

BESTIARY OF CRYPTOFAUNA



STELLAGA
PUBLISH

By HANNAH SAUNDERS

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

THE BESTIARY OF CRYPTOFAUNA

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INTRODUCTION

Like in every other aspect of life, when summoning ideas for fantasy role-playing games, there is always room for new original ideas and pushing of the boundaries of your very own monster inventory.

My own imagination manages to invoke 41 monsters, some of which are mere expansions of existing classic fantasy monsters, others belonging to relatively almost untapped world mythologies, and others are obscure yet fascinating long-lost extinct megafauna. This monster book includes creatures both benign and malicious, or rather neutral.

Since I am a straight-forward person who prefers instructions and statistics to be relatively simple and user-friendly, the statistics for each monster are based on those used in the Old School Essentials ruleset, published by Necrotic Gnome.

I hope this book will inspire you, the readers, to build exciting campaigns including all those monsters!

REQUIRED MATERIAL

This book requires the use of Old-School Essentials, by Necrotic Gnome, as well as the usual dice, writing supplies, and active imagination utilized by any tabletop role-playing game.

ABOUT THE AUTHOR

Hannah Saunders is a 36-year-old writer, illustrator, and graphic designer, as well as an enthusiastic fantasy and science fiction role-playing gamer. While a biologist by official profession (as a holder of both a BSc and MSc in animal science and bioscience, respectively), Hannah is a great gastronomy, mycology, zoology, history, and astronomy nerd, as well as an art lover. Her books include *Cauldrons & Casseroles* published by Stellagama publishing in 2018, as well as this book, and she will soon publish her own campaign setting for Old School Essentials – Westerrain.

STELLAGAMA PUBLISHING

Stellagama Publishing is a small international role-playing game publisher focused on science fiction and fantasy gaming, founded in January 2016. We publish gaming material for the Cepheus Engine, 2D6 Sci-Fi OGL, Stars Without Number, and Old School Essentials. Our goals are primarily to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and referees. Our flagship setting is *These Stars Are Ours!*, a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticulan Empire. Our flagship ruleset is *Cepheus Light*, a streamlined old-school 2d6 sci-fi RPG.

MONSTERS!

ABOLETH

Armor Class: 3[16]

Hit Dice: 8 (36hp)

Attack: Tentacle (1d10) and special

Movement: 30' (10') crawling, 90' (30') swimming

THACO: 12[+7]

Saving Throws: D8, W9, P10, B10, S10 (8)

Morale: 9

Alignment: Chaotic

XP: 2300

Number Appearing: 1(1)

Treasure: F+B

Older than time itself, the aboleth is a monstrosity beyond imagining – a tentacled fish-amphibian with a mind-bending intellect. Lying in wait in deep ocean chasms and underground lakes, this abomination thinks and plots, for countless eons. Aboleths speak their own language, as well as Common.

- **Enslave:** May enslave creatures, as per the Charm Person or Charm Monster spells, three times a day.
- **Slime:** A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must save vs. Poison or begin to transform over the next 1d4 turns, their skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d6 points of damage every 10 turn. A Cure Disease spell removes this affliction.
- **Psionic:** May read surface thoughts (as per the ESP spell) at will (without a daily limit).

ABOTREATH**Armor Class:** 2[17]**Hit Dice:** 7 (32hp)**Attack:** 2 Tentacles (2d6 each) and special**Movement:** 30' (10')**THACO:** 12[+7]**Saving Throws:** D8, W9, P10, B10, S10 (8)**Morale:** 12**Alignment:** Chaotic**XP:** 2300**Number Appearing:** 1d4**Treasure:** None

This being uncannily resembles a treant with cephalopodic tentacles where its branches should have been and a aboleth's mouth instead of a normal treant mouth. Standing around 9 meters (30 ft) tall and weighing about 2 tons, an abotreath canopy is bald and devoid of foliage. A single red eye glares above its mouth. Instead of a normal tree bark, the abotreath has a slimy, grayish hide, which resembles that of an aboleth.

An abotreath is the result of an aboleth egg implanted into a treant's brain. Inside the brain, the aboleth spawn hatches and eats the treant's brain, and then uses the treant as a vehicle to manipulate. At that state, the treant can be used as a servant to other aboleths and as terrestrial henchmen to them. Just like normal aboleths, abotreaths are psychopathic and devoid of any empathy.

An abotreath is created by a process which involves an aboleth luring a treant into a water body via its psionic might. Then, when the treant enters the water, both the aboleth's egg and sperm cells enter the treant's body and create a zygote that ends up in the brain. There, the aboleth embryo evolves takes over the treant's body and mind.

Some scholars hypothesize that during the latent period of infection, before the aboleth hatches, a potential cure might be possible, but they found no success until now. Abotreaths speak Aboleth and Common.

- **Slime:** A blow from an abotreath's tentacles can cause a terrible affliction. A creature hit by a tentacle must save vs. Poison or begin to transform over the next 1d4 turns, their skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d6 points of damage every 10 turn. A Cure Disease spell removes this affliction.



ARCTIC RAKSHASA**Armor Class:** 5[14]**Hit Dice:** 9 (41hp)**Attack:** 3x - Claws (1d4 each) and Bite (1d8) or by weapons and Bite (1d8).**Movement:** 60' (20')**THACO:** 11[+8]**Saving Throws:** D8, W9, P10, B10, S10 (9)**Morale:** 7**Alignment:** Chaotic**XP:** 2300**Number Appearing:** 1d4**Treasure:** F+B

Rakshasas are malevolent entities that have the appearance of a humanoid tiger garbed in expensive attire. Their body appears mostly human except for a luxurious coat of tiger's fur and tiger's claws. The palms of the rakshasa's hand are where the backs of hands would be on a human, giving the creature a very disturbing aura. In addition, the rakshasa also has a tiger's tail. They tend to be either of an orange or white shade, just like actual tigers. An adult male rakshasa is about 3 meters (10 ft) tall and weighs around 300 kg (600 lbs), with females being slightly shorter and lighter.

While most rakshasa tend to favour tropical to sub-tropical climate, a certain peculiar sub-species of Rakshasa prefers to inhabit more frigid, northern territories. Members of this subspecies are known as arctic Rakshasa. They tend to have longer coats than those of regular rakshasa, and are typically white and occasionally striped. Their clothes are usually ornately embroidered and bejeweled and are made of caribou, seal or polar bear hide. In addition, Arctic Rakshasa's weapons are typically made from narwhal tusks or whale and caribou bones, as well as their armor. Arctic rakshasas speak Rakshasa language, as well as Common.

- **Spellcasting:** The arctic Rakshasa casts spells as a level 9 Magic-User, typically favouring ice-flavoured damaging spells and various illusions and charms.
- **Shapeshifting:** a rakshasa, at will, can assume any humanoid form via shapeshifting, or revert to its own form. In humanoid form, a rakshasa loses its claw and bite attacks. A rakshasa will return to its natural form when killed.



ABYSSAL MERFOLK**Armor Class:** 6[13]**Hit Dice:** 1 (4hp)**Attack:** 1x Claw (1d6) or by weapon**Movement:** 120' (40')**THACO:** 19[+0]**Saving Throws:** D12, W13, P14, B15, S16 (1)**Morale:** 8**Alignment:** Neutral**XP:** 13 (Leader 20/75)**Number Appearing:** 0(1d20)**Treasure:** C

Abyssal merfolk are deep oceanic creatures that have developed physical adaptations suitable for living in the greatest depths of the ocean's abyss. They are sentient humanoid fish, closely related to regular merfolk. Their gills are located under their rib cages and on top of their heads, mimicking hair. Unlike most fish, abyssal merfolk are warm-blooded, like tuna fish, and possess the ability to regulate body temperature regardless of their surroundings. Just like many species of deep-ocean fish, abyssal merfolk completely lacks melanin, which is useless in their sunlight-devoid habitat. Hence, their bodies are completely white, and their eyes are pinkish-red.

A group of abyssal merfolk is called a pod and is composed of equal numbers of males and females.

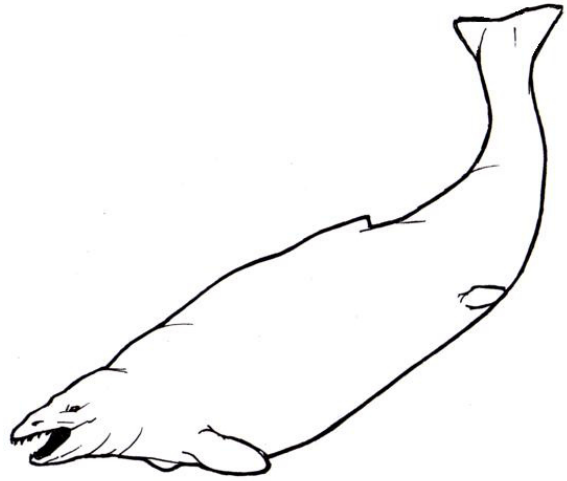
Abyssal merfolk hunt mainly deep ocean fish, such as angler fish, pelican eels and chimera sharks, but also various squid species of the deep sea. They typically arm themselves with harpoons or daggers.

Abyssal merfolk can hear as well as sperm whales and can also communicate with them. At least 35% of abyssal merfolk can communicate with whales. About 3% of abyssal merfolk possess clerical abilities

Abyssal merfolk speak their own language and Common.

- **Weapons:** Spears, tridents, or daggers.
- **Leaders:** For every 10 in a group, there is a 2HD leader. For every 50, there is a 4HD leader (saves: D10 W11 P12 B13 S14 (4)).
- **Deep sea villages:** Home to 1d3 ×100 individuals.
- **Whale Guardians:** An Abyssal Merfolk village is protected by 2d6 sperm whales.
- **Echolocation:** May "See" in the pitch darkness of the deep-sea abyss.



BASILOSAURUS**Armor Class:** 6[13]**Hit Dice:** 40 (180hp)**Attack:** 1x bite (3d20) and ram (6d6 hull damage)**Movement:** 180' (60')**THACO:** 5[+14]**Saving Throws:** D2, W2, P2, B2, S2 (40)**Morale:** 8**Alignment:** Neutral**XP:** 7000**Number Appearing:** 0(1)**Treasure:** V

The basilosaurus is a huge prehistoric Eocene-era whale, measuring 15-18 meters (50-60ft) in length and up to 10 tons in weight. It feeds mainly on large fish, especially sharks. The basilosaurus has a long, thin, serpentine body, with an eel-like swimming pattern. Unlike most large whale species, the basilosaurus has sharp, reptilian teeth instead of baleen and cannot echolocate. In addition, also in an atypical manner for a whale, it has tiny, residual hind limbs located at its hindquarter. The basilosaurus is a solitary animal, social only during the mating season.

- **Swallow whole:** An attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the basilosaurus' belly: suffer 3d6 damage per round (until the basilosaurus dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **Ram ships:** 20% likely to attack vessels.

BLEMMYES

Armor Class: 5[14]

Hit Dice: 3 (14hp)

Attack: 1x bite (1d6) or by weapon

Movement: 60' (20')

THACO: 17[+2]

Saving Throws: D12, W13, P14, B15, S16 (3)

Morale: 9

Alignment: Chaotic

XP: 50

Number Appearing: 1d6(3d6)

Treasure: B

The blemmyes (used for both singular and plural) are a race of tall, headless humans with eyes, noses and mouths on the chests and bellies. They are infamous for their cannibalistic tendencies, and find all humanoid species to be delectably delicious. Due to their unique anatomy and structure of their brains, the blemmyes seem to be immune to prion diseases, such as mad cow disease, which are transmitted via human flesh and tissues. The blemmyes also lack an esophagus, so their mouths are connected directly to their stomach. Therefore, a blemmyes cannot breathe through its mouth and a sure way to suffocate it is to block its nose. Blemmyes are believed to have been created by a mad sorcerer as servants, which explains their abnormal physiology. Typically, the blemmyes populate remote and deserted islands, where the only possible source of animal protein is humanoid flesh, hence their cannibalistic tendencies. Blemmyes speak Common and Goblin, and occasionally Orcish.

- **Headless:** Cannot be beheaded by creatures, magic items, or spells capable of doing so.
- **Resistant to poison and disease:** +2 to all saves vs. poison and disease.
- **Leaders:** For every 5 in a group, there is a 5HD leader. For every 50, there is a 7HD leader.

CAMAZOTZ

Armor Class: 5[14]

Hit Dice: 2 (9hp)

Attack: 2x: bite (1d4) + unconsciousness; and leg swipe (1d6)

Movement: walk 30' (10'), fly 120' (40')

THACO: 18[+1]

Saving Throws: D12, W13, P14, B15, S16 (3)

Morale: 8

Alignment: Neutral

XP: 35

Number Appearing: 1d10(1d10)

Treasure: None



The camazotz is a large, monstrous species of bat which dwells in remote caves and ancient, abandoned temples. It is believed to be related to false vampire bats, or ghost bats, which are a family of carnivorous heart-nosed bats. It typically reaches 4.5 meters (15 ft) in wingspan and weighs around 75 kg (150lbs). Its body itself is about the size of an adult human male's one. The camazotz has large, black eyes, exceptionally large ears fused together and a prominent nose-leaf, as well as razor-sharp teeth and vulture-like talons. Its fur is drab-brown to bluish-Gray in colour. Just like most bat species, the camazotz is nocturnal and will come out only at night. It tends to prefer caves and temples in which the sacrifice of humanoids used to take place, probably being drawn to the stench of the rotting corpses. This horrid monster is both carnivorous and vampiric in nature, feeding both on the flesh of killed prey and the blood of living victims. It feeds on a wide variety of living creatures and would not hesitate to view humanoids as potential sources of animal protein.

- Echolocation: Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.
- Unconsciousness: For 1d10 rounds (save versus paralysis).
- Blood drain: A camazotz may drain blood from an unconscious victim: 1d4 hit points automatic damage per round.

CARNIFLOR

Armor Class: 6[13]

Hit Dice: 2+1 (10hp)

Attack: 1x root (1d6) + venom

Movement: 60' (20')

THACO: 17[+2]

Saving Throws: D12, W13, P14, B15, S14 (2)

Morale: 12

Alignment: Chaotic

XP: 35

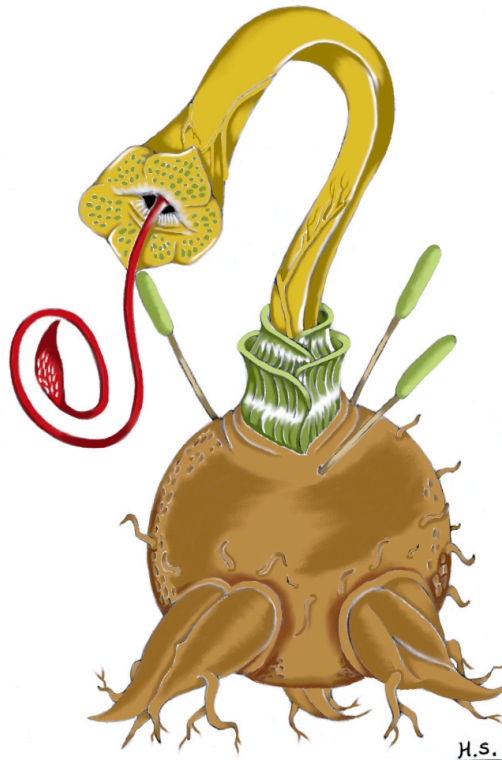
Number Appearing: 0(1d8)

Treasure: None

The carniflor is a vicious, monstrous, mobile, and highly venomous plant species, with a particular fondness for human flesh. Carniflors have a straight stem, springing from a woolly bole containing rootlets and three tapering projections extending from the lower part. Those extensions can dig into the soil to function as temporary roots. At the top of the stem is a funnel-like flower which comes in unpleasant hues of mustard yellow, dirty mauve, deep red and snotty green, which contains a tightly wrapped venomous whorl. This whorl is sticky and can lash out at passing animals and humanoids. It carries a sting that can kill a full-grown human. In addition, carniflors possess three small sticks springing from their bole, which create a rapping noise that is believed to function as a form of communication.

Carniflors reach up to 3 meters (10 ft) in height and 50 kg (100 lbs) in weight. They are capable of voluntary locomotion and move around on their three projections extending from their bole. Carniflors are carnivorous, feeding on any small creature caught in the sticky area of the flower cup. However, they are also capable of consuming larger animals by killing them with their sting and absorbing them as they decompose while tearing flesh. Like all other carnivorous plant species, carniflors favour a hot, tropical to sub-tropical climate.

- **Poison:** Causes death (save vs poison).



CARNIVOROUS KANGAROO**Armor Class:** 5[14]**Hit Dice:** 2 (9hp)**Attack:** 4x: 1 kick (1d6), 2 claws (1d4, 1d4), and bite (1d4)**Movement:** 120' (40')**THACO:** 18[+1]**Saving Throws:** D12, W13, P14, B15, S16 (3)**Morale:** 8**Alignment:** Neutral**XP:** 25**Number Appearing:** 1d10(1d10)**Treasure:** None

This flesh-eating Pleistocene-era marsupial is a relative of the modern herbivorous kangaroos, weighing about 50kg (100lbs) and reaching 1.8 meters (6ft) in height, not including its long tail. Unlike regular kangaroos, the carnivorous kangaroo possesses a pair of sharp canines used for ripping and tearing animal flesh and moves by galloping rather than hopping. This creature mainly inhabits warm and humid rainforests and grasslands. It is a formidable predator and immensely powerful for its size, and would not hesitate to tackle much larger prey, including the gigantic diprotodon (see next).



DIPROTODON

Armor Class: 0[19]

Hit Dice: 12 (54hp)

Attack: 3x: trample (2d6) and 2 claws (1d6, 1d6)

Movement: 30' (10')

THACO: 10[+9]

Saving Throws: D6, W7, P8, B8, S10 (12)

Morale: 8

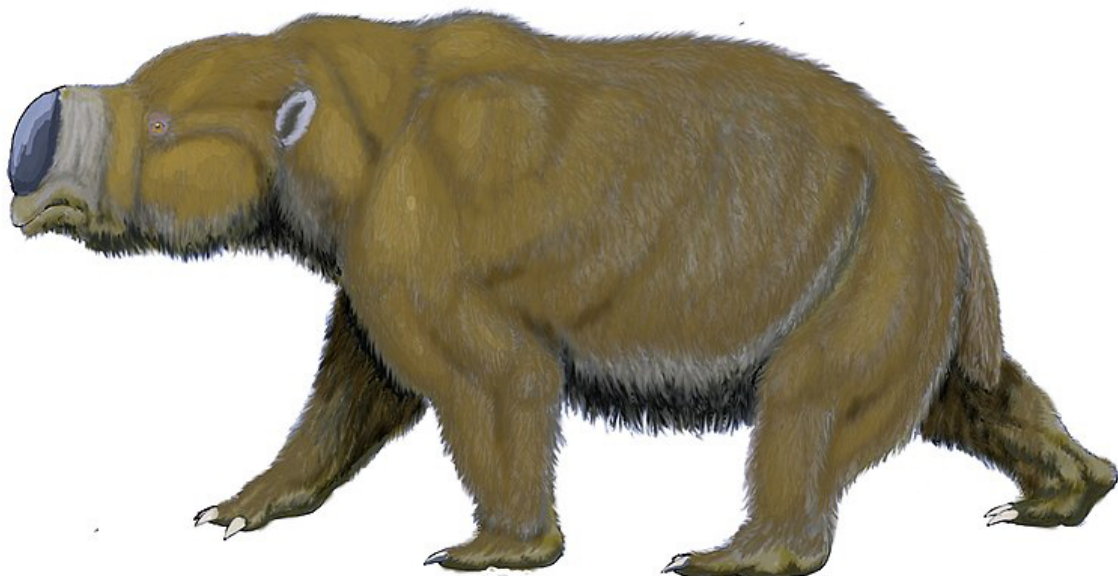
Alignment: Neutral

XP: 1100

Number Appearing: 1d10(1d10)

Treasure: None

The diprotodon is a gigantic species of Pleistocene-era wombat. Reaching 3 meters (10 feet) from nose to tail, standing 2 meters (6.6 ft) tall at the shoulder, and weighing about 2.8 tons, the diprotodon is the largest known marsupial to have ever lived. The diprotodon's head resembles that of a rhinoceros without a horn, and its legs are wombat-like, with a pigeon-toed appearance. It has strong claws on the front feet and the pouch opening faces backwards. Its coat is shaggy and like that of a modern wombat. The diprotodon inhabits open forests, woodlands, and grasslands, concentrating around bodies of water, and feeding on leaves, shrubs, and grass. The diprotodon's main predators, apart from humans, are the thylacoleo (see later) and the carnivorous kangaroo.



DROMORNIS

Armor Class: 6[13]

Hit Dice: 6 (17hp)

Attack: 3x: bite (2d6) and 2 kicks (1d8, 1d8)

Movement: 150' (50')

THACO: 13[+6]

Saving Throws: D10, W11, P12, B13, S14 (6)

Morale: 9

Alignment: Neutral

XP: 275

Number Appearing: 0(1d12)

Treasure: None



The dromornis is a species of large, carnivorous flightless bird, which stand up to 3 meters (10 ft) tall and weigh up to 750 kg (1,600 lbs). It has a long neck with stub-like wings, rendering it flightless. The legs are powerful, and its beak is large and immensely powerful as well. The dromornis are sexually dimorphic, with males being more robust and heavier than the females. The dromornis typically inhabits subtropical open woodlands. It is a fearsome predator, that will happily prey on any creature, humanoids included.

ELEMENTAL, IODINE

Armor Class: -2[21]

Hit Dice: 16 (72hp)

Attack: 1x blow (3d6)

Movement: 30' (10') in solid form or 120' (40') in vapor form

THACO: 8[+11]

Saving Throws: D2, W2, P2, B2, S4 (16)

Morale: 10

Alignment: Neutral

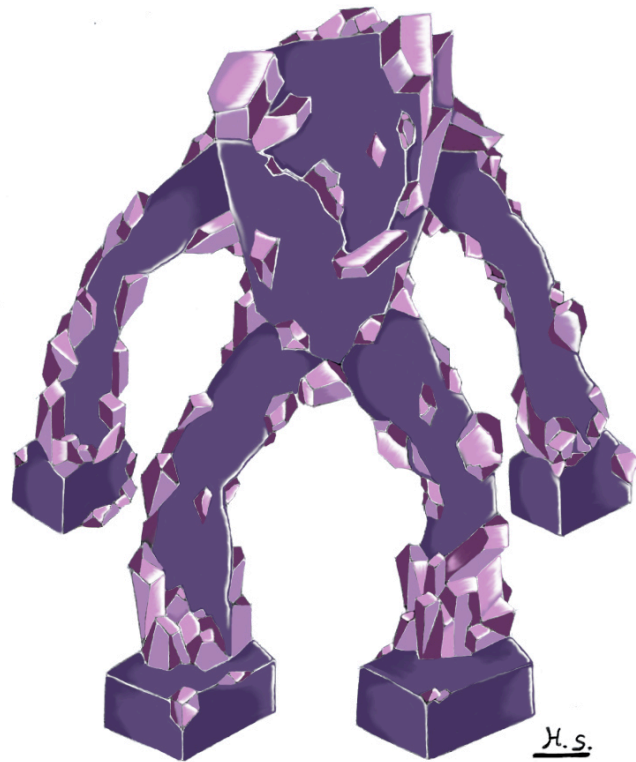
XP: 3250

Number Appearing: 1(1)

Treasure: None

In their solid form, iodine elementals resemble headless, purple humanoid statues, with brick-like hands and feet, while in their vapor form, they resemble purple-hued "dust devils", or small whirlwinds. Iodine elementals do not have a liquid form, but instead sublime from their solid form directly into vapor. They are most found in wizards', witches' and alchemists' laboratories and workshop, where they occasionally serve as guards for those places. In their solid form, iodine elementals cannot cross a water body wider than their own height

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Toxic cloud:** In their vapor form, Iodine elementals perform a toxic vapor attack on any creature inhaling them, and by doing so inflicting 1d8 points of damage to any creature within a radius of 5'.



ELEMENTAL, OIL/PLASTIC

Armor Class: -2[21]

Hit Dice: 16 (72hp)

Attack: 1x blow (3d6)

Movement: 60' (20') in solid form or 180' (60') in oil form on water

THACO: 8[+11]

Saving Throws: D2, W2, P2, B2, S4 (16)

Morale: 10

Alignment: Chaotic

XP: 3250

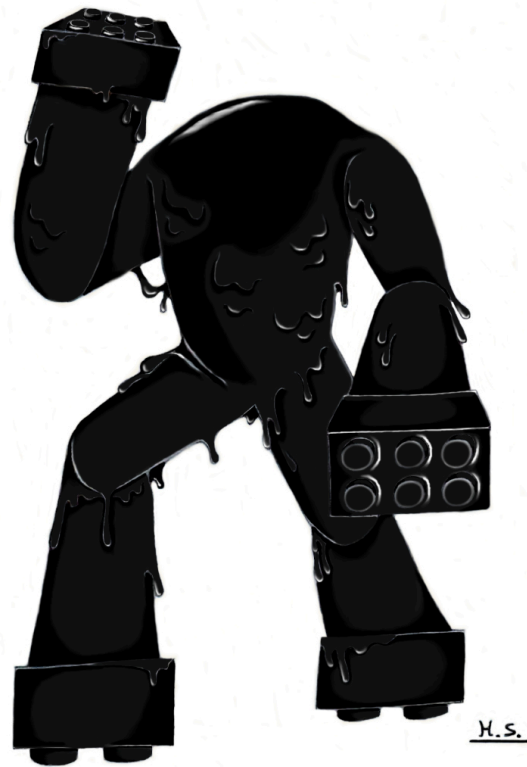
Number Appearing: 1(1)

Treasure: None

Oil elementals resemble either headless, plastic humanoid figures with hands and feet resembling modern-day plastic play-bricks, or liquid oil stains which form waves that crash on any creature attacked, only to reform in the next round. In their solid form, plastic elementals can cross a body of water at a speed of 15' while floating, and in their liquid form at a speed of 60'.

Oil elementals are evil by nature and often serve as henchmen for malignant warlocks and monarchs. They also bear hatred towards marine creatures such as whales, seals and sea turtles, as well as fish.

- **Flammable:** Oil elementals take double damage when attacked by fire (including fire elementals) in both forms. This will set them on fire, causing them 1d8 damage per round of burning, but increasing their damage by 2d6 per attack.
- **Oil over water:** Oil elementals cause an additional 1d6 damage when in oil form against creatures in water.



ELEMENTAL, DUNG

Armor Class: -2[21]

Hit Dice: 16 (72hp)

Attack: 1x blow (3d6)

Movement: 60' (20') in solid form or 120' (40') in water in diarrhea form

THACO: 8[+11]

Saving Throws: D2, W2, P2, B2, S4 (16)

Morale: 10

Alignment: Neutral

XP: 3250

Number Appearing: 1(1)

Treasure: None

Dung elementals resemble either crude, headless humanoid excrement pieces, with lumpy hands and feet, or rolling waves of diarrhea, which seem to crash upon any attacked creature, only to reform in the next round. In their solid form, dung elementals can cross a water body by floating at a speed of 10'. In their liquid form, they can do so at a speed of 40' but cannot move more than 60' from a body of water while in diarrhea form.

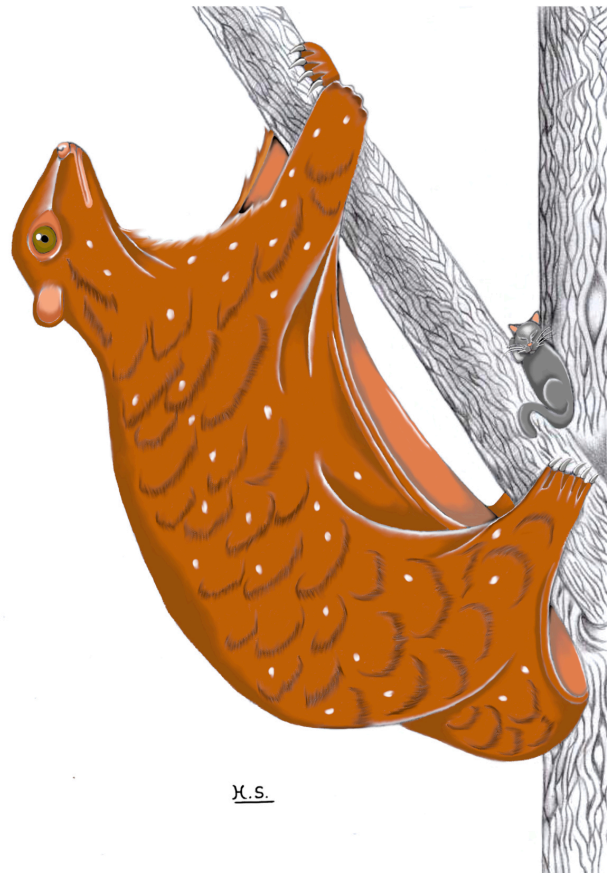
- **Flammable and easily dispersed:** Dung elementals take double damage when attacked with fire (including fire elementals) in their solid form, and when attacked with air or wind attacks (including air elementals) in their liquid form.
- **Extra damage:** Dung elementals do an extra 1d8 points of damage against creatures, vehicles, or structures which are overground in their solid form, and those which are in water in their liquid form.
- **Nauseating stench:** Dung elementals have a smell that sickens any humanoid. Save versus poison or suffer -4 to hit, while in melee when fighting the elemental.



GIANT COLUGO**Armor Class:** 5[14]**Hit Dice:** 2 (9hp)**Attack:** 3x: 1 bite (1d4), 2 claws (1d4, 1d4)**Movement:** walk 60' (20'); glide 120' (40')**THACO:** 18[+1]**Saving Throws:** D12, W13, P14, B17, S16 (2)**Morale:** 8**Alignment:** Neutral**XP:** 20**Number Appearing:** 0(1d4)**Treasure:** None

Colugos are the most capable gliders of all arboreal gliding mammals, using flaps of extra skin between their legs to glide from higher to lower locations. They have long, slender bodies with slender front and rear limbs, a medium-length tail, and a relatively light build. The head is small, with large, front focused eyes and small rounded ears. The colugo's large membrane of skin runs from shoulder blades to the fore paws, from hind legs to the tip of the tail and from the fore paws to the hind paws. Colugos are shy, nocturnal, solitary animals found in tropical forests. They are herbivorous and eat leaves, shoots, flowers and fruit. The colour of the coat ranges from ginger to gray green.

While regular colugos reach 40 cm (16 inch) in length and 2 kg (4 lbs) in weight, giant colugos reach 2m (7ft) in length and 50 kg (100 lbs) in weight. Naturally, giant colugos prefer to use large tree species, such as redwood, for dwelling, and prefer feeding on larger fruit from large trees, such as jackfruit, durian, or coconut.

X.S.

GIANT LEMUR

Armor Class: 5[14]

Hit Dice: 4 (14hp)

Attack: 3x: 1 bite (1d6), 2 claws (1d4, 1d4)

Movement: 120' (40')

THACO: 16[+3]

Saving Throws: D10, W11, P12, B13, S14 (4)

Morale: 8

Alignment: Neutral

XP: 75

Number Appearing: 0(2d4)

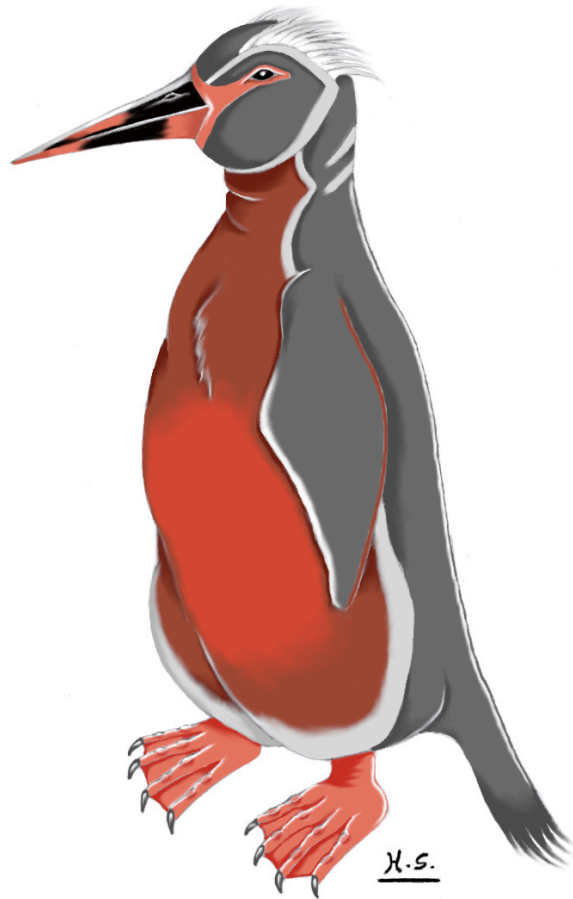
Treasure: None



The giant lemur reaches up to 160 kg (350 lbs) in weight and 2m (6.5 ft) in height. Unlike regular lemurs, giant lemurs rely on terrestrial locomotion and slow climbing instead of leaping. They are herbivorous, and feed predominantly on leaves and seeds. In addition, giant lemurs also lack tails, much like apes. Other than that, the giant lemur has a facial structure and coat similar to those of a regular lemur, although a more robust physique. In a similar manner to other lemurs, giant lemurs are matriarchal, with females being dominant over males and each clan being led by a dominant female. In addition, giant lemurs have strong night vision in relation to day vision, although the species is active during both day and night (diurnal). The habitat of the giant lemur ranges from woodlands to savannas.

GIANT PENGUIN**Armor Class:** 7[12]**Hit Dice:** 5 (23hp)**Attack:** 1x: 1 beak (1d12)**Movement:** walk 60' (20'), swim 180' (60')**THACO:** 15[+4]**Saving Throws:** D10, W11, P12, B13, S14 (5)**Morale:** 8**Alignment:** Neutral**XP:** 175**Number Appearing:** 0(2d10)**Treasure:** None

The prehistoric giant penguin typically reaches 1.8 meters (6 ft) in height and 90 kg (180lbs) in weight. It belongs to an evolutionary lineage more ancient than modern penguins and is taller than the emperor penguin, the tallest contemporary penguin species. In addition, the giant penguin also possesses a longer neck and beak than modern penguins. Unlike regular penguins, the giant penguin also has reddish-brown plumage rather than black-and-white. In addition to polar regions, the giant penguin also inhabits temperate and subtropical regions. Just like regular penguins, the giant penguin is much more agile in the water than on land.



GLYPTODON

Armor Class: -1[20]

Hit Dice: 6 (27hp)

Attack: 4x: 2 claws (1d4, 1d4), bite (1d6), tail swipe (1d6)

Movement: 90' (30')

THACO: 13[+6]

Saving Throws: D10, W11, P12, B13, S14 (5)

Morale: 8

Alignment: Neutral

XP: 275

Number Appearing: 0(1d4)

Treasure: None



The glyptodon is a large, heavily armored Pleistocene-era mammal related to the armadillo. It is roughly the same size and weight as a beetle car (3 meters (10 ft) in length and 2 tons in weight). It has a round, bony, turtle-like shell- an example of convergent evolution. Glyptodons mainly inhabit areas ranging from sub-tropical forests in warm, humid areas, to temperate grasslands. Glyptodons are herbivores and feed mainly on grass and shrubs. The glyptodon has a tail covered in three bony rings of dermal structure, which enable the tail to powerfully swing and be used as a weapon. The glyptodon's main predators are saber-tooth cats (smilodons), short-faced bears, and dire wolves.

GNOLL, LESSER

Armor Class: 8[13]

Hit Dice: 1 (5hp)

Attack: 1x bite (1d4) or by weapon

Movement: 120' (40')

THACO: 19[0]

Saving Throws: D12, W13, P14, B15, S16 (1)

Morale: 6

Alignment: Neutral

XP: 13

Number Appearing: 1d6(5d6)

Treasure: C

Lesser gnolls are small, aardwolf-headed humanoids who roam in small packs and live inside termite mounds. Most lesser gnolls have golden yellow or reddish fur. An adult male Lesser gnoll is about 1.2 meter (4 ft) in height and 30kg (60lbs) in weight. Lesser gnolls are nocturnal insectivores but are also capable of hunting down and preying on vertebrates and are keen fighters when necessary. Lesser gnolls speak Gnoll and Common.

- **Leaders:** For every 5 lesser gnolls, there is a 2HD leader; in a lair of over 12 lesser gnolls, there is a 4HD pack leader, who also enjoys +2 to damage.
- **Lair defense:** Lesser gnolls never fail morale checks when defending their lair while their pack leader is alive.



GNOLL QUEEN

Armor Class: 2[17]

Hit Dice: 5 (23hp)

Attack: 1x bite (3d4) or by weapon

Movement: 90' (30')

THACO: 15[+4]

Saving Throws: D10, W11, P12, B13, S14 (5)

Morale: 11

Alignment: Chaotic

XP: 300

Number Appearing: 1(1) but see below

Treasure: E

Just like spotted hyenas, gnolls also tend to form matriarchal societies. When a clan of gnolls is large, powerful, and complex enough to form some sort of civilization, an influential female gnoll will emerge to seize power and become a ruler of a gnoll queendom. Naturally, a gnoll queen is larger and stronger, and a hardier fighter, than regular gnolls, male or female. A gnoll queen is typically more fancily dressed than her subjects, with a stronger, more ornate armor decorated with bones and teeth. She will also have better and stronger weaponry than an average gnoll, too, including swords, battle axes, and clubs. She will, of course, use any magical weapon in her hoard.

A gnoll queen will usually also have a harem composed of 5d8 male gnolls, though some include even non-gnoll males within them, including humanoids. Gnoll queens speak Gnoll, Common and sometimes Draconian.

- For queen and lair! Gnolls led by a gnoll queen never fail morale checks.



GNOLL, STRIPED**Armor Class:** 6[13]**Hit Dice:** 2 (9hp)**Attack:** 1x bite (2d4) or by weapon**Movement:** 90' (30')**THACO:** 18[+1]**Saving Throws:** D12, W13, P14, B15, S16 (2)**Morale:** 8**Alignment:** Chaotic**XP:** 25**Number Appearing:** 1d4(2d6)**Treasure:** C

Striped gnolls are humanoids with the head of a striped hyena who wander across the land either alone or in small families. Most striped gnolls are light to medium gray in colour with black stripes and have a long Mohawk-like mane extending from their head down to their tail. An adult male striped gnoll is about 1.8 meters (6 ft) tall and weighs about 80 kg (170 lbs), with the females being typically smaller. Striped gnolls are nocturnal scavengers and omnivores, and are opportunistic and pragmatic in nature, being able to make a meal out of the most rancid of litter. Striped gnolls speak Gnoll and Common.

- **Leaders:** For every 5 striped gnolls, there is a 4HD leader; in a lair of over 12 striped gnolls, there is a 6HD pack leader, who also enjoys +2 to damage.
- **Lair defense:** Striped gnolls never fail morale checks when defending their lair while their pack leader is alive.



GROACH

Armor Class: 2[17]

Hit Dice: 7 (32hp)

Attack: 1x bite (1d8) or by weapon

Movement: walk 90' (30') or fly 150' (50')

THACO: 13[+6]

Saving Throws: D8, W9, P10, B10, S12 (7)

Morale: 9

Alignment: Chaotic

XP: 850

Number Appearing: 1d4 (2d4)

Treasure: A

This bizarre and grotesque creature has the head and torso of a goblin and the legs and lower body of a giant cockroach. Groaches are vicious, malevolent beings that lurk in underground crevices, wastelands, and ruins, seeking warm-blooded victims as their

prey. Groaches are the creation of goblin shamans and warlocks, who either created them from other fellow goblins, or have cast a spell upon themselves to take this hideous form. In addition, if a goblin of above average ability reaches 5th level, a goblin spell-user (shaman or warlock) may put him or her through a special test. Those who fail it become groaches. Also, a goblin spell-user that has become an outcast by his or her goblin clan is forced to turn him/herself into a groach. Since goblins who have failed the spell-user's test are deemed outcasts, groaches are usually banished from their own communities. Therefore, goblins and groaches hate each other with a passion.

In addition to preying on the flesh of unfortunate victims, groaches are also scavengers, feeding mostly on feces and garbage left by other animals and humanoids. Groaches speak Goblin and Common.

- **Cockroach immunities:** Groaches are immune to all non-magical poisons and disease.
- **Spellcasting:** There is a 10% chance that a given groach will have spellcasting abilities as a level 2d6 Magic-User.



H.S.

KOROPOKKURU**Armor Class:** 4[15]**Hit Dice:** 1+1 (6hp)**Attack:** by weapon**Movement:** 90' (30')**THACO:** 18[+1]**Saving Throws:** D12, W13, P14, B15, S16 (1+1)**Morale:** 10**Alignment:** Lawful**XP:** 15**Number Appearing:** 1d4 (5d8)**Treasure:** C

Koropokkurus are a sub-variant among dwarves specializing in the habitation of volcanoes rather than the hollows of regular mountain ridges. Just like a regular dwarf, a typical koropokkuru stands about 1.2 meters (4 ft) tall and weighs around 60 kg (120 lbs), and tends towards a noble, honorable and serious disposition. Typically, koropokkurus tend to be fair skinned with dark hair and eyes and wear their hair long and beard relatively short by dwarf standards. Females are slightly shorter and lighter than the males and lack facial hair. Just like regular dwarves, they possess a burly, stocky figure and a fondness of metal armor, which they craft skillfully. However, unlike regular dwarves, they favour katanas, some of which are even forged from magma or diamonds, over battleaxes. In addition, koropokkurus also tend to make their apparel out of silk produced from fungal webs. Koropokkurus are omnivorous, although preferring fish over meat, and in addition to underground fishing, also rely on different types of mushrooms and root vegetables as crops, including shiitake mushrooms, daikon, and yam. Due to their volcanic habitat, koropokkurus often rely on geothermic energy rather than coal as an energy source for everyday use, such as for heating, cooking and blacksmithery, and are also very fond of underground hot-springs for bathing. Koropokkurus speak their own language, as well as Dwarven and Common.

- **Weapons:** Typically, katanas (1d8 damage) and crossbows.
- **Daimyo:** A daimyo of 1d6+2 HD is present for every 20 Koropokkurus. The leader may have magic items: 5% chance per HD for each magic item table (except Scrolls and Wands/Staves/Rods).



LEOPARD SEAL

Armor Class: 5[14]

Hit Dice: 4 (18hp)

Attack: 3x: 2 claws (1d4, 1d4), bite (1d6)

Movement: walk 60' (20'), swim 150' (50')

THACO: 16[+3]

Saving Throws: D10, W11, P12, B13, S14 (4)

Morale: 9

Alignment: Neutral

XP: 75

Number Appearing: 1d4 (5d8)

Treasure: None

The leopard seal is a large carnivorous marine mammal, which feeds on a wide range of prey, including octopi, other species of seal, penguins, and fish. It has a large and muscular body, reaching 3 meters (10 ft) in length and 400 kg (800 lbs) in weight. It also has a massive head and jaw, which makes it a formidable predator. The leopard seal mainly inhabits the seas and shores of frigid territories, typically inhabiting pack ice throughout the year and remains solitary during most of its life, excluding the mating season and mothers of pups.



LIGER

Armor Class: 4[15]

Hit Dice: 7 (32hp)

Attack: 3x: 2 claws (1d8, 1d8), bite (2d8)

Movement: walk 150' (50'), swim 60' (20')

THACO: 13 [+6]

Saving Throws: D8, W9, P10, B10, S12 (7)

Morale: 9

Alignment: Neutral

XP: 450

Number Appearing: 1d4 (1d4)

Treasure: None

Most ligers exist in captivity and are popular pets and guard animals among monarchs of different humanoid races, although ligers might also occur in habitats shared by both lions and tigers. Ligers typically enjoy swimming, which is a tiger-like characteristic, while they are also very sociable like lions.

- Pursuit: Always pursue prey that flees.
- Inquisitive: May follow PCs out of curiosity.

The liger is a hybrid of a male lion and a female tiger. Male ligers typically reach a total length of 3-3.5 meters (10-12 ft), with females being somewhat smaller, making them even larger than male tigers, and about the same size of a sabertooth tiger (Smilodon). Ligers have a tiger-like striped pattern that is very faint upon a lion-like tawny background. In addition, they may possess rosette patterns. As with tigers, their underparts are pale. White tigresses and white lions produce white, stripe-less ligers. In addition, while female ligers are fertile and capable of conception of offspring, Male ligers are sterile.



K.S.

MENEHUNE

Armor Class: 5[14]

Hit Dice: 1d4 hp

Attack: by weapon

Movement: 60' (20')

THACO: 19[0]

Saving Throws: D12, W13, P14, B15, S16 (less than 1)

Morale: 6

Alignment: Lawful

XP: 6

Number Appearing: 1d4 (2d8)

Treasure: C

Menehunes are island-dwelling sub-variant of halflings, who live in deep forests and valleys of tropical islands, far away from human settlements. Similarly to regular halflings, menehunes are typically around 1 meter (3 ft) tall and weigh about 30kg (60 lbs), but tend to have very dark and frizzy hair on their heads and also have dark skin and eyes. Unlike regular halflings, however, their feet are devoid of hair.

The menehunes are well-known as superb craftsmen, who build temples, fish-farms, roads and canoes. Unlike other halflings, however, who tend to live in semi-underground borrows, the menehunes tend to live in overground houses and huts. Their favourite foods are bananas and fish. They are also excellent swimmers and fishermen.

The menehunes are kind-hearted in nature and would never provoke any humanoid on purpose or initiate an attack but will retaliate when necessary. Due to their shy nature, they would rather avoid a hostile contact in the first place. Menehunes speak their own language and Common.

- Elusive nature: Menehunes can hide in natural settings on a roll of 3-6 on 1d6.
- Leader: A village of at least 10 menehunes has a 4HD leader.



Moa

Armor Class: 4[15]

Hit Dice: 4 (18hp)

Attack: 3x: 2 kicks (1d6, 1d6), peck (1d4)

Movement: 120' (40')

THACO: 16[+3]

Saving Throws: D10, W11, P12, B13, S14 (4)

Morale: 8

Alignment: Neutral

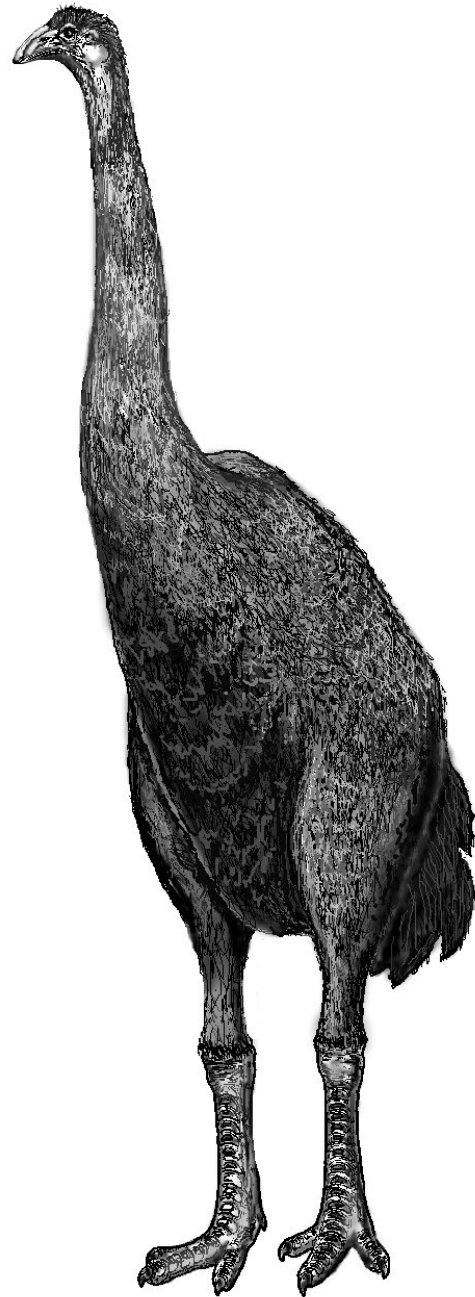
XP: 75

Number Appearing: 0(2d6)

Treasure: None

The moa is a gigantic, flightless bird, which can reach up to 3.6 meters (12 ft) in height and weighs about 230 kg (500 lbs). Moas are typically grayish brown in colour, with the female being a little larger than the male. Unlike other flightless birds, the moa does not even have wings, but short stubs instead. Despite its huge size, the moa is herbivorous. As a flightless bird, it is a good runner, and can also use kicks as its main defense method. Moas typically live in temperate forests and shrub lands. The moa's main enemy beside humans is the huge poukai bird (see later), which preys on it from up above while flying.

The statistics above can be used to represent other large flightless birds, such as ostriches and elephant birds.



MOKELE MBEMBE

Armor Class: 1[18]

Hit Dice: 11 (50hp)

Attack: 3x: bite (4d6), trample (4d6), tail swat (2d6)

Movement: 60' (20')

THACO: 11[+8]

Saving Throws: D6, W7, P8, B8, S10 (11)

Morale: 8

Alignment: Neutral

XP: 1100

Number Appearing: 0(1d4)

Treasure: None

Unlike other reptiles, and similarly to some dinosaur species, the mokele-mbembe is warm-blooded (homeothermic) and can maintain a consistent body temperature regardless of the surroundings. Due to its hot and humid habitat, the mokele-mbembe spends most of its day half-submerged in the swamp's murky water, to keep itself cool.

The mokele-mbembe is a brontosaurus-like creature, about the size of an elephant (7 meters, or 22 ft, in body length and 4 tons in weight), typically inhabiting areas covered with swampy jungle. It has smooth, brownish-gray skin, a long, flexible neck, an exceptionally long tail and three-toed feet. The mokele-mbembe is vegetarian, and feeds mainly on riverbank plants, and will often fight with hippopotami over territories rich in vegetation. While usually not aggressive, the mokele-mbembe is certainly capable of defending itself if provoked or challenged by aggressors. The mokele-mbembe is typically a solitary animal, excluding the mating season.



NANDI BEAR**Armor Class:** 4[15]**Hit Dice:** 7 (32hp)**Attack:** 3x: 2 paws (1d8, 1d8), bite (2d6) + hug (see description)**Movement:** 120' (40')**THACO:** 13[+6]**Saving Throws:** D8, W9, P10, B10, S12 (7)**Morale:** 9**Alignment:** Neutral**XP:** 850**Number Appearing:** 0(1d4)**Treasure:** None

The Nandi bear is a ferocious ursine around 1.5-1.8 meters (5-6 ft) tall at the shoulder, 3 meters (10 ft) in body length and 500 kg (1000 lbs) in weight. It has a brownish-red to dark brown shaggy coat, and a 3-toed paw extending from each limb with a distinctly canine shape. The body of the Nandi bear is thick set with a broad rump, short neck, stumpy nose, and small ears. It has high front shoulders and a sloping back, somewhat like that of a hyena. Unlike other bear species, the Nandi bear favours savannas and grasslands of a hotter climate, instead of forests. The Nandi bear is a nocturnal animal, and a fierce killer that will attack almost anything of equal or smaller size. It is rumored to attack humans only on dark moonless nights, especially children, and eat only the brains of its victims.

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

NAGUAL

Armor Class: 2[17]

Hit Dice: 5 (23hp)

Attack: 3x: 2 claws (1d8, 1d8), bite (2d8) in jaguar form, or by weapon in human form

Movement: 150' (50') in jaguar form or 120' (40') in human form

THACO: 15[+4]

Saving Throws: D10, W11, P12, B13, S16 (5)

Morale: 9

Alignment: Neutral

XP: 425

Number Appearing: 1d4(1d4)

Treasure: D

Naguals are a type of were-jaguar lycanthropes, or humans that can transform into jaguars. In human form, they tend to be tall, muscular and have freckled faces and shoulders. They tend to live and hunt close to human settlements and are excellent trackers. Naguals are believed to use their powers for either good or evil according to the nagual's individual personality.

The person who wishes to become a nagual is required to attain a spell-casting level of at least 5 (either as a cleric or a magic-user), in order to perform the required shamanic ritual required for the process, before the person goes to an isolated place and sleeps there. Then, a jaguar appears in his/her dreams, and when awoken, the person takes the form of that jaguar. The ability to become a nagual also depends on the spell-user's date of birth, which needs to be during summer, when the sun is at its mightiest. Just like other lycanthropes, naguals are immortal, but unlike some of them, they can turn into jaguars at their own free will, without dependence on outer conditions such as a full moon.

Naguals speak Common and Undercommon.

- Shapeshifting: May move freely between jaguar and human form.
- Tracking: May track prey on a roll of 2-6 on 1d6.

NINGEN**Armor Class:** 2[17]**Hit Dice:** 16 (72hp)**Attack:** 2x: bite (3d20) and ram (6d6 hull damage)**Movement:** swim 150' (50')**THACO:** 9[+10]**Saving Throws:** D4, W5, P6, B5, S8 (16)**Morale:** 8**Alignment:** Neutral**XP:** 2300**Number Appearing:** 0(2d6)**Treasure:** None

The ningen is a marine creature completely white in colour, reaching about 20-30 meters (60-90 ft) in length and 100 tons in weight. It has a humanoid shape with either legs or a whale-like tail. Its only facial features are the eyes and mouth. Ningen have humanoid arms, with five fingers on each hand. Its skin is thick and blubbery, like that of a beluga whale. Ningen live exclusively in arctic seas, and legged specimen often emerge to walk on land, on the icy surface. They are believed to be related to whales and dolphins and to be members of the cetacean mammalian division.

Ningen are mostly nocturnal creatures, and spend most of their time underwater, in the deepest part of the ocean. They are omnivorous, feeding on both marine animals such as fish and octopi, and on seaweed.

Ningen are shy and elusive creatures, and nothing is known about their society. As a result of their incredible shyness, they are unlikely to initiate attacks on humanoids, but their size alone is enough to make them seem like formidable rivals in a battle.

- **Swallow whole:** An attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the ningen's belly: suffer 3d6 damage per round (until the ningen dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.

OIL-PALM TREANT

Armor Class: 0[19]

Hit Dice: 8 (36hp)

Attack: 2x: 2 fists (2d6, 2d6) + special

Movement: 60' (20')

THACO: 12[+7]

Saving Throws: D8, W9, P10, B10, S12 (16)

Morale: 9

Alignment: Chaotic

XP: 1950

Number Appearing: 0(1d8)

Treasure: G+A

An oil-palm treant is an evil variety of treant, which typically inhabits the tropical regions of the world. An oil-palm treant usually stands around 20 meters (60 ft) tall and weighs about 4 tons.

Oil-palm treants hold a deep hatred towards all rainforest creatures, and especially orang-pendeks and other rainforest treants. Their favourite food typically includes the blood of orangutans, tigers, rhinoceroses and orang-pendeks, which is absorbed through their roots.

In addition to their mighty fists, oil-palm treants are also fond of using their greasy, oil-laden fruit as weapons, ignited by by creature's vile whim.

Due to their evil alignment, oil-palm treants often work at the service of other evil beings, such as evil warlocks or monarchs, often as guards and henchmen. Oil-palm treants speak their own language, as well as Goblin and Common.

- **Bomb fruit:** May throw 1 fruit per round; this hits all creatures within 10ft of their impact point for 2d6 fire damage, and 1d6 damage each subsequent round for 1d6 rounds or until the fire is put out (requiring a dedicated round of action).
- **Surprise!** On a 1–3, in a rainforest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.



ORANG PENDEK

Armor Class: 7[12]

Hit Dice: 2 (9hp)

Attack: 2x: 2 claws (1d4, 1d4) or by weapon

Movement: 120' (40') including when climbing trees or swinging between them

THACO: 18[+1]

Saving Throws: D12, W13, P14, B15, S16 (2)

Morale: 7

Alignment: Neutral

XP: 20

Number Appearing: 1d6(5d4)

Treasure: C

The orang-pendek is a sapient, bipedal ape living in tropical jungles. Orang-pendeks are typically between 1-1.5 meters (3-5 ft) in height and weighing between 30-50 kg (60-100 lbs), with females being slightly shorter and lighter. The fur is red or brown in colour. Orang-pendeks are thought to be related to both yetis and sasquatches, and similarly, they too walk upright on their hind legs and spend most of their time on the ground, unlike most primates. In addition, they are also thought to be related to orangutans. Orang-pendeks, despite their size, are quite physically strong and some of them are adept fighters. They are also talented tool makers, as well as weapon smiths, and are skilled in strategic thinking.

Like most primates, orang-pendeks are omnivorous, and the more mischievous ones among them tend to raid fields for their crops, including root vegetables and fruit. They are also very fond of the durian fruit and insects.

The orang-pendeks' greatest enemy is the oil-palm treant (see later), which has a taste for ape flesh and a deep hatred for all rainforest inhabitants.

Orang-pendeks speak their own language and Common.



PERIDEXION

Armor Class: 0[19]

Hit Dice: 10 (45hp)

Attack: 1x: weapon + special

Movement: 60' (20')

THACO: 11[+8]

Saving Throws: D6, W7, P8, B8, S10 (10)

Morale: 12

Alignment: Lawful

XP: 3700

Number Appearing: 1d8(1d8)

Treasure: Gx3

Peridexions are treants who took upon themselves the occupation of paladins. Those lawfully benevolent beings devote their lives to fighting malicious creatures of evil, particularly the evil species of dragons (the chromatic dragons: red, blue, green, yellow, black, and white).

The peridexion treants produce sweet fruit that attract flocks of doves. Then, dragons would chase those doves as prey and follow them to the treant. Then, the peridexion would strike and slay the dragon. In addition, a peridexion can acquire spellcasting abilities and therefore use the dove as familiars. The armor of a peridexion will usually be made of various metals, such as steel (breastplate or chainmail), or stone. Their swords too are made of either metal or stone.

Once a treant decides to become a peridexion, they seek a wizard/witch/sorcerer or druid to give them a potion to drink, which gives their fruit the special dove-luring attributes, and also turn them an orange-pink hue. Peridexions speak Elven, Draconic and Common.

- Spellcasting: There is a 10% chance that a given peridexion will have spellcasting abilities as a level 2d6 cleric.
- Surprise: On a 1–3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.
- Animate trees: Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as ordinary treants with movement rate of 30' (10').
- Dove spies: Will only be surprised on 1 rather than on 1-2.

POUKAI**Armor Class:** 1[18]**Hit Dice:** 6 (27hp)**Attack:** 3x: 2 claws (1d6, 1d6), peck (2d6)**Movement:** walk 60' (20'), or fly 180' (60')**THACO:** 14[+5]**Saving Throws:** D10, W11, P12, B13, S4 (6)**Morale:** 8**Alignment:** Neutral**XP:** 275**Number Appearing:** 0(1d4)**Treasure:** None

The poukai is a huge, monstrous eagle, typically reaching 15 kg (30 lbs) in weight, with a wingspan of about 3 meters (10 ft), with females being somewhat larger than males. It is typically black and white in colour, with a red crest and yellow-green tinted wing tips. The poukai is thought to be related to other species of gigantic raptors, such as the roc and thunderbird, with which it probably shares a common ancestor.

The poukai usually inhabit temperate forests. While its favourite prey is typically the gigantic, flightless moa bird, it would not hesitate to prey on anything it sees, including humanoids.

SPHINX, CHEETELF

Armor Class: 1[18]

Hit Dice: 7 (32hp)

Attack: 2x: 2 claws (1d8, 1d8)

Movement: run 150' (50'), or fly 240' (80')

THACO: 13[+6]

Saving Throws: D8, W9, P10, B10, S12 (7)

Morale: 10

Alignment: Neutral

XP: 850

Number Appearing: 0(1)

Treasure: C

Cheetelf sphinxes are creatures with the wings of an eagle, the body of a cheetah and the head and chest of a female elf. A typical cheetelf sphinx is about 3 meters (10 ft) in length and weights around 200 kg (400 lbs). Those intelligent, immortal creatures tend to dwell either in forests or in Elven cities, and in addition to their fondness of brain-teasing riddles, they are also adept magic users. Cheetelf sphinxes are highly intellectual, and love to pursue knowledge and solving riddles.

As with all sphinxes, cheetelf sphinxes are solitary creatures and territorial. Many make their lairs within isolated caves or Elven temples. They are neutral in alignment, and rather have their own moral path. Cheetelf sphinxes speak their own language, as well as Common, Elven and Draconic.

While not as physically strong as orcena sphinxes (see later), cheetelf sphinxes are still capable fighters and talented sorcerers.

- Spellcasting: A cheetelf sphinx may cast spells as a level 8 magic-user.



SPHINX, HALFLYNX

Armor Class: 1[18]

Hit Dice: 5 (23hp)

Attack: 3x: 2 claws (1d6, 1d6), bite (1d10)

Movement: walk 120' (40'), or fly 210' (70')

THACO: 15[+4]

Saving Throws: D10, W11, P12, B13, S14 (5)

Morale: 9

Alignment: Neutral

XP: 300

Number Appearing: 0(1)

Treasure: C

As with all sphinxes, halflynx sphinxes are solitary, territorial creatures. They mostly make their lairs within isolated dens and caves, as well as ruins of ancient, abandoned buildings. They are neither good nor evil but are rather individualistic and choose their own life-path. Halflynx sphinxes speak their own language, as well as Common and Draconic.

Due to their relative physical weakness in comparison to their cheetelf and orcena sphinx (see next) relatives, halflynx sphinxes rely more on dexterity, cunning and technique rather than brute strength during battle, in addition to their spell-casting abilities.

- Spellcasting: A halflynx sphinx may cast spells as a level 5 magic-user.

Halflynx sphinxes are creatures with the wings of an owl, the body of a lynx or bobcat and the head and chest of a female halfling. A typical halflynx sphinx is about 1.5 meters (5 ft) long and weighs around 80 kg (160 lbs). Those immortal, highly intelligent creatures tend to mostly dwell in the depths of woodlands, and as well as being crafty riddlers, they are also very fond of pranks and are talented sorcerers. Halflynx sphinxes are both intellectual and mischievous and take great pleasure in brain-teasing riddles as well as sophisticated humor and clever tricks.



SPHINX, ORCENA

Armor Class: -1[20]

Hit Dice: 8 (36hp)

Attack: 3x: 2 claws (1d10, 1d10), bite (2d6)

Movement: walk 150' (50'), or fly 210' (70')

THACO: 12[+7]

Saving Throws: D8, W9, P10, B10, S12 (8)

Morale: 11

Alignment: Neutral

XP: 1200

Number Appearing: 0(1)

Treasure: B

As with all sphinxes, orcena sphinxes are solitary, territorial creatures. Most make lairs of isolated caves or orcan temples, as well as abandoned graveyards and ancient ruins. They are neutral in alignment, neither good nor evil, with their own individualistic morals and standards.

Orcena sphinxes speak their own language, as well as Common, Orcish and Draconic.

Orcena sphinxes are physically stronger than both cheetelf and halflynx sphinxes and are feisty warriors. They are generally short tempered and boisterous, although not necessarily spiteful.

- **Spellcasting:** An orcena sphinx may cast spells as a level 7 magic-user.

Orcena sphinxes are creatures with the wings of a vulture, the body of a hyena and the head and chest of a female orc. A typical orcena sphinx is about 3 meters (10 ft) in length and weighs around 400 kg (800 lbs). Those immortal, intelligent beings tend to mostly reside either in forests, deserts or orcan cities, and are fond of riddles as much as they are of clever yet obscene humor. They are also talented sorcerers and magic-users.



THALASSOCNUS**Armor Class:** 7[12]**Hit Dice:** 3 (14hp)**Attack:** 3x: 2 claws (1d4, 1d4), bite (1d6)**Movement:** walk 60' (20'), or swim 60' (20')**THACO:** 18[+1]**Saving Throws:** D12, W13, P14, B15, S14 (2)**Morale:** 7**Alignment:** Neutral**XP:** 20**Number Appearing:** 0(1d4)**Treasure:** None

The thalassocnus is a prehistoric species of ground sloth adapted to aquatic life. It measures up to 2.5 meters (8.5 ft) in length from head to tail and about 50 kg (100lbe) in weight, with females being slightly smaller. As an adaptation to aquatic living, the thalassocnus' nostrils are located at a higher position in its skull, to enable breathing while the body is submerged in the ocean. In comparison to other ground sloths, the coat of the thalassocnus is denser and water repellent. The thalassocnus has a long tail, which is used for diving and balance, similarly to beavers and platypuses. Like manatees and dugongs, the thalassocnus inhabits tropical seas and coasts and typically avoids colder climates. This creature typically walks across the sea floor and digs up plants for food with its claws, especially seaweed and seagrass. Its main predators are sharks and sperm whales.

- Amphibic: May hold its breath for up to 1 hour.



THYLACINE

Armor Class: 6[13]

Hit Dice: 2 (9hp)

Attack: 1x bite (1d6)

Movement: 60' (20')

THACO: 18[+1]

Saving Throws: D12, W13, P14, B15, S14 (2)

Morale: 8

Alignment: Neutral

XP: 20

Number Appearing: 0(2d6)

Treasure: None

The thylacine is a large carnivorous marsupial. It is a nocturnal animal resembling a large dog, except for its stiff tail, abdominal kangaroo-like pouch and dark stripes that extend from the top of its back, reminiscent of a tiger. A mature male thylacine ranges from 1-1.5 meters (3-5 ft) in length, plus a tail 50-65cm (20-26 inch) long, and weighs between 30-50 kg. The females are slightly smaller. The thylacine is a formidable apex predator, preying on animals such as kangaroos and wombats. In a similar manner to wolves, thylacines are social animals, living and hunting in small family groups. They typically inhabit dry eucalyptus forests, wetlands, and grasslands.



THYLACOLEO

Armor Class: 5[14]

Hit Dice: 3+2 (16hp)

Attack: 3x: 2 claws (1d4, 1d4) and bite (1d6)

Movement: 150' (50')

THACO: 16[+3]

Saving Throws: D12, W13, P14, B15, S14 (2)

Morale: 8

Alignment: Neutral

XP: 50

Number Appearing: 0(2d6)

Treasure: None

are used to pierce and rip flesh. The thylacoleo mainly inhabits dry, open areas, as well as forests and woodlands. It's an excellent climber, and it's prey is composed of diprotodon and kangaroo, but it's able to tackle and kill humans, too.

- Pursuit: Always pursue prey that flees.

The thylacoleo, or marsupial lion, is a large carnivorous marsupial, about 2 meters (6.6 ft) in length and 130 kg (260 lbs) in weight for an adult male, with the females being slightly smaller and lighter. The thylacoleo has a feline-like appearance, with strong fore-limbs, retractable cat-like claws, a long tail and a powerful jaw. However, unlike felines, it had large, sharp incisors rather than well-developed canine teeth, which



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