2006.



K

 Karkadann – Kheph

KARKADANN

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1d6
SIZE: Large (8ft at shoulder)
MOVE: 240ft
ARMOR CLASS: 5
HIT DICE: 8
ATTACKS: 3
DAMAGE: 1d8/1d8/2d8
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: Nil
INTELLIGENCE: Semi
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 6/ 550 + 10/hp

The Karkadann is a large territorial predator that dwells in both grasslands and woods. They stand 8 ft high at the shoulders and at a quick glance appear to be unicorns.

However, a closer look will reveal the differences: the great forehead-horn is corkscrewed, the tail resembles a lion's rather than a horse's, and it has the pointed teeth of a predator. The preferred food of a karkadann is human flesh, preferably that of paladins and other good-aligned humans, although they are not averse to eating evil beings as well. When hunting good beings, they use their appearance to their advantage, hoping to be mistaken for unicorns. The only food they enjoy more than humans is the flesh of a unicorn; they hate unicorns and will go well out of their way to obtain this delicacy.

When attacking, a karkadann uses its front hooves and its horn, and if multiple opponents are close enough it may opt to attack separate targets. When charging they may only attack with the horn, but inflict double damage.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006.



KHEPH

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d6

SIZE: Medium

MOVE: 120ft

ARMOR CLASS: Varies (see below)

HIT DICE: Warrior 8, Priest 9, Magi 10, Elder 11

ATTACKS: 2

DAMAGE: by weapon +2

SPECIAL ATTACKS: Varies (see below)

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 5%

LAIR PROBABILITY: 25%

INTELLIGENCE: Very to Genius

ALIGNMENT: Lawful evil

LEVEL/X.P.: Warrior:6 / 650 + 10/hp

Priest: 7/ 1700 + 12/hp

Magi: 7/ 2550 + 14/hp

Elder: 8/ 3450 + 16/hp

The Kheph are jackal-headed humanoids with a sleek black covering of body fur. Below the neck, the form of a Kheph's body is very much like that of a muscular and well-proportioned human being, although they are larger (averaging 7ft tall).

The Kheph are an ancient species, older than mankind, and they revere evil gods forgotten or never known by most living races. Their supernatural link to planes of existence beyond material reality is very strong, and Kheph leaders are said to be able to shift between planes of existence with ease.

Warrior kheph have 8HD but no magical abilities. They usually fight with scimitars, attacking twice per round, but may (20%) be armed with bows or (20%) with polearms. Warrior Kheph are AC 2.

Kheph priests cast spells as a cleric of 9th level, and in addition can (as an innate ability) cast symbol of pain and plane shift once per day. Kheph priests are AC 0.

Kheph Magi cast spells as a magic user of 10th level, and in addition can (as an innate ability) cast symbol of fear and plane shift once per day. Kheph magi are AC 0.

Kheph elders have the spell casting abilities of an 11th level cleric and magic user, and in addition can (as an innate ability) cast symbol of death and plane shift once per day. Kheph elders are AC -1.

TREASURE: Lair: 25% - 1d6x1000 copper coins, 40% - 1d6x1000 silver coins, 45% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 30% 1d4x100 platinum coins, 60% - 4d10 gem stones, 50%- 3d10 jewelry items and 30% - 3 magic items. Individuals: 3d6 silver coins, 2d6 electrum coins, 2d4 gold coins, 1d6 platinum coins, 50% - 1d4 gem stones, 40% - 2d8 magic potions and 30% - 1 non-weapon/non-armor magic item.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



Lacing Moth – Lancer Juggernaut – Leopard, Giant – Likho (The Hag of Despair) – Lkithonnite

LACING MOTH

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium (5 foot body)
 MOVE: 20ft/120ft
 ARMOR CLASS: 4
 HIT DICE: 4+4
 ATTACKS: 1
 DAMAGE: 1d8
 SPECIAL ATTACKS: Cause sleep
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100% day, 0% night
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 165 + 5/hp

Lacing months are nocturnal beasts with bodies about five feet long and a wingspan of about ten feet. They prey upon sleeping animals they find in the wild, using them either for food or as a repository for eggs. A lacing moth causes sleep in a radius of 100ft around itself, inducing magical slumber identical to that caused by a sleep spell. Victims of the lacing moth's enchanted sleep will remain affected for 3d12 turns.

The lacing moths will approach sleeping targets and attempt to cocoon them in silk, requiring one turn to completely encase a human sized creature. Once the victims are all cocooned, the lacing moths will either inject eggs into them (5 in 6 chance) or kill and eat them.

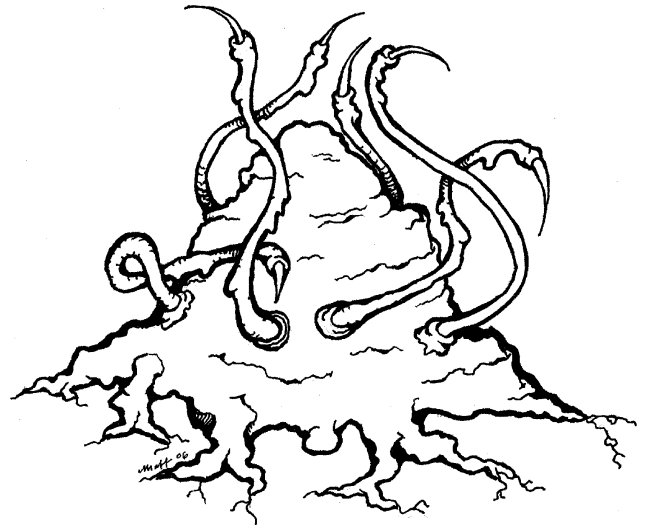
A cocooned victim is completely unable to move, and is 90% likely to be unable to speak. A victim who is only partially cocooned may suffer some penalties in combat for a few rounds until the sticky silks are all broken by his movements, but is not incapacitated.

A lacing moth's cocoons are highly flammable, and if they catch fire they will cause 1d4 points of damage per round for 1d6 rounds as they burn away.

A victim injected with lacing moth eggs will feel increasingly sharp abdominal pains for 1d6+5 days, after which the eggs will hatch, killing the host. Cure Disease will kill the eggs.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005



LANCER JUGGERNAUT

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d3
 SIZE: Large
 MOVE: Nil
 ARMOR CLASS: 6
 HIT DICE: 6
 ATTACKS: Up to 1-3 per target; maximum of 12 targets
 DAMAGE: 1d4 + piercing damage
 SPECIAL ATTACKS: Piercing; blood loss
 SPECIAL DEFENSES: Fire deals 1/2 damage
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 225 + 6/hp

The Lancer Juggernaut is a quivering mound of pale, slimy flesh with 12 tentacles, each tipped by a javelin-like bone needle. The barbed needles are 3 feet long and the tentacles reach out to 15 feet. At rest, the Lancer folds its tentacles against its body. It does not move from the area where it was planted by its creator. It weighs roughly 200 lbs, and stands 6 foot tall or more.

Fire attacks deal half damage due to the creatures slimy coat.

The Lancer Juggernaut is grounded to the floor of its domain through a complex nervous system which reaches into the soil or cracks between stones. The nervous system detects vibrations either on ground or in the air and alerts the Juggernaut to passers nearby. Once a target enters the 15 feet range, the Lancer will attack with up to 3 of its needles; thus a Lancer Juggernaut can handle up to 12 opponents at once with single attacks, 6 opponents with double attacks, and 4 opponents with triple attacks. If a target is hit with the needle, it is pierced for the indicated damage and will take additional 1d4 HP each round that it remains pierced per successful attack. Removing a needle inflicts an additional 1d2 hp.

The Lancer Juggernaut may be shocked into inaction by releasing strong or acrid smells (such as a stinking cloud) within 30 feet of its position. The Juggernaut will shrink to 2/3rds of its size and not attack for 1d12 rounds after exposure.

Lancer Juggernauts are usually planted in pairs or trios to guard a particular area or passageway. The creation and planting process is an arcane secret known to but a few evil magic-users.

TREASURE: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% - 1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items and 10% - Magic sword, armor or other magical item. Additionally 30% - 1d6x1000 silver coins and 25% - 1d2 electrum coins.

Author and copyright holder: James Carl Boney, 2005.

LEOPARD, GIANT

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-2
 SIZE: Large (10ft at shoulder)
 MOVE: 120ft
 ARMOR CLASS: 6
 HIT DICE: 9
 ATTACKS: 3
 DAMAGE: 1-6/1-6/2-20
 SPECIAL ATTACKS: Pin
 SPECIAL DEFENSES: Surprised only on a 1
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 6/ 900 + 12/hp

Giant leopards are preternaturally large jungle cats. On a roll of 19-20, the leopard's claw attack will knock down

any opponent of man-size or smaller, and pin the hapless victim down. A victim so pinned suffers a penalty of -4 to all attack and damage rolls, and cannot cast spells. A giant leopard can only hold one victim pinned at a time. If the giant leopard chooses to attack a pinned victim, it does so at +4 to hit and inflicts +4 additional damage, both with its bite and with its other claw.

Giant leopards can gain an additional two claw attacks when leaping onto prey, but such an attack is only possible against a creature of large size; the cat is simply too large to bring its rear claws into play against a man-sized opponent.

Other species of giant jungle cats have been reported to exist, and these have generally the same characteristics as giant leopards.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.

LIKHO (The Hag of Despair)

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1
 SIZE: Medium
 MOVE: 60ft on foot/ 150ft flying
 ARMOR CLASS: 2
 HIT DICE: 12
 ATTACKS: 2 claws/ 1bite
 DAMAGE: 1d4 + Disease (claws)/ 1d6 + Disease (bite)
 SPECIAL ATTACKS: Shriek (see below)
 SPECIAL DEFENSES: +2 or better weapon to hit, The Field of Despair: 100ft radius
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: Nil
 INTELLIGENCE: High
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 8/ 4100 + 16/hp

The Likho are living embodiments of bad luck. A likho appears as an old hag, bent with age and wrapped in shawls and blankets for warmth, but with one large, cyclopic eye in the center of the wrinkled forehead. Their mouths are filled with broken, fouled teeth, and the gnarled hands end in thick nails, rank with filth. When first encountered, a Likho will stand straight up and shriek with its unholy voice, a sound that any listener will never forget and that even the deaf may hear. The shriek causes fear. Anyone 4th level or lower hearing the shriek will runaway as fast and as far as possible for 1d8 rounds, anyone 5th level or higher is entitled to a saving throw vs. Spells. Those that make the saving throw will act last in the round for the next 1d6 rounds. Those failing (or not entitled to) the saving throw will act last in any round

for the next 1d3 days and will be stunned for the next 1d3 rounds, incapable of any actions. A silence 15ft radius spell will stop the shriek from occurring that round (but will cause no other silence).

Each attack with one of the Likho's claws has a 25% chance of giving the victim a random disease, and the bite has a 50% chance to do so.

Being in the presence of a Likho is to be in the presence of despair incarnate. Despair radiates from the Likho to a distance of 100ft, although it will not affect anyone who has received a bless spell from a cleric of 10th or higher level before entering the Likho's radius of Despair. The duration of the bless spell (and its warding effect) is halved upon encountering the Despair. The radius of the Likho's Despair causes all saving throws to be made at a -4 penalty. There is a 1d6x 10% chance per round of any spells cast in the presence of the Likho will be reversed in effect, or reflected against the caster. Anyone missing an attack roll may accidentally hit an ally, and must roll a second time, at +4 to hit, against the nearest comrade. All natural 1's on attack rolls result in automatically hitting the closest comrade for the maximum possible damage. If no ally is in range of the attack, then the weapon will break (magical weapons are entitled to a saving throw vs. Dragon Breath). All thieving skills are performed at a penalty of -1d8 x 10%. No character gains a dexterity bonus to armor class within the 100ft Despair radius of the Likho. Magic Users within the radius must successfully roll their "Know Spell" percentage before casting any spell, or the casting is counted as interrupted and the spell is lost from memory.

TREASURE: 55% - 10d6 gem stones, 50% - 5d6 jewelry items, 50% - 3 magic items.

Author and copyright holder: Sean "Stonegiant" Stone

LITHONNITE

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1d4

SIZE: Large

MOVE: 90ft

ARMOR CLASS: 2/6 (See below)

HIT DICE: 8+1

ATTACKS: 2

DAMAGE: 2d8/2d8

SPECIAL ATTACKS: None

SPECIAL DEFENSES: Body immune to blunt weapons

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 60%

INTELLIGENCE: Animal

ALIGNMENT: Neutral

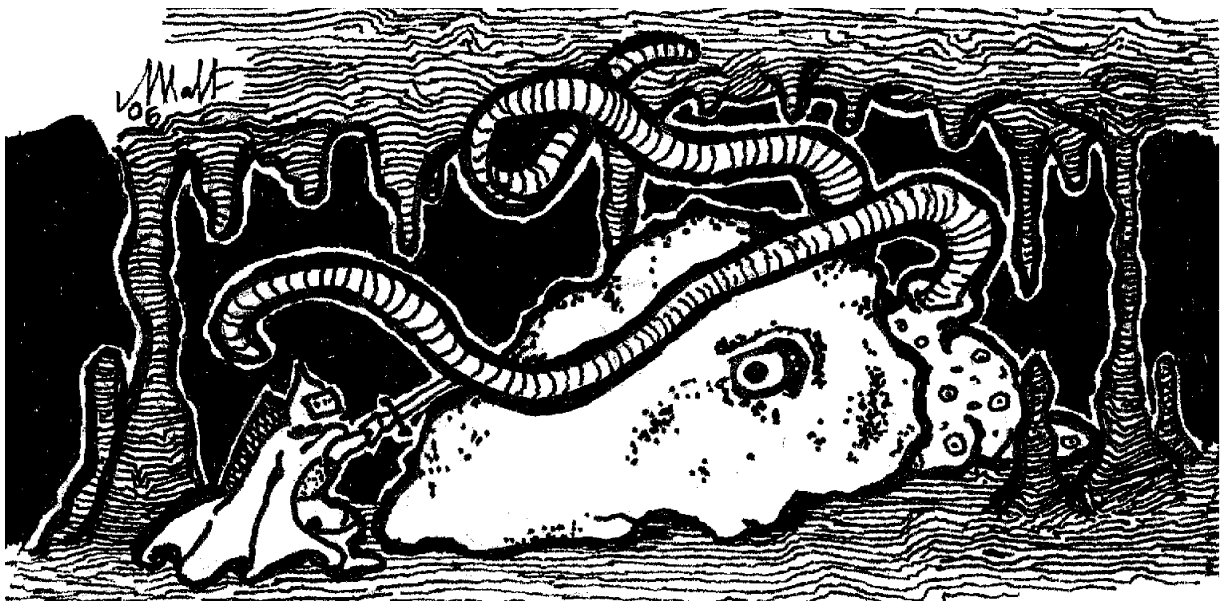
LEVEL/X.P.: 6/ 1000 + 12/hp

Lithonnites are huge mollusk-like creatures, living in subterranean and surface environments. The front of a lithonnite's body is encased in a powerful shell, even to the rocklike eyelids. When the rest of the lithonnite's body is concealed in a grotto or under water, the shell appears like a boulder or other natural rock. It is not possible for the lithonnite to draw its soft body entirely into the shell.

In combat, the lithonnite reaches around its shell with two sluglike tentacles to attack. The creature's frontal portion, protected by the shell, is AC 2 and can be attacked by any sort of weapon. Behind the shell, the soft body is AC 6, but cannot be affected by blunt weapons due to its boneless consistency.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



M Magog Locust Swarm – Mammoth, Tundra – Mindscarab – Mistweird – Monkey – Mothmere – Mynakh

MAGOG LOCUST SWARM

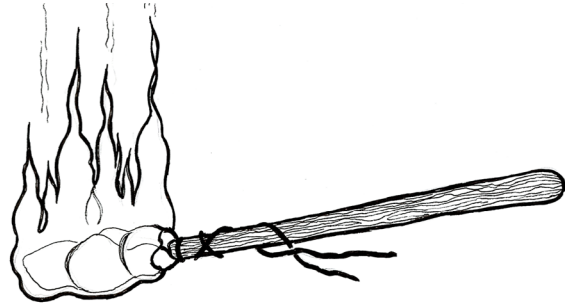
FREQUENCY: Very Rare
 NO. ENCOUNTERED: 666
 SIZE: Small
 MOVE: 120ft flying
 ARMOR CLASS: 5
 HIT DICE: 3
 ATTACKS: 1
 DAMAGE: 1d4 + poison
 SPECIAL ATTACKS: Swarm attack
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 3/ 145 + 3/hp

Magog locusts are the product of an evil ritual undertaken by a powerful spellcaster. The locusts themselves are transformed larvae from the pits of the underworld, transformed and shaped by the ritual into a horrible form designed to lay waste to vast areas.

A single magog locust appears as a 3 feet long locust with the face of a man and long hair. They cannot brandish weapons due to the structure of their feet. Magog attack as a swarm, and any single character may be attacked by up to 6 Magog at once. A magog's bite forces the victim to make a successful save vs. poison or become violently ill and lose one point of CON per week until dead or cured. Multiple bites do not inflict multiple losses of CON.

Normal weapons inflict minimum damage on a magog. Holy water does normal damage and holy weapons do double damage if wielded by a Paladin. Though they may not be turned, the invocation of a good deity or its celestial servant within 100 feet of a swarm will cause it to return to its pit with its mission unfulfilled.

A magog swarm is a fearful weapon that tends to kill and eat all organic life in its path. Once set loose, the creator has no control over it other than its initial instructions. As such, the GM should take care with its use or allowing it to be used. Good aligned powers both present and on other planes may take steps to see the Swarm is not released. On the other hand, neutral aligned powers may intervene in order to allow the Swarm's use (or even help) if there is a serious imbalance of alignment in the area to be affected.



Magog are created by a high level cleric or magic-user who forms a pact with a powerful demon or devil for the acquisition of demonic larvae. No more or less than 666 larvae are loaned to the creator for the ritual. The creator digs a large pit at least 150 feet deep into unholy ground and covers it with a wooden lid banded with silver and inscribed with unholy runes made from crushed obsidian. The creator fills the pit with offal and other trash, and adds a large sack containing 666 locusts soaked in a philter of demon blood and brain fluids drawn from a condemned murderer. An evil cleric must Curse the pit and pronounce the unholy liturgies of his religion over it. Once the pit is prepared, the borrowed larvae are released into it, and the entrance covered during the dark of the moon while the cleric supplicates both his evil deity and the patron demon/devil. When the ceremony completes, the larvae will inhabit the locusts and alter them.

Upon loosing a swarm, the creator may direct it toward a general target (i.e. a town, a castle, etc). He can cause the magog to swarm three times before the larvae abandon their material form and return to Hades. Larvae killed before the end of their enlistment automatically return.

Arranging a pact with a patron demon or devil brings a cost that few are willing to bear. The patron will want something substantial in return...preferably the creator's soul — but a pledge to perform other evil acts that would advance the cause of the patron is also adequate.

TREASURE: None

Author and copyright holder: James Carl Boney, 2006.

MAMMOTH, TUNDRA

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Large
 MOVE: 120ft
 ARMOR CLASS: 4
 HIT DICE: 14
 ATTACKS: 2
 DAMAGE: 2d6
 SPECIAL ATTACKS: Stampede
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil (nomadic)
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 8/ 3000 + 18/hp

Tundra mammoths will normally be encountered in herds of 2-12 (2d6) adults and 2-8 (2d4) young. They are dangerous to hunt, but nevertheless are frequently attacked by Northmen after their ivory or primitives after their meat. They have therefore learned a healthy aversion to humans. Tundra mammoths are much prized as mounts and beasts of burden by the local giants, being the only animals capable of bearing their weight.

Mammoths can be caused to stampede, usually by some nearby predator, but also by fire or some other event they fear. The stampede of a herd of mammoths will inflict from 10-100 points of damage (10d10) on any creature of man-sized or smaller in their path.

The tusks of an adult mammoth can sell for 100-1000 gold pieces each, depending on condition and quality.

TREASURE: Tusks, see description

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2006

MINDSCARAB

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Medium
 MOVE: 60ft
 ARMOR CLASS: 3
 HIT DICE: 7+1
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful evil
 LEVEL/X.P.: 6/ 825 + 10/hp

The mindscarab is a malevolent creature that can exist for aeons without food or water, subsisting as it does upon the ebb and flow of the ethereal plane. The creature's head extrudes two feelers into the ethereal plane, often to a distance of 200ft from the scarab itself. The mindscarab can hear and see anything within ten feet of the incorporeal feelers, across their entire length.

Mindscarabs are peculiarly intelligent, although they are not physically powerful. In combat they use mental powers with effects very similar to the casting of spells, but these abilities may be used while the scarab is in combat, and cannot be interrupted. The scarab's mental attacks are more powerful in the scarab's immediate vicinity, although certain powers may be used through the scarab's feelers, which, because they are ethereal, are invisible and can penetrate solid matter including walls. The scarab may only use one mental ability per round: either through one of its feelers, or in proximity to its physical body.

Spells that protect against magic do not provide any resistance against a scarab's mental powers, and elves are not immune to any charm effects.

Within 80ft of its body, the scarab may use any one of the following abilities at will, once per round: Charm Monster, Confusion, Detect Thoughts, Heat Metal, Telekinese 400 lbs. weight, True Seeing.

Within 10ft of its feelers (up to the full extension of 200ft), the scarab may use any one of the following abilities at will, one per round: Detect Thoughts, Telekinese 100 lbs weight, True Seeing.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.

MISTWEIRD

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Large (40ft diameter or larger)
 MOVE: 60ft
 ARMOR CLASS: 6
 HIT DICE: 4
 ATTACKS: 1-4 per round (plus 1 per additional 100ft diameter)
 DAMAGE: 1d6
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below for immunities
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 125 + 4/hp

It is not entirely clear whether the eerie mistweird is a malevolent creature of faerie, a nature spirit, or even a natural phenomenon. Regardless of the creature's exact nature, mistweirds can pose a serious danger to travelers in dark forests or remote valleys.

Mistweirds are sentient clouds of roiling mists, extending forty feet (or more) in diameter but not much more than ten to fifteen feet in height. They move slowly across the ground in a billowing mass; although they cannot fly, they can drift up and down vertical surfaces without any penalty to movement rate.

When attacking, a mistweird moves over and around its intended prey, who are actually inside the diameter of the mistweird's cloud. The mistweird attacks by forming semi-solid mouths, which appear and then dissipate in the white fog of the creature's shapeless form. The number of mouths appearing each round is determined on 1d4, and the mouths disappear at the end of each round to be replaced with another 1d4 mouths in the next round.

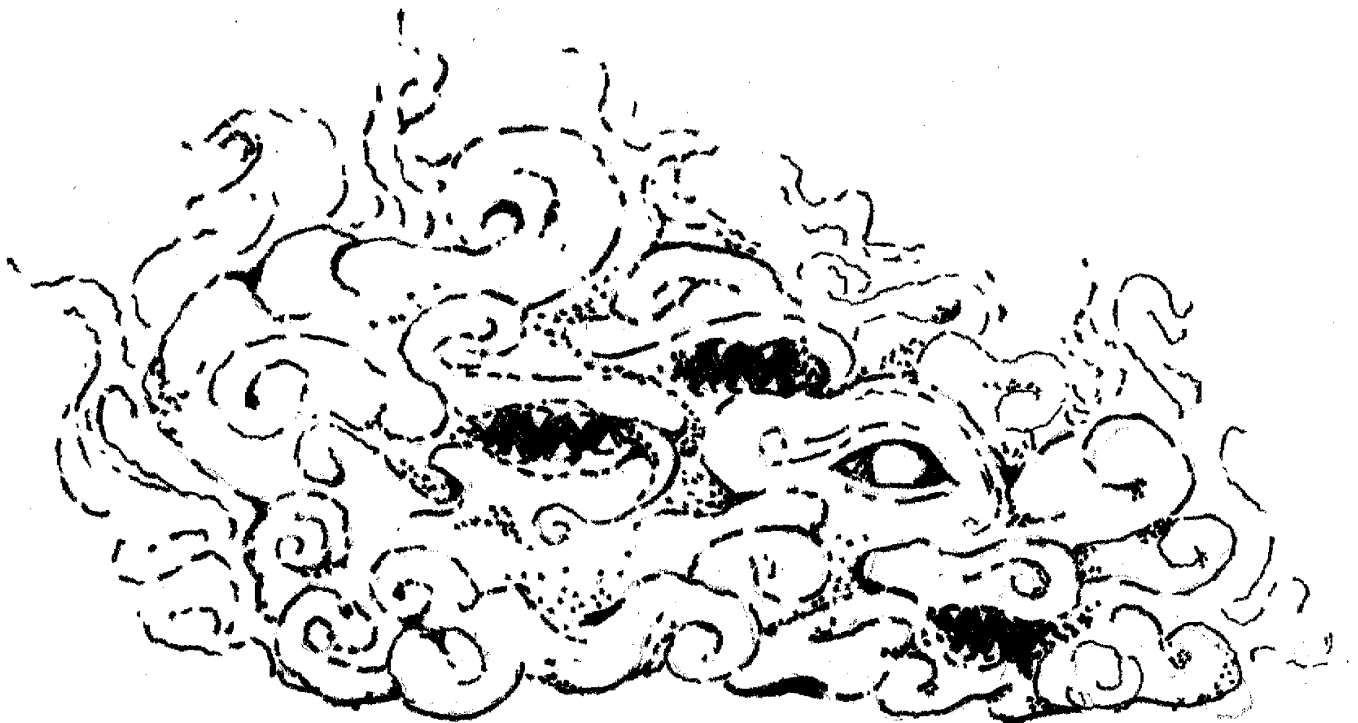
Mouths will appear behind their intended targets 50% of the time.

A mistweird can only be physically damaged by attacking its core, a dark shape near its center. Because visibility within the mistweird is limited to roughly five feet, this vulnerable spot is often difficult to locate. The mistweird is immune to sleep, charm, electricity, acid, and poison, and takes only half damage from fire and cold. Spells, unlike physical attacks, may be used against any part of the mistweird's shapeless mass.

Mistweirds are apparently impervious and oblivious to any form of communication whatsoever, with one peculiar exception. A druid can speak to a mistweird in any language and the mistweird will understand the druid's speech, although it cannot answer.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.





MONKEY

FREQUENCY: Common
NO. ENCOUNTERED: 10d6
SIZE: Small
MOVE: 90ft, in trees 120ft
ARMOR CLASS: 6
HIT DICE: 1d4 hp
ATTACKS: 1
DAMAGE: 1d2
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Climbing
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
LEVEL/X.P.: 1/ 7 + 1/hp

Monkeys are tree-dwelling primates, normally found in tropical and subtropical forests. Most have prehensile tails, and all monkeys can use their feet as well as their hands for grasping. They are excellent climbers, and will use this ability to escape attackers. Monkeys can be trained to perform all sorts of tasks. Indeed, witch doctors often use monkeys as familiars. A witch doctor with a monkey familiar gains the ability to spider climb once per day, for a period of one hour.

Monkeys do not ordinarily attack people except in unusual circumstances, but will bite if cornered, frightened, or defending their young. A monkey may (10% chance) carry an infectious disease. If an infectious disease is indicated, a saving throw versus poison is required to avoid contracting the disease from the monkey's bite.

There are persistent rumors that the deep jungles contain tribes of evil monkeys considerably more intelligent than the norm.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

MOTHMERE

FREQUENCY: Very Rare
NO. ENCOUNTERED: 1d3 or 3d4
SIZE: Medium
MOVE: 60ft walking, 240ft flying
ARMOR CLASS: 3
HIT DICE: 8
ATTACKS: 2
DAMAGE: 2d6/2d6 (foot-talons)
SPECIAL ATTACKS: Telepathy, mimic voice, pyrotechnics as the spell)
SPECIAL DEFENSES: Ethereal Travel, +1 or better weapon required to hit
MAGIC RESISTANCE: 30%
LAIR PROBABILITY: 10%
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 8/ 1275 + 10/hp

Little is known about these eerie and malevolent beings. Their appearance in a civilized area is cause for fear and alarm, for they kill humans, sometimes stalking a particular individual, sometimes haunting a specific location such as a crossroads in search of victims. Mothmeres are humanoid in shape, but with great, membranous wings, dark blue-grey skin, and eyes that glow with a faint reddish hue. They have no arms. A mothmere is generally seven feet or so in height, but can be as large as ten feet tall.



Mothmeres are most commonly found in the ethereal plane, which may be their natural habitat. They can move into the ethereal plane once per round, becoming immune to any material damage and to all spells other than those with a mental effect. Mothmeres frequently use this ability to enter closed rooms and dismember the inhabitants.

A mothmere's faintly glowing eyes cause fear within 30 feet, causing any creature of less than 4th level or 4HD to save vs fear or flee for 3d12 rounds.

Mothmeres can carry 300 lbs. weight while flying, and often pick their victims up to drop from great heights. They also have the ability to control fire at will, as per the pyrotechnics spell. It is unknown why these creatures attack (never eating their prey) or why they seem to haunt areas for periods of time and then suddenly leave. Some claim to have been taunted by these creatures for weeks before being found dead or simply never seen again. One theory is that they feed off energy released during their killings, while others think they act with some alien logic or follow the commands of some unknown master.

Mothmeres typically make temporary lairs in old ruined buildings, hidden caves or mines, or in trees, using them as places to rest during the day and to store trophies from their kills (which will sometimes be valuable items or coins).

TREASURE: Lair: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: M. Ahmed, 2006.

MYNAKH

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 3
 HIT DICE: 6+6
 ATTACKS: 2 (bite and weapon)
 DAMAGE: 1d8 / by weapon
 SPECIAL ATTACKS: Spells, Summoning
 SPECIAL DEFENSES: Crooning
 MAGIC RESISTANCE: 10%
 LAIR PROBABILITY: 30%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 6 / 750 + 8/hp

Mynakhs are evil, unpredictable beings from other planes of existence. These creatures are birdlike in appearance, but have no feathers. They have leathery skin, hands with long, slender digits, and seem to dislike direct sunlight; they almost always garb themselves in voluminous, hooded robes. Mynakhs occasionally find their way into the material planes, pursuing inscrutable and complex schemes of malign intent, comprehensible only to themselves. There is seldom any discernible pattern to the activities of a Mynakh Nest – sometimes they serve as mentors or advisors to evil individuals, sometimes they establish lairs in cities or caves from which to foment evil. In many cases, their activities are linked to symbolisms and plots with no relevance on the material plane, but which resonate evil in distant dimensions.

In combat, Mynakhs make an eerie crooning noise in their throats, which acts in similar fashion to a sanctuary spell. Each round, anyone attempting to attack a Mynakh while it is crooning must make a successful saving throw to overcome the song's insidious influence. The calming influence of the Mynakh song will not be disturbed even if the Mynakh attacks the victim. A Mynakh can cast suggestion while continuing to croon.

Mynakhs cast spells as a magic-user of 6th level, and may also cast plane shift once per day.

The Mynakhs share a supernatural affinity with carrion birds and certain birdlike demons. They can call upon these creatures to assist and serve them in their bizarre schemes. Once per day, a Mynakh can summon 3d6 vulchlings or 1 cockatrice at will. Although this ability is performed at will, there is a vocal component; the Mynakh cannot both croon and summon at the same time. In addition, a Mynakh can summon a Type I demon or 10-20 manes demons once per day. When summoning manes, the Mynakh must spend one full round chanting, neither attacking nor crooning. When summoning a Type I demon, the Mynakh must devote ten rounds to the summoning effort.

TREASURE: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% - 1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items, 10% - Magic sword, armor or other magical item and 60% - 1 non-weapon/non-armor magic item and 1 magic potion.

Author and copyright holder: Matt "Mythmere" Finch, 2005.



N

Naga, Hanu – Navanax, Giant – NightCreeper – Night Shade – Night Vapor – Nuckelavee

NAGA, HANU-

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d4
 SIZE: Medium (10ft long)
 MOVE: 120ft, in trees 90ft
 ARMOR CLASS: 5
 HIT DICE: 5-6
 ATTACKS: 2 (bite/constrict)
 DAMAGE: 1d8/1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Average
 ALIGNMENT: Lawful evil
 LEVEL/X.P.: 5HD: 4/ 245 + 5/hp
 6HD: 5/ 425 + 6/hp

Hanu-nagas are a predominantly tropical and subtropical form of naga, less magical than the human-headed variety. Rather than a human-headed giant snake, hanu-nagas have a feral monkey head upon a great serpentine body. These nagas lair in jungles and rainforests, haunting forgotten temples and ancient ruins, where many are worshipped by tribes of wild monkeys and/or apes. The most intelligent

of hanu-nagas may have followings of tribesmen, cavemen, or hominid troglodytes (q.v.).

The stylized, writhing dance of a hanu-naga allows it to exert a mystic control over apes and monkeys with semi-or animal intelligence within a radius of 300ft. These controlled creatures will act at the naga's mental command. It is not necessary for the apes to actually see the naga's dance to fall under its control; indeed, when a hanu-naga begins its dance, simian creatures within one mile (to a maximum of 20) will immediately begin moving at top speed to the dancing naga's presence. The naga may dance and attack at the same time.

The bite of a hanu-naga is poisonous, and if the naga hits with its constricting attack it will inflict automatic damage of 1d6 per round until killed.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: Matt "Mythmere" Finch, 2005.





NAVANAX, GIANT

FREQUENCY: Uncommon
 No. ENCOUNTERED: 1
 SIZE: Large
 MOVE: 120ft swimming
 ARMOR CLASS: 8
 HIT DICE: 11-13
 ATTACKS: 1
 DAMAGE: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 0%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 11HD 7 / 2550 + 14/hp
 12HD 7 / 3550 + 16/hp
 13HD 7 / 4100 + 17/hp

Giant navanax (also known as giant sea slugs) are voracious predators that dwell in coastal waters, estuaries, and rugged shorelines where they can have access to both aquatic and landbound prey. Always hungry, they will eat anything that has the misfortune of crossing their paths.

Despite their great size, giant navanax are masters of stealth and surprise. They will wedge themselves into crevices or hide under rock ledges and wait for prey to approach. Navanax have highly-developed bristle-covered "sensory mounds" around their mouths which allow them to detect any creature within 200ft and prevent them from ever being surprised. When prey comes within range giant navanax will attack with blinding speed, surprising on a 1-5.

Giant navanax attack by "inhaling" their prey and devouring them whole. Each round the giant navanax may attempt to suck up a single victim in its vacuum-like mouth. The range for this attack is 30ft for small-sized victims, 20ft for medium-sized victims and 10ft for large-sized victims (up to 500 lbs.). This range is the same for both submerged and above water inhaling attacks. Those that do not make a save vs. breath weapon are drawn into the giant navanax's maw and swallowed. Any victim consumed in such a manner will automatically take 3-18 hit points of damage per round until they die or escape.

Much like their land-dwelling giant slug cousins, giant navanax have no skeletal system and sport a thick rubbery skin which grants them immunity to blunt weapons. This resistance to blunt trauma applies to the inside of the monster as well, and those characters that have been swallowed will be forced to use sharp weapons if they hope to escape. It should also be noted that the hostile conditions inside the giant navanax make it impossible for spellcasters who have been inhaled to cast spells.

Giant navanax range from 30ft to 50ft in length and can reach 10ft in diameter at their widest point. They are brown to black in color, with two yellow stripes down their backs and brilliant blue and yellow spots covering the rest of their body. There are also rumors of subterranean giant Navanax, a pale white or yellowish color.

TREASURE: None

Author and copyright holder: Tony "Wheggi" Rosten, 2006.

NIGHTCREEPER

FREQUENCY: Very rare
 NO. ENCOUNTERED: 4d10
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 6 or 2
 HIT DICE: 1 or 2
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1HD 1 / 20 + 1/hp
 2HD 2 / 45 + 1/hp

Nightcreepers are humanoid creatures, apparently unintelligent, which somehow derive sustenance from light. Their touch will extinguish torches, candles, or lanterns, and dispel light spells. More permanent sources of light such as fire beetle glands, continual light spells or magical swords or daggers will lose their light-emitting properties for 2d6 turns, although they will suffer no other ill effects from the Nightcrawler's touch.

Nightcreepers are susceptible to sunlight, however, which is very debilitating to them. This means that they will only normally be found underground or in other places completely shielded from the sun. Normally, Nightcreepers will seek to dwell near continual light spells or other magic, which they can tap for a constant source of nourishment. These spells will not be functional as illumination in the presence of Nightcreepers, of course.

These creatures are very hard to see. They are visible in normal light, but invisible to infra- or ultravision. They can also hide in shadows with a 75% chance of success.

The behavior of a pack of Nightcreepers will usually be to swarm over the light-bearing characters in a party of adventurers and attempt to touch the light to feed from it. Large light sources, such as lanterns or torches, are easy for the Nightcreepers to hit and are treated as AC8; candles or magic swords are AC6; and magic daggers which shed light might be as low as AC4.

The Nightcreepers will defend themselves if attacked, but will not otherwise seek to harm humanoids save as necessary to get to their light sources. They are AC6 in the light, but AC2 once all light sources have been extinguished.

These creatures have superior (120ft) infravision, and also use a form of echolocation (similar to a bat's sonar) which helps them to navigate the darkness. They often make a high-pitched chittering noise, like a rapid series of staccato chirps, to facilitate this.

Description: Nightcreepers are rarely seen, and always seem shrouded in shadow. They are hairless, naked, and entirely jet black in colour, including their hair and eyes.

TREASURE: None

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2005.

NIGHT SHADE

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1-3
 SIZE: Large
 MOVE: Special
 ARMOR CLASS: 7/3
 HIT DICE: 12
 ATTACKS: 2-12
 DAMAGE: 1d3
 SPECIAL ATTACKS: Charm Gas poison, Constriction
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P. 8/ 2700 + 16/hp

A Night Shade is a mass of vine-like weeds found growing high in trees or on stone ruins, statues, and the like. They have beautiful deep purple bell-shaped flowers (closed during the day) and are found in dark forests and swamps. Though they stay motionless during daylight hours, at night their flowers open and rise up, putting forth a poisonous pollen gas which drifts with the wind (to a distance of 100ft from the plant). The pollen causes a powerful charm effect, enticing victims toward the plant's flowers. Once victims are in range, the plant sends forth 2d6 large roots to grab the victim from below. These roots churn the earth and drag victims into the loosened soil, down toward the plant's root ball. Victims take 1d3 points of constriction damage per round per root while being dragged down into the ground (which they loosen) toward their root ball, inflicting 1-3 points of constricting damage per round per root. Each hit scored by one of these roots immobilizes one of the victim's limbs (determined at random). Victims pulled beneath the ground will suffocate in 2d4 rounds, for the Night Shade's smaller roots quickly close up the hole while the prey is still dying victim is buried they suffocate in 2-8 rounds, as they are entwined in hundreds of smaller roots which backfills behind them. Victims that are unable to break free are buried in 1-4 rounds and anyone searching for them will find no sign of struggle. In the earth the diseased decompose over a weeks time, their minerals being absorbed by the plant. Night Shade is related to the normal plant of the same name, and is often used by witches to protect their lairs.

TREASURE: 5% - 1d10x1000 copper coins, 25% - 1d12x1000 silver coins, 25% - 1d6x1000 electrum coins, 25% - 1d8x1000 gold coins, 15% - 1d12 gem stones, 10% - 1d8 jewelry items, 25% - 3 magic items and 1 magic scroll.

Author and copyright holder: M. Ahmed, 2006.

NIGHT VAPOR (Esphictor)

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d3
 SIZE: Small
 MOVE: 240ft
 ARMOR CLASS: 0
 HIT DICE: 10
 ATTACKS: 1
 DAMAGE: 1d12 (suffocation)
 SPECIAL ATTACKS: Suffocation, darkness, blindness
 SPECIAL DEFENSES: Airless surroundings
 MAGIC RESISTANCE: 50%
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 7 / 1500 + 13/hp

Night vapors, also called esphictors, are bizarre creatures that dwell in airless dimensions of the prime material plane, in the same voids of nothingness that are shaped and manipulated by such items as a bag of holding.

Esphictors descend from above, engulfing their victims in a black, airless vacuum that causes 1-12 hps of suffocation damage per round. The esphictor's surrounding "cloud" of airless space has a diameter of 20ft. Vision cannot penetrate the darkness of the cloud, and spells with verbal components cannot be cast in the airless space. The esphictor itself is quite small, measuring no more than one foot in height, hovering at the center of its surrounding void. It is a sparkling gem-like thing, bright blue or green in color. The esphictor's body cannot, of course, be seen until its cloud disperses after death, but once it is visible the light it causes is sufficient to blind a person for 1-4 hours.

If an esphictor is reduced to half its normal hit points, it will try to flee back into the greater void from which it came.

The body of a dead Night Vapor (the gem-like creature at the center of the black void) is worth 1-4 thousand gp.

TREASURE: See description.

Author and copyright holder: M. Ahmed, 2006.

NUCKELAVEE

FREQUENCY: Rare
 NO. ENCOUNTERED: 4d8
 SIZE: Large (7ft)
 MOVE: 90ft
 ARMOR CLASS: 5
 HIT DICE: 3+1
 ATTACKS: 1
 DAMAGE: 1d6 or by weapon type
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 3 / 105 + 3/hp
 Leader: 4 / 155 + 4/hp

The Nuckelavee are former land dwelling humanoids that were long ago forced into the sea. They are an evil and cunning race, though not overly intelligent. Their hulking humanoid forms are completely devoid of skin; the muscle and sinew is instead coated with a thick, translucent slime. Atop their skinless bodies rests a large head with a vicious, boar like mouth.

Nuckelavee tend to stay in colder waters by preference, not usually making lairs deeper than 150ft, although they are capable of going to much greater depths. Living in small nomadic groups, they typically travel along seacoasts in search of communities to raid and feed upon. Nuckelavee are able to spend time on land, but do so only to hunt, for they eventually suffer from exposure to raw air. When raiding they will typically single out victims one at a time, trying to keep their presence secret. Before moving their encampment they will make a final, larger raid to stock up for the journey. Although humanoids are not the only thing they can eat, nuckelavee hate all land dwellers, making these their primary food source when possible. The preferred diet of humans and other land dwellers satisfies the nuckelavees' mad hatred more than it does their palates, but the nuckelavees prefer to feed their hate. For every eight nuckelavees encountered, one will be of exceptional strength (4HD). If more than twenty are encountered, one will be a group leader (5HD, AC 4). Females are impossible to differentiate from males, and although they do reproduce there is no record of young ever being seen.

Even though nuckelavees are aquatic, they are not exceptional swimmers, preferring to ride or walk the sea floor. When encountered in their encampments they will usually be on foot; on land they are 75% likely to be mounted on sea mares (q.v.).

The strongest members of a nuckelavee tribe can use narwhale horns as weapons (treat as +1 medium lances).

Others will use weapons obtained from victims, preferring thrusting weapons such as spears and tridents. They are also capable of attacking with a vicious bite when unarmed.

Nuckelavee have a 50 % resistance to fire, cold, acid, and lightning because of their slimy coating. However, for every 5 rounds spent out of water, this resistance drops by 10%. After reaching 0% resistance, they become more, rather than less, vulnerable to such attacks. Damage inflicted by such attacks increases by 10% per 5 rounds spent out of the water after the first 25 rounds (see above), until the additional damage reaches 50%.

Having no use for coins, the only treasure these creatures will possess will be in the form of magic items, and also gems and jewelry, for they enjoy glittery objects.

TREASURE: 90% - 10d8 gem stones, 80% - 5d6 jewelry items and 70% - 1 magic weapon, 1 magic armor and 1 miscellaneous magic item.

Author and copyright holder: B.J. "Stranger" Poirot, 2006.



O Oculethe – Onocentaur – Ozaena

OCULETHE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium
 MOVE: 10ft (60ft fly)
 ARMOR CLASS: 3
 HIT DICE: 7+6
 ATTACKS: 1
 DAMAGE: 1d8
 SPECIAL ATTACKS: Gaze (See below)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 35%
 LAIR PROBABILITY: 40%
 INTELLIGENCE: Very
 ALIGNMENT: Neutral
 LEVEL/X.P.: 6/ 650 + 10/hp

The oculethe is a grotesque predator, usually encountered deep underground. Its large head is dominated by a huge, cyclopic eye, and it has no true body other than a thick, fibrous stalk, which divides at the end into a number of slime-dripping tendrils. These beasts drift through the air, usually levitating a few feet from the ground.

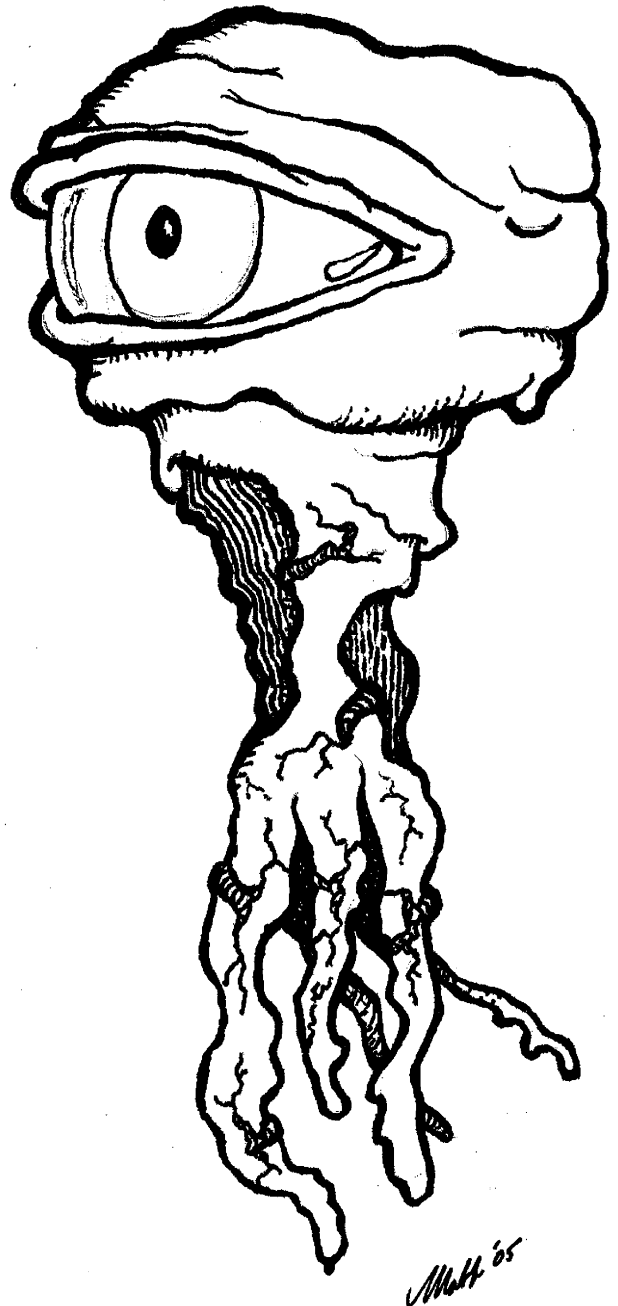
The gaze of an oculethe puts its prey to sleep, allowing the beast to feed with its tendrils upon the slumbering victims. Any creatures meeting the oculethe's gaze (all creatures in front of the oculethe not taking precautions to avoid looking at it) must make a saving throw vs. magic or begin falling asleep. The victim will succumb to fatigue in 1d4+2 rounds, and will suffer a cumulative -1 to all attack rolls and saving throws in each round before collapsing. A Remove Paralysis spell will completely remove the effects of the oculethe's gaze attack, but will not render the recipient immune to a new attack.

The tendrils of an oculethe are normally used to suck victims dry of fluids, at a rate of 1 hp/round, but they can also be used in combat to inflict 1d8 points of damage.

Oculethes do not speak, although telepathic spells can be used to communicate with them. They accumulate treasure and (if the oculethe is not particularly hungry) might entertain the idea of foregoing a meal in exchange for gold or gems.

TREASURE: 50% - 10d4x1000 gold coins, 50% - 1d20x100 platinum coins, 30% - 5d4 gem stones, 25% - 1d10 jewelry items and 5% - 4 magic items and 1 magic scroll

Author and copyright holder: Matt "Mythmere" Finch, 2005.





ONOCENTAUR

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d6 or tribe (see below)
 SIZE: Large
 MOVE: 150ft
 ARMOR CLASS: 3
 HIT DICE: 12
 ATTACKS: 3
 DAMAGE: 3d8/1d12/1d12
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 30%
 INTELLIGENCE: Low to Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 7 / 2000 + 16/hp
 2-Heads: 8 / 3700 + 18/hp
 Chief: 7 / 2300 + 17/hp
 2-Headed Chief: 8 / 4300 + 19/hp

Onocentaurs are giants with the torso, arms and head of a Cyclops, but the lower body of a massive donkey. They stand 15 feet tall, and measure ten feet from front to back leg. They are greatly feared, and are notorious for their cruelty, drunkenness and debauchery. Most roam alone (although they are occasionally found marauding with groups of other giants, ogres, and the like), preferring to lair in remote and desolate areas.

Onocentaurs carry huge bows (30%) or spears (70%), as well as a club. Some (30%) also carry crude weighted nets, which they can effectively hurl up to 50 feet to capture prey within a 15 foot area. At close range, onocentaurs attack with club or bare hands as well as lashing out with their great hooves. They use their massive bows (firing 2 times a round for 2-12) or spears (thrown once a round for 3-18) when fighting at a distance.

Onocentaurs are always found with large skins of wine or mead. Despite their often drunken state they are very effective hunters, capable of tracking and setting traps of all sorts (preferring deep pit traps and snares). Captured prey are always tortured to death and eaten (often being slowly roasted to death from a spit over hot coals). Onocentaurs often lair in giant cave complexes or ruined temples and worship evil gods of chaos.

Due to their aggressive and chaotic nature, onocentaurs are usually found alone or in small bands. However, on rare occasions the reputation of a strong Onocentaur warchief may, for a time, gather an entire tribe around him. When this occurs, the tribe will be comprised of 5-20 males, 4-16 females, and 2-24 young, with the possibility that there will be 1-3 shamans as well. War chiefs and shamans may be of the two-headed variety (see below); any war chief will have one HD greater than the norm for his type, whether one or two headed.

From time to time, rare two-headed onocentaurs are born, and their one-headed brethren view these monstrosities with a degree of awe and reverence. The two-headed variety is physically stronger than the normal one-headed onocentaur, having 14 HD, inflicting 6-36 with hands or club, and 2-24/2-24 with kicks. Two-headed onocentaurs are usually found in the role of tribal warchief or shaman.

Like many giants, onocentaurs travel with the bulk of their treasure in a bag: with 30% of the time 3-3000 gp, 20% 1-4 gems, 10% 1-3 jewels, 35% 1-3 pieces of magic. In their lair they hide any additional treasure beneath rocks or buried in deep holes.

Onocentaurs are giant-type creatures, subject to a ranger's damage bonus.

TREASURE: See description.

Author and copyright holder: M. Ahmed, 2005.

OZAENA

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: Large (10-12ft long body w/ 30ft tentacles)
MOVE: 180ft swimming
ARMOR CLASS: 4 (body), 2 (tentacles)
HIT DICE: 10 (body), 2 (tentacles)
ATTACKS: 1d6 tentacles or 1 bite
DAMAGE: 1d6+2 (tentacles) or 3d6 (bite)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Odor
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: Nil
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 7/ 1500 + 13/hp

Ozaena literally means “stink polyp,” and these creatures are aptly named for the offensive odor their bodies exude. The ozaena appears as blistery, deformed squid, its body tapering to a crude point in back. Their flesh is rubbery and slimy, appearing somewhat transparent in areas. An ozaena has 6+1d6 tentacles, 30 ft long, surrounding a sharp-beaked mouth. Hidden amongst the “blisters” of its flesh are the creature’s two weak eyes. The location of

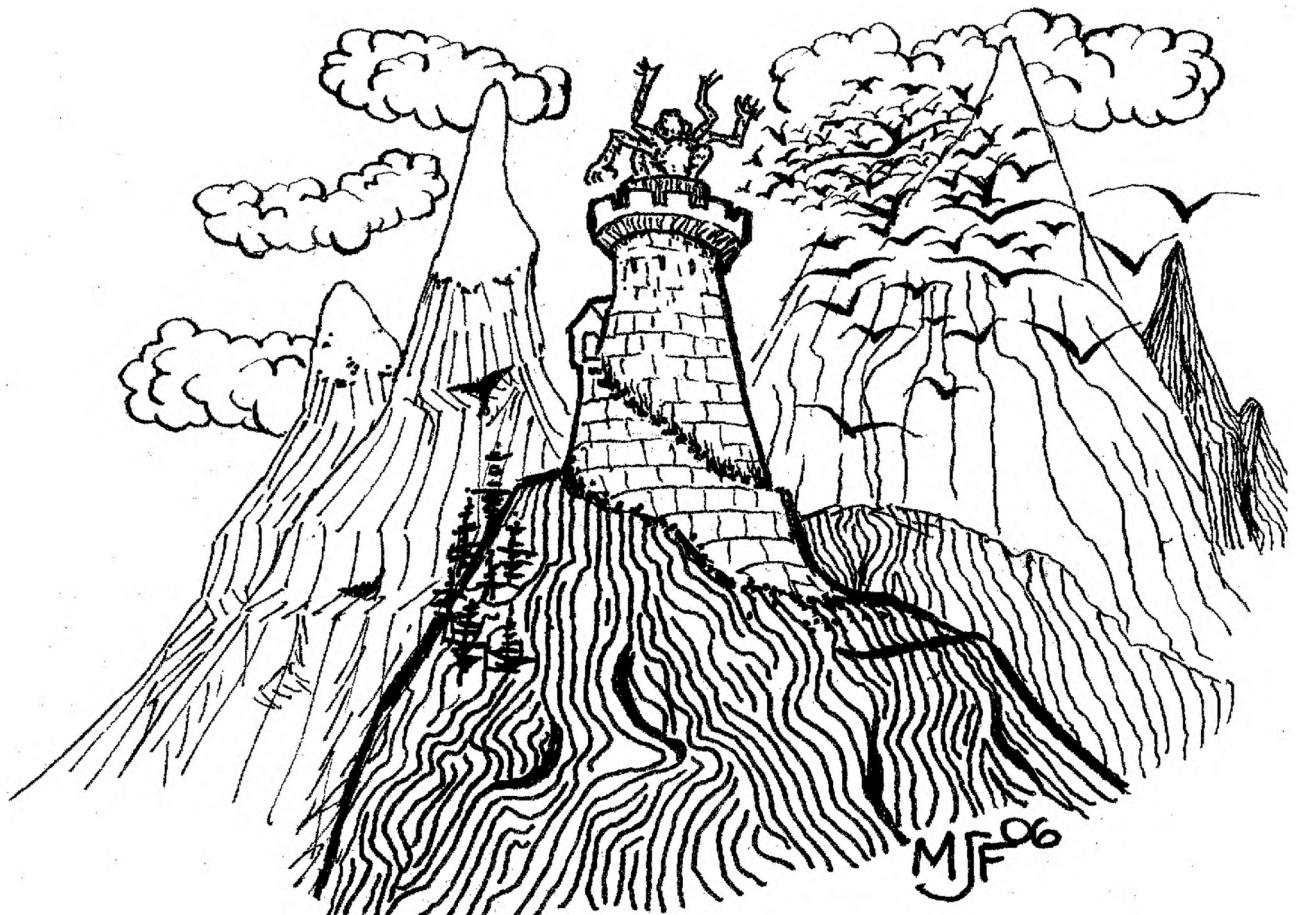
the eyes differs with different ozaena, as does the number of tentacles.

The giant ozaena is rarely if ever seen, especially on the surface world, though on at least a dozen occasions in recorded history, for unknown reasons, ozaena have attacked surface dwellers (boats, swimmers, piers/dock inhabitants, etc.). When attacking, the Ozaena lashes out with its tentacles, and any tentacle hitting with a natural 20 seizes the victim, pulling it to the beaked maw in the following round. The victim may try to escape, with the same chance needed to open a stuck door (d6). Attempts to strike a tentacle are made at -1, due to their tremendous speed, and each tentacle has 2 HD (damage to tentacles does not affect the body). A severed tentacle will grow back in 1d3 weeks. Having all of its tentacles severed will not slay the creature, but it will make every effort to retreat and hide until at least three have regrown.

On the surface, the Ozaena’s horrible odor will affect any creature within 40ft, causing a -1 penalty to hit, damage, and saving throws; thieving abilities incur a 5% penalty.

TREASURE: None

Author and copyright holder: Sean “Stonegiant” Stone, 2006.



P Pastinaca – Piranha – Pod-Men – Pudding, Alien

PASTINACA

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large (8ft at shoulder, 30ft+ long)
 MOVE: 240ft
 ARMOR CLASS: 5
 HIT DICE: 10
 ATTACKS: 1
 DAMAGE: 4d8
 SPECIAL ATTACKS: Drain blood
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 15%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 8/ 2,950 + 14/hp

These 30ft+ long relatives of the giant weasel are tenacious carnivores found in woodlands or cavern complexes. Although they are very silent and move quickly, they do not gain an advantage on surprise rolls due to the strong, musky odor they emit. Like their smaller kin, a pastinaca that successfully bites a target holds fast instead of letting go. Each round after a successful bite, it will automatically suck blood from its victim for 8-22 hp of damage per round.

Due to the size and ferocity of pastinaca, many races of giants will go to great lengths to acquire young ones to train as mounts and/or guards.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006.



PIRANHA

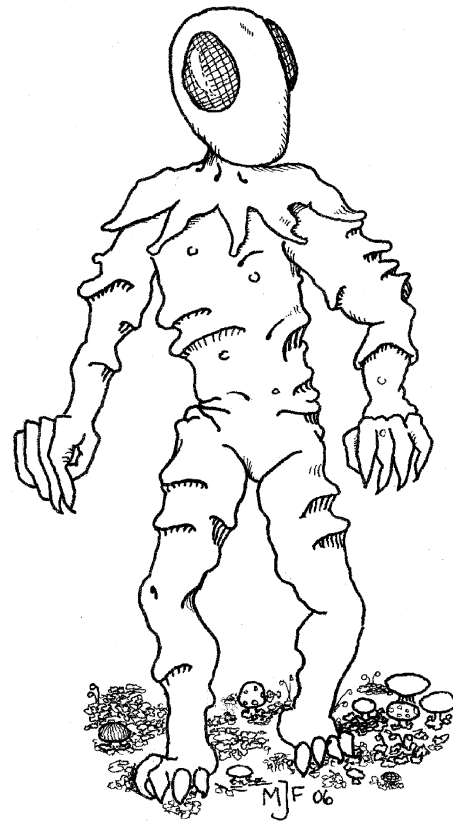
FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d6+16
 SIZE: Small
 MOVE: 240ft
 ARMOR CLASS: 2
 HIT DICE: 1d4 hps
 ATTACKS: 1
 DAMAGE: 1d2
 SPECIAL ATTACKS: Attacks as 5HD monster
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 2/ 30 + 1/hp

Schools of piranha are a deadly hazard in many slow-flowing tropical rivers, their presence signaled by the stripped-clean skeletons of animals floating downstream. The fish comprising the school are about six inches long, and a school numbers about twenty of these. When piranhas attack, the water will appear to boil around their prey, turning a frothy pink with the victim's blood.

Piranha attack as a 5HD monster.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

**POD-MEN**

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d10
 SIZE: Medium
 MOVE: 60ft
 ARMOR CLASS: 9
 HIT DICE: 3+1
 ATTACKS: 2
 DAMAGE: 1d6/1d6
 SPECIAL ATTACKS: Grab and hold (see below)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 105 + 3/hp

Pod-men are commonly found as servants of a Shroom (q.v.), for the Shrooms cultivate them in far greater numbers than they appear in the wild. They are shambling, human-like plants with strange gaps in their bodies and

knobby growths of fungus sprouting from their outer surface.

Pod men grow in large pods that resemble enormous pea-pods hanging from a ceiling or growing on vines. Cultivated pod men are usually grown hanging from the ceiling, for vine-grown pod men (seen in the wild) are subtly inferior to the cultivated ones (in what way, the GM can decide: perhaps mutations, perhaps lower hp, or whatever seems right). The pods are somewhat protective, and any creature inside one of them gains a +1 saving throw against fire attacks and a bonus of 4 to armor class.

It takes a full round for a pod man to emerge from a pod.

Pod men are slow, always attacking at the end of the round.

Once a pod man hits successfully for the first time, it grabs and holds onto the victim with that hand. The hold

causes the victim a –4 to subsequent attack rolls, but inflicts no damage. The pod man will then attempt to beat the victim to death using its free arm. The hold of multiple pod men is cumulative, each one causing a further –4 penalty to the victim’s attack rolls.

Some pod men are created by transforming a human being into plant matter in a specially prepared pod, by vile magical and alchemical processes. Such pod men can be considerably tougher than normal pod men (gaining additional hit dice as determined by the GM), and have a pinkish and fleshier appearance than those grown from scratch.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.

PUDDING, ALIEN

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d4

SIZE: Large

MOVE: 60 ft

ARMOR CLASS: 5

HIT DICE: 12

ATTACKS: 1

DAMAGE: 2d6

SPECIAL ATTACKS: Destroy minds

SPECIAL DEFENSES: Unaffected by cold

MAGIC RESISTANCE: 10%

LAIR PROBABILITY: Nil

INTELLIGENCE: Animal (see below)

ALIGNMENT: Chaotic Evil

LEVEL/X.P.: 7/ 2000 + 16/hp

Alien puddings are beasts from the dark and blasphemous reaches of astrological space, beyond the air and the moons, perhaps beyond the very stars themselves. These abominations may once have been human, perhaps the remnants of an ancient race taken to the stars in flight from a failing world or hideous evil. When chunks of iron strike the earth, these pieces of a far and alien cosmos may bear with them a traveler, an alien pudding.

An alien pudding can attack physically with its numerous suckers, mouths, and worming cilia, all of which are so small as to be barely visible. However, the creature’s most fearsome attack is its mental drain. The brains of nearby creatures are slowly dessicated by the pudding’s presence, eaten away eventually into a shriveled knot the size of a fist. All creatures within ten feet of the pudding must make a saving throw once per round, or suffer the loss of

1d2 points of intelligence and 1d2 points of wisdom (a saving throw vs. spells is made for each).

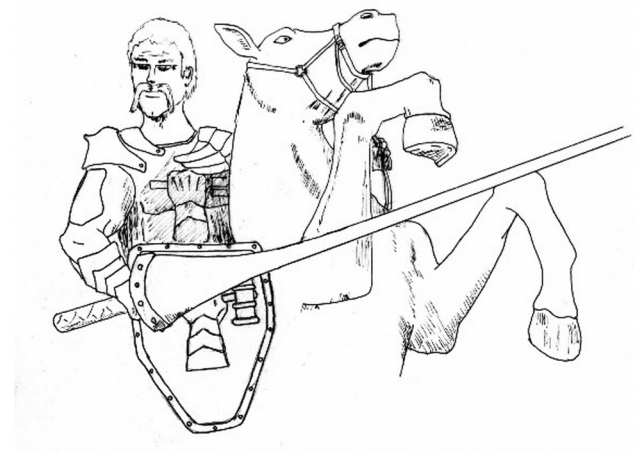
The pudding may also direct this attack in a blast of furious power directed at a single individual. The range of this assault is 100 ft, and the target must make a saving throw vs. aimed magic items (rod, staff, etc) or lose 1d8 points of intelligence and wisdom (again, a separate saving throw is made for each attribute). The pudding may attack mentally and physically in the same round.

If a character is reduced to either 0 intelligence or 0 wisdom, he will be effectively mindless, wandering around helplessly for the pudding to feed upon. Lost ability points do not return unless they are restored by a spell.

From time to time, an alien pudding is seen with a roach-like creature the size of a cat suspended in its body. These creatures die with the pudding and have no effect on combat. However, an alien pudding with a roach-rider is no mindless opponent. These puddings have genius level intelligence, and can communicate telepathically with other beings. Such abominations are rare, but can be a formidable mastermind for evil.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.



R

Rajkami – Rimmeserker – Roc, Snow - Rockroach

RAJKAMI

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 3
 HIT DICE: 7
 ATTACKS: 3
 DAMAGE: 1d4/1d4/1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Immune to spells level 3 and lower, immune to charm
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Very
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 6/ 745 + 8/hp



Rajkami are flesh-bound spirits similar in many ways to the rakshasa, who are their hated enemies. The flesh form of a Rajkami is invariably that of a tall, very human-like creature with coal-black skin, a narrow face, and sharp teeth. A rajkami is able to cloak itself in the illusion of a more human appearance (as per the spell Change Self). The creature can maintain this illusion indefinitely while awake and conscious, but changes to its normal shape when sleeping. Rajkami seek to blend into human society, accumulating wealth, power, and luxury with their special abilities (see below). Most wear luxurious garments and are attended by human servants and bodyguards – who might or might not be aware of their master’s true nature.

A rajkami can create a magical gem for use in making bargains with other beings, but the gem will disappear if a bargain is not struck. Such gems are of 1-6 thousand gold pieces in value. Once a bargain is struck, the gem remains in existence as a normal gem thereafter. A rajkami can only create one such gem per week, but may do so at will.

Any being accepting a gem from a rajkami in payment for a service will instantly become subject to an enchantment similar to that created by a charm person spell. No saving throw applies to the enchantment, and the elven immunity to charm does not offer protection against the effects of making a bargain with a rajkami. The enchantment can only be broken with a remove curse or by the death of the rajkami. In addition to the enchantment, the unfortunate victim will find that whatever task he agreed to undertake on the rajkami’s behalf is enforced by a geas.

A rajkami is immune to the effects of any spell under 4th level with the sole exception of the spell Detect Illusion. The rajkami is also immune to all charm spells, regardless of level. Rajkami are weakened when they hear the ringing of bells, and while a bell is ringing the creature attacks only as a 3HD monster.

TREASURE: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 20% 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items and 30% - 3 magic items.

Author and copyright holder: Matt “Mythmere” Finch, 2005.

RIMMESERKER

FREQUENCY: Rare
 NO. ENCOUNTERED: 1 or 1d6
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 5
 HIT DICE: 3
 ATTACKS: 2
 DAMAGE: by weapon
 SPECIAL ATTACKS: Aura of cold
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Semi-
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 3/ 65 + 2/hp

Rimmeserkers are the undead remnants of berserkers who died by freezing to death instead of falling in honorable battle. While alive, these battle-mad killers sought entry into a warrior's heaven (Valhalla, for those following the Norse gods), but by failing to die in battle they have consigned themselves to a lesser status in the afterlife. It is said that their very rage keeps them tied to the material plane, refusing to move on to an afterlife they will not accept. They wait eternally for the Valkyries to come and bring them to the Heroes' Hall they fought throughout their lives to reach.

Such defiance of the natural cycle of life and death not only offends and insults the gods, but it drives the berserker's spirit insane, stripping away all remnants of humanity and reason that the living human being might have had, fueled as it is by nothing but wrath, pride, and jealousy. These spirits soon become twisted and evil in their defiance of death, and most eventually embrace their undead state, swearing allegiance to the enemies of the gods they once worshipped and seeing themselves as a weapon in the battle to bring about Ragnarok, the destruction of the world and the gods. They are occasionally found in small bands, usually due to an avalanche or similar event that stranded a raiding party to die together in the frozen wastes.

A rimmeserker inhabits the body it wore in life, appearing as a berserker warrior rimed with ice and snow that never melt. A typical rimmeserker wears heavy furs and a horned helm, with a long, wild beard growing from its dead face.

These undead are wreathed in bitter cold, so intense that anyone engaging in melee combat with one of them will begin suffering 1d4 hps of damage per round after the first round of close exposure. Cold does not damage them, and fire will actually restore hit points to them if they are damaged, for it was lack of warmth that ended their lives and they take strength from it. Like most undead, they are immune to sleep and charm spells.

Holy water does not damage them, for it freezes before it can make contact.

Any melee weapon can damage Rimmeserkers, but their disdain in life for missile weapons grants them a certain degree of immunity from these; only a silver or magical missile weapon can damage a rimmeserker.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

ROC, SNOW

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1 (10% chance of 1d2)
 SIZE: Large
 MOVE: 60ft/180ft
 ARMOR CLASS: 6
 HIT DICE: 16
 ATTACKS: 2 claws
 DAMAGE: 3d6/claw
 SPECIAL ATTACKS: Swoop
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 8/ 4000 + 20/hp

Dwelling only in the most northerly climes, Snow Rocs are dissimilar to the traditional variety, resembling gigantic snowy owls rather than eagles. They are nocturnal, and although they do not possess infravision in the normal sense, they have incredibly accurate vision in the dark, equivalent to that of a real owl.

Like owls, Snow Rocs are capable of flying very quietly. Despite their huge size (40ft wingspan), they are still capable of surprising opponents with the usual chances of success (1-2 on a d6).

Their traditional prey are woolly mammoths and woolly rhinoceri, on which their preferred attack mode is the swoop. If both of their claws hit, the Snow Roc will carry the beast aloft. The next round, the Snow Roc will drop its target, the subsequent impact with the ground inflicting 10d6 damage. This attack mode can only be used on creatures larger than man-sized, but a horse with rider would be subject to it.

Snow Rocs are generally uninterested in treasure. However, the area around their cliff-top lairs will typically be bestrewn with mammoth-bones, and 1,000-6,000 gold pieces worth of ivory can normally be recovered from such an area.

Snow Roc eggs are highly prized, since these creatures can be trained, and an intact viable egg could be sold for as much as 10,000 gp. Recovering such an egg is rarely easy, since it will need to be kept warm if it is to hatch.

A quill made from Snow Roc feathers is a frequent component in the manufacturing process for high level spell scrolls.

TREASURE: See description.

Author and copyright holder: Stuart "PapersAndPaychecks" Marshall, 2005.



ROCKROACH

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Small
 MOVE: 120ft, 240ft (tunneling)
 ARMOR CLASS: 5
 HIT DICE: 2
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Immune to metal and stone weapons
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 65 + 2/hp

Rockroaches are a form of vermin from the elemental plane of earth, occasionally entering the Prime Material Plane. They are about two feet long, with segmented chitin armor over an insect-like body (many have described them as resembling large sow bugs, or pill bugs).

These creatures have no fear of humans, and will approach parties of adventurers in the hopes of being fed. If they are given a day's worth of rations they will feed and then

depart. However, if they are attacked or not given food they will become angry and will attack. When a rockroach is angry, all the stone in a radius of 50ft around the creature turns gelatinous to a depth of about one foot. It is quite difficult to move in the gelatinous mud; in order to manage a successful melee attack a character must make a successful save versus wands at a bonus of +4. Missile attacks and spell casting are not affected.

If the stone of a ceiling is affected by a rockroach's anger, it will begin to drip blobs of gelatinous rock (with the same weight and density of solid rock). Any creature other than a rockroach has a 10% chance per round of being hit by a falling blob of goeey rock, which will inflict 2-8 points of damage (some blobs being larger than others).

When a rockroach dies, the gelatinous stone will instantly become normal stone once again, possibly entombing the party's feet, or equipment they have dropped, in as much as a foot of solid rock.

Rockroaches eat gems, and there is a 75% chance that a rockroach's innards will contain a 10-60 gp gem.

TREASURE: See description.

Author and copyright holder: Matt "Mythmere" Finch, 2005.

S Sand Newt – Scuttler – Scylla (Sea Hydra) – Sea-Mare – Serpent, Earth – Sewer Thug – Shade Walker – Shadow Vetch – Shrieker, Black – Shroom – Skelton – Slivering Hive – Snagwort, Hanging – Snake – Spiny Horror – Stilt Walkers (Anthrophalangidae) – Sting Lichen – Stonefish, Giant – Stygian Serpent

SAND NEWT

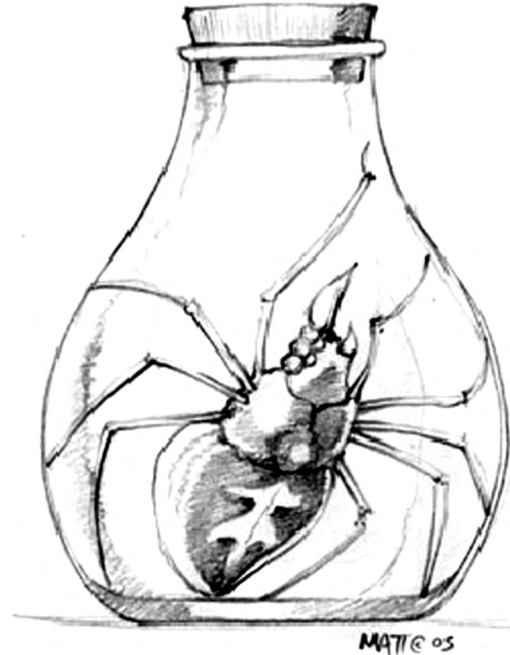
FREQUENCY: Rare
 NO. ENCOUNTERED: 3d6 (10d10 in lair)
 SIZE: Medium
 MOVE: 90 ft (20 ft through sand)
 ARMOR CLASS: 5
 HIT DICE: 2
 ATTACKS: 1
 DAMAGE: By weapon (usually spear, 1d6)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: Swim through sand
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Average to Genius
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.:
 3rd Level Magic-User: 3/ 105 + 3/hp
 5th Level Magic-User: 4/ 205 + 6/hp
 3HD Newt: 2/ 50 + 2/hp
 4HD Newt: 3/ 75 + 3/hp
 5HD Chief: 3/110 + 4/hp

Sand newts are desert dwellers, humanoid amphibians that lair near underground water and in ancient ruins deep beneath the sands. Sand newts have a bizarre ability to swim through sand as if it were water. They use this ability to find and excavate the ruined or buried buildings of lost civilizations, using them as lairs. Entire towns of sand newts are rumored to exist in deeper desert areas, secure in their buried strongholds.

Most sand newt clans are led by magic-users, for they have garnered considerable ancient knowledge from desert ruins unknown to the surface world. From time to time, raiding parties will emerge to the surface, stealing or trading for foods and for arcane supplies sought by their leaders. All sand newt lair are well-supplied with underground water sources, for their eggs are laid in water.

A sand newt lair will generally contain females equal to 100% the number of males, and young numbering perhaps 50% of the number of adult males. Lairs will contain the following unusual individuals: Per 20 sand newts: 1 magic user of 3rd level; Per 20 sand newts: 1 sand newt of 3 HD; nd newts: 1 sand newt of 4 HD; Per 50 sand newts: 1 magic user of 5th level; Per tribe: 1 "chief" with 5 HD

Author and copyright holder: Matt "Mythmere" Finch, 2006.



SCUTTLER

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d100
 SIZE: Small (6")
 MOVE: 10ft
 ARMOR CLASS: 9
 HIT DICE: 1 hp each
 ATTACKS: 1
 DAMAGE: Nil (poison only)
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Non-
 ALIGNMENT: Chaotic neutral
 LEVEL/XP: 1/ 8 + 1/hp

Scuttlers result when spider eggs are affected by magical emanations, seeping potion residues, alchemical experiments, and other exposure to magical substances or effluences. They might have any number of legs, from four to thirteen (3d4 +1), and frequently suffer gross mutations in body shape (two heads, nine eyes, one mouth part four times the size of the other, and so on.) They might be any color of the rainbow, and striped, spotted, and piebald varieties have also been reported.

Not all scuttlers build webs; those that do tend to build irregular, crazily shaped structures. They tend to be about the size of a man's fist.

Scuttler poison can be weak or strong (save at -2, 0, +2, or +4, equal chance of each) but is rarely fatal (only if the victim rolls a natural 1 on his/her saving throw vs. poison). Instead, it has a very strong psychedelic effect on the nervous system. There is a 50% chance that someone failing his or her save will be affected by confusion (as the 4th-level illusionist spell) and a 50% chance he/she experiencing an emotion (again as the 4th level illusionist spell—roll randomly for the type of emotion experienced.) Scuttler ichor is a component in many recipes for potions of delusion.

TREASURE: None

Author and copyright holder: Stuart
"PapersAndPaychecks" Marshall, 2005.

SCYLLA (Sea Hydra)

FREQUENCY: Rare
NO. APPEARING: 1d3
SIZE: Large
MOVE: 150 Ft. in water, 90 ft. on land
ARMOR CLASS: 5
HIT DICE: 12-15
ATTACKS: 6
DAMAGE: 4d6 per attack (poison bite)
SPECIAL ATTACKS: Controls water, surprise
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: Average
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 8/ 3700 + 18/hp

Scyllae (sea hydrae) are horribly grotesque sea monsters with six long necks equipped with grisly humanoid heads. The six mouths are noxious, each with three rows of sharp teeth, and dripping with a poisonous saliva. The saliva causes paralysis if it enters a victim's blood stream (failed saving throw indicates paralysis for 1-4 hours). The body of a scylla is reptilian, but with twelve canine legs and a great fish-like tail. Scyllae are generally at least twenty feet long, with necks ten feet in length. The heads have blue hair and sickly greenish skin. They have a virulent hatred of all living things, especially men.

Scyllae normally lair in crags and caves on the shorelines of desolate islands, or in large caves with air-filled chambers just below the surface. They wait in these protected lairs for passing ships to come within range of their attack. Scyllae have magical control over ocean water as follows: Twice per day a scylla can create 1-4 tidal

waves (3d6+3 ft in height). Once per day a scylla may create a powerful current up to a quarter of a mile from its location, strong enough to draw most ships toward the scylla. Additionally, once per day a scylla can create a powerful whirlpool 30 ft in diameter, with a duration of 2d10 rounds. Vessels less than 20 ft in length caught within the whirlpool must make a saving throw or be submerged (a process that takes 1d6 rounds). Larger vessels (20-40 ft) will submerge in 5d6 rounds if the vessel's saving throw fails.

Scyllae are powerful swimmers, using their 12 legs and fish-like tail to move faster than most vessels (though they prefer to stay near their lairs). These terrifying beasts love treasure, keeping it well hidden within their lairs. A scylla's lair will be guarded by its allies: mermen (30% chance), sharks (30% chance) or a giant octopus (40% chance).

An encounter with a scylla is 60% likely to come from solitary females. Scyllae of both genders attack from below the water surface, gaining surprise on 1-3 (d6). They can travel on land, moving at a rate of 90ft, but always stay very close to the shore. Scyllae speak their own language and are on good terms with storm giants.

If 45 pts of damage are inflicted on any one head, that head will be severed.

TREASURE: 50% 1-6,000 cp, 50% 2-12,000 sp, 80% 3-18,000 gp, 60% 1-6,000 pp, 50% 2-8 gems, 30% 1-3 jewelry, 65% 3 magical items

Author and copyright holder: M. Ahmed, 2005.

SEA-MARE

FREQUENCY: RARE
NO. ENCOUNTERED: 2d20
SIZE: Large
MOVE: 180ft, swimming 180ft
ARMOR CLASS: 4
HIT DICE: 4
ATTACKS: 3 or special
DAMAGE: 1d8/1d8/1d4
SPECIAL ATTACKS: Poisonous breath
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: low
ALIGNMENT: chaotic evil
LEVEL/X.P.: 4/ 175 + 3/hp

Sea-Mares are flesh eating, amphibious horses that roam ocean coastlines in search of prey. They are evil beasts, and often kill for mere sport. They resemble heavy warhorses in size, but their skin is a rubbery black



substance as tough as armor. Sea mares have fins on their legs that lie flat while the creature is on land, and gills on their necks. Their most startling characteristic, though, is the single, blood red eye in the middle of the forehead.

Often sea-mares will serve as mounts for Nuckelavee (q.v.). When they are used as a mounts they do not receive an attack in the first round of any charge, but thereafter may attack with two hooves and a bite.

The breath of a sea mare is poisonous, and can be used as a breath weapon once per day. The misty cloud spreads equally well in air or water, and lasts 5 rounds before dissipating. It affects a 300 sq ft area, in which all plant matter will wither and die, and any creatures or humanoids must make a save vs. poison or be rendered unconscious for one turn. After reviving from the poison, it takes a full turn before a victim is well enough to move on his own, due to extreme nausea and cramps. Untreated, it takes a full week before a victim is entirely back to normal health, although the lingering effects do not affect combat or saving throws.

TREASURE: None

Author and copyright holder: B.J. "Stranger" Poirot, 2006.

SERPENT, EARTH

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d12
 SIZE: Large
 MOVE: 60 ft
 ARMOR CLASS: 4
 HIT DICE: 12
 ATTACKS: 1
 DAMAGE: 1d12
 SPECIAL ATTACKS: Toss opponents
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7/ 2000 + 16/hp

An earth serpent is a huge creature that grows from the organic material of the earth, becoming crusted with a rocky shell as it matures. Although it is possible that these behemoths grow from tiny eggs, they appear to be a colossal example of spontaneous generation. When the earth serpent reaches a certain size, it seems to develop a rudimentary intelligence. The wakened creature cracks through the surrounding rock and earth, beginning to seek prey. They are normally found in deep, subterranean caverns, but occasionally one of the monsters will find its way to the surface, wreaking havoc as it moves aimlessly beneath the surface of the ground, seeking food.

Earth serpents normally attack by breaking through the ground underneath whatever food source it has detected (the beast can detect movement at a distance of 50 ft through any sort of earth or rock). Its bite inflicts 1d12 points of damage, but the serpent's instinctual hunting method can cause considerably more. When the serpent successfully hits an opponent, the victim must make a saving throw vs. breath weapons or be snatched in the serpent's jaws. On the following round, the serpent rears up and shakes the trapped character, inflicting an automatic 1d12 points of damage, then hurls the prey into the air. Small creatures will travel 40 feet into the air, medium sized creatures will travel 30 ft, and large creatures (within reason) will travel 20 ft. Falling back to the ground inflicts normal falling damage, and hitting a ceiling on the way up will result in damage both from the impact and then from the subsequent fall. An earth serpent's treasure is found trapped in its multiple gizzards except for any gems, which are usually imbedded in the creature's rock-like skin.

Earth serpents generally attain a length of 30 to 40 feet before emerging from the rock to hunt.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



SEWER THUG

FREQUENCY: Rare
 NO. ENCOUNTERED: 4d10
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 5
 HIT DICE: 2+2
 ATTACKS: 2
 DAMAGE: 1d4/1d4
 SPECIAL ATTACKS: See Below
 SPECIAL DEFENSES: See Below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 3/ 65 + 2/hp

Sewer thugs are a race of degenerate humanoids that lurk in the sewage systems of major cities. They crawl to the surface at night, looking for victims to satisfy their cannibalistic hunger.

In combat, sewer thugs use a pair of savage metal hooks. These hooks are always rusty and covered with filth, and any creature wounded by one of these weapons has a 15% chance per wound of contracting a serious disease. A successful save vs. poison will negate the effects of the infection. Sewer thugs themselves are immune to all forms of disease.

As a result of their subterranean existence, sewer thugs can see in the infrared spectrum up to 60ft. They shun bright light, and sunlight imposes a -1 penalty to their 'to-hit' rolls.

When encountered, sewer thugs will always be completely wrapped in whatever material they manage to collect: rags, old garments, sackcloth, skins, and even rotting hay and parchment. These wrappings are always

soaking wet with sewage and emit a horrid smell. If this material is removed from a sewer thug's corpse - they never willingly expose themselves - it will be discovered that they are gaunt, pale creatures with sunken eyes and long rotting teeth. While they resemble ghouls in appearance and mannerisms, sewer thugs are not undead creatures.

It is rumored that a great hatred exists between the sewer thugs and wererats, whom often compete for the same territories.

TREASURE: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 25% - 1d6 gem stones, 20% - 1d3 jewelry items, 10% - 2 magic items.

Author and copyright holder: Tony "Wheggi" Rosten, 2004-2005..

SHADE WALKER

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1
 SIZE: Medium
 MOVE: 240ft
 ARMOR CLASS: 2
 HIT DICE: 5
 ATTACKS: 2
 DAMAGE: 1d6, 1d6 (or by weapon)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Exceptional
 ALIGNMENT: Any Evil
 LEVEL/X.P.: 4/ 245 + 4/hp

On very rare occasions, the tortured soul of an evil person manages to escape somehow from the nether planes, fleeing into the prime material plane by unknown means. These escaped souls become shade walkers. A few diabolists postulate that shade walkers are occasionally released for sport hunting, but in general these fugitive souls are a matter of great concern to the lords of the underworld planes, representing not only a great injury to their pride and status, but threatening further escapes by the same route. Whether for sport or from necessity, shade walkers on the prime material plane are invariably the subject of a relentless demonic pursuit. They are constantly moving, knowing their time is limited before they are recaptured. In some cases the hunt may continue for centuries, for only the most resourceful of souls manage to escape from the netherworld in the first place, and those remaining ahead of their pursuers become ever more canny and elusive.

It is worthy of note that shade walkers, like their pursuers, are thoroughly ruthless and evil, irrevocably twisted by the tortures of the afterlife and retaining little of their original humanity.

Shade walkers are undead, existing in the same semi-material state as ghosts. They may be hit only by silver weapons (half damage) or by magical weapons (full damage). All shade walkers are immune to sleep, charm, and electrical attacks. Some shade walkers were magic users in life (10% chance) and these maintain their spell casting powers.

Shade walkers appear as quick moving, oddly indistinct figures, often wearing capes and wide brimmed hats to hide their shadowy black forms. They feed upon fear and nightmares, often purposefully provoking terror and dreams of madness in their victims to gain strength.

Their most chilling quality, however, is the ability to possess and animate the corpses of recently-killed humanoids (preferring elves and humans), entering the dead body and capturing its memories well enough to pose as the corpse's original occupant while wearing the body



(provided, of course, that any obviously mortal wounds can be concealed from sight). Shade walkers can only possess a corpse that has been dead for less than one turn, and can control the body for only 1-3 hours before it succumbs to rigor mortis. As the rigor mortis sets in, the shade walker slowly loses the ability to draw upon the body's memories or to make it speak, and the host body will, at the end of the 1-3 hours, turn into something similar to a zombie. Once a body is in this condition, the shade walker will usually discard it to search for other prey.

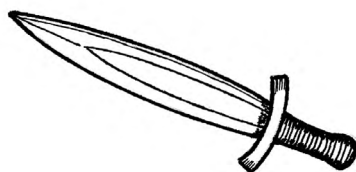
Shade walkers may animate and possess corpses for various reasons: sometimes they do so to re-experience the thrill of material existence, at other times to commit murder or other vile acts without leaving clues that might draw the attention of their demon pursuers. Most important, to the shade walker, is that it cannot be sensed by demons when it is wrapped in flesh, even if the flesh it inhabits no longer lives.

Shade walkers can sense the nearby presence of demons, and will immediately seek to hide itself in a dead body when pursuit draws near. If only living bodies are available, the shade walker will seek to render one of these into a viable host by killing it.

When a shade walker inhabits a recently killed corpse, the corpse improves the shade walker's AC by 1, and absorbs half of all damage the shade walker would otherwise have taken. Once a corpse has absorbed 20 hp of damage, it will come apart and the shade walker will no longer be able to use it.

TREASURE: None

Author and copyright holder: M. Ahmed, 2006



SHADOW VETCH

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d4

SIZE: Medium

MOVE: 30ft

ARMOR CLASS: 3

HIT DICE: 6

ATTACKS: 1

DAMAGE: 1d4

SPECIAL ATTACKS: Life drain

SPECIAL DEFENSES: Magic or silver weapon to hit

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 0%

INTELLIGENCE: Semi-

ALIGNMENT: Neutral evil

LEVEL/X.P.: 5/ 420 + 6/hp

Shadow vetch is a plant-like being of negative material substance, rooted in the negative material plane but with its tendrils twisting and extending through planar boundaries almost into the material plane itself. The physical manifestation of a shadow vetch is only semi-material, like that of a wraith or shadow. This insubstantial intruder has a root-like extrusion that fades away into nothingness (where it disappears toward its roots in another plane of existence), and innumerable wispy "branches" extruding from the front end. The plant is quite capable of movement, for although it remains stationary in the negative material plane its manifestation in the Prime Material is not physical in any meaningful sense.

A shadow vetch attacks by rising from solid substances to grab at living beings. They will often stalk their prey, waiting for the best opportunity to strike.

When shadow vetch hits an opponent, it extrudes semi-material strands of its substance into and through the victim's body. The victim will begin losing one point of strength and 1d4 hit points per round, automatically, until the shadow vetch is killed (unless the plant is somehow distracted into attacking a different opponent). The loss of ability points is permanent, but all may be restored with a single wish spell or by a restoration spell.

Shadow vetch can move through solid substances such as rock and earth, and may do so during combat to gain an advantage.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



SHRIEKER, BLACK

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d2
 SIZE: Medium
 MOVE: 10ft
 ARMOR CLASS: 5
 HIT DICE: 5+15
 ATTACKS: 1
 DAMAGE: 1d2
 SPECIAL ATTACKS: Conjunction
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Very
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 230 + 6

Black shriekers are a more powerful and intelligent variant of normal shriekers. Their cries do not call wandering monsters from nearby; instead, they act as a Monster Summoning I spell, which the Black Shrieker can use once per round up to five times per day. No somatic or material

component is required, but this power otherwise operates exactly as the third level magic-user spell. The type and number of summoned creatures appearing is determined randomly. They will remain under the Black Shrieker's total control until the spell duration expires.

Because they need to give commands to their minions, Black Shriekers speak an enormous variety of languages. As well as using rotting meat for food, they are motivated to obtain fresh corpses, particularly of humans and demi-humans, into which they inject the spore colonies by which these monsters reproduce. The body of a human who has been infected by these spores can only be raised if cure disease is cast prior to the raise dead.

Although the Black Shrieker has no interest in treasure for itself, the creatures it summons will have their full normal treasure.

TREASURE: See description.

Author and copyright holder: Stuart
 "PapersAndPaychecks" Marshall, 2006

SHROOM

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large
 MOVE: 90 ft
 ARMOR CLASS: 6
 HIT DICE: 6+1
 ATTACKS: 1
 DAMAGE: By weapon
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Spells
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 60%
 INTELLIGENCE: Genius
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 6/ 545 + 8/hp

Shrooms are evil geniuses, toadstool creatures with considerable magical powers. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them are knowledgeable enough to create lairs where they can manufacture pod-men (q.v.) as servants.

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

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

TREASURE: 25% -1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items and 10% - Magic sword, armor or other magical item.

Author and copyright holder: Matt "Mythmere" Finch, 2006



SKELETON, ALTERED

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d6
 SIZE: Large
 MOVE: Equine: 120ft (240ft on all fours); Tauran: 90ft
 ARMOR CLASS: 6
 HIT DICE: 3+3
 ATTACKS: Equine: 2 or by weapon; Tauran: 2+ gore or
 weapon + gore
 DAMAGE: Equine: 1d6/1d6; Tauran: 1d8/1d8/1d6
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: Half damage from non-blunt
 weapons
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 40%
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 LEVEL/X.P.: Equine: 3/ 105 +3/hp
 Tauran: 3/ 135 + 3/hp

An altered skeleton is the undead skeleton of a large animal, its bones rearranged to suit the purposes of the necromancer who animated it. In general, such creatures are used as shock troops to bolster ordinary skeletons or zombies. There are two common types of altered skeletons: equine and tauran. In both cases, the front hoofs have been replaced with finger-bones from humanoid skeletons, allowing the altered skeleton to wield weapons and carry heavy objects. Generally, an altered skeleton stands upright on its hind legs.

Altered equine skeletons are created from horse skeletons, and can carry a rider (which, of course, prevents them from using weapons). Altered tauran skeletons are created from bull skeletons, and although they cannot carry a rider they can use their horned skulls to gore their enemies.

Altered skeletons are immune to sleep, hold and charm. They are turned as ghouls.

The creation of an altered skeleton requires the use of a special manual for the reconstruction and alteration of animal skeletons prior to animation. Most such tomes contain instructions for both the tauran and equine forms of altered skeletons, and some are reputed to contain formulae for other types beyond these two.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005

SKELETON, SLIME (JELLETON)

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d12
 SIZE: Medium
 MOVE: 60 ft
 ARMOR CLASS: 4
 HIT DICE: 4+1
 ATTACKS: 2
 DAMAGE: 1d8/1d8
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: One quarter damage from slashing and blunt weapons, no damage from piercing weapons
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Nil
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 165 + 5/hp

Slime skeletons are odd undead creatures resulting from a skeleton's long-term immersion in living slimes, jellies, or oozes. What process prevents the digestion of a victim's bones is not known, but seems to be related to unholy influences in the area where the victim fell prey to the slime.

Eventually, the rubbery horror rises from its place of death and walks the earth again, dripping (harmless) drops of slime from its bones. Just as with a normal animated skeleton, a slime skeleton suffers reduced damage from edged weapons. However, the monster's flexible, almost elastic bones grant it protection from blunt weapons as well. A slime skeleton takes only one quarter of the damage that would ordinarily be inflicted by blunt or edged weapons, and no damage from piercing weapons such as spears. Missile weapons do no damage at all. Slime skeletons are immune to sleep, charm, and hold spells. They are turned as ghouls.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



SLEEPER

FREQUENCY: Extremely Rare

NO. APPEARING: 1

SIZE: Large

MOVE: 120 FT

ARMOR CLASS: 5 (can only be hit with silver or +1 or greater magic)

HIT DICE: 10-20

ATTACKS: 1-8/ or surround

DAMAGE: Special see below

SPECIAL ATTACKS: Surprise 1-4 in 6 in total darkness

SPECIAL DEFENSES: Immune to fire, Electrical Attack
Double Damage

MAGIC RESISTANCE: Immune to charms, Illusions and sleep

LAIR PROBABILITY: 50%

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

Sleepers are an extremely rare form of undead. They are created when a powerful chaotic evil cleric, and his congregation (of at least 13), purposefully commit suicide in the hopes of returning as a single, undead entity. When successful (which is very rare), such an entity is composed of not only the souls of the cleric and his congregation, but also the souls of any who are killed by the evil entity.

In this way, the more souls that are killed and absorbed, the more powerful the sleeper becomes (permanently gaining 1 HP per absorbed soul). Sleepers are destroyed by sunlight and cannot cross running water, but can be affected by both silver and magic weapons. Sleepers appear as inky black fog with 1d8 8ft shadowy, wispy tendrils. These tendrils protrude from the main body and feel around, sensing for life. Sleepers will typically glide about, hovering a foot or two above the ground, but can ascend upward to any height. Sometimes they attack by dropping down onto unsuspecting prey. Sleepers surprise on 1-4 in 6 in total darkness, but have normal surprise in semi-darkness, such as on a full moon night. Sleepers make no noise, and are only detectable in darkness when their inky silhouettes are outlined against a light source.

Sleepers often lair near isolated roads or small villages so that they may be near the souls on which they prey. At dusk, Sleepers must return to their dark lairs, usually below ground or in an abandoned buildings basement, to avoid daylight which causes 1d8 pts of damage per round.

On particularly overcast days, Sleepers can venture out without taking damage from sunlight, but move at 1/2 normal speed. They often do this to scout for victims, but typically stay near their lair where they feel safe. Once the true darkness of night descends, the Sleeper ventures



out to begin hunting for souls to absorb. A sleeper attacks with its wispy tendrils. The tendrils inflict no damage, but do cause a temporary form of insanity lasting 1-6 turns. During this time the victim will attack anyone not affected by the sleeper, and has a desire to stay no more than 100 feet from the creature.

The second form of attack occurs when the sleeper completely surrounds its victim with its shadowy mass, enveloping them in total pitch darkness. Any surrounded in this manner must save vs. petrification or become paralyzed for 1-10 hours. Once this occurs, the victim is then typically moved by the creature into its lair (a sleeper can carry up to 500 lbs) to be absorbed at the rate of 1 HP of life force per round. Sometimes the cunning Sleeper will keep victims alive as bait to lure would be rescuers into traps and situations where it has an advantage. Sleepers often work with other undead such as witches, vampires and the like, communicating with them using a form of telepathy. Those using ESP upon a Sleeper can read its thoughts (both its victims' and the controlling soul of the cleric).

A light spell cast upon a Sleeper inflicts 1d8 points of damage per round, and it is turned as a lich. A person whose soul has been absorbed may not be magically brought back to life until the Sleeper has been destroyed which also frees all of the trapped souls of its victims.

TREASURE: 80% 3-12,000 SP, 70% 1,000-10,000 GP, 30% 3 magic items

Author and copyright holder: M. Ahmed, 2005

SLITHERING HIVE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Small
 MOVE: 10ft
 ARMOR CLASS: 3
 HIT DICE: 5
 ATTACKS: 1
 DAMAGE: 1d8 (bite)
 SPECIAL ATTACKS: Insect plague
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 190 + 4/hp

A slithering hive is a semi-intelligent insect about three feet long. Sinus-like cavities in its exoskeleton are inhabited by myriads of small, biting gnats, their activities directed by the hive.

The hive is a predatory creature, moving slowly from place to place in search of victims. It will often remain for months in an area where there is an ample source of prey, such as a dungeon complex or village with herds of cattle.

When the slithering hive causes its gnats to swarm, they issue forth in a cloud (similar in many respects to an insect plague spell) 60ft in diameter, which moves at a rate of 90ft. Any creature caught within the swarm will suffer the effects of being bitten. The hive will direct the gnats either to bite or to feed. If the gnats are directed to bite, every creature caught within the swarm must make a saving throw vs. paralysis or be paralyzed for 1d6+1 rounds from the poisonous bites.

If the hive directs the swarm to feed, on the other hand, the swarm will inflict 1hp damage per round to any creature within, as small pieces of flesh are cut away and brought back to the hive. The slithering hive can generate a practically endless supply of gnats, so it is pointless to attack the swarming cloud (although it may win the party a round or two of respite before the hive belches forth another cloud).

If the slithering hive is killed, the gnats will die within 1d6 rounds, and they will not attack to feed during this time, only inflicting their paralyzing bites. When the hive itself is dead, the swarm will remain stationary.

Although a slithering hive does not accumulate treasure, there will often be found the remains of unwary travelers nearby if the hive has been in an area for even a relatively short period of time.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005

SNAGWORT, HANGING

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d10
 SIZE: Medium
 MOVE: 5 ft/ round
 ARMOR CLASS: 6
 HIT DICE: 3
 ATTACKS: 1
 DAMAGE: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 TREASURE: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 65 + 3/hp

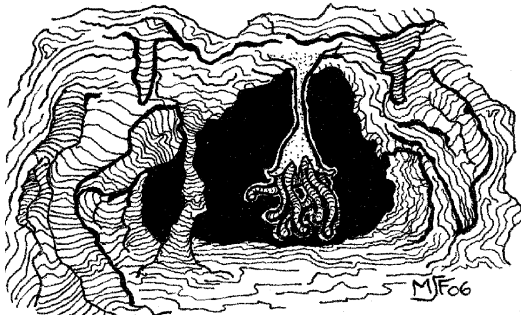
Hanging snagworts are a strange variety of dungeon plant, a cluster of slime-covered tendrils hanging at the end of a thick, rope-like strand. Within a range of ten feet or so, a snagwort can lash out by swinging its ropy strand. If this attack scores a successful hit, the tendrils (which are short, about ten inches long) affix themselves to the target with a strong adhesive.

This initial attack causes no damage, but the bond caused by the vegetable glue is virtually unbreakable except by magical means. Once the snagwort is dead, the glue will lose its adhesive properties in 1d6 hours. The dead snagwort, in other words, will still be attached to the character for quite a while, possibly causing great inconvenience and weighing 40 pounds. While the snagwort is alive, it can neutralize the glue at will. Once the snagwort is attached to an opponent, the plant can, in following rounds, smash the victim against nearby surfaces for 1d6 points of damage without needing to make further attack rolls.

If a snagwort is being attacked with missile weapons and has no enemies within range, it will flatten itself against a ceiling or behind cover. This will usually give it enough cover to merit a -4 on attack rolls against it. A lone snagwort can easily be killed with missile weapons, provided the party keeps to a safe distance.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.



SNAKE, CONDOR SERPENT

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d2
 SIZE: Large (10-20ft long)
 MOVE: 90ft (120ft flying)
 ARMOR CLASS: 5
 HIT DICE: 5+1
 ATTACKS: Bite + constrict
 DAMAGE: 1d4/2d6
 SPECIAL ATTACKS: Constriction
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 230 + 6/hp

The condor serpent is a giant constrictor snake with great bird wings spanning thirty feet or more. These predators usually lair in the caves of rocky hills and mountains, allowing them, like birds of prey, to glide on the support of air currents while they search for food.

A condor serpent swoops to the attack, seizing prey in its coils and flying back to its lair to kill, eat, and digest the meal. If the serpent hits its prey with a successful strike of its coils, the target must make a successful bend bars/lift gates check to avoid being caught in the snake's lashing grip (this roll may be attempted in subsequent rounds to break free). If other characters help to break the snake's grip, their chance to do so is added together into a cumulative number. A creature caught in the snake's coils may attack with in-hand melee weapons, but cannot cast spells or use missile weapons.

TREASURE: 2d4x10 gold coins.

Author and copyright holder: Matt "Mythmere" Finch, 2005

SNAKE, JAVELIN

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d6
 SIZE: Small
 MOVE: 60ft slithering
 ARMOR CLASS: 7
 HIT DICE: 1
 ATTACKS: 1 Impale or 1
 DAMAGE: 2d4 (impale) or 1d3 (bite)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1/ 15 + 1/hp

These snakes can be found in virtually any climate, lairing in places where they can position themselves to fall upon their prey. They strike as a javelin thrown by a 4th level fighter, using their sharply pointed heads as an impaling weapon. These snakes are very fond of wine, and will go out of their way to obtain some; wine merchants are often the targets of their attacks. One of their most distinguishing features is their three-pronged tongue.

TREASURE: None

Author and copyright holder: Sean "Stonegiant" Stone, 2006.

SNAKE, WINGED VIPER

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d6 wandering, 2d6 in lair
 SIZE: Small
 MOVE: 120ft (180ft flying)
 ARMOR CLASS: 4
 HIT DICE: 2+2
 ATTACKS: 1
 DAMAGE: 1
 SPECIAL ATTACKS: Poison (see below)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 3/ 125 + 2/hp

These serpentine predators can be found in any region save for the bitter cold of the arctic, although in colder climes they remain dormant much of the time (lair probability may increase to as high as 80%). Winged vipers

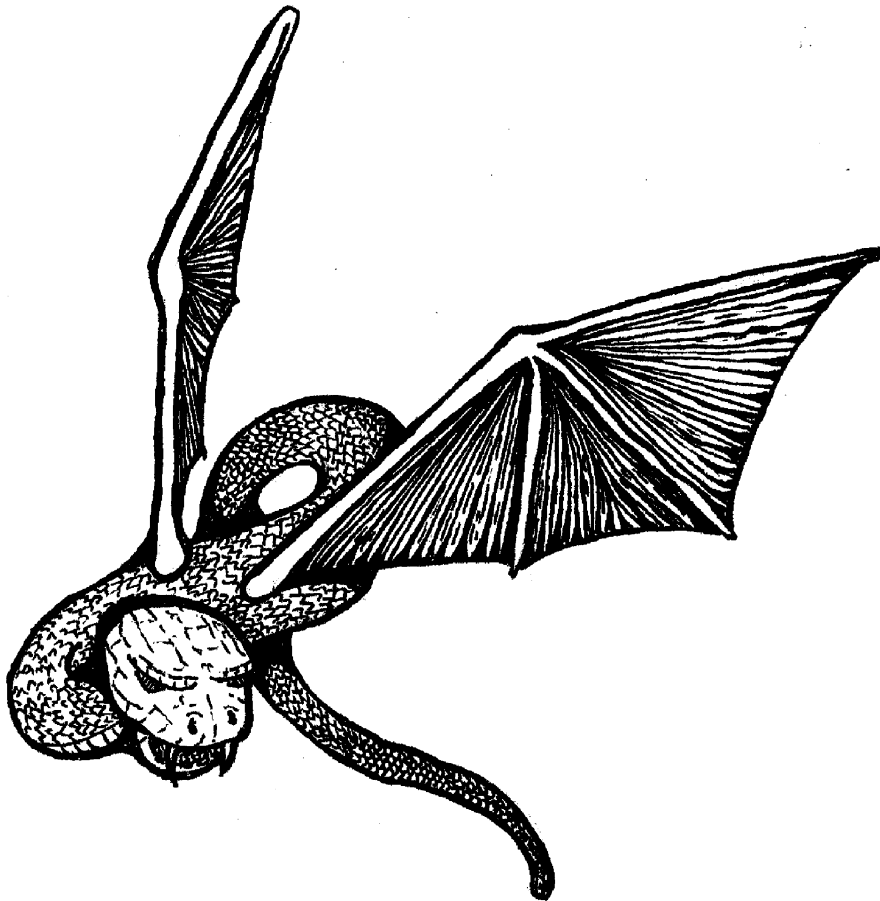
are fairly small snakes, not normally growing beyond four feet in length, with a pair of bat-like wings. It is not known whether winged vipers are the product of some magical experiment or whether they are a strange offshoot of a normal snake. They are aggressive predators, normally hunting rodents and wild fowl, but they will attack humans that venture too close to the nest, or aggravate them in some way.

The poison of the winged viper is not particularly toxic (+4 to save), but it is highly corrosive, causing 1d8 points of damage even if the victim's saving throw is successful.

The eggs of a winged viper can be sold for 50 gp each; evil magic-users can find many uses for these creatures, including training them as guards or pets. Clutches usually contain 2-8 eggs.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005



SPINY HORROR

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d100
 SIZE: Small
 MOVE: 60ft
 ARMOR CLASS: 6
 HIT DICE: 1d6 hp
 ATTACKS: 5
 DAMAGE: 1d2/1d2/1d2/1d2/1d4+1
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 40%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 1/ 11 + 1/hp

Spiny horrors are dark-furred animals weighing approximately 5 lbs, with a large number of long, jointed spines protruding from their bodies. They are predators, jumping to the attack (able to move and attack as per a charge without incurring any benefits or penalties) and usually traveling in packs along the tops of walls where they cluster like large bats. Because of the spines, spiny horrors are often mistaken for large spiders at first glance.

When attacking, a spiny horror digs its spines (a maximum of four per round) into its prey, and bites with its small but sharp teeth. As many as twenty horrors may swarm upon a single man-sized opponent.

Spiny horrors are normally found in subterranean areas; however, packs occasionally find their way into cities, where they can become a serious menace with their fast rate of reproduction.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

**STILT WALKERS** (Anthrophalangidae)

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 2d12
 SIZE: Large
 MOVE: 240ft
 ARMOR CLASS: 7
 HIT DICE: 2+1
 ATTACKS: 1
 DAMAGE: By weapon (+1 damage)
 SPECIAL ATTACKS: Thief abilities
 SPECIAL DEFENSES: Climbing
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: High
 ALIGNMENT: Lawful good
 LEVEL/X.P.: Anthrophalangidae: 3/ 65 + 2/hp
 Chief: 4/ 155 + 4/hp
 Sub-chief: 3/ 105 + 3/hp

Stilt walkers (aka anthrophalangidae) resemble a cross between men and giant "daddy longlegs" spiders, having a human-like head and torso set atop 6 stilt-like spider legs of 6-8ft length and 2 long, slender forelimbs which serve as arms. Their entire bodies, save their faces, are covered in a layer of fine fur, ranging in color from gray and brown to red in rare exceptional individuals. These creatures are surprisingly fleet and agile atop their long legs, able to traverse both walls and ceilings as easily as floors, even when carrying burdens of up to 240#. The long needle-like fingers on the hands of their forelimbs are also very nimble, giving all stilt walkers the ability to pick pockets, open locks, remove traps, move silently, and hide in shadows as thieves of 7th-12th level. In combat they prefer slings and javelins, or long spears (count as pikes) and poleaxes (count as halberds) for melee, though they generally seek to avoid the latter. Stilt walkers all have superior infravision (120ft range).

Anthrophalangidae inhabit deep subterranean caves and caverns where they tend fields and forests of giant fungi. Their lairs contain 1 HD females and non-combatant young equal to 50% and 25% the number of males, respectively, as well as a chief with 4+1 HD, AC 5, and a +3 damage bonus and 2-4 sub-chief warriors with 3+1 HD, AC 6, and a +2 damage bonus. Stilt-walkers are sworn enemies of the other evil underground races, who often capture and use them as slave labor in their own fungi-farms. Because of this they tend to be very wary and reclusive and will seek to avoid contact whenever possible. If communication can be established, though, they will generally be friendly and cooperative towards other good-aligned creatures, and can make excellent scouts, guides, and spies. All stilt walkers are completely mute and communicate with each other via a complex sign language, but they are highly intelligent and fully capable of understanding human languages.



TREASURE: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 25% - 1d6 gem stones, 20% - 1d3 jewelry items and 10% - 2 magic items and 1d4 potions.

Author and copyright holder: T. Foster, 2006.

STING LICHEN

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1d4 or 2d6
 SIZE: Medium
 MOVE: 10ft
 ARMOR CLASS: 9
 HIT DICE: 3
 ATTACKS: 1
 DAMAGE: None
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Non-
 LEVEL/X.P.: 3/ 110 + 2/hp

There are a great number of lichens and mosses in the world, many of which have adapted to the harsh and nutrient-poor environments found above the tree line of mountains and high plateaus. Though most species of lichens are harmless, some can prove fatal to the unwary traveler. One such species is the sting lichen, a blue-gray growth virtually indistinguishable from normal lichens.

Sting lichen can detect the presence of nearby animals that contain minerals the lichen needs (typically calcium) and will attack when the creature moves into range. The lichen shoots forth a fine, thread-like white root, 2 to 6 feet in length and covered with thousands of microscopic

stinging cells. If the sting-root hits, and the victim fails to save vs. poison, the sting causes prey to be stunned for 1-6 hours. During that time, the Sting Lichen moves from its rock onto the body of the victim, covering it and leeching out useful minerals. Bodies drained of these essential minerals appear to be lumps of mushy flesh. A sting lichen will kill a grown man in 1 hour if left to feed undisturbed. Infrequently, 2-12 sting lichens may work in unison, not launching their sting-roots until a majority of the individual colonies sense motion. These colonies of sting lichens can be dangerous even to large parties of travelers, for the group may wander into the middle of the entire colony before the lichens begin to attack.

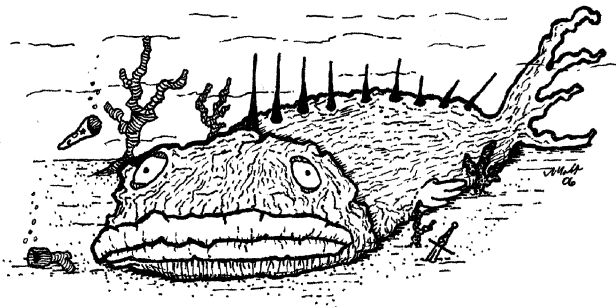
TREASURE: None

Author and copyright holder: M. Ahmed, 2005

STONEFISH (Giant Stonefish)

| | Normal | Giant |
|------------------|---------------|---------------|
| FREQUENCY | Uncommon | Rare |
| NO. ENCOUNTERED | 1 | 1 |
| SIZE | Small, 1ft | Medium, 5' |
| ARMOR CLASS | 9 | 7 |
| MOVE | 60ft | 180ft |
| HIT DICE | 1d6 | 3+1 |
| ATTACKS | 1 | 1 |
| DAMAGE | 1hp see below | 1d6 |
| SPECIAL ATTACKS | See below | Poison |
| SPECIAL DEFENSES | Surprise 1-5 | Surprise 1-5 |
| MAGIC RESISTANCE | Standard | Standard |
| LAIR PROBABILITY | 75% | 50% |
| INTELLIGENCE | Animal | Animal |
| ALIGNMENT | Neutral | Neutral |
| LEVEL/XP | 2/ 35 + 1/hp | 4/ 190 + 4/hp |

Stonefish are predatory tropical/subtropical fish, normally growing to about a foot in length. They so closely resemble rocks or coral growth that they gain surprise on a 1-5 (on a d6). Stonefish lunge with extraordinary speed to attack prey, but they will not bite humans unless provoked; nor is their bite particularly dangerous. The danger posed by a stonefish is in its thirteen dorsal spines, which inject a virulent poison (-1 saving throw). The

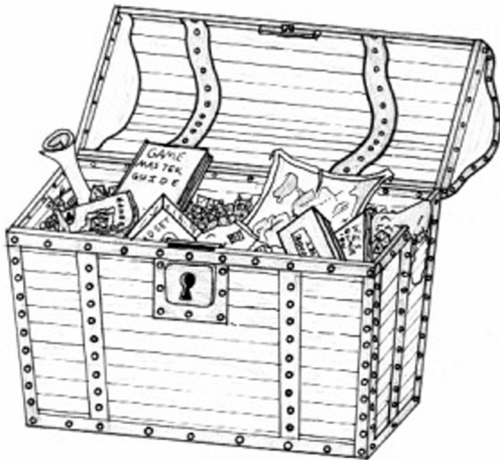


normal stonefish does not use these in combat, but in any round the stonefish is attacking there is a 10% chance that the spines will come into contact with its opponent (treat as an additional attack for no damage, but necessitating a saving throw vs. poison at -1, if the spine hits).

The giant variety of stonefish poses a much greater danger than its smaller cousin, for it has two forward spines that it uses in combat. The attack listed for the giant stonefish is a lunging attack with the forward spines, which are poison-bearing. The poison of the giant stonefish is no more virulent than that of the normal stonefish (-1 to saving throw).

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2006.



STYGIAN SERPENT

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1 or 2-5

SIZE: Large

MOVE: 90ft

ARMOR CLASS: -1

HIT DICE: Young: 5+1

Mature: 10+1

Old: 15+1

ATTACKS: 2

DAMAGE: 1d8 (bite), 2d8 (constrict)

SPECIAL ATTACKS: Constrict, poison, gaze

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 50%

LAIR PROBABILITY: 60%

INTELLIGENCE: Very

ALIGNMENT: Lawful Evil

LEVEL/X.P.: Young: 6/ 540 + 6/hp

Mature: 8/ 3100 + 14/hp

Old: 9/ 8100 + 20/hp

These massive serpents, imbued with a crafty and malign intelligence, are mentioned in secret texts and forbidden writings dating from the dawn of mankind's known existence. They are ancient, monstrous horrors that lurk beneath the ground, never emerging into the sunlight but occasionally slithering up to the surface world on the dark nights of evil portent. Many are in the service of dark gods (particularly those of poison and/or death), dwelling beneath temples (or remaining forgotten beneath such ruins) and frequently commanding minions in dark places beneath the earth. They are particularly associated with the Egyptian god Set and the River Styx.

The Stygian serpent's gaze is hypnotic; any person looking accidentally into its eyes must make a saving throw against paralysis or be frozen in place for a period of 3d6 turns. The serpent's paralyzing gaze is not its most fearsome attribute, however; its fangs drip with a potent magical venom. Any person bitten by a Stygian serpent must immediately make a saving throw versus poison at -1 or become subject to the serpent's absolute control, following any spoken command it gives and losing all individual volition. The Stygian serpent's control over a poisoned victim is so complete that if the snake orders its victim to die, the victim's heart will immediately cease to beat. Regardless of whether the serpent orders its victim to die, the poison is inevitably lethal within 2-5 weeks.

In combat, the Stygian serpent will attack with its bite, and will also seek to throw its coils around foes. If the serpent hits with its coils, the unfortunate target is held immobile and will suffer crushing constriction damage of 2-16 hit points automatically beginning on the following round. Only one of the snake's opponents may be held in its coils at a time, and a successful bend bars/lift gates attempt will allow the opponent to break free of the snake's grip.

A hatchling Stygian serpent (see below) is 8ft long; young serpents are 15ft long, mature serpents are 20ft long, and old serpents are 25-30ft long. They are considerably more massive than normal giant snakes of similar length. All Stygian serpents are immune to sleep.

The lair of a Stygian serpent is usually (80% chance) guarded by one or more creatures enslaved by the serpent's poison, and may also (25% chance) contain 1d4 hatchlings. Hatchlings are AC 3, have 3+1 HD, and are medium sized rather than large. Hatchlings are not large enough to constrict opponents of man size or larger.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005

T Thorn Creeper – Tommo – Troglodyte, Hominid – Tunnel Prawn

THORN CREEPER

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Medium (10-12 feet long, 1 foot thick)
 MOVE: 150ft
 ARMOR CLASS: 4
 HIT DICE: 4
 ATTACKS: 1
 DAMAGE: 1d6
 SPECIAL ATTACKS: Surprise 3-6, poison, constrict
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Non
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 205 + 3/hp

Thorn Creepers are huge, omnivorous caterpillars that dwell high in trees, eating huge amounts of foliage day and night. Just before building a cocoon, mature thorn creepers must feed on gallons of iron-rich blood, and at

this point in their life cycle they begin to hunt for warm-blooded prey. When a thorn creeper attacks it attempts to wrap around its target and then constricts it, forcing the creeper's poisonous thorns into the victim's body (save vs. poison or die). Even if the victim's saving throw succeeds, he still takes 1-6 points of damage per round (from the constriction) and must continue to make saving throws until he breaks free (bend bars/lift gates) or the creature is killed.

During cocooning season, entire clusters of thorn creepers will lie in wait for prey, especially over well-traveled paths or trails. They normally drop from above onto their unsuspecting victims, and are even known to move quietly from branch to branch over sleeping adventuring parties before dropping down to the attack.

Thorn creepers move in quick undulations and can fall from more than 100 feet without taking damage.

Thorn creeper cocoons may be found in the vicinity of hunting thorn creepers (30% chance). Such cocoons are



made from a high quality silk , and each is worth between 300 to 500 gp.

Adult thorn creepers turn into giant nocturnal moths that feed on honey hives.

TREASURE: None

Author and copyright holder: M. Ahmed, 2005.

TOMMO

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1

SIZE: Medium

MOVE: 240ft / 100ft

ARMOR CLASS: 3 (Human Form) / 6 Cloud Form

HIT DICE: 6

ATTACKS: 4

DAMAGE: 1d4+4/1d4+4/1d4+4/1d4+4 or 1d10 cold attack as cloud

SPECIAL ATTACKS: Fly, Invisibility once a day, Transform to mist cloud at will +1 weapon to hit in "cloud form"

SPECIAL DEFENSES: Regenerates 1d4 hp per turn

MAGIC RESISTANCE: 50%, Immune to cold and electrical attacks

LAIR PROBABILITY: 20%

INTELLIGENCE: High

ALIGNMENT: Chaotic Neutral

LEVEL/X.P.: 6/ 510 + 6/hp

Tommo are chaotic nature spirits that dwell atop remote mountains, often near small waterfalls or alpine meadows. The tommo's natural form is that of a slow moving cloud of cold mist. These spirits typically spend their time drifting about the mountaintops as small clouds, but can form at will into a stout human (usually dressed in a simple grey or white monk's robe) with bushy eyebrows, gray or white beard, and grayish silver eyes.

Despite their extremely chaotic nature, these spirits are naturally adept in the same arts monks strive to achieve through self-discipline, and they are wise in the ways of enlightenment. In consequence, they are often sought out by monks seeking to gain wisdom, insight, and fighting skills. Tommo are reluctant to reveal their secrets unless forced to do so, often in single, unarmed combat with the questing monk. They typically live in high caves, inaccessible except in cloud form, adorned with simple furniture and any items of treasure the tommo finds aesthetically pleasing. Tommo also watch and know much about the activities of those who travel in their domain. They are hostile to most humans/monsters though neutral to friendly with monks (as long as the monk has made an attempt to show respect).

In human form the Tommo attacks with 4 furious blows (similar to a monk but with wilder and more savage motions). They can also block missiles or magical attacks as a 12th level monk, and are 50% magic resistant. They move at 240ft in human form and 100ft in cloud form.

If brought to 0 hp or lower, the Tommo transforms back into a misty cloud and moves away, returning to its lair to rest and heal. If the lair of a Tommo is disturbed (a place of importance and meditation to them) the spirit will typically leave that mountain (or mountain range) in search of another.

The only way to kill a Tommo permanently is to inflict fire damage sufficient to bring it below -10 hit points.

TREASURE: Lair: 50% 1d-6 gems, 20% 1d3 jewels and 70% 1d3 magic items.

Author and copyright holder: M. Ahmed, 2006.

TROGLODYTE, HOMINID

FREQUENCY: Very Rare

NO. ENCOUNTERED: 20-200

SIZE: Medium

MOVE: 120ft

ARMOR CLASS: 8

HIT DICE: 1+1

ATTACKS: 1

DAMAGE: By weapon

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 50%

INTELLIGENCE: Semi-

ALIGNMENT: Chaotic Evil

LEVEL/XP: 2/ 20 + 2/hp

These creatures arise when a group of humans, through long association with and worship of a particularly chaotic and evil being, begin to revert to an earlier evolutionary state. Generally they begin to lose the power of language, although they can usually communicate with one another reasonably effectively via a system of hoots, grunts, shrieks and gestures. The societies formed by hominid troglodytes are chaotic and violent in the extreme, with the strong tending to dominate the weak most cruelly; typically leader-types will be associated with the tribe's religion and possess minor clerical powers.

Many regressions to the hominid troglodyte condition happen underground, and in this case the man-trogs will possess senses well attuned to the darkness. Although they do not have true infravision, their acute hearing,

light-sensitive eyes and enhanced olfactory capabilities enable them to act effectively even in total darkness.

For every 10 trogs, there will be a leader-type with maximum hp. For every 30 trogs, there will be a tribal cleric of 2nd level; if 100 or more are encountered, there will be a tribal priest of 3rd or 4th level. There will also be females (as the males, but with 1d6+1 hit dice instead of 1d8+1) equal to 100% of the number of males, and young equal to 50% of the number of males. These creatures are in addition to the number shown on the die.

Description: Hominid troglodytes resemble stooped, hunched humans with low, beetling brows and protruding jaws. Their legs are noticeably shorter than those of most humans, but their arms are longer, and those which live underground tend to be very pale of skin. They have often abandoned the use of clothing, and many tribes compensate for this by a thick growth of body hair. Often they will bear scars arising from the fighting, torture, and foul religious observations of their kind.

TREASURE: 30% - 1d6x1000 silver coins, 25% - 1d2 electrum coins and 50% - 1d4 magic scrolls

Author and copyright holder: Stuart "PapersAndPaychecks" Marshall, 2005.

TUNNEL PRAWN

FREQUENCY: Uncommon
NO. ENCOUNTERED: 2d6
SIZE: Small
MOVE: 60ft
ARMOR CLASS: 4
HIT DICE: 1
ATTACKS: 2
DAMAGE: 1-2
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 1/ 10 + 1/hp

Tunnel prawns are scavengers resembling very large lobsters, with a hard, rocklike shell. These creatures wander through subterranean caverns eating bugs and fungi from the wall, floor, and ceiling. A tunnel prawn can scale walls and move along ceilings with no more difficulty than walking along a floor.

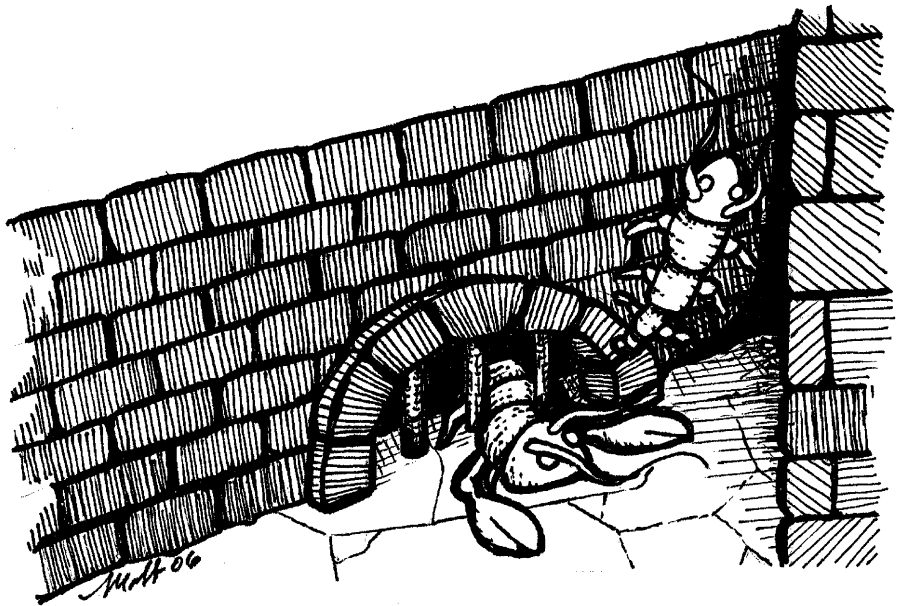
These dungeon vermin are easily antagonized, and will

attack any living beings venturing near.

One tunnel prawn can provide the equivalent of a day's rations. The meat is tough and very chewy, and keeps for only one day, but is actually quite delicious. Some taverns, usually those located near dungeon entrances, serve tunnel prawn as an item on the bill of fare, and will pay up to 3 gps for a fresh tunnel prawn. The prawns weigh about 20 lbs each.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.



U Ulyuleng

ULYULENG

FREQUENCY: Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Medium
 MOVE: 10ft/120ft (fly)
 ARMOR CLASS: 0
 HIT DICE: 5+1
 ATTACKS: 4
 DAMAGE: 1d6/1d6/1d6/1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Immune to charm and cold
 MAGIC RESISTANCE: Saves as 6th level magic-user
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Semi-
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 5/ 350 + 6/hp

Ulyulengs are an abomination that shatters sanity, a wrongness that has crept into the world from another dimension or perhaps is a holdover from the time before known time, when the laws of nature held weaker sway. They are described in forbidden tomes and blasphemous cuneiforms as a mass of dripping tentacles supported in flight by membranous wings similar to those of a bat. Some aspect of this appearance, and the sound of the wings, is unnatural beyond the bounds of sanity.

It is when the ulyulengs take wing that the true horror of their existence becomes manifest to observers. Any person within 100 feet who sees or hears the ulyulengs in flight (or in melee combat) must immediately make a saving throw versus paralyzation or become temporarily insane (described hereafter). If a character is not affected by insanity, that character must continue to make successful saving throws each round until the ulyulengs no longer beat their wings or the character succumbs to insanity from the sound/sight. The effect of the insanity is randomly determined on a d4.

1: The victim attacks himself for 3d6 rounds, clawing at his eyes and ears to automatically inflict 1d3 hps damage per round until restrained or magically cured.

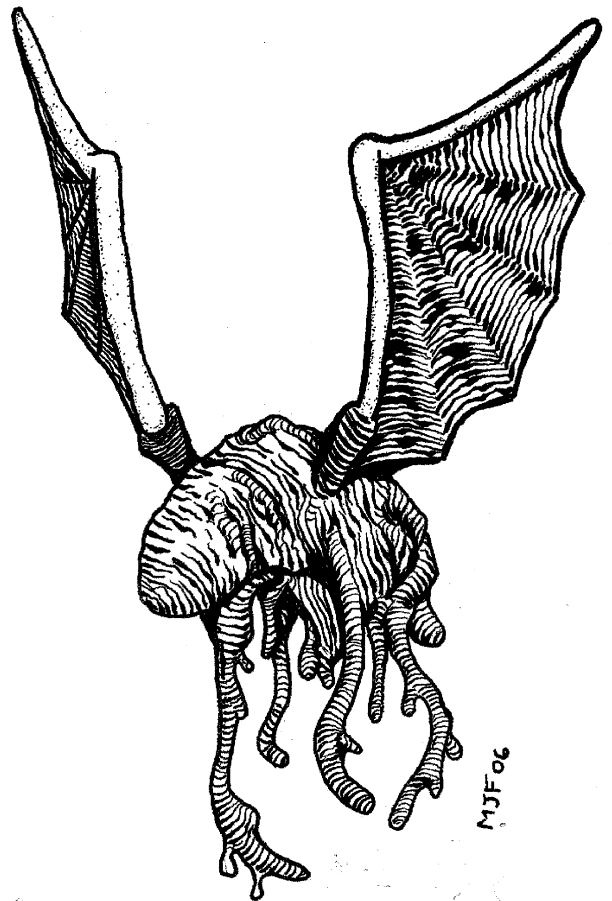
2: The victim succumbs to homicidal mania, becoming convinced that his former allies have betrayed him. He will attack the nearest person that he formerly considered a friend or ally, using any weapon readily to hand. This condition persists for 1d6 rounds.

3: The victim drops all held items and moves towards the ulyulengs of dark madness, entreating them to come and feed upon him.

4: The victim loses one spell (starting with first level spells of the player's choice) from memory per round for 2d12 rounds. If a character (a fighter, for instance) does not have any spells memorized he will lose one point from a randomly determined ability score each round for the remaining duration of the 2d12 rounds of insanity. These ability points will return at the rate of one point per day, but the character will forever after suffer from occasional nightmares.

5: The victim loses one point of wisdom permanently (subject to restoration), and is not further affected by the sound of the wings, even finding it pleasant. A character so affected has a 25% chance of becoming chaotic evil within the following month.

6: The victim attacks the ulyulengs in a berserker frenzy, gaining +2 to hit, for 2d6 rounds.



All saving throws made against the insanity caused by an ulyuleng can be improved by certain conditions. The saving throw is a mental threat, so wisdom bonuses apply to the roll. All clerics and monks save at +1, paladins save at +3, and all beings of lawful alignment also gain a +1 to the saving throw (lawful clerics, therefore, gain a total of +2, paladins gain +4). If the characters are subject to a chant or prayer while the ulyulengs are flying or attacking, such spells grant a +2 to saving throws over and above their normal effects. Further, any creature that can neither see nor hear the ulyulengs will be completely immune to the insanity caused by their appearance and sound.

For every five additional ulyulengs, there is a penalty of –

1 to saving throws, but the presence of multiple ulyulengs does not mandate additional saving throws.

Ulyulengs make all saving throws as a 6th level magic user, and are immune to charm and cold.

When an ulyuleng dies, its body dissolves into a viscous ichor that acts as a contact poison.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.

V Vampire Moss – Velikul – Verminvine – Vermith

VAMPIRE MOSS

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Large
 MOVE: 20ft
 ARMOR CLASS: 4
 HIT DICE: 3
 ATTACKS: 1
 DAMAGE: 1d4 (see below)
 SPECIAL ATTACKS: Suck blood
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Nil
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 80 + 2/hp

Vampire moss is a dangerous subterranean hazard, a mass of vegetable substance that feeds upon red blood. Vampire moss usually drops upon unwary explorers, but it is capable of slow normal movement when necessary. When vampire moss attacks, its first attack is merely to attach itself to prey and inflicts no damage. Subsequent attacks inflict 1d4 hit points of damage automatically. In addition to inflicting damage from its blood drain, vampire moss has a chance to make its victim maddened. Every round in which a victim takes damage from vampire moss he or she must also make a saving throw against poison. If the saving throw fails, the victim will use any weapon in hand to attack random enemies (other than the vampire moss) nearby. Once the saving throw has failed, no further saving throws are allowed. If there is no one for the victim

to attack (within ten feet), the victim may attack the vampire moss even if he or she is in a maddened state.

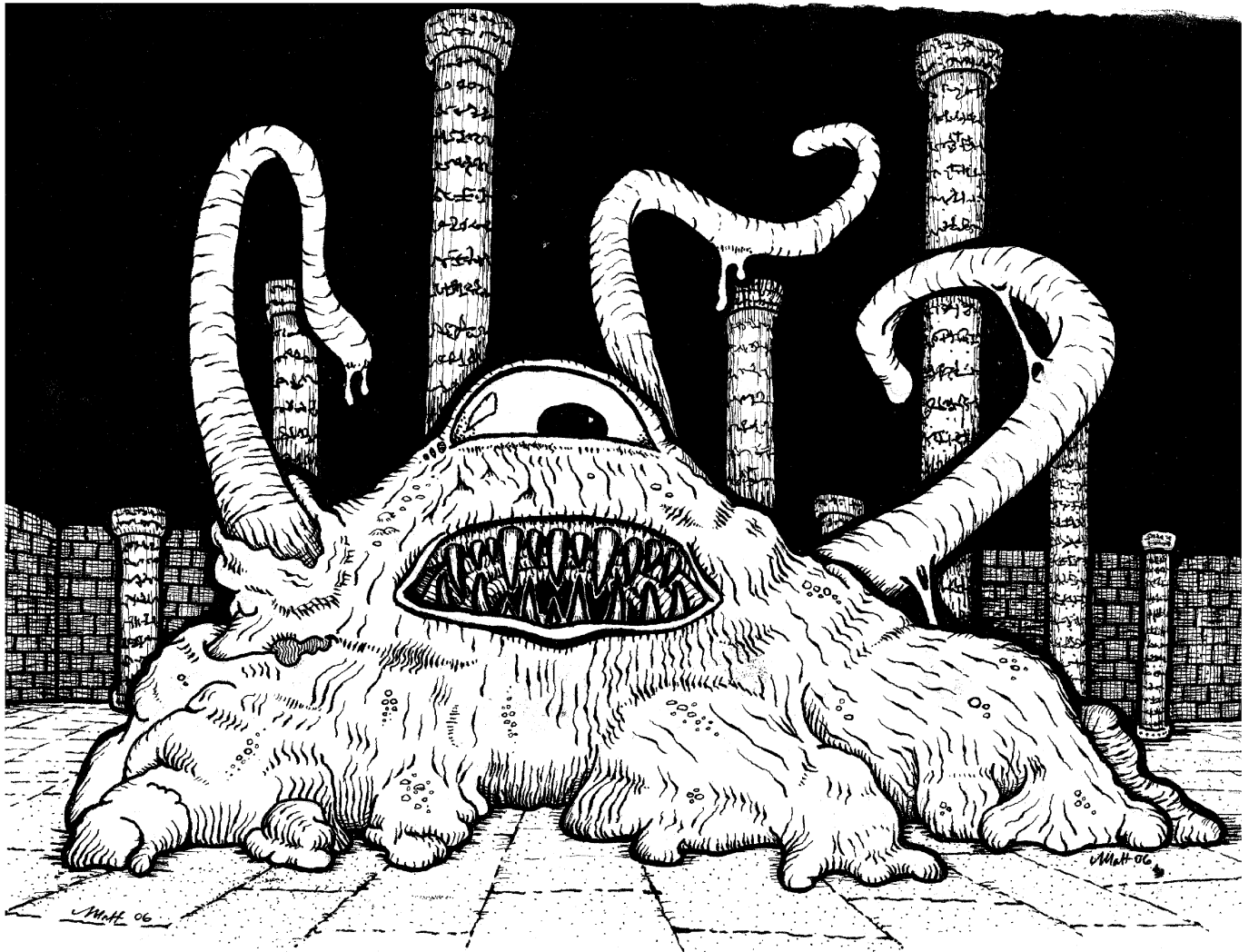
Anyone covered with vampire moss can attack it normally or try to tear the moss away. Tearing the moss away takes 1d4 rounds, and the final round of tearing away causes 1d6 hit points of damage per round to the person covered with moss. Once the moss is torn away it will need to make another successful attack to latch on to another victim.

A vampire moss attached to a victim is a fairly large target, but the GM may assign a small chance that the victim’s allies might hit the victim while trying to kill the moss.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.





VELIKUL

FREQUENCY: Very Rare (possibly Unique)

NO. ENCOUNTERED: 1

SIZE: Large

MOVE: 60ft

ARMOR CLASS: 10

HIT DICE: 35hp; treat as a 5HD monster

ATTACKS: 3

DAMAGE: 1d8/1d8/1d8

SPECIAL ATTACKS: Voice

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 100%

INTELLIGENCE: Genius

ALIGNMENT: Chaotic Evil

LEVEL/X.P.: 4/ 245 + 6/hp

It is well known to sages, but not often mentioned, that ancient horrors once slithered upon the earth and burrowed beneath it, squamous monstrosities remembered only in the darkest legends and the most forbidden lore. Some few of these yet remain, in the deep

and forgotten recesses of the earth, and in other places where sane men fear to tread. One such is the being known as Velikul (it is not known whether any other survivors of Velikul's horrid race still exist).

Velikul is an amorphous mass with three pseudopods, a central eye, and a gaping maw lined with deadly fangs. It considers itself to be a God; and for unfathomable reasons it pleases some Chaotic power of the Outer Planes to grant spells to Velikul's worshippers as if this were so.

Creatures of this kind prize arcane knowledge above all other things, and will almost always (90%) possess 2d4 randomly-determined scrolls. If the creature has, or had, worshippers nearby, these will have left it offerings to a total value of 10d100 gold pieces. Often these offerings will comprise carvings, paintings, statuettes or other objects of value rather than cash.

Foul though Velikul's appearance undoubtedly is, its voice is sweet and reasonable. Incongruously, its tones are those of a young but well-spoken human child, and it can be very persuasive.

Velikul can use its voice in two ways. It may hypnotize its audience (therefore making them vulnerable to a suggestion spell), but only if it can speak uninterrupted for three rounds during which no combat is taking place. Alternatively, Velikul may choose to speak its honeyed words as a command spell. Even while attacking, Velikul may issue one command each round.

It is possible to avoid the effects of Velikul's insinuating words if a character carefully blocks his ears with candle wax (or a similar substance) in advance of the encounter.

TREASURE: See description.

Author and copyright holder: Stuart "PapersAndPaychecks" Marshall, 2005.

VERMINVINE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: Large (covering approximately 10 square feet)
 MOVE: See below
 ARMOR CLASS: n/a
 HIT DICE: n/a
 ATTACKS: See below
 DAMAGE: 1 hp/2 hours
 SPECIAL ATTACKS: See Below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Nil
 ALIGNMENT: Neutral
 LEVEL/X.P.: 2/ nil

Verminvine is a predominantly subterranean plant, spending most of its life cycle in seed form. The seeds rest in small rock crevices until a warm object (body temperature) remains within a few feet of the seeds for more than an hour, at which time they send out rapidly-growing tendrils (the plant grows at a rate of about one foot per hour) toward the warm object. When the tendrils reach their goal, they begin feeding on it if it is a living creature, drawing one hit point of blood every two hours.

The process is so slow that it will not awaken a sleeping person unless he makes a successful saving throw against charm (wisdom bonuses apply). A person who is not asleep will, of course, notice the tendrils. The blood drained from the victim is used to create more seeds. For a period of six hours, these seeds are capable of motion, hopping like fleas. They will swarm over and around the victim, infesting rations and any other substances that might be eaten. Seeds from a single Verminvine can eat three days' worth of rations in an hour.

A person infested with Verminvine will continue to suffer from the plant's life cycle as new tendrils keep growing from the seeds, and these continue to release more seeds in a repeating cycle. The unfortunate victim will continue to lose one hit point every two hours, and will be swarming with the tiny, hopping seeds. Fortunately, there are many ways to get rid of a verminvine infestation; coating the entire body with oil or vinegar or completely immersing the body in water are the most common methods.

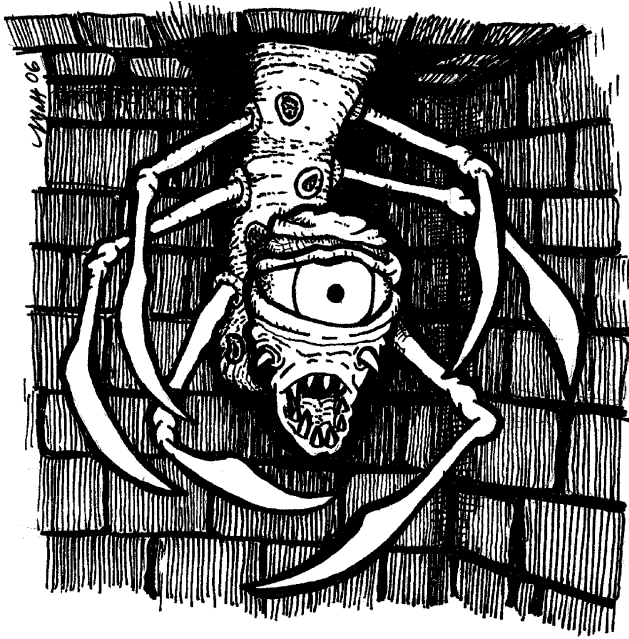
TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.



VERMITH

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1
 SIZE: Medium
 MOVE: 60ft
 ARMOR CLASS: 2
 HIT DICE: 5
 ATTACKS: 7
 DAMAGE: 1d6/1d6/1d6/1d6/1d6/1d6/1d10
 SPECIAL ATTACKS: Surprise on 1-3
 SPECIAL DEFENSES: Half damage from blunt weapons
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 80%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 4/ 200 + 4/hp



Vermiths are deadly subterranean predators that attack from ambush. They are nightmarish in appearance, having a boneless, wormlike body with a single eye and fanged mouth where the head might be found, and three jointed limbs on each side of the body. The six limbs all end in long, chitinous blades, used to attack prey.

Suckers along the Vermith's body allow it to fix itself against a ceiling (often nestled in a group of concealing stalactites), and its boneless body can be compressed into surprisingly narrow spaces.

From these hidden recesses, the Vermith can launch itself forth in a deadly surprise attack.

The boneless body structure of a Vermith makes it relatively immune to the effects of blunt weapons, which inflict only half damage.

TREASURE: 10% - 1d8x1000 copper coins, 15% - 1d12x1000 silver coins, 15% - 1d8x1000 electrum coins, 50% - 1d6x1000 gold coins, 30% - 1d10 gem stones, 25% - 1d6 jewelry items and 15% - 2 magic items and 1 magic potion.

Author and copyright holder: Matt "Mythmere" Finch, 2005.

W Willow Men – Wishing Carp – Wyrms, Northland

WILLOW MEN

FREQUENCY: Rare

NO. ENCOUNTERED: 1d6

SIZE: Small

MOVE: 120ft

ARMOR CLASS: 4

HIT DICE: 2+2

ATTACKS: 1

DAMAGE: 1d4 (poison spear)

SPECIAL ATTACKS: Animate Willow Tree, shocking grasp

SPECIAL DEFENSES: 90% invisible when within 1ft of Willow Tree

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 50%

INTELLIGENCE: Average

ALIGNMENT: Neutral Evil

LEVEL/X.P.: 4/ 185 + 2/hp

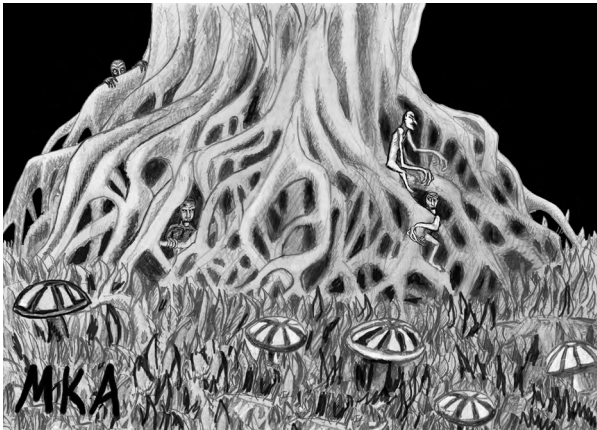
Willow men are an evil faerie folk, found in old stands of dying, blight-infected willow trees. They resemble small people, about six inches to one foot in height, but formed of gnarled root-wood, rotten with fungus growth. Indeed, their natural resemblance to roots is deceptive enough

to allow them to hide with 90% success within one foot of a willow tree, where they appear to be part of the tree itself. Willow men dwell deep within the roots of their rotted tree-lairs, preferring to attack from hiding when possible.

These malevolent creatures employ sharp spears or swords in combat, their weapons coated with a willow-bark poison that causes sleep for 10 rounds (saving throw applies). They may also attack with their bare hands, with which they can deliver a powerful jolt of electricity causing 1-8 points of damage. The most dangerous ability of the willow men is their ability to animate willow trees in the same manner, and with the same limitations, as a treant.

Willow men keep their treasure hidden in a lair below the roots of their dying lair-trees. Below ground level is a chamber 10-20 feet across with piles of gold, colorful stones, and magic items taken from unwary victims.

TREASURE: 20% - 1d8x1000 copper coins, 25% - 1d12x1000 silver coins, 30% - 1d8x1000 electrum coins, 80% - 1d6x1000 gold coins, 20% - 1d4x100 platinum



coins, 40% - 1d10 gem stones, 35% - 1d6 jewelry items and 25% - 2 magic items and 1 magic potion.

Author and copyright holder: M. Ahmed, 2005.

WISHING CARP

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1
 SIZE: Small (1ft)
 MOVE: 120ft
 ARMOR CLASS: 2
 HIT DICE: 1/4
 ATTACKS: 0
 DAMAGE: Nil
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See Below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: High
 ALIGNMENT: Neutral Good
 LEVEL/X.P.: 1/ 30 + 1/hp

The Wishing Carp is an extremely rare creature found only in the purest lakes and rivers, particularly those of higher altitude and colder climes. The carp appears like a great goldfish in color and shape and is beautiful to enchanting to behold. The fish is extremely quick, and rarely seen. A live specimen can fetch 5000 gp on the open market thanks to its special ability: the ability to grant a single wish.

When caught, the fish is able to communicate in whatever tongue the captor speaks best (thanks to a limited form of telepathy). Its message is simple, its plea honest:

“Please, set me free and I shall grant you one wish!”

The Wishing Carp’s high intelligence gives it a reasoning ability and it will not allow its wish to be granted for a perverse or evil reason, and it will always adjudicate “greedy” wishes (even those which can be munificent)

to be granted in the most roundabout fashion; thus, “Make that girl fall in love with me!” might lead to a comedy of errors whereby the love struck fisherman would get the opportunity to woo the object of his affection. Alternately a wish for wealth to help a destitute family might result in the fisherman spying a jewel or glint of platinum in the bed of the stream where the Wishing Carp was caught. Genuinely selfless wishes - cures or aid to the dead or dying, the destruction of a great evil which threatens an entire kingdom, etc. - are more easily and readily granted.

Once the wish is granted, the Wishing Carp will (always and without error or effort) wriggle free of its captor and leap back in to the water, never to be seen again. Once a wish has been granted and the Wishing Carp freed, the person who originally caught the Carp will never again catch one. Ever.

Anyone who catches the Wishing Carp and releases it without asking for a boon will (1 in 6 chance) receive a small gift nonetheless - a base 50 gp gem, a +1 bonus to a single characteristic (GM’s choice), and so forth. Again, these boons apply only to good or at worst neutral characters.

Treasure: None

Author and copyright holder: Bill “Dungeon Delver” Silvey, 2005

WYRM, NORTHLAND

FREQUENCY: Rare
 NO. ENCOUNTERED: 1 (35% chance of 1d4)
 SIZE: Large
 MOVE: 90ft, some flying 180ft
 ARMOR CLASS: 3 to -2 (see below)
 HIT DICE: 7 to 10 (see below)
 ATTACKS: 3
 DAMAGE: 3d6/1d8/1d8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Semi- to Low
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 5/ 345 + 8/hp
 6/ 550 + 10/hp
 7/ 900 + 12/hp
 8/ 1100 + 13/hp
 Animated Skin: 4/ 230 + 6/hp

Northlander Wyrms are dragon-like wyrms of the north. The characteristics of each wyrm are highly individualistic, and two northlander wyrms may have little in common beyond a generally draconic appearance and the ability to breed more of their kind.

The AC of a northland wyrm is determined using 1d6-3, and their HD using 1d6+4. There is a 50% chance that the Wyrms will be semi-intelligent and cannot speak; otherwise it will be of low intelligence and can speak Common.

Only speaking Wyrms can cast spells. If the Wyrms can speak, roll 1d6; on a "1" it can use magic. Such Wyrms receive 2d8 randomly-determined magic-user spells of levels 1-4 (d4); the Wyrms can use each spell once per day, unless a duplicate is rolled. Note that Wyrms must speak the words of their spells, but do not require gestures or material components; this is due to the creatures' magical nature rather than to any special form of magic they employ, and a human speaking the same spell would still require gestures if appropriate.

50% of Northlander Wyrms can fly. If so, the flying movement rate is 180ft. Even those that cannot fly may still have vestigial, stubby wings.

Not all Northlander Wyrms possess a breath weapon; indeed, most do not (1 in 6 chance of a breath weapon). If the Wyrms does have one, roll another d6. It will breathe fire on a 1-4, ice on a 5, and a cloud of poison gas on a 6. The breath weapon will always be a cone originating from the beast's mouth which is 100ft long and 30ft in diameter at its farthest point. Fiery and icy breath will inflict 7d6 damage (saving throw for half damage applies), while poison gas will kill (but cause no damage if a successful save is made).

1 in 6 Northlander Wyrms have poisonous bites. In this case the poison applies only to the creature's bite, not its claws. This poison is always of the save-or-die, but no damage on a successful save, variety.

Of course, all Northlander Wyrms can roar, but 1 in 6 of them possesses a roar powerful enough to grant them a special attack. In this event, the roar will be a wave of stunning force, 100ft long in a 45-degree arc in front of the creature's mouth; all creatures within this area of effect must save against petrification or stand motionless for 1d4 rounds.

Northlander Wyrms typically shed their skins every two years. The shed skin is usually kept safe and secure, because it can be used by the creature, or against it, in a number of ways. It will decay 1d6 months after being shed.

If the Wyrms has a shed skin within 100ft, it will often (50%) have the power to Animate Skin. The animated skin is AC6, has 6 hit dice, and no special attacks, but it moves and fights as the Wyrms itself does, inflicting the same damage. Using the Animate Skin power requires the Wyrms to concentrate for one round, and once used, the skin will attack any non-Wyrms in the area until it is

destroyed or until it collapses 3d6 rounds later. Animate Skin may be used only once per day.

If the skin is held by a hostile creature capable of casting Charm Monster, the spell can be directed at the skin rather than the Wyrms itself. In this case, the skin receives no saving throw and the Charm effect extends to the Wyrms as well as the skin.

Wyrms are not normally social creatures and are usually (65%) encountered alone. The rest of the time, there will be 1d4 Wyrms which will normally be a family unit. There is a 25% chance of eggs or young being present in the lair.

Drinking the blood from a Wyrms' heart grants the drinker the power to understand the speech of beasts. (For example, after he had slain the Wyrms Fafnir and drunk a draught of its heart's blood, the hero Sigurd learned of his impending betrayal from the conversation of nearby creatures.) For game purposes, what Wyrms' heartsblood enables is for the character to understand any mammalian or avian creature which is not magical, larger than a human fist, and not possessed of a named language of its own. In other words, Sigurd would be able to understand the speech of owls or horses. He would not be empowered to understand foreign human languages, nor the speech of dwarfs, elves, orcs etc. who were using their native tongue, nor the languages of fish or reptiles or insects, nor of tiny mammals such as shrews; nor would he be able to speak the animals' tongue, merely to understand it.

Almost all Wyrms love treasure and will compete with one another to see which can accumulate the hugest possible hoard. These are arranged for show, and the rule of thumb is that the initial sight of a Wyrms' treasure should be sufficient to make even the greediest hero's jaw drop. There should certainly be coins in enormous quantities (although it may later transpire that these are mostly copper with only the top ones being gold), many gems (the quality of which may be low, since Wyrms are much more concerned with size and number of gems than with value), a substantial number of items of jewellery (although on later inspection the crowns may prove to be gilded bronze, the goblets only silver-plated, and the ivory merely polished bone), and assorted magical items.

Despite the emphasis on show rather than substance for a Wyrms' treasure, very many powerful magic items have been found by venturesome heroes in Wyrms' hoards.

Treasure: See description

Author and copyright holder: Stuart
"PapersAndPaychecks" Marshall, 2006



Y

Yox – Yuun, Rider – Yuunsteed

YOX

FREQUENCY: Uncommon to Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large (10ft at the shoulder)
 MOVE: 120ft
 ARMOR CLASS: 6
 HIT DICE: 8
 ATTACKS: 2 (trample) or 1 (horns)
 DAMAGE: 1d10/1d10 or 3d6
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 5/ 350 + 10/hp

Yoxen are massive herd animals resembling a shaggy bison with curling ram horns. Standing ten feet tall at the shoulder, these behemoths are frightening to behold, but they are quite peaceful so long as they are not disturbed. Some nomad cultures (and even a few civilized societies) tame yoxen as riding beasts or for use in combat.

Up to four small creatures, three man-sized creatures, or a single large creature can ride a single domesticated yox.

In combat, a yox may either trample opponents or smash with its great horned head.

TREASURE: None

Author and copyright holder: Matt “Mythmere” Finch, 2005.



YUUN, Riders of

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 2d6
 SIZE: Medium
 MOVE: 60ft (240ft mounted)
 ARMOR CLASS: 0
 HIT DICE: 5
 ATTACKS: 1
 DAMAGE: 2d8+3 (flail)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: Bad luck, regeneration after death
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 5/ 280 + 4/hp

Riders of Yuun are beings from beyond the prime material plane, ordinarily encountered only when summoned by a powerful spell caster or when they are hunting down a nest of Mynakhs (q.v.), their deadly enemies. The riders are never found separated from their mounts (see “Yuunsteeds”). Indeed, it seems quite likely that of the rider and mount, it is actually the yuunsteed rather than the rider which is the thinking entity. It is even possible that the rider is an organ of the yuunsteed rather than an independent entity, and that they are physically separate only due to the geometric constraints of the prime material plane. This theory is, perhaps, borne out by the fact that a Rider cannot be completely slain until its mount is already dead. A rider regenerates at a rate of 2 hps/round once it has been reduced to 0 hp (the process continuing unabated thereafter until the Rider is fully healed) unless its mount has been killed, at which point the Rider can no longer regenerate.

The riders have a human-like form, swathed in heavy robes worn over plate mail. Those who have looked upon the unhelmeted face of a Yuun Rider report that the features are sharply angled and unnaturally symmetrical, and that the eyes are amber-colored orbs with neither iris nor pupil. In battle, the Riders fight mounted upon their Yuunsteeds, swinging great iron flails set on a ten-foot chain.

Any creature native to the Prime Material Plane standing within ten feet of a Rider will begin to suffer from progressive bad luck. In the second round of such proximity, the material plane creature will make all attacks, damage rolls, and saving throws with a penalty of -1. In the third round, the penalty will increase to -2. In the fourth round the penalty increases to -3, and so on, to a maximum of -5. The penalties begin returning to normal

(at a rate of +1 per round) immediately from the moment the afflicted creature moves farther than ten feet from the Rider.

If a rider's yuunsteed is slain, the rider will eventually (1-2 weeks) fade into non-existence. It is unknown whether this dissolution represents the actual destruction of the rider, or if its substance leaches back into the otherworlds beyond the material plane of existence.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

YUUNSTEED

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d2 unmounted, or 2d6 mounted

SIZE: Large (10ft at the shoulder)

MOVE: 240ft

ARMOR CLASS: 1

HIT DICE: 6

ATTACKS: 2 hooves or bite

DAMAGE: 1d12/1d12 or 1d6 (bite)

SPECIAL ATTACKS: Suck blood through tongue

SPECIAL DEFENSES: Damaged only by +2 or better weapons, half damage from cold and fire

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 0%

INTELLIGENCE: Exceptional

ALIGNMENT: Neutral Evil

LEVEL/X.P.: 5/ 350 + 6/hp

Yuunsteeds are the tall horses ridden by the unearthly Riders of Yuun, and they may actually be the more significant of the two beings (see "Riders of Yuun"). Any spell caster summoning Riders of Yuun without taking into account the accompanying Yuunsteeds will discover, usually in fatal manner, the severity of his miscalculation: a Yuunsteed can carry its rider through any supernatural barrier that does not also bar the steed, even against the power of a wish spell that blocks the rider. A Yuunsteed can plane shift once per week with its rider.

These extraplanar beings resemble horses in size and shape, but have unnaturally glittering eyes and very long legs. Their most disturbing attribute, however, is seldom seen by any who live to tell the tale. Yuunsteeds have a prehensile tongue over seven feet long, tipped with a sharp, forked end. When the tongue hits an opponent, it worms its way into the wound, sucking blood for an automatic 1d6 points per round thereafter until it is severed. The tongue has AC 10 and 6 hps. If it is severed, it will immediately regrow from the stump, reaching full length again within one round.

Yuunsteeds (and their riders) will occasionally serve powerful evil leaders who summon them from the planes of existence in which they reside.

TREASURE: None

Author and copyright holder: Matt "Mythmere" Finch, 2005.

Z Zuul-Koar, "the Forgotten"

ZUUL-KOAR, "the Forgotten"

FREQUENCY: Very rare

NO. ENCOUNTERED: 1d4

SIZE: Medium

MOVE: 90ft

ARMOR CLASS: 2

HIT DICE: 10+3

ATTACKS: 1

DAMAGE: 1d10 plus level drain

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to cold, sleep, hold, and charm

MAGIC RESISTANCE: Immune to spells lower than third level

LAIR PROBABILITY: 80%

INTELLIGENCE: Very

ALIGNMENT: Neutral Evil

LEVEL/X.P.: 8/ 3700 + 14/hp

The Zuul-Koar are undead from beyond the Prime Material Plane, tall humanoid beings with branching horns that curl and twist around a skeletal head. These malignant entities are often servants of forgotten deities of the undead. They use all the power of their formidable intelligence to bring about the destruction of all that is living, seeking to convert all life into an undead state under their control. Although they are not native to the negative material plane, Zuul-Koar are capable of existing within it, and are occasionally summoned forth by necromancers in possession of ancient writings that address this subject.

A Zuul-Koar has the ability to cast a death spell twice per day, and twice per day can attempt to summon 1-6 wraiths (80% chance of success) or 1-6 wights (95% chance of success). They may shift into the negative material plane, but the process takes 2d4 rounds, during which time the Zuul-Koar is in a semi-material state similar to that of a wraith. When the Zuul-Koar is semi-material, it can be hit

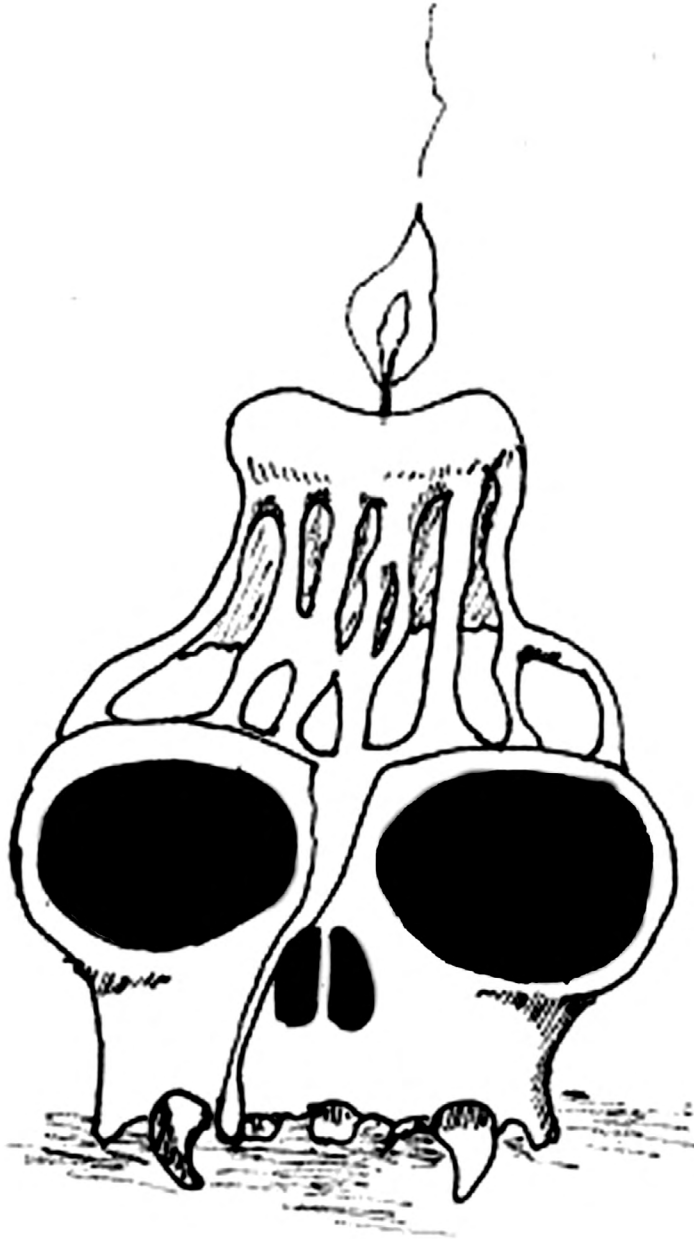
only with silver weapons (for half damage) or by magical weapons (for full damage). A Zuul-Koar is immune to first and second level spells, and to all cold, sleep, hold, and charm spells.

The touch of a Zuul-Koar deals 1-10 points of damage and drains one life level per hit. Any person drained of all life energy by a Zuul-Koar rises within 1d6 turns as a wight under the Zuul-Koar's control. Holy water causes 2-12 points of damage to a Zuul-Koar, and they are turned as lichs.

A Zuul-Koar lair will almost always (95%) contain 1-6 wights.

TREASURE: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 20% 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items and 30% - 3 magic items.

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FOREWORD TO STEVE MARSH'S SECTION:

I'm glad I invited Steve Marsh to participate in Monsters of Myth, and I'm delighted that he agreed and was so generous with his creative work. It was a pleasure to work with him.

Steve is perhaps the most laconic man I've ever encountered. He makes "terse" into an art form. I'm pretty far from terse, and I think I must have written three paragraphs to Steve for every sentence he wrote to me. But it didn't take me long to figure out that Steve's staccato phrases were driven by a lively intelligence, an eagerness to participate, and a boundless creativity that left me awestruck. I can now see why Gary Gygax chose Steve as one of his collaborators when first writing 1e.

I took the decision to put Steve's material in its own, separate section of the book after reading the first few drafts. The creatures which follow have their own, unique flavor.

If you're interested in finding out more about Steve's creatures and his worlds, I very heartily recommend visiting his web pages, seeing his descriptions and pictures, and reading his stories at <http://www.adrr.com/story>.

— Stuart Marshall 2006

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STEVE MARSH PRESENTS:

In Steve Marsh's campaign "chaos" is the outside force that is inimical to life and creation. What OSRIC™ -compatible systems usually use for Chaos would be Disorder or Tychism in Steve's campaign. Some beings tap into the outside for power, much like Cthulhu mythos cultists tap into the mythos for advantage. Of course it is destructive, corrosive and degrading (but consider everyone who uses steroids in our world), but that doesn't stop some. Often, but not necessarily, associated with negative plane connections.

Certain creatures are described as having "Chaos Taints." These are variations of the creature's standard abilities, which may be described in the creature text. If not described, the GM may make up an appropriate ability or roll on the table below:

Roll

1-2 Add 1d6 to INT (or move INT one category)
 3-4 Add 1d6 to STR (or add 1d3 to damage from strength)
 5-6 Add 1d6 to CON (or add +2 hit points per hit die)
 7-8 Add 1d6 to DEX (or treat as able to use haste spell 1d3 times per day)
 9-10 Add 1d6 to CHA (or give charm person for 1d6 melee rounds, reusable)
 11 Add 1d3 to WIS (or grant an elf's abilities to locate hidden doors, etc.)
 12 +1d3 to saving throws
 13 May use 1 illusionist (roll level 1d6, location on spell chart by rolling 1d12) spell 1d6 times per day
 14 May use 1 clerical spell 1d3 times per day

15 May use 1 magic-user spell 1d6 times per day
 16 Regenerate 1 point per turn — including fire and magic damage.
 17 Regenerate 1d3 points per melee round
 18 +1d3+1 to Armor Class
 19 1-3 +50% to magic resistance (or 50% magic resistance)
 4-6 50% spell turning
 20 +1d6 elemental type damage to all attacks
 1 Fire
 2 Ice
 3 Electric
 4 Acid
 5 Petrification (turns small amounts of flesh to stone)
 6 Poison (poison does d6 damage rather than death)

DRIFT NETS

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d3
 SIZE: Medium
 MOVE: Flying only: 240 ft
 ARMOR CLASS: 8
 HIT DICE: 2d8
 ATTACKS: 1
 DAMAGE: Special
 SPECIAL ATTACKS: Entangle
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: Nil
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3/ 50 + 1/hp

These flying, floating creatures are very pretty at a distance, like blankets of muted pastel color. They rarely fall to earth.

Their attack is an attempt to envelop and digest victims. A saving throw vs. death is necessary to avoid the envelopment. Once the victim is enveloped, the drift net will inflict 1d6 points of digestion damage per round automatically. Note that once attached, it is quite difficult to harm a drift net without harming its prey also.

TREASURE: None

KJA KHADA

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium
 MOVE: 90ft, flying 240ft
 ARMOR CLASS: 2
 HIT DICE: 6d8+2
 ATTACKS: 1
 DAMAGE: 2d6
 SPECIAL ATTACKS: Drain blood
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 6/ 545 + 8/hp

Kja Khada are shapeshifters, chaos-tainted kin to the Couranth (q.v.), and can take the shape of men or gigantic cicadas. The huge bite of this latter form drains blood; having bitten, the Kja Khada will drink deeply, losing its normal attack but automatically draining 1d10 hp of blood from its victim per round. Some are still bound in their towers, sealed there when the city fell around them and their kin left for sanctuary in the mountains and other

places. Once they were aquatic, but now the sea rejects them, and they are vulnerable to seawater (which does damage as holy water does to undead). If it touches the sea itself, a Kja Khada must make a saving throw vs. death or be instantly slain.

As with the Shiressa (q.v.), some Kja Khada are tainted with chaos and may possess additional powers.

TREASURE: Individuals 3d6pp plus 50% chance of a gem

KTHHJJ

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d6+6
 SIZE: Large
 MOVE: 150ft
 ARMOR CLASS: 2
 HIT DICE: 7d8+14
 ATTACKS: 1
 DAMAGE: 2d8
 SPECIAL ATTACKS: Varies
 SPECIAL DEFENSES: Varies
 MAGIC RESISTANCE: Varies
 LAIR PROBABILITY: 85%
 INTELLIGENCE: Very-Exceptional
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 7 Kthhjj: 50,000 xp
 8 Kthhjj: 60,000 xp
 9 Kthhjj: 75,000 xp
 10 Kthhjj: 90,000 xp
 11 Kthhjj: 120,000 xp
 12 Kthhjj: 150,000 xp

GM caution: Kthhjj are extremely dangerous foes, particularly in larger groups; they are more powerful than their hit dice would suggest! Only the mightiest heroes will be able to face them in battle.

Kthhjj (the plural is sometimes written "Kthhjjii") are somewhat like huge, undead magical leeches that walk on legs like those of spiders, men or crabs. Sages say they are "made of dreams, decay and old magic" and they are creatures of strong chaos.

They are normally found in areas of strong magic, where they will leech the source of magic to project their "dreamselves". The Dreamself is a physical replica of the Kthhjj which has half the hit points of the original and is under the original's control; otherwise, it precisely resembles the Kthhjj itself, having all of the creature's special attacks and abilities. Thus, a group of 12 Kthhjj might appear as 24 such creatures. Each Kthhjj can only have one Dreamself at a time, and if the original creature is slain, the Dreamself will also vanish.

Kthhjj drain levels of experience in combat; each hit steals one level (no save). If the Kthhjj drains six levels, it can

project another Dreamself when the previous one is slain. This takes the creature one melee round, but the effect is not a spell and cannot be interrupted by hitting it.

Each Ktthjj will have at least 1d3 Chaos taints. The following powers and abilities are over and above these:

There is a 50% chance that each Ktthjj will be surrounded by a cloud of poison. This poison will inflict 2d6 hp damage every round to every breathing creature within a 50ft radius (saving throw vs. poison at -3 for half damage). Ktthjj are undead and do not breathe.

Each Ktthjj will have an elemental attack form, similar to the breath weapon of a dragon. The nature of the attack form should be rolled randomly:

1 - Fire, a cone 100ft long with 20ft diameter at the base. Damage is equal to the creature's current hit points (save vs. dragon breath for half damage).

2 - Lightning, a single bolt up to 200ft long (or as short as 100ft at the discretion of the creature). Damage is equal

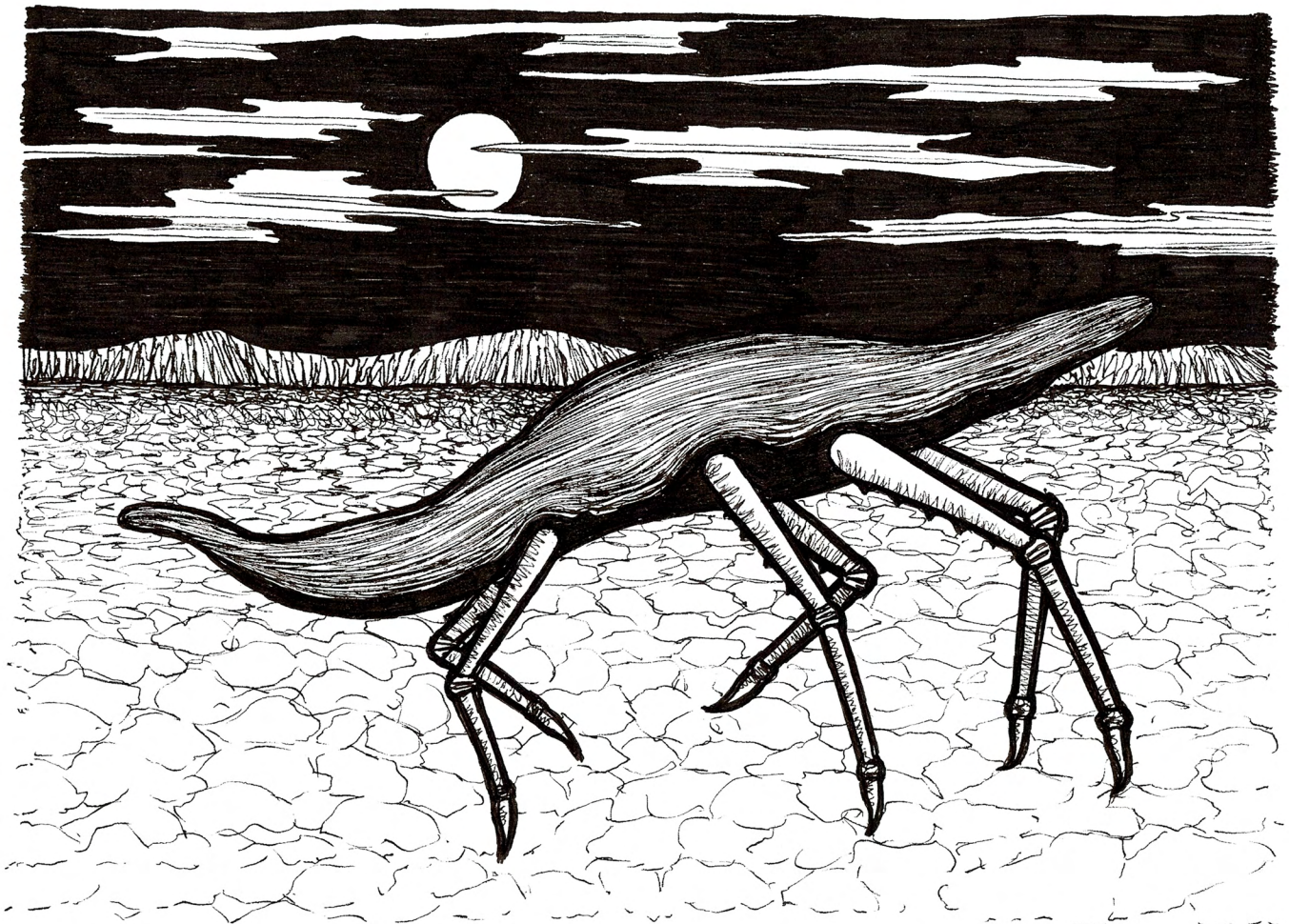
to the creature's current hit points (save vs. dragon breath for half damage).

3 - Cold, a cone 50ft long with 40ft diameter at the base. Damage is equal to half the creature's current hit points and also has the effect of a slow spell (save vs. dragon breath halves the damage and nullifies the slow.) Multiple slow effects are cumulative.

4 - Disease, a cloud of 30ft diameter in front of the creature. Save vs. Dragon Breath or contract a horrible disease which drains 1 level per round until the character is level 1. Curing this disease requires a remove curse followed by a cure disease spell.

33% of Ktthjj will be spellcasters (determine randomly whether the creature is a mage, illusionist or cleric), casting spells as a character of level 1d6+6. They do not require spellbooks or material components.

1 in 10 Ktthjj has the power to reflect damage inflicted on it. The creature takes normal damage from any attack



that harms it, but all living creatures (not Ktthjj which are undead) within 100ft of the creature takes 1d6hp of damage, no save, each time the creature is harmed.

50% of Ktthjj will be immune to fire, 50% immune to cold and 50% immune to lightning (it is possible for one creature to have several immunities). All are undead, and therefore immune to sleep, charm and hold spells, not subject to morale, and susceptible to holy water. They may be turned as a special.

All are immune to weapons of less than +3 enchantment. 25% are semi-immune to physical weapons, taking only 1hp of damage per hit with a material object, regardless of enchantment, strength or any special considerations.

Dotted around Ktthjj lairs will be brood masses. These are masses of chaos-tainted protoplasm. They are harmless (sometimes nascent forms of the Ktthjj, sometimes simply food sources; they can be destroyed by fire or other elemental attacks), but they appear extremely repulsive.

Variant forms: In addition to the Ktthjj form shown above, Ktthjj can look like corrupted forms of other creatures, typically men, spiders, crabs, lizards or snakes. This has no effect on their stats or abilities.

Background: These creatures appear in several of Steve Marsh's various worlds. Some are associated with the Starstrands, some with the World Tree, and some are touched by the runes of Undeath and Dream. Some seem to breed with creatures called Stoorwyrms, or other greater chaos creatures to procreate; others are formed from men.

TREASURE: 50% chance of 1d12 magic items; 75% chance of scrolls of 1d6 randomly-determined magic-user or illusionist spells; 90% chance of cash loot (including gems, jewelry and coins) to a total value of 3d6x1,000 gp.

ROACHEPHANT

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d3

SIZE: Medium

MOVE: 150ft

ARMOR CLASS: 6

HIT DICE: 9d8

ATTACKS: 1

DAMAGE: 1d10

SPECIAL ATTACKS: Trample

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 25%

INTELLIGENCE: Animal

ALIGNMENT: Chaotic neutral

LEVEL/X.P.: 7/ 1100 + 13/hp

PALMETTO.: 7/ 2700 + 16/hp

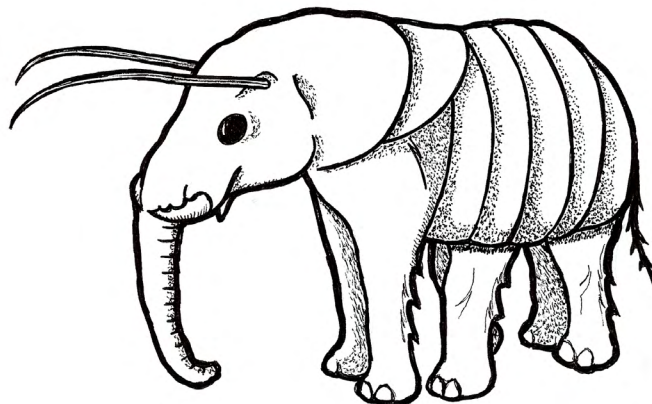
ONE-EYED KING.: 8/ 4400 + 16/hp

Roachephants are elephants tainted with chaos, and look like an elephant crossed with a roach. They can trample prone opponents for 3d6 damage.

There are two variant types of Roachephant:

1. Palmetto Roachephant:- This extra large variant (11d8 hp) is as a normal Roachephant save for its size (large) and its power to spit acid. The acid does 2d6 damage per round for 1d3 rounds if it hits a character (save vs. dragon breath to avoid the spittle).

2. One-Eyed King:- These rare creatures are intelligent (INT: Average or Very), magical (has the powers of a mage of level 2d4), huge (14d8 hp), well-armored (AC - 3), and have only one eye. The other eye is a rotting nest of spider-mites which give the One-Eyed King another special attack: If the One-Eyed King is in melee combat, on a 1 on 1d6, a swarm of spider-mites will spawn from the King's rotting eye and attack the assailant. (If there are several attackers in melee, determine which one is attacked randomly.)



The spider-mite swarm is treated as a single creature with 2d8 hp, but is only vulnerable to area effect or elemental attacks such as fire or smoke. Their bite is poisonous, and unless a save vs. poison is passed, the victim will lose nervous co-ordination (-2 on “to hit” rolls, -2 to DEX, cumulative for subsequent bites).

TREASURE: None

SHADOW VAMPIRE

FREQUENCY: Rare

NO. ENCOUNTERED: 1d6

SIZE: Medium

MOVE: 120ft, flying 120ft

ARMOR CLASS: 4

HIT DICE: 4d8+4

ATTACKS: 1

DAMAGE: 1d6 + drain

SPECIAL ATTACKS: Temporary level drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 75%

INTELLIGENCE: Low

ALIGNMENT: Neutral Evil

LEVEL/X.P.: 5/ 350 + 4/hp

Shadow vampires are typically ethereal, and in this form are imperceptible and invulnerable to creatures on the Prime Material Plane, but equally cannot attack in this state, although they can see dimly onto the Prime Material from the ethereal. They are capable of plane shifting between the ethereal and the Prime Material plane at will, such transition requiring one complete round, during which the Shadow Vampire appears to “solidify” or coalesce into a shadowy, smoky form or to dissipate into nothingness.

Even on the Prime Material, Shadow Vampires are invulnerable to non-magical weapons, except that burning weapons (e.g. torches) or those with light spells cast on them do normal damage. Continual light spells will do d6 points per melee round to a shadow vampire.

Shadow Vampires are undead, with the consequent immunities to sleep, charm, hold, and morale checks, and also the vulnerabilities to holy water and clerical turning. They can be turned as a Ghast.

The touch of a Shadow Vampire drains one level of experience, but the loss is temporary. One level is regained for every hour that passes.

Shadow Vampires are known to inhabit the Coral Towers.

TREASURE: None



SHIRESSA

FREQUENCY: Rare

NO. ENCOUNTERED: 2d6

SIZE: Large

MOVE: 90ft, swimming 120ft

ARMOR CLASS: 3

HIT DICE: 7d8 or more

ATTACKS: 2

DAMAGE: 2d4/2d4

SPECIAL ATTACKS: Sometimes, see below

SPECIAL DEFENSES: Sometimes, see below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 50%

INTELLIGENCE: Very to exceptional

ALIGNMENT: Chaotic evil

LEVEL/X.P.: 5/ 350 + 10/hp

Shiressa are called “sea-demons” by many humans. They are refugees from a foreign and very distant plane, and are chaos-tainted, elemental, and very evil.

Shiressa prefer cold temperatures and aestivate during warmer times, preferring to do so in stasis. They inhabit towers of fused quartz. They are as large and strong as trolls.

These creatures are amphibious, breathing water as easily as air, and frequently tainted with chaos, which may give individual Shiressa special attacks, special defenses, magical or clerical powers (frequently), additional hit dice, great size, extra limbs, or many other changes from the “standard” type given here.

Shiressa yearn to reach their colleagues in the frigid depths of the oceans. A Shiressa who achieves this will transform into a Sha-Shiressa, a wormlike creature of great size with

pseudopods resembling those of a marine radiolarian or giant squid. Encounters with Sha-Shiressa are very rare and little is known about them, but they are believed typically to have at least ten hit dice, possibly much more, and may have even greater magical and chaos-related powers than the Shiressa.

It is believed that some Sha-Shiressa, exiled and driven from their kind, may live in deep sands rather than in the oceans.

TREASURE: Individuals 4d12pp or more

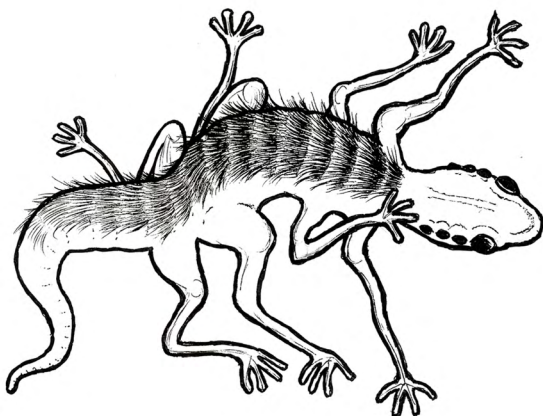
SPIDER GECKO

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d12
 SIZE: Small
 MOVE: 90ft, in web 180ft
 ARMOR CLASS: 5
 HIT DICE: 1d8+3
 ATTACKS: 1
 DAMAGE: 1d4
 SPECIAL ATTACKS: Spit flaming webs
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Non-
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 3/ 80 + 1/hp

Part spider, part gecko, the most feared power these creatures possess is the ability to spit burning webs (at a single target, range 60ft, no save but the gecko must roll "to hit"). The webs stick to their target and inflict 1d6 damage per round for 1d6 rounds.

There is a giant variant, as above but with triple the hit dice.

TREASURE: None



SPIDERKIN

FREQUENCY: Very Rare
 NO. ENCOUNTERED: Males: 2d6; Females: 1d6
 SIZE: Males: Small; Females: Medium
 MOVE: 90ft, in web 150ft
 ARMOR CLASS: Males: 7; Females; 5
 HIT DICE: Males: 2; Females: 3
 ATTACKS: 5
 DAMAGE: 1d4(x4)/1d3
 SPECIAL ATTACKS: Poison bite
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Males: Semi-; Females: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: Male 3/ 90 + 1/hp
 Female 3/ 125 + 2/hp

Spiderkin are typically found in dungeons or ruined cities. They resemble spider-centaurs, having four legs and four arms, and typically wield four daggers in combat. Their bite is poisonous (save at +1 or die).

They prefer to attack from ambush, and if they are in a well-prepared position, they will surprise on a 1-5 on 1d6. However, these are cowardly creatures and suffer a -25% penalty to their morale. They will certainly run if a battle is not going exactly their own way.

Male spiderkin are desperately afraid of the females, which both breed with them and eat them. Females can attract the males with pheromones if the male is within 60ft.

Some spiderkin are tainted with chaos and may have different attributes to those shown.

TREASURE: (Per individual) Males: 3d20 gp; Females: 4d20 gp

SPIN DRYAD

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1d4
 SIZE: Medium
 MOVE: 120ft
 ARMOR CLASS: 9
 HIT DICE: 4d8+4
 ATTACKS: 7
 DAMAGE: By weapon (x6)/1d3
 SPECIAL ATTACKS: Poison, illusion
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 4/ 200 + 4/hp
 Variant: 4/ 280 + 4/hp

Spin dryads are dryads tainted by chaos. In some respects they have assumed the attributes of a spider. They always appear to be spinning slightly, as if caught in a vortex. Owing to their chaos-tainted state they are no longer bonded to trees like other dryads; sages believe they are bonded to "a web that is Starstrands".

They have six arms and two legs, and each arm is capable of using a weapon. Their bite is poisonous (save or die). As with most creatures with a chaos taint, Spin Dryads are variable creatures and particular individuals may have different attributes to those shown above.

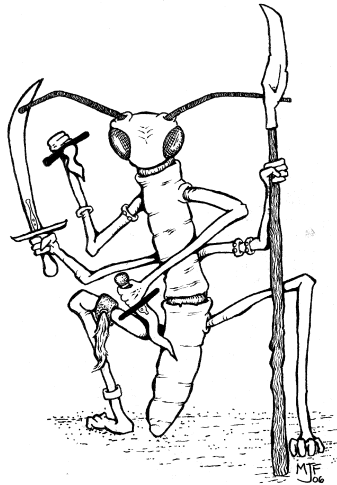
A common variant of the Spin Dryad creates webs. A creature venturing onto the web must make two saving throws - one (against paralyzation) to avoid being entangled and one (against magic) to avoid the mind-hazing effects of the web, which may be a randomly-determined illusion (33%), charm (33%) or a randomly-determined emotion (33%).

This variant may also be able to spit globs of liquid which have the same mind-hazing effect.

TREASURE: None

SPINDLES

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d10
 SIZE: Large
 MOVE: 150 ft
 ARMOR CLASS: 6
 HIT DICE: 3
 ATTACKS: 4
 DAMAGE: by weapon
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Average
 ALIGNMENT: See below
 LEVEL/X.P.: 3/ 65 + 2/hp



Spindles are insect men similar to stick-beetles but bipedal and oddly humanoid in appearance. They weigh no more than ninety to a hundred pounds, and this meagre weight is distributed over a height of eight to nine feet. These strange creatures are desert dwellers, organized into nomadic tribe-hives that establish territory for a time, then move on.

There are two distinct varieties of spindle, a tan-and-brown species that tends toward law and good in alignment and a black-and-red species that tends toward chaos and evil. The tan-browns trade sporadically with human nomads and desert cities; the black-reds are raiders and slavers,

hostile to civilization and the civilized races. The tan-browns also have an excellent relationship with the sea elves, meeting and trading with them where the desert meets the sea.

TREASURE: 4d12 gp, 25% jewelry (individual)

TROLL

FELL TROLL

FREQUENCY: Rare
 NO. ENCOUNTERED: 1 or 2
 SIZE: Large (8ft to 10ft)
 MOVE: 120ft
 ARMOR CLASS: 3
 HIT DICE: 7, 8, or 9
 ATTACKS: 3
 DAMAGE: 7HD: 2-8/2-8/2-16
 8HD: 2-10/2-10/2-20
 9HD: 3-12/3-12/3-24
 SPECIAL ATTACKS: See Below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 35%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 6/ 950 + 8/hp
 Old: 7/ 1550 + 10/hp
 Ancient: 7/ 2300 + 12/hp

Fell Trolls are rubbery-skinned, scaly-clad, chaos tainted creatures. They possess a head and limbs as humanoids, but are quite large and hideous to behold. Existing in a state somewhere between the living and the dead, they survive by eating other sentient beings, and have a 33% chance of successfully tracking their prey by scent.

As they get older, Fell Trolls get stronger and more tainted, becoming Old and then Ancient Fell Trolls, increasing their hit dice, attack damage and other special abilities described hereafter. Fell trolls regenerate 1d3 hit points per melee round, and their rubbery skin beneath their scales possesses an iron-like toughness that affords them excellent protection from weapon attacks. All Fell Trolls also have the effect of causing fear to all creatures within a radius of 20ft (30ft for old, 40ft for ancient). Any being failing its saving throw versus Paralysis will immediately flee in the direction opposite the troll at their maximum possible movement rate, and they will flee for 8 rounds (10 for old, 12 for ancient). Additionally, each Troll has a 10% chance to know d2 random 1st level Cleric spells. When determining such spells, only those with possible baneful effects may be chosen.

These Trolls are particularly susceptible to sunlight, and will sustain 2d6 points of burning damage per round.

Obviously, they will avoid sunlight at all costs. The only way to ensure the destruction of this creature is through the total dissolution of its body. This may be accomplished through burning by fire, acid or exposure to sunlight. Chopping the body into miniscule pieces will only delay the regeneration process, as all the individual pieces will strive to grow toward any and all pieces of the same troll.

Due to their semi-undead state, non-evil Clerics may turn Fell Trolls as Type 9 undead.

TREASURE: Lair: 50% - 1d8x1000 copper coins, 25% - 1d6x1000 silver coins, 25% - 1d4x1000 electrum coins, 25% - 1d3x1000 gold coins, 30% - 1d8 gem stones, 20% - 1d4 jewelry items, 10% - Magic sword, armor or other magical item.



SPIDER TROLL

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large (8ft+)
 MOVE: 150ft
 ARMOR CLASS: 4
 HIT DICE: 7
 ATTACKS: 5 (see below)
 DAMAGE: 2-8(x4)/1-10 or by weapon used (see below)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: Regeneration (see below)
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 60%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 6/ 550 + 8/hp

Spider trolls look like scale-covered spiders with tufts of hair sprouting out between the scales. While Spider Trolls are related to Fell Trolls, the Spider Trolls lack most of the chaos tainted abilities of the Fell variety; except that Spider Trolls do regenerate 1d3 hit points per melee round. In combat, these trolls usually walk on two legs and fight with four, typically using two clubs, one claw and a shield, and they are very fast.

TREASURE: Lair: 20% - 1d12x1000 copper coins, 30% - 1d6x1000 silver coins, 10% - 1d4x1000 electrum coins, 25% - 1d6 gem stones, 20% - 1d3 jewelry items, 10% - 2 magic items.

TWISTED EARTH TROLL

FREQUENCY: Rare
 NO. ENCOUNTERED: 1d6
 SIZE: Large (10ft+)
 MOVE: 120ft
 ARMOR CLASS: 3
 HIT DICE: 9
 ATTACKS: 2, or 1 when using a weapon
 DAMAGE: 5-20/5-20 or by weapon used (see below)
 SPECIAL ATTACKS: Characteristic Drain (see below)
 SPECIAL DEFENSES: Regeneration (see below)
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 60%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 7/ 2000 + 12/hp

Twisted Earth Trolls are a massive, strong and tough species of troll spawned from places in the earth where the blood of a great vampire troll of chaos was spilled. The blood regenerated itself individually into trolls that drew their substance and strength from the earth. They are dark earth colors; red, black and mud, with rough,

large scales. These Trolls are related to Fell Trolls and share their ability to regenerate 1d3 hit points per melee round.

Due to their vampiric origin, they take 2d6 points of damage per melee round when they are in bright light (equal to sunlight) and double damage from fire.

In combat, Twisted Earth Trolls know enough to leverage their size and strength to use massive bludgeon weapons and other two handed weapons. If an enemy is powerless (bound, knocked out, rendered unconscious, etc.) these trolls, by touch, can tap the enemy for 1d2 from Constitution, adding 1d6 hit points to themselves for each melee round that they feed on the target.

Twisted Earth Trolls also have the ability to bind certain 1st level Cleric spells into their weapons. Whenever these trolls are encountered, there is a 33% chance for each weapon that it will be enchanted with any one of these spells, usable once per day: Bless, Cure Light Wounds, Darkness (reverse of Light), Protection from Good (reverse of Protection from Evil). In every respect, these spells have the effects as if cast by a first level Cleric.

TREASURE: Lair: 25% - 1d6x1000 copper coins, 30% - 1d6x1000 silver coins, 35% - 1d6x1000 electrum coins, 40% - 1d10x1000 gold coins, 20% 1d4x100 platinum coins, 60% - 4d10 gem stones, 50% - 3d10 jewelry items, 30% - 3 magic items.

TSUNG PATHET

FREQUENCY: Very Rare
 NO. ENCOUNTERED: 1
 SIZE: Large (some individuals Huge)
 MOVE: 120ft
 ARMOR CLASS: -2 or better
 HIT DICE: 12d8 or more
 ATTACKS: 1
 DAMAGE: 3d6
 SPECIAL ATTACKS: Variable
 SPECIAL DEFENSES: Variable
 MAGIC RESISTANCE: Variable
 LAIR PROBABILITY: 20%
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic Evil
 LEVEL/X.P.: 8/ 3400 + 16/hp
 Spellcaster: 8/ 4250 + 16/hp

Tsung Pathet are extraplanar entities and are believed to originate from Pandemonium. Their size varies, because they gain 1" in height and 25lb in weight for each sentient creature they consume. After eating 25 such creatures, the Tsung Pathet will gain a hit die. Some Tsung Pathet of 30 or more hit dice size have been reported, and such creatures will do proportionately more damage in combat.

Tsung Pathet appear as gigantic humanoid of great muscularity and strength. Their skin color varies according to their clan or sept (see below), but all have colored markings in their skin which resemble tattoos. Some sages speculated that these markings may be a script of some kind.

There are six clans, or septs, of Tsung Pathet:

Fire: Red in color; invulnerable to fire. Owing to the intense heat of their skin, members of the Fire Clan inflict an additional 2d6 damage from heat to any creature they hit (this can be nullified by fire resistance).

Ice: Blue or blue-black in color; invulnerable to ice. They inflict 2d6 cold damage in the same way that the Fire Sept inflict fire damage.

Earth: Brown or yellow in color; owing to their density and metallic skin, the Earth Sept gain a bonus of +1d4 to AC and 1d4 additional hit dice from birth.

Air: Blue or yellow in color; always at least 50% magic resistant. Their touch drains 1 point from a random attribute (STR, DEX, CON, INT, WIS or CHA).



Dark: Black in color. Their touch causes fear (a saving throw -v- dragon breath at -4 negates this). Even creatures which are theoretically immune to fear are subject to this effect, although they suffer no penalty on their save.

Tainted: Greenish in color. Their loathsome touch causes corruption, having a 50% chance of causing a random disease in their target; any magic item touched by one of these creatures (including weapons and armor) must save -v- disintegrate or rust/wither to uselessness.

Chaos is strong with these creatures and there are many variations, particularly spellcasters (cleric, magic-user or illusionist, casting level may be as high as 18 but typically less than 12), Tsung Pathet with magic resistance, or a variant which has a spell turning effect.

Like demons, Tsung Pathet have True Names. However, unlike them, they cannot summon their fellows when they are on the Prime Material plane (in Pandemonium it is different). Also unlike demons, Tsung Pathet have little hierarchy or social order. The strong eat the weak, the weak hide from the strong, and none can control either.

Perhaps fortunately, Tsung Pathet are rarely brought to the Prime Material Plane.

TREASURE: Variable but at least a 25% chance of 1d3 magic items plus 1,000-12,000 gold pieces worth of cash loot; some individuals much more.

VIADANN

FREQUENCY: Rare
NO. ENCOUNTERED: 2d4
SIZE: Large
MOVE: 90ft
ARMOR CLASS: 3
HIT DICE: 8d8+1
ATTACKS: 2
DAMAGE: 2d4/2d4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 25%
INTELLIGENCE: Semi-
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 5/ 350 + 10/hp

The Viadaan are semi-demonic entities, slaves to the Kja Khada. They are violent, hungry and vile.

TREASURE: None

VOID SHARK

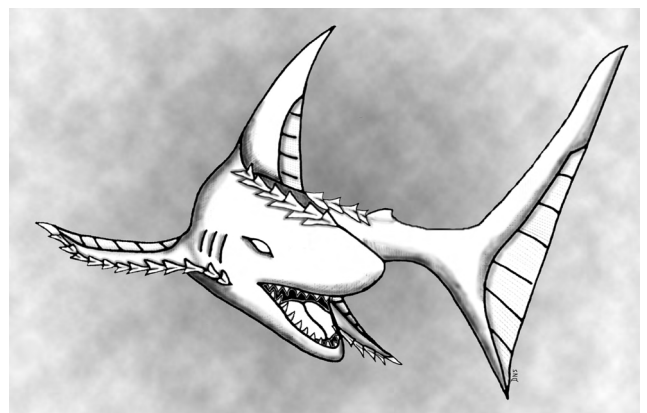
FREQUENCY: Uncommon (on the astral/ethereal planes)
NO. ENCOUNTERED: 1 (66%) or 2 (33%)
SIZE: Medium
MOVE: 150ft (notionally "swimming")
ARMOR CLASS: -1
HIT DICE: 10d8+10
ATTACKS: 1
DAMAGE: 4d6
SPECIAL ATTACKS: Puncture wound, brush attack
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: Nil (no lair)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 7/ 2400 + 13/hp

Void sharks swim in the Ether, and are sometimes also found on the Astral Plane. Their armor is very tough, and any weapon which hits a void shark must pass a saving throw -v- normal blow or be broken.

If the void shark rolls a natural 20 on its "to hit" roll, its bite inflicts a puncture wound which does an additional 2d6 damage (for a total of 6d6). They are too small to swallow prey whole.

The void shark may also brush against targets, in which case its rasping skin inflicts 1d8 damage. It may move its full movement rate in a round and employ its rasping attack against every creature which intersects its path on that round.

TREASURE: None



APPENDIX: RANDOM ENCOUNTERS

PART 1: LIST OF CREATURES BY LEVEL

This list is provided for the assistance of GMs who wish to develop custom random encounter tables for their own dungeons.

LEVEL 1

Bewailing Cicada
Crawling Corpse
Ghoul Monkey
Goblin, Shadow
Grimling
Inkling
Monkey
Nightcreeper (1HD)
Scuttler
Snake, Javelin
Spiny Horror
Tunnel Prawn
Wishing Carp

LEVEL 2

Atlaca
Aviant
Caladrius
Centipedes, Nest of
Crab, Giant Fiddler
Crows, Murder of
Hawktoad
Iacca (3HD)
Nightcreeper (2HD)
Piranha
Sand Newt
Stonefish
Troglodyte, Hominid
Verminvine

LEVEL 3

Archerfish, Giant
Cavern Glazer
Chalkeion
Drift Net
Earwig, Giant (male)
Ercinee
Glittering Slime
Glow Jelly

Goblin Battle-Spirit
Hyeenoch
Iacca (4HD)
Magog Locust
Mistweird
Nuckelavee
Pod-Man
Rimmerserker
Rockroach
Sewer Thug
Skeleton, Altered
Snagwort, Hanging
Snake, Winged Viper
Spider Gecko
Spiderkin
Spindle
Stilt Walker
Sting Lichen
Vampire Moss

LEVEL 4

Antlerin
Arrivaunt
Ballista Beast
Bedlam Witch
Deceived of Set
Drake, Guardian
Golem, Voudoun
Hypno-Spider
Iacca (5HD)
Ishabti
Lacing Moth
Lancer Juggernaut
Sea-Mare
Shade Walker
Shrieker, Black
Skeleton, Slime
Slithering Hive
Snake, Condor Serpent
Spin Dryad
Stonefish, Giant
Thorn Creeper
Velikul
Vermith
Willow Man

LEVEL 5

Cave Witch
Drowad
Earwig, Giant (female)

Fire Stag
Iacca (6HD)
Naga, Hanu- (5HD)
Shadow Vampire
Shadow Vetch
Shiressa
Ulyuleng
Wyrm, Northland (7HD)
Yox
Yuun, Rider of
Yuunsteed

LEVEL 6

Barrow Corpse
Bedlam Warlock
Beguiler
Clam, Giant Leopard (7HD)
Entelodont (8HD)
Funghemoth
Giant, Sea
Illumine
Jagwere
Karkadann
Kheph
Kja Khada
Leopard, Giant
Lithonnite
Mindscarab
Mynakh
Naga, Hanu- (6HD)
Oculethe
Rajkami
Shroom
Stygian Serpent (Young)
Tommo
Troll, Fell (7HD)
Troll, Spider
Wyrm, Northland (8HD)

LEVEL 7

Apis Bull Guardian
Clam, Giant Leopard (8-9HD)
Demon, Punjar (5HD)
Drake, Red Troll
Eelkrake
Entelodont (9HD)
Floating Mound (10HD)
Garrechidna
Giant, Sand
Golem, Brass

Hound of the Underworlds
Jellyfish, Giant Moon
Navanax, Giant
Night Vapor
Onocentaur
Ozaena
Pudding, Alien
Roachephant
Serpent, Earth
Troll, Fell (Old or Ancient)
Troll, Twisted Earth
Void Shark
Wyrm, Northland

LEVEL 8

Bhannog
Clam, Giant Leopard (10HD)
Demon, Jhabara
Demon, Punjar (7-9HD)
Demon, Shadow Cat
Earth Brawler
Floating Mound (11-12HD)
Gaping Maw
Likho
Mammoth, Tundra
Mothmere
Night Shade
Onocentaur, 2-headed
Pastinaca
Roc, Snow
Scylla
Stygian Serpent, Mature
Tsun Pathet
Wyrm, Northland (10HD)
Zuul-Koar

LEVEL 9

Dark Envoy
Floating Mound (13HD)
Giant, Jotun
Ice Creeper (50hp)
Stygian Serpent, Old

LEVEL 10

Dark Envoy (Wizard or Priest of level 11-14)
Giant, Jotun (Hero, Champion, or King)
Ice Creeper (80hp)
Ktthjj

EXCEPTIONAL

OSRIC™-compatible systems sometimes include encounters or quests of exceptional difficulty. Examples include hunting down and slaying a Demon Prince on its home plane, or disposing of some legendary but evil relic. These projects are very challenging even to parties capable of defeating Level 10 encounters with relative ease, and deserve to be in a category of their own.

When writing Monsters of Myth, we decided not to include any of the traditional Demon Princes, Devil Lords, or other semi-godlike unique beings worth 50,000 xp or more, because we felt that these creatures are of little value to most GMs and we wanted to focus on material that would be more likely to be useful in play. However, this book does contain two possible types of encounter which are in this extreme category: Larger groups of Kthjij (such as a group of 11 or 12 of them), and full-sized Jotun lairs.

PART 2: LIST OF CREATURES BY TERRAIN TYPE

This list is provided for the assistance of GMs who wish to develop custom random encounter tables for their own campaigns.

DUNGEON/RUIN

Apis Bull Guardian
Arrivaunt
Barrow Corpse
Bhannog
Cave Witch
Cavern Glazer
Centipedes, Nest of
Chalkeion
Crawling Corpse
Deceived of Set
Drake, Guardian
Drake, Red Troll-
Drowad
Earwig, Giant
Eelkrake
Funghemoth
Gaping Maw
Glittering Slime
Goblin Battle-Spirit
Goblin, Shadow
Golem, Brass
Golem, Voudoun
Hawktoad
Hypno-Spider
Ice Creeper
Ishabti
Kheph
Lancer Juggernaut
Likho
Lithonnite
Mothmere
Naga, Hanu-
Nightcreeper
Night Shade
Oculethe

Onocentaur
Pastinaca
Pod-Men
Rajkami
Rimmeserker
Rockroach
Sand Newt
Scuttler
Serpent, Earth
Shadow Vetch
Shrieker, Black
Shroom
Skeleton, Altered
Skeleton, Slime
Slithering Hive
Snagwort, Hanging
Snake, Javelin
Snake, Winged Viper
Spiny Horror
Stilt Walker
Sting Lichen
Stygian Serpent
Troglydyte, Hominid
Troll, Fell
Troll, Spider
Troll, Twisted Earth
Tunnel Prawn
Ulyuleng
Vampire Moss
Velikul
Verminvine
Vermith

ARCTIC/POLAR

Antlerin
Entelodont
Giant, Jotun
Ice Creeper
Mammoth, Tundra
Rimmeserker
Roc, Snow
Sting Lichen
Wyrm, Northland
Yox

HILL/MOUNTAIN

Ballista Beast
Caladrius
Crows, Murder of
Drake, Guardian
Drake, Red Troll-
Goblin Battle-Spirit
Kja Khada
Lacing Moth
Likho
Mistweird
Onocentaur
Snake, Condor Serpent
Snake, Javelin
Snake, Winged Viper
Sting Lichen
Tommo
Viadann
Wishing Carp
Wyrm, Northland

FIELDS/PLAINS

Caladrius
Chalkeion
Crows, Murder of
Entelodont
Ercinee
Gaping Maw
Garrechidna
Goblin Battle-Spirit
Goblin, Shadow
Grimling
Hyeenoch
Iacca
Karkadann
Lacing Moth
Roachepphant
Slithering Hive
Snake, Javelin
Snake, Winged Viper
Yox

WOODLAND/FOREST

Antlerin
 Aviant
 Bedlam Witch/Warlock
 Bewailing Cicada
 Bhannog
 Crows, Murder of
 Earwig
 Ercinee
 Garrechidna
 Goblin Battle-Spirit
 Goblin, Shadow
 Hypno-Spider
 Karkadann
 Mistweird
 Mothmere
 Night Shade
 Pastinaca
 Pod-Men
 Shroom
 Snake, Javelin
 Snake, Winged Viper
 Thorn Creeper
 Willow Men

JUNGLE/RAINFOREST

Atlaca
 Aviant
 Garrechidna
 Ghoulish Monkey
 Goblin, Voudoun
 Hypno-Spider
 Jagwere
 Leopard, Giant
 Monkey
 Naga, Hanu-
 Night Shade
 Piranha
 Rajkami
 Roachepphant
 Snake, Javelin
 Snake, Winged Viper

SWAMP/MARSH

Bedlam Witch/Warlock
 Beguiler
 Funghemoth
 Goblin Battle-Spirit
 Goblin, Voudoun
 Likho
 Lithonnite
 Mistweird
 Skeleton, Slime
 Snake, Javelin
 Snake, Winged Viper

TOWN/CITY

Grimling
 Scuttler
 Sewer Thug
 Spiny Horror

DESERT

Apis Bull Guardian
 Chalcheion
 Deceived of Set
 Giant, Sand
 Hyeenoch
 Kheph
 Sand Newt
 Snake, Javelin
 Snake, Winged Viper
 Spider Gecko
 Spiderkin
 Spindle

FRESH WATER

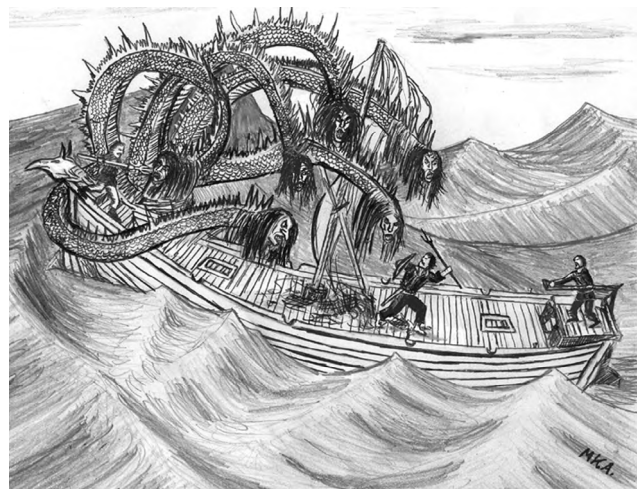
Archerfish, Giant
 Clam, Giant Leopard
 Crab, Giant Fiddler
 Glow Jelly
 Ozaena
 Piranha
 Stonefish, Giant
 Wishing Carp

SALT WATER

Crab, Giant Fiddler
 Floating Mound
 Giant, Sea
 Glow Jelly
 Jellyfish, Giant Moon
 Navanax, Giant
 Nuckelavee
 Ozaena
 Scylla
 Sea-Mare
 Shiressa
 Stonefish, Giant

EXTRAPLANAR/VOID

Arrivaunt
 Dark Envoy
 Demon, Jhabara
 Demon, Punjar
 Demon, Shadow Cat
 Drift Net
 Earth Brawler
 Fire Stag
 Hound of the Underworlds
 Illumine
 Inkling
 Kja Khada
 Kthhjj
 Magog Locust Swarm
 Mindscarab
 Mynakh
 Night Vapor
 Pudding, Alien
 Rockroach
 Shade Walker
 Shadow Vampire
 Shadow Vetch
 Spin Dryad
 Tsung Pathet
 Ulyuleng
 Viadann
 Void Shark
 Yuun Rider
 Yuunsteed
 Zuul-Koar



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