

Bestiary of the Rosewood Highlands

Draft 1.5
August 31, 2020

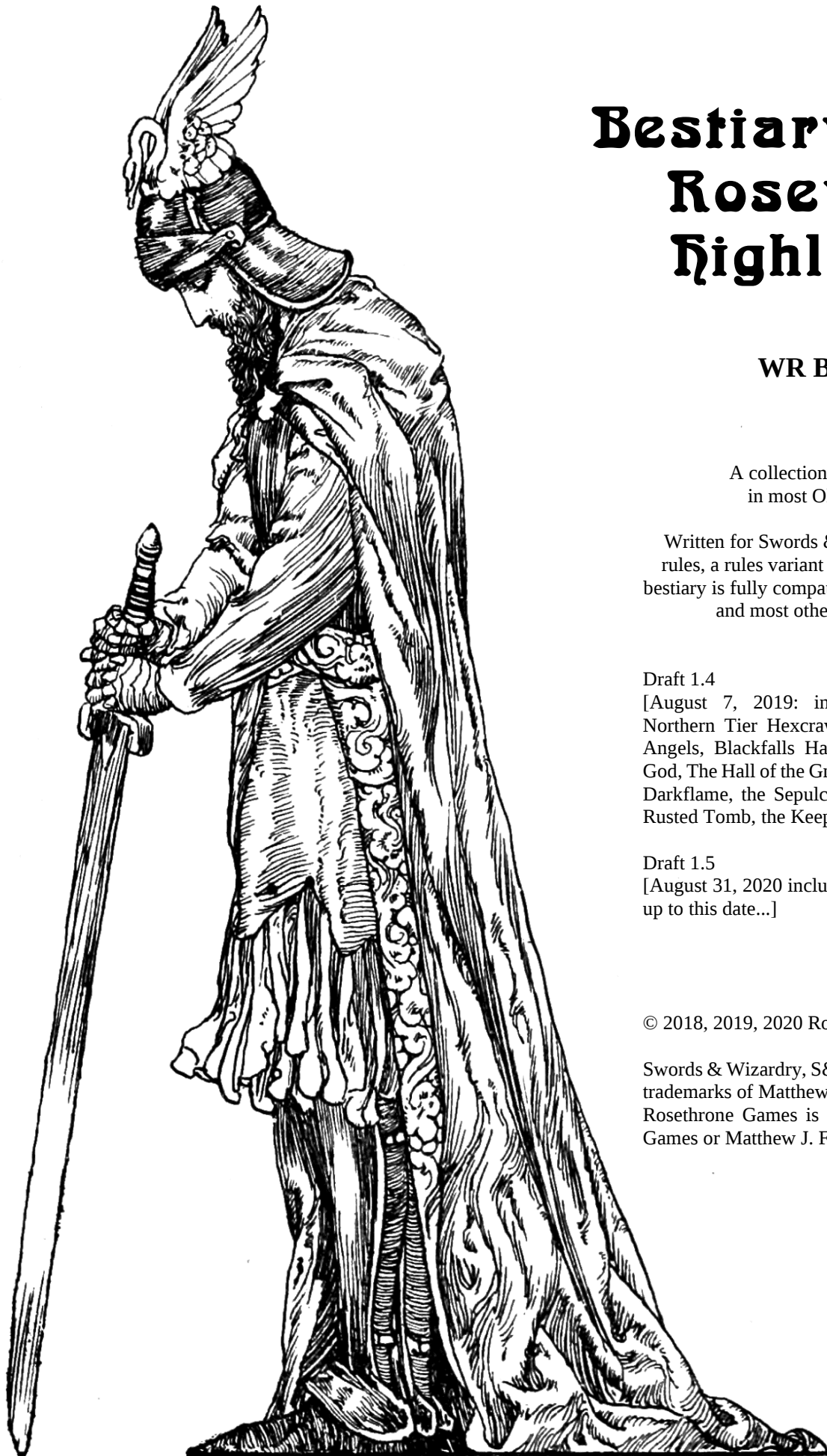
A Book of Creatures for Swords & Wizards in the Highlands



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**Rosethrone
Publishing**





Bestiary of the Rosewood Highlands

WR Beatty

A collection of creatures usable
in most Old School games.

Written for Swords & Wizards in the Highlands
rules, a rules variant of Swords & Wizardry, this
bestiary is fully compatible with Swords & Wizardry
and most other Old School Games.

Draft 1.4

[August 7, 2019: includes creatures from The
Northern Tier Hexcrawl, The Shrine of the Fallen
Angels, Blackfalls Hall, The Cult of the Drunken
God, The Hall of the Gnome King, The Chantry of the
Darkflame, the Sepulcher of the Burning King, the
Rusted Tomb, the Keep of the Broken Saint]

Draft 1.5

[August 31, 2020 includes creatures from all releases
up to this date...]

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Bestiary of the Rosewood Highlands

Abargat Serpent

The Abargat Serpent is a massive snake with a draconic head. The wicked bite of the Serpent not only does massive damage (3d6) but injects poison (save vs. poison or paralyzed for 1 turn per hit point of damage taken with the bite). In addition, the Abargat Serpent can constrict its prey for 3d4 hp damage per round (automatic unless a Strength Check is passed each round). The Abargat Serpent is immune to poison, silence and can detect invisibility at will.

The Abargat Serpent: HD 8; hp 41; AC 3[16]; Atk 1 bite (3d6+ poison) and constrict (3d4); Move 12 (swim 9); Save 8; Special Poison, constrict, immune to poison, silence and invisibility.

Agrat the Seven-Faced

This egg-shaped creature has multiple long, thin tentacles that it uses to manipulate things, or anchor itself as it hovers. It is probably a Fey exile. It communicates telepathically, usually asking pointed and inappropriate questions. If attacked, threatened or otherwise abused, Agrat defends himself with the powers of the mask he wears. The seven faces of The Mask of Agrat*

Agrat the Seven-Faced: HD 6; AC 0[19]; Atk Mask of Agrat (dam 0); Save 11; CL/XP 7/600; Special: Mask of Agrat (cause emotion)

* This odd helmet has seven faces all the way around, each of the faces representing a different personality/sin: Lust, Gluttony, Greed, Sloth, Wrath, Envy, Pride. Each of these "masks" functions independently so if surrounded all seven will speak at the same time (in ancient Dwarfish). The seven faces cast a powerful curse as they speak: which-ever mask faces a mortal being, that being must save vs. magic or fall under the curse of the Sin and thus personify that sin until a remove curse (cast at any caster level) is cast.

Alligator

All alligators are dangerous, and some acquire a taste for human flesh. Alligators can conceal themselves in water, with only their eyes showing above the surface, gaining a 3 point bonus on surprise. When they score a hit, their jaws lock on their prey causing automatic damage each subsequent round. It takes 24 points of Strength to pry the jaws off its prey. The alligator will attempt to drown its prey by dragging it under the water. An alligator can remain underwater with its prey up to 30 minutes.

Alligator: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: Lock jaws, surprise.

Angel

Angels are powerful beings of good who act as the messengers, warriors and observers from Heaven. Angels are always good and never lie, cheat, steal or kill unnecessarily. In everything they do they are of the highest character. While there are many different kinds of angels, all angels are beautiful, even though their appearance will vary widely. They can speak every language, including the ability to speak with animals.

In combat, angels will make full use of their abilities such as the ability to fly, to attack at a distance and their spell-like powers.

All angels have:

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 bonus on saves against poison.
- Protection from Evil: Against evil creatures, the angel receives a +4 bonus to AC and a +4 bonus to hit. The angel radiates this protective aura to all good creatures within a 20' radius. Beyond these bonuses, the aura of protection from evil functions as a globe of invulnerability (vs. evil creatures/magic).

Angel: Principality

Principalitys are Angels of the First Sphere. They appear as stunningly beautiful human beings with giant silver wings. They are champions in the Heavenly armies, wielding two Heavenly Hammers (Warhammer +3/+5 vs. demons, devils and undead). Principalitys are immune to acid, cold and death spells and take half damage from electricity and fire. Principalitys can use the following spells at will: Continual Light, Invisibility (self only), Cure disease, Cure Light Wounds, Detect Evil, Detect Magic, Dispel Magic, Remove Curse, Polymorph Self. In addition, the Principality can use Mirror Image and Hold Monster 3 times per day each.

Angel (Principality): HD 10; AC -2 [21]; Atk 2 weapons (3d6); Save 5; Move 18 (Fly 36); CL/XP 18/3500; Special: Immunities, +1 weapon to hit, magic resistance (60%), magical abilities

Anguished Spirit

This ghostly undead being arises when a body is tortured to death and not given a blessing when buried. The soul experiences the agony of torture for eternity, and lashes out with spirit chains and lashes (treat as whips) for two attacks per round. Victims hit by an Anguished Spirit must save vs. spells or become Anguished (see chart below) for 3d6 minus victim's character level/hit die rounds. Bladed weapons do minimal damage (so a sword +2 would do three points of damage) while blunt weapons do full damage (a mace +2 would do 8 points, 6+2). Like all undead, the Anguished Spirit is immune to mind affecting spells and drains 1 point of Constitution per successful hit. CON loss lasts 40 minutes.

When killed, the Anguished Spirit explodes in a cloud of green glowing dust. If captured in the round the Spirit dies, the dust can be used as a mild poison which causes melancholy (if ingested over the course of a week, at least one dose per day, use the chart below for effects, though use as a progression: that is, day one use the first entry, day two the second). Victims of Anguished Spirit poison dust add their Constitution bonus to their saves vs. the poison.

Anguished Spirit: HD 4+3; AC 4[15]; Atk chains/lashes (as whip 1d4/1d4); Move 9; Save 13; CL/XP 5/240; Special: Angush

Bestiary of the Rosewood Highlands

Animals

Small – ½ HD, 1 hp damage; Medium 1-3 HD, 1d2 hp damage per HD; Large 4-10 HD, 1d2 hp damage per HD

Ankheg

The Ankheg is an enormous insect, up to 25' long, resembling a giant termite with vicious mandibles and multi-part eyes. They burrow through the ground and often lie in wait for prey just beneath the surface of the ground. Three times per day an ankheg can squirt its digestive acids, taking 1d4 hours to recover each time it does so. The acid squirt is a defense mechanism primarily used against giant birds, the ankheg's natural enemy, but against any creature who threatens the giant insect. The Ankheg is very rare in the Rosewood Highlands (possibly because of the greater than normal incidence of giant birds), but they are very intelligent for insects, often working in pairs and developing strategies, such as surprise and distraction. Ankheg eat their prey live if possible. The Ankheg lays its eggs in the desiccated husks of its former victims.

Ankheg (3HD): HD 3; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 14; CL/XP 4/120XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg (4HD): HD 4; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 13; CL/XP 5/240XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg (5HD): HD 5; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 12; CL/XP 6/400XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg (6HD): HD 6; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 11; CL/XP 7/600XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg (7HD): HD: 7; AC: 2[17] underside 4[15]; Atk:1 bite (3d6); Move: 12 (burrow 6); Save: 9; CL/XP: 8/800XP; Special: Spits acid 5d6 (1/day, save for half)

Ant, Giant

Very uncommon in the Highlands, these massive insects are about the size of a large dog. They live in networks of tunnels which they tunnel through earth and even solid stone. A typical ant can carry 300 pounds of weight unencumbered.

All Giant Ant nests are arranged around the Royal Chamber, wherein dwells the Queen, and the Nursery, wherein the nest's eggs are nurtured.

The Warrior Ant's bite (1d4) is poisoned and infects the wound for additional damage (an additional 2d6).

The Queen is larger and more powerful, but slower than other Giant Ants.

Giant Ant (Worker): HD: 2; AC 3 [16]; Atk Bite (1d6); Save 16; Move 18; AL N; CL/XP 2/30

Giant Ant (Warrior): HD: 3; AC 3 [16]; Atk Bite (1d4 + poison); Save 14; Move 18; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

Giant Ant (Queen): HD: 10; AC 3 [16]; Atk Bite (1d6); Save 5; Special None; Move 3; AL N; CL/XP 8/800

Ash Dweller

These small, rodent-like creatures are attracted to locations of great fires, where there is a large amount of ash, which they eat. Their mottled grey/black skin makes them blend in to ashpits. Ash Dwellers are not aggressive, generally trying to flee if threatened and ignoring most creatures unless provoked. When a fire is kindled in their vicinity, they will swarm the flame (1d20+20 creatures will overwhelm the source of the flame), biting and clawing at the fire, and anything in the immediate vicinity. Normal flames will be extinguished in 1 round, and the "attack" against those in the area lasts only that long. Magical flame is extinguished in a number of rounds equal to the caster's level.

Ash Dweller: HD 2hp; AC 9[10]; Atk 1 (1 point); Move 12; CL/XP 1/15; Special: None

Ashen Warrior

The cremated remains of powerful warriors, their spirits coalesce in their burnt remains, forming a wispy, floating ash body. The Ashen Warrior channels fire from the elemental plane of fire (where, if encountered, they are double all stats), attacking by throwing fist-sized gobs of sticky, lava-like fireballs for 2d6 hp of damage per hit or swatting with burning hands (for 1d6 hp each, two attacks per round), which, on a natural 20, means the Ashen Warrior has grabbed the opponent and is hugging (like a bear) for 2d6 hp damage per round until released (strength check or Ashen Warrior is killed). An Ashen Warrior may forego a normal attack and sacrifice itself, exploding in a shower of ash and bone fragments for 3d4 hp damage to all within 20' radius (save for half). Like all undead, the Ashen Warrior is immune to mind affecting spells and drains 1 point of Strength per successful hit. The STR drain lasts 40 minutes.

Ashen Warrior: HD 4+1; AC 6[13]; Atk fireballs (2d6), swat (1d6/1d6); Move 9; CL/XP 7/600; Special: fireballs, hug (2d6), exploding (3d4)

Asheras

Asheras is the Gnome King's cook. She is a unique creature who looks like a cross between a goblin and a lizard, with grey, scaly skin and black, coarse hair.

Asheras has natural thieving abilities at the 6th level of experience and fights as a 6th level fighter with two attacks per round, fighting with a meat cleaver (1d4 damage) and a butcher knife (1d4+1 damage).

Bestiary of the Rosewood Highlands

Asheras: HD 4; AC 7[12]; Atk cleaver (1d4) butcher knife (1d4+1); Move 12; Save 15; XP/CL 4/120; **Special:** Thieving Abilities.

Avenging Spirit

Sometimes when a being dies from betrayal, the spirit remains out of sheer hatred and self-will. As such, Avenging Spirits are unaffected by Holy Symbols, Holy Water and attempts to Turn by clerics, and is immune to all mind affecting spells. In addition, an Avenging Spirit is immune to normal weapons and magical weapons do only their magical bonus in damage.

An Avenging Spirit retains the body it had in life, only showing slight signs of decay.

The touch of an Avenging Spirit causes paralysis, while the Spirit will usually attack by wrapping its powerful hands around the throat of its victim (doing 2d8 hp damage per round). Once an Avenging Spirit has a death grip on a victim, it will not release the victim until either the Spirit or the victim are dead.

An Avenging Spirit regenerates 3 hp per round of all damage except fire damage. There are only two ways to destroy and Avenging Spirit:

- by fire (as even a single hit point of non-fire damage done to the Spirit leaves enough of the creature to begin the regeneration process anew)
- by avenging its betrayal

Avenging Spirit: HD 8; AC 9[10]; Atk: 1 (2d8); Move 9; Save 8; CL/XP 9/1100; **Special:** Paralyzation, regeneration, Constitution drain

Badger, Giant

About the size of a large dog, Giant Badgers have short legs, round bodies and wide faces with close-set eyes. They have distinctive markings on their faces: black stripes between their eyes and rounded ears and a white stripe that runs from nose to mid-back. They are fierce and vicious omnivores, eating small and medium animals and many plants and fungi. They will protect what is important to them to the death: their cete, their burrow, their mate, their young.

Badger, Giant: HD 3; AC 4 [15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; **Special:** None

Barquist

A barquist is demonic being exiled from the Outer Darkness. In its natural form, it resembles a very large goblin with some dog-like facial features (jaws and claws, in particular). The Barquist is exiled as a whelp – a small (in demonic terms) creature who gains power by consuming the hearts of creatures. Most creatures grant the Barquist regenerative powers, but Leveled beings (humans and the like) will grant the Barquist an additional Hit Die, will better its armor class, and will increase its strength at a rate of one per being consumed per month. The Leveled being must be at least 2nd level for the Barquist to gain these benefits.

When a Barquist becomes fully mature, they often shift back to the Outer Darkness to wreak havoc on their masters, though some remain in the Mortal Realms, sowing chaos and leading armies of Goblin-kin.

A Barquist fights with two its long, jagged claws. The demon casts spells:

At will: shapechange (dog, wolf or goblin form), levitate, projected image

Once per day: charm, dimension door

A Barquist is immune to all forms of fire damage and can only be hit by +1 or better weapons

Barquist: HD 6+6 to 13+13; AC 2[17] to -5[24]; Atk 2 (2d8+6 to 8d8+13); Move 15; Save 8; CL/XP HD+4; **Special:** Polymorph, Immunities, only hit by magic, spell-like abilities

Bas Relief Warriors

Wherever a frieze has been carved in bas relief in stone, the potential for tiny Bas Relief Warriors exists. Bas Relief Warriors will be 6”-36” tall (6d6 - or just select appropriate height), have 3 hp each, and do 1d3 damage with their tiny stone swords. The tiny warriors are created by magic and are guardians of tombs, shrines and other ancient places. When their task is complete, the warriors re-merge with the walls. Any Warriors “killed” crumble to pieces and do not re-merge with the walls, leaving noticeable gaps in the stories the sculptures tell.

Bas Relief Warriors: HD 1d3hp; AC 2[17]; Atk tiny stone weapons (1d3); Move 6; Save 19; CL/XP 1/10; **Special:** None

Bat Swarm

Generally, bats are inconsequential creatures who do no harm to creatures larger than insects. However, a bat swarm can be potentially deadly as the panicked creatures fly blindly. At the very least, a bat swarm is likely to disorient any creatures in the area.

- A bat swarm causes confusion, -2 to attack, +2[-2] to AC, DEX check each round to remain on feet.
- The bat swarm “attacks” as a 3 HD monster and does 1d4 hp damage on a successful “hit.”
- Such “attacks” are not true attacks but represent a massive number of small bodies hitting the PC all at once.
- Area effect spells can destroy or deflect a bat swarm (for example, a fireball spell will kill every bat in the area of effect and drive off any remaining bats).

Melee attacks are ineffective against a Bat Swarm (knocking down or killing a single bat or two will not affect the swarm).

Bestiary of the Rosewood Highlands

BEAR

There are four breeds of bears in the Highlands: Black, Brown, Cave and Grizzly. Bears are solitary creatures who live to eat and protect their territory. They do not cooperate with one another except to mate or rear their young. All bears fight by biting their prey or swatting at them with their massive claws. If a bear hits with both claws, it draws the prey into a hug, doing ongoing additional damage.

Black Bear

Black bears are the smallest of the, adults weighing from 250-600 pounds typically and standing about 6 feet tall fully upright. The black bear is the most reclusive of the bears, preferring to avoid confrontation unless cubs are threatened. A black bear hugs for an additional 1d8 hit points of damage per round.

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

Brown Bear

Brown bears are the most common of all types of bears. Somewhat larger than their black cousins, adults weighing 300-1,200 pounds and stand about 7 feet tall fully upright, the brown bear has the most restrictive of preferred foods of all the bear species. Brown bears are primarily meat eaters, and will not eat carrion unless starving. For all of their size, the brown bear is no more powerful than the Black Bear, but it is much more aggressive and will attack even heavily armed humans.

Brown Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

Cave Bear

Cave bears are the rarest of the bears in the Rosewood Highlands. They are also the largest of all bears, their massive, shaggy bodies weighing in at 900-2,200 pounds and standing about 8 feet tall fully upright. The bite of a cave bear is 80% likely to get infected, causing a loss of 1 hp per day until fully healed. When a cave bear hits with both claws, they hug for 3d6 points of damage.

Cave Bear: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

Grizzly Bear

Grizzly bears are very large brown bears, standing about 8 feet tall fully upright and weighing 900-1,500 pounds. Grizzly bears hug for an additional 2d6 points of damage per round when both claws hit. In addition, the grizzly bear will continue to attempt to bite its victim, gaining a +2 bonus to hit due to the immobility of its prey.

Grizzly Bear: HD 6; AC 6[13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; CL/XP 6/400; Special: Hug.

Beaver

Beavers are generally peaceful creatures but they will fiercely defend their home or their habitat.

Beaver: HD 1; AC 8[11]; Atk 1 bite (1d3); Move 4 (12 swimming); Save 18; CL/XP 1/10; Special: None

Beaver, Giant

Generally peaceful creatures, a Giant Beaver can be a formidable foe if the creature, or its habitat, is threatened. Giant Beavers attack with a powerful bite causing 2d8 hp damage. They are agile swimmers but rather slow on land.

Beaver, Giant: HD 3; AC 6[13]; Atk 1 bite (1d6) and 1 tail slap (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None

Beetle, Giant

Giant beetles are common prey for giant birds and other enormous predators. Largely pests, giant beetles are very aggressive and dangerous nonetheless. Many different types of giant beetles dwell in the Rosewood Highlands.

Giant Beetle (General) Most Giant Beetles are 4-5 feet long with hard bodies and strong, deadly mandibles. Other sizes of Giant Beetles might exist (Gargantuan Beetles are said to guard the Hellmouth, for example) having about 1 HD per 1 foot of length and doing 1d6 hp damage per HD.

Giant Beetle (4-5 ft.): HD 5; AC 3 [16]; Atk 1 bite 5d4; Move 9; Save 12; CL/XP 5/240; Special: None.

Beetle, Giant Carrion

Pale yellow with a black spot in the middle of their hard back, these 5' long beetles are attracted to the smell of carrion, though they will eat any type of flesh they can catch. They are not particularly agile, being rather slow to turn, and their field of vision is limited.

Beetle, Giant Carrion: HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.

Beetle, Giant Slicer

Giant Slicer Beetles are related to Giant Stag Beetles, though Slicers are about 10-12 feet long, have a deep red- brown color, and have long, thin mandibles which slice instead of crush their prey. Slicers are 80% likely to be mistaken for their slightly smaller cousins by the inexperienced because of their rarity. If a Slicer Beetle scores a natural 20 on its attack roll and the defender fails its saving throw, the beetle severs a body part:

1-3	hand
4-10	arm
11-13	foot
4-19	leg
20	head

Giant Slicer Beetle: HD 6; AC 2 [17]; Atk Bite (3d8); Move 9; Save 11; CL/XP 8/800; Special: Severing bite

Beetle, Giant Stag

Giant stag beetles are about 8' long, have a matte black coloration, and have massive mandibles with which they crush their prey. Once a creature is caught in a giant stag beetle's mandibles, the victim continues to receive crushing damage of 1d6 hp per round until freed. When a Giant Stag Beetle kills a prey, it will stop combat to begin to devour its prey, ignoring all activity besides active attacks against it.

Giant Beetle (5ft): HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.

Behir

The behir is a giant creature, related to the giant centipede, though with far fewer legs. A fully grown behir can be 50' long, moving very rapidly on its 16 legs. Behirs attack by biting, and will swallow prey whole on a natural roll of 20. They also lash their bodies around prey (to hit), and on the first round following this attack they can bring 8 claws into play (8 attacks, 1d6 hit points per attack). In addition, Behirs have a breath weapon – they can spit a bolt of lightning once per 10 rounds, inflicting 24 points of damage (2 per hit die, for smaller or larger behirs). A successful saving throw indicates half damage.

Behir: HD 12; AC 4[15]; Atk 1 bite (1d8); Move 15; Save 3; CL/XP 13/2300; Special: Constrict and claw, lightning breath.

Birdmen

The birdmen of the Rosewood Highlands are humanoid in shape, entirely covered in feathers. They have beaked faces and wings which resemble greatly feathered arms. Their wings/arms end in wicked four fingered clawed hands. They have colorful plumage, the brighter the colors, the more noble the Birdman. They live in tribes and have been absent from the Rosewood Highlands for over a thousand years, though there have been sightings recently.

They fight with bone javelins and the more noble of the birdmen also wield swords. Royalty and their guards typically have greater hit dice and do more damage.

They are swift fliers and very maneuverable.

Birdmen: HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.

Birdman Prince: HD 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.

Birdman Royal Guard: HD 3; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.

Boar, Wild

Wild boars are shaggy, nasty cousins of the common pig, though much larger, weighing in at around 400 pounds and standing almost as tall as a black bear. Unpredictable and aggressive, boars will attack on sight and will continue to attack for 1-3 rounds after they are killed.

Wild Boar: HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.

Boar, Giant

Giant Boars, like their smaller cousins, are aggressive and unpredictable. They attack with massive tusks. They can weigh up to 1200 pounds and be the size of a Grizzly Bear. Giant Boars continue to attack for 1d4+2 rounds after they are actually killed before they drop dead.

Giant Boar: HD 5+5; AC 5[14]; Atk 1 gore (3d6); Move 15; Save 12; CL/XP 6/400; Special: continue attacks 1d4+2 rounds after death.

Bobcat

Bobcats are among the smallest of the great cats, being about the size of a large dog, being relatives of the Lynx. Bobcats have black tipped ears and spotted coats. The Bobcat is notable for its short, "bobbed," tail. A Bobcat attacks by swatting its prey with its front paws for 1d2 hp each. If both paws hit, the bobcat rakes with its rear claws for 1d4 additional points of damage and attacks with a bite for 1d3 hp damage.

Bobcat: HD 1+1; AC 6[13]; Atk 2 claws (1d3/1d3), plus rake (1d4) and bite (1d3); Move 12; Save 16; CL/XP 2/30; Special: rake.

Bog Monster

The Bog Monster is a massive moving mass of slimy plants (primarily vines) massed together in a roughly humanoid shape which shuffles through swampy ground in search of prey. Bog Monsters are immune to fire, cold and water and they take only half damage from bludgeoning weapons. Electrical attacks cause a Bog Monster to gain 1d8 hit points (permanently). If a Bog Monster hits with both stone-hard fists, it draws its prey close to its body, enveloping and suffocating the victim, who dies in 2d4 rounds (plus Constitution bonus, if any) unless freed. A freed victim must rest a number of turns equal to the number of rounds enveloped or the victim falls unconscious for 2d12 hours.

Bog Monster: HD 12; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; AL N; CL/XP 15/2900; Special: Damage immunities, enfold and suffocate victims.

Bestiary of the Rosewood Highlands

Bonedancer

A bonedancer is a special kind of necromancer undead being with a zombie-like body atop which is fixed a gleaming white skull. The bonedancer animates skeletons by dancing. While performing its dance, a Bonedancer can take no other action, but skeletons under its control gain a bonus against turning (move up two "steps" on the turning chart) but always act last in a round (lose initiative). A bonedancer attacks with wicked, curved knives or its razor sharp claws. With its knives, a bonedancer can strip the flesh off of a medium-sized creature in 4 rounds. Bonedancers eat the flesh of their victims and then animate the skeletons. A bone dancer can perform this action on a corpse, provided it has some flesh left to eat. A bonedancer has no control over skeletal remains from which it has not eaten the flesh. Bonedancers are undead beings, so they are immune to mind affecting spells and drain 1 point of Dexterity or Charisma (50% chance each per hit) on a successful hit. The attribute drain lasts 50 minutes.

Bonedancer: HD 5; AC 5[14]; Atk 2 knives (1d4 each) or 2 claws (1d3); Move 12; Save 12; CL/XP 7/600; Special: Animate Skeletons

Burning King

The Burning King is a unique undead being: a human mage who fused himself with a Fire Elemental and was killed. Thus, he looks like an ever-burning man. The Burning King has the physical abilities of a Medium (12 HD) Fire Elemental and can cast spells. He is quite insane. He is buried in a hidden Sepulcher in the Northern Tier of the Rosewood Highlands. Woe be to anyone who frees the burning king from his imprisonment!

Burning King: HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons, Spells (at 14th caster level).

The burning king knows the following spells:

- 1: Friends, Darkness, Push, Shield, Shocking Grasp
- 2: Continual Darkness, Darkness 15' Radius, Detect Invisibility, Invisibility, Locate Object
- 3: Explosive Runes, Fireball, Fly, Protection from Normal Missiles, Slow
- 4: Massmorph, Monster Summoning II, Wall of Ice, Wizard Eye,
- 5: Animate Dead, Conjure (Fire) Elemental, Wall of Force, Wall of Iron
- 6: Death Spell, Disintegrate, Spiritwrack, Assume Fire Elemental Form ** (new Spell)
- 7: Power Word: Stun

Carrion Creeper

A huge caterpillar-like creature, the face of the Carrion Creeper has 6 tentacle like feelers covered in slime with which the Creeper attacks. When a Carrion Creeper hits, the victim must save vs. poison or be paralyzed for 2d6 turns. When a Carrion Crawler scores a hit, it immediately begins to devour its prey unless attacked by another creature. They are very aggressive, attacking without provocation, and have no

discernable intelligence. They can climb walls and ceilings but cannot swim (they do, however, float). The Carrion Crawler slime continues to be effective to cause paralysis for 1d4 days after a Carrion Creeper dies.

Carrion Creeper: HD 2+4; AC 7 [12]; Atk bite (1hp) 6 tentacles; Move 12; Save 14; CL/XP 4/120; Special: Tentacles cause paralysis.

Caryatid Column

Caryatid Columns are stone pillars shaped as woman warriors. They are set as guardians with simple, but specific, sets of orders. In combat, the Caryatid strikes with a stone sword which is stronger than steel for 2d4 hp damage. Weapons which make contact with a Column's sword must save vs. crushing blow or break.

Caryatid Column: HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.

Cave Cricket

Cave Crickets do not attack, but if anyone gets within 15 feet of a chirping cave cricket, the noise drowns out all speech, including spell casting abilities. The noise overpowers the sound of approaching creatures and frequently attracts predators (though close up the volume of the chirping tends to drive away most predators - the chirping is a defense mechanism...)

Cave Cricket: HD 1+3; AC 4[15]; Atk Nil; Move 6 (hop 3); Save 13; CL/XP 4/120; Special: None.

Centipede, Giant

A Giant Centipede is about 2' long and has a wicked, paralyzing bite which does 1d6 hp damage and paralyzed the victim for 1d6 rounds (save, at +2, to avoid the paralysis) and has an effective Strength and Dexterity of -3 each for the next 2d4 days (save negates). On a natural 20, the centipede wraps its body around the victim, doing automatic damage the following round(s) until the centipede is removed (save for paralysis each round the centipede is attached).

Giant Centipede: HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.

Catoblepas

This catoblepas is a mid-sized creature, sluggish, with a heavy head and a face always turned to the ground. The creature has a gaze which turns other creatures to stone. The beast is a herbivore, about the size of a bull, with a heavy mane, a scaly back, narrow, bloodshot eyes, and shaggy eyebrows. Its bloated body is shaped like a cow while it has four legs end in clawed toes and its long, thick tail ends in a tuft of black, scraggly fur. The creature eats only poisonous plants and drinks fetid, diseased water. The breath of a Catoblepas is a poisonous cloud 20' in diameter causing those in the area of effect to save vs. poison or begin retching and vomiting, unable to do anything else for 1d6 rounds. In addition, the gaze of the Catoblepas is paralyzing, leaving the victim

Bestiary of the Rosewood Highlands

unable to move for 1d20 rounds. On a roll of 20, if a second save is failed, the paralysis is permanent. Fortunately, the Catoblepas has a difficult time raising its head, typically relying on its breath weapon. On a 19 or 20 on an attack roll, the Catoblepas uses its gaze attack, otherwise it is kicking with its clawed feet.

Catoblepas: HD 6; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 8/800; Special: Poison Breath, Paralyzing Gaze.

Chimera

The Chimera has three heads: a goat, a lion and a dragon (some variations in the World of Daen-Ral have lion, eagle and dragon, and at least one has manticores, dragon and basilisk). All Chimera have eagle-like wings that sweep out from their lion-like bodies. Each head can attack as normal for the creature of its type (the goat head with horns, the lion with a bite, the dragon with bite or breathing fire as a dragon). In addition, the body can attack with both front and rear claws.

Chimera: HD 9; AC 4 [15]; Atk 2 claws (front 1d3/1d3) 2 claws (rear 1d4/1d4), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes fire.

Chitterer

Chitterers are far distant relatives of ogres, though they are even less intelligent than their cousins. Chitterers are so named for the sound they make constantly, a hissing, chattering sound being their only "language." They have long, hooked noses that are hard as steel which they use to cut open their prey. On a to hit roll of a natural 20, the Chitterer has grasped their prey with both massive fists and "hugs" the prey (like a bear), making subsequent attacks automatic hits with the sharp hook nose for 2d4 points of damage. To break free from a Chitterer's "hug" requires a successful Strength check. Their hides are so thick and so tough that they are harder than even platemail, giving Chitterers an armor class of 0.

Chitterers are fiercely loyal and will fight to the death to defend their master. They can understand and obey basic, simple commands but are fairly easily distracted unless threatened or in the presence of their master. When in combat, Chitterers attack with both massive fists, attacking last in each round but hitting for 1d12 points per fist.

Chitterer: HD: 4+2; AC 0[19]; Atk 2 fists (1d12/1d12); Move 9; Save 13; CL/XP 7/600; Special: None.

Clay Tile Creature

The Clay Tile Creature is a unique monster made up of clay tiles imprinted with unanswered prayers of an ancient people. The Clay Tile Creature manifests itself as a snake-like creature at first, but smashing appendages will appear out of the mass to attack and the tiles will rise up like a wave and try to crash down on and smother/overwhelm the PCs. PCs hit by the crashing wave must make a Dexterity Check. A failed check means the victim is smothered under the weight of clay tiles and has a number of rounds equal to ½ their Constitution

(rounded down) to escape or being crushed under the weight. A smothered PC can force his or her way out from under the crushing clay tiles by making a Strength Check at a cumulative 1 point penalty per round under the weight of the tiles.

The Clay Tile Creature is immune to all mind affecting spells, electricity, cold, heat and fire.

The creature will seek to destroy every living thing in its path until it is destroyed, or all living creatures in the area are killed.

Clay Tile Creature: HD 10; AC 0[19]; Atk smashing appendages (2d6 each) or crashing wave (4d6 + smothering); Move 12; Save 9; CL/XP 11/1700; Special: smothering.

Coalesced Corpse

This unusual undead creature forms in places where a number of undead beings are laid to rest (mass graves, tombs with multiple chambers, etc.). The Coalesced Corpse forms by the seemingly random joining together of multiple corpses into a monstrous, multi-armed, multi-headed abomination. Only undead with a physical body can become a Coalesced Corpse. The Coalesced Corpse begins as a monster of AC, Move and Hit Dice equal to the highest HD creature which joins the Corpse and adds an additional HD (and 5 hp) per additional corpse which joins (thus, if a Corpse formed from 6 ghouls, it would have 7 HD, 2 for the first ghoul + an additional HD per additional Ghoul). Each undead creature forming the Coalesced Corpse can attack any creature within a 10' radius as it normally would (though only a single attack, even if it would normally have multiple attacks per round). These attacks are made at the HD of the Coalesced Corpse's HD (the ghouls above would attack as 7 HD monsters). As undead, the Coalesced Corpse is immune to mind affecting spells and drains 1 random attribute point per successful hit. The attribute drain lasts for 10 minutes per HD of the Coalesced Corpse.

Coalesced Corpse: As creature with highest HD which forms part of the Corpse, +1 HD per additional corpse, Atk, etc. per additional corpse. CL/XP total HD+2

Coyote

Smaller than their cousins, the wolf, coyotes are nearly as aggressive and dangerous. Unlike wolves, coyotes tend to form smaller packs and even hunt alone when prey is abundant. Coyotes' howls are very distinctive.

Coyote: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None.

Bestiary of the Rosewood Highlands

Crawling Horror

These small (about 1' long) insect-like creatures appear to be a cross between a spider and a beetle – with six legs and two grasping “arms” that allow the creature to latch onto prey larger than itself so that it can repeatedly bite with its small but powerful mandibles (1d2 hp damage + numbing poison).

A successful hit means the Crawling Horror has latched onto its prey and must be individually removed (a full round's action). While latched on, the Horror will automatically hit for 1d2 hp damage per round.

Poison: when the number of rounds of numbing poison injected by a Crawling Horror (or multiple Crawling Horrors) surpasses the victim's Constitution Score (or HD for monsters), the victim must make a Saving Throw every subsequent round until failed or the Horrors are neutralized. A failed save means the victim is paralyzed for 3d10 rounds and subjected to horrifying hallucinations.

Crawling Horror: HD 1; AC 3[16]; Atk bite (1-2); Move 12; Save 14; CL/XP 1/15; Special; latch on

Crooked One

The Crooked One appears as a very large Hobgoblin, with vestigial horns and ears, reddish brown skin and glowing green eyes. His body is twisted and crooked, but surprisingly strong and agile. He is actually an undead being, his Trueform (ashes) secreted somewhere in the King Under the Water's Palace. The Crooked One retains his spell-casting ability (11th level magic user). Unlike nearly all undead, the Crooked One is susceptible to mind-affecting spells. A successful hit by the Crooked One drains 1 point of Intelligence from his victim. The Intelligence drain is permanent unless magically healed.

The Crooked One (Undead Demon/Hobgoblin): HD MU11; hp 31; AC 5[14]; Atk 2 claws (1d6/1d6) 1 bite (1d4); Move 9; Save 9; Special: Spells, Intelligence drain.

Crow, Giant

These scavenger birds have a wingspan of about 4 feet. Normally cowards, they are collectors of shiny items (likely to be treasure in any Giant Crow nest) which they defend to the death. A Giant Crow's caw can be heard more than two miles. They fight with their powerful beaks and sharp claws.

Giant Crow: HD 1+1; AC 6[13]; Atk peck (1-3), claw (1-2); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: none.

Crystal Monster

A creature composed entirely of crystal, Crystal Monsters come in a variety of sizes and shapes, with multiple appendages which the creature will use to move and attack. One thing all Crystal Monsters have in common is a Crystal Shard attack: up to six times a day, spraying 1/2" long, razor sharp shards of crystal in a 20' radius all around the creature, causing 3d6 hp of damage to all within the area of effect (diminishing dice). In addition, the Crystal Monster can bend light through its body, using the ability to shoot a 6' diameter beam of light toward a target who must make a save (vs.

dragon breath) or be blinded for 1d6+4 rounds, suffering a -4 penalty on all rolls while blinded.

Crystal Monster: HD 7; AC 0 [19]; Atk Shard spray (3d6) or claw (1d6); Move 12; Save 9; CL/XP 10/1400; Special: Shard spray, bend light, +1 or better weapons to hit, resistance to cold (50%)

Cursed Warrior

These ghostly apparitions appear in places where warriors were slaughtered en masse or where warriors died without completing an important task. They continue their devotion in death, guarding what they could not in life, attacking whoever they could not vanquish in life, etc. They barely have an existence, so they do very little damage (1 hp, save vs. spells for none), but they are, in turn, very hard to damage as well (only hit by magic, thus spells damage fully, magic weapons only do their magical “plus” in damage – a sword +2 will only do 2 points of damage).

Cursed Warrior: HD 1 [8 hp]; AC 7[12]; Atk ghostly weapons (1hp damage); Move 12; Save 18; CL/XP 1/10; Special: only hit by magic.

Deep Shepherds

Deep Shepherds are misshapen, shuffling creatures, more mold and fungus than human now (their fungal skin gives them effective AC of 4[15] and their attacks are two claw-like hands for 1d2 each and a spore breath weapon – victim save vs. poison or begin to transform into a Deep Shepherd). They are powerful creatures, attacking at +1.

Deep Shepherd: HD 1; AC 4[15]; Atk claws +1 (1d2+1/1d2+1) spore breath; Move 6; Save 18; CL/XP 1/10; Special: spore breath.

Demon

Demons are creatures who dwell in the Outer Darkness, fallen angels who serve dark masters and have plots and schemes of their own. Demons sometimes masquerade as gods or other powerful creatures, sometimes they come in the guise of a simple, seemingly innocent creature. Given the right circumstances, a demon can possess a human being, taking over their actions. Demons or devils cannot exist in the mortal realm indefinitely, even so they will risk almost anything not to be forced to return to the Outer Darkness.

Many demons can summon demonic servants or potential allies. Mechanically, a demon can summon up to their own HD in demonic aid (thus a 12 HD demon could summon up to twelve 1 HD demons, a 6 HD a 2 HD and up to four 1 HD demons, etc.). More powerful summoned demons are likely to challenge the authority of the summoner unless offered something in return.

Demon, Ashtarath the

Bright In his true form, Ashtarath the Bright appears as a massive, 9' tall bull-headed creature with a very wide and muscular man's body, ram's horns and cloven hooves. Broad, bat-like wings are folded behind Ashtarath when he is not in

Bestiary of the Rosewood Highlands

flight, though the very size of the creature prevents it from being a particularly good flyer. He is very intelligent and incredibly powerful (+2 to hit), and has various demonic powers in addition to the immunities that all demons exhibit: Ashtarath causes fear as per the spell (at will), polymorph self (at will) and dispel magic (at will). Ashtarath can radiate blinding red light 3x/day and create a symbol of discord once per day. Ashtarath's favorite disguise is a beautiful, shining woman.

Demon, Ashtarath the Bright: HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

Demon, Azon the Ravenous

Azon the Ravenous is a Demon Beast – a feral creature from the lower planes. These demons are covered in scales and stand 10+feet tall. They have horns on their heads and strange, tentacle-like feelers where one would expect a beard and mustache. These “feelers” can envelop another creature's head and function as ESP spell, reading the target's thoughts. Demon Beasts can only be hit by magical weapons. Demon Beasts can cause darkness 20' radius at will as well as phantasmal force, cause fear, detect magic, levitate, project image, use symbol of fear (all 3x per day, at will).

Unlike many of his kind, Azon is clever and intelligent, constantly looking for advantage. Azon likes to use a stylized trident as a weapon. This 10' long magical weapon is +1 to hit, +2 to damage (vs good), it is usable only by evil creatures. The massive trident does 2-12 points of damage on a successful hit (+2 vs good), and can do 5d4 (5-20) hp additional electrical damage 3x/day. Non evil creatures who touch the Trident of Azon take a full 20 points of electrical damage per round of holding the weapon.

Azon the Ravenous: HD 9; AC -2[21]; Atk 2 claws (1d4), bite (2d8) or Trident (2-12+1/+2 vs. good); Move 9/12 (fly); Save 4; CL/XP 11/1700; Special: Fly, spell-like abilities; trident.

Demon, Beast of the Deep (Demon of Destruction)

This 12' tall humanoid has red-black scaly skin with wide, curved horns on its human-like head. The Beast of the Deep attacks with its clawed hands (1d6 each) or a two-handed sword (1-10) as well as leaping and raking with its clawed feet (1d8 each). In addition, if all of its attacks land in a single round (two hands and two feet or sword and two feet), the victim must make a save or experience a Wound of Destruction:

Wound of Destruction

- 1-6 Severed (d12): 1-8 hand (-2 to Dex); 9-11. Arm to elbow (-2 to Dex); 12. Full arm (-4 to Dex)
7-9 Internal Injuries (d12): 1-8. Permanent 1d6 Constitution loss; 9-11. Permanent 4d6 hp loss;

12. Internal organs rent, death in 1d8 rounds unless Restored.

- 10 Head Wound (d12): 1-8. Permanent 1d6 Intelligence or Wisdom loss (50% each); 9-11 Permanent 4d6 hp loss; 12. Decapitated (instant death)

While the Beast of the Deep does not have wings, it is a nimble magical flyer.

Immunities: +1 or better weapon to hit, immune to electricity.

The Beast of the Deep can cast the following spells:

At will: Detect Invisible, Dispel Magic, Teleport, Telepathy (100' radius)

2/Day: Hold Person, Web

1/Day: Summon up to 12 HD of demonic servants or allies

Beast of the Deep: HD 12; AC -1 [20]; Atk Weapon (2d6+1) or 2 claws (1d8); Move 15/21 (flying); Save 3; CL/XP 19/4100; Special: Wound of Destruction, spells, +1 or better weapon to hit, immune to electricity, see invisibility, magic resistance (45%), telepathy 100 ft.

Demon, Blood Demon (Category Two Demon)

Toad-like demons with bat wings, the Hezrou have magic resistance of 50%. Blood Demons are a twisted variation of these creatures, with two toad-like heads, each of which can attack with a vicious bite. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness 15ft radius. They are immune to fire. Blood Demons are unique from their single-headed cousins in that they are soul collectors. Once a Blood Demon has a taste of a willing donor's blood (a demonologist who attempts to control a Blood Demon, for example, or a desperate apprentice...), the Blood Demon will enter into a contract of servitude for a specific period of time at the completion of which, the Blood Demon will seek to collect the blood donor's soul for eternal torment in the Outer Darkness.

Blood Demon, Second-Category Demon: HD 9; AC 0[19]; Atk 2 claws (1d3/1d3), 2 bite (2d8/2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

Demon, Changeling Imps

In their true form, Changeling Imps are about 4 feet tall, with deep green skin and eyes, and sharp teeth and claws. They disguise themselves as human men, encountered in groups of 1d12, carrying large sacks on their backs. All of the men encountered look alike, save one who will have some distinguishing feature. The Changeling Imps “carry” their true forms in the sacks. The “men” encountered all speak as one, as if they share the same mind. In fact, in their guise as mortals, the Changeling Imps do share one mind – that of the unique individual. Killing the unique man sends all the Changeling Imps encountered back to the Outer Darkness. Once they reveal their true forms (dropping the “sacks,” which envelop the men while the imp form jumps out), they are true individuals. In Trueform, the Changeling Imps fight

Bestiary of the Rosewood Highlands

with tooth, claw and tail. Their tail strike delivers a paralyzing poison (save or paralysis for 2d4 rounds).

Demon, Changeling Imp, Man Form: HD 1; AC 8[11]; Atk fist (1d3) or by weapon; Move 6; Save 16; CL/XP 1/15
Special: regenerate, immune to fire.

Demon, Changeling Imp, True Form: HD 2; AC 2[17]; Atk 2 claws (1d4/1d4)/1 bite (1d6) + 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; **Special:** Poison tail, polymorph, regenerate, immune to fire.

Demon of Chains

This 7' tall humanoid creature is wrapped in rusty iron chains, beneath which is a gaunt, reddish ape-like form. The Demon of Chains is a servant of the Demon Lord of Undead, gaining the ability to bind (command) up to 20 HD of undead beings. These servant creatures are bound to the Demon of Chains by a spiritual chain (visible with trueseeing and the like) which, if severed, releases the undead being from the Demon's control. Once an undead being is released from the Demon of Chain's control, it cannot be re-bound, though the Demon of Chain can bind other "free" undead if they are in its sight.

A Demon of Chains attacks by whipping out 25' long spiked chains (2 per round) which do 2d10 hp of damage each and wrap around the victim doing an additional 1d6 hp of damage per round until freed (Strength check). For combat purposes, the Demon of Chains has a virtually unlimited number of spiked chains that it can whip from its body, but is limited to two attacks per round. An attack roll of a Natural 20 "hooks" the victim in such a way that the chain must be broken to free the victim (chains can take 30 hp of damage, but successful melee attacks only do 1 hp plus any magical bonus in damage while magical attacks such as Magic Missile do full damage).

A Demon of Chains cannot fly, but can use its spiked chains to climb at its full movement rate, the Demon can regenerate 1d4 hp per round, can be hit only by +2 or better magical weapons (except silver weapons) and is immune to iron/steel (taking only the magical bonus from such melee attacks). A Demon of Chains would walk through a magical Wall of Iron, for example. The Demon of Chains, however, takes full damage from silver weapons, even if they have no magical properties, and silver damage is permanent (reducing the Demon's permanent hit point total even if it survives the combat). Finally, the Demon of Chains is immune to cold and poison and has 20% magic resistance.

A Demon of Chains can Detect Invisible and Detect Magic at will and can cast Protection from Good, 10' radius 3/day.

Demon of Chains: HD 8; AC 2[17]; Atk 2 chains (2d10); Move 12; Save 11; CL/XP 9/1,100; **Special:** Immune to cold and poison, magic resistance (20%), regenerate 1d4 hp/round (unless damaged by silver), silver or magic weapons to hit.

Demon, Fell Beast

This night-black creature has the face of a bearded man, a human-like body with great bat wings and horns on its head. It stands a full 50' tall. The Beast speaks in a deep, echoing, but strangely soothing, voice.

In combat, the Beast often begins with Blinding Light, attempting to blind the enemies, then hold person, sleep, web, etc. to incapacitate enemies.

If reduced to 50% of its hit points, the Fell Guardian will become very aggressive, employing all of its powers in an attempt to destroy the intruders, rather than incapacitate them.

Its physical attacks are devastating, two clawed fists which do 3d10+6 each and a wicked bite that does 4d6+6 hp damage.

In addition, the Fell Beast can cast the following spells (at 12th caster level):

At Will: Blinding Light/Darkness, ESP, Hold Person 3/Day: Fireball, Web, Meteor Storm, Lightning Bolt 1/Day: Summon up to 25 HD of demonic servants or allies

The Beast is immune to fire, electricity, poison and all mind affecting spells and has a magic resistance of 75%.

If the Fell Guardian is killed, its body will begin to dissolve two rounds, taking 10 rounds to completely disappear.

The Fell Beast: HD 25 (115 hp); AC -5 [24]; Atk 2 Fists (3d10+6), bite (4d6+6); Move 18 (Fly 24); Save 3; CL/XP 34/5600; **Special:** Spells, +3 or better weapon to hit, immune to electricity, fire, poison and charm, magic resistance (75%)

Demon, Giant Snake

When first encountered, there is a 75% chance that the Demon Snake is flying, hungry and hunting for some tasty prey. The other 25% of the time it is encountered on the ground, sleeping, sated from a meal of moose or elk, the carcass of which lies spread around the sleeping, coiled up snake. If encountered sleeping, its wings will be folded up and tucked under the body so it will simply appear to be a very large snake (about 25' long).

If hunting, the Demon Snake will be very aggressive, attacking at every opportunity, with its venomous fangs. If it strikes a natural 20 on a hit, it has latched on to its prey with its powerful jaws and, if moose sized or smaller, will try to fly off with this bountiful meal (the demon snake can carry off horses, but not heavy draft or war horses). If it makes its escape, the Demon Snake will fly 1-2 miles and then land with its prey and begin devouring it, starting with the feet and working its way up the body, preferring its prey to be alive as long as possible... Any time a Giant Demon Snake scores two successive hits on a victim, it

Bestiary of the Rosewood Highlands

wraps its body around the victim, gaining a +2 to subsequent attacks and doing 2d4 constricting damage every round until it or its prey is killed. It cannot fly off if constricting a victim.

If injured to less than 50% of its hit points the Demon Snake will attempt to fly away but will observe its attackers from high up for days or weeks, seeking revenge (and will then attack at the least opportune time, such as right after a pitched battle when party members are obviously injured).

Giant Demon Snake: HD 6; AC 5[14]; Atk 1 bite (1d8), 1 constrict (2d4); Move 10 (Fly 16); Save 11; CL/XP 7/600; Special: Carry off Prey and Constrict.

Demon, Granta'al, the Fire Demon (Category Six Demon)

The Fire Demon takes various forms, a fire-breathing bull, a dragon-headed man, a minotaur-like creature formed of smoke and flame. No matter the form, a Fire Demon will always have great bat-like wings. Often the Flame Demon will fight with a fiery whip and a long-bladed sword that glows white-hot.

Touching a Fire Demon's body does 3d6 hp damage. So when a Fire Demon hits with a bare fist, it does 1d12 +3d6 hp damage per fist. Its sword does 1d12+2 hp damage (plus 1d6 fire damage) and its whip does 2d6 hp damage (plus 1d4 hp fire damage) and victim must save vs spells or become entangled and pulled toward the Fire Demon's body (incurring 3d6 hp fire damage per round until victim breaks free).

Fire Demons can only be hit by magical weapons, are immune to all spells levels 1-3 and the spells cast by any spellcasters level 7 or lower. In addition, Fire Demons have 70% Magic Resistance.

A Fire Demon can cast Fear, Read Magic, Read Languages, Detect Magic and Detect Invisible at will; can cast Suggestion, Dispel Magic, Sleep and Fireball (12d6) 3/day; and can cast Symbol of Fear, Symbol of Discord and Telekinesis 1/day.

Finally, a Fire Demon will attempt to summon 1d3 lesser demonic beings from the Outer Darkness up to 12 total Hit Dice of creatures, having a 60% chance to succeed in any given attempt. The Fire Demon may attempt the summoning up to 5 times per day, but no more frequently than once per hour. These summoned beings are 75% likely to obey the Fire Demon's commands, 20% likely to ignore the Fire Demon and its enemies, 5% likely to ally with the Fire Demon's enemies.

Granta'al the Fire Demon: HD 10; AC 2 [17]; Atk 1 sword (1d12+2, +2d6) and 1 whip (2d6 +1d4, entangles); Move 6 (Fly 15); Save 5; CL/XP 17/3500; Special: Magic Resistance (70%), flaming body (3d6), magic weapon required to hit, spell immunities

Demon, Grave Demon

The grave demon is an apparition who appears as a human being of any age or gender. The Demon often appears when the dead go unburied. The Grave Demon buries the dead in a profane ritual. Each Grave Demon employs a different ritual, and each ritual contains some element that is clearly out of place (the grave might be marked with feathers or covered in glittering dust or piled with dung). Each Grave Demon has its own unique signature ritual. Once the bodies are in the unholy ground, the Grave Demon can summon them forth as Grave Zombies (qv). The Grave Demon remains in complete control of the Grave Zombies.

A Grave Demon can only be hit by +1 or better weapons and is immune to fire and all spells that affect the mind. The Grave Demon can use the following spell-like effects at will: darkness 10' radius, ESP, Fly.

Demon, Grave Demon: HD 6+6; AC 0[19]; Atk 2 fists (1d8/1d8); Move 12; Save 4; CL/XP 7/600; Special: Immune to mind affecting spells, immune to fire, only hit by +1 or better weapons, control undead.

Demon, The Hunger

The Hunger is a unique demonic being dwelling in the Northern Tier of the Rosewood Highlands. This huge, furry, serpentine creature must constantly feed. If freed from its prison in the Northern Tier, it will cross the countryside feeding its insatiable hunger, eating everything within its path. The Hunger's mouth is so large that it can swallow most creatures whole (hippopotamus-sized or smaller). The insides of the Hunger are considered AC 4[15] if a prey wants to try to cut its way out. Swallowed prey receives 4d6 hp damage per round until freed or dead. In combat, apart from swallowing its prey whole, the Hunger can constrict a man-sized or larger opponent. If a constriction attack is successful, the victim receives full damage (save for half) each round until freed. The Hunger will release a constriction if it receives full damage from any successful physical attack. The Hunger has limited telepathic powers which it uses to enslave 2 thralls and 2 "eyes". The Thralls can be any two mortal creatures, though the Hunger will typically seek the strongest creatures it can find in any given region. The Eyes of the Hunger are always a pair of large birds, often owls or eagles (chosen for their keen eyesight). If a Thrall is killed, the Hunger will seek to replace it, attempting to enslave intelligent creatures it encounters. If an Eye is killed, a replacement appears within 1d8 rounds automatically. The Eyes will fight to defend the Thralls. The Hunger in the Northern Tier is imprisoned in a unique arrangement that compels it to continuously seek to be imprisoned.

Demon, The Hunger: HD 12; AC 0[19]; Atk 1 bite (4d6+swallow whole) and 1 constrict (3d6); Move 12; Save 9; CL/XP 14/2600; Special: Constrict, swallow whole, immune to poison, enslaving possession.

Bestiary of the Rosewood Highlands

Demon, Invoked

Looking like a bearded, long-haired muscular man made entirely of shadow-stuff, an Invoked Demon is a dealer in arcane and hidden information (particularly about magic and the Netherworld).

An Invoked Demon is typically summoned into a protective magical circle and entrapped until the summoner releases the demon. Rarely are Invoked Demons found wandering the Mortal Realms.

A trapped Invoked Demon is compelled to truthfully answer a single question per day, but it will choose which question it answers if multiple questions are asked. The answer always comes a one second before midnight, no matter what time of day the question was asked. Everything else an Invoked Demon says will be a lie, usually intended to accomplish its release from bondage.

If an Invoked Demon is freed from a magic circle, it will attempt to devour the soul of its summoner who must save vs. spells (at a penalty or bonus equal to the difference between the summoner's level and the demon's 4 Hit Dice) or die, losing his or her soul to the Outer Darkness.

An Invoked Demon is loath to enter into melee because its natural attacks are not very effective, but if forced, it fights with rending claws (1d4 damage each) and a powerful bite (1d6 damage).

Instead, the Invoked Demon is likely to turn invisible and seek to touch victims on the shoulder (successful hit) doing no damage but, if the victims fail a saving throw vs. magic, the Invoked Demon steals a tiny portion of the victims' souls and binds itself to the victims. Bound victims will encounter the Invoked Demon at random intervals, sometimes it will seek to be helpful, sometimes not. But at every meeting, it will try to touch the victims on the shoulder, again trying to steal a portion of the victims' souls, the victims suffering a penalty to saves equal to the number of past failed saves. If the number of failed saves equals the victim's Constitution Score, the Invoked Demon will have gained the victim's soul and when the victim dies, he or she will become an eternal servant of the Invoked Demon in the Outer Darkness.

An Invoked Demon can become Invisible and Detect Invisible at will, and can cast ESP 3/day.

Invoked Demon: HD 4; AC 1 [18]; Atk 2 claws (1d4), bite (1d6); Move 12/18 (flying); Save 13; CL/XP 7/600; Special: Spells, soul stealing, +1 or better weapon to hit, immunity to electricity and poison, magic resistance (10%)

Demon, King's Ransom (Category Four Demon)

While Nalfeshnee demons have the body of an enormous gorilla, the head of a boar, and cloven hooves, they often use their polymorph self ability to appear in some other guise. The King's Ransom always appears as a great

Genie, vaguely man-like, horned, with red skin.

These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+2 to hit), and have various demonic powers in addition to being immune to fire: they cause fear as per the spell (at will), polymorph self (at will) and dispel magic (at will). They can create a symbol of discord once per day.

Fourth-category Demon: HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

Demon, Sentinel Demon (Category Three Demon)

Sentinel Demons are related to Glabrezu (Third Category) Demons. Like their heavier cousins, Sentinel Demons stand about ten feet tall, have goat horns and humanoid shape, with no wings. Sentinel Demons are thin and muscular, with four arms sprouting from the torso: two huge arms which wield massive swords, and two much shorter arms with claws.

Sentinel Demons can cause darkness in a 10ft radius, are immune to fire, can cause Fear at will, can levitate at will, can polymorph themselves, can detect invisible 3x/day and are 60% resistant to magic.

Sentinel Demon, Third-Category Demon: HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Demon, Succubus

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" Charm Person whenever desired, as well as ESP, Clairaudience, and Suggestion. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (40% chance to succeed), but will seldom do so, for the price to be paid afterwards is generally significant and unpleasant. However, a succubus can summon a Baalroch demon or a

Bestiary of the Rosewood Highlands

Nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Demon, Succubus: HD 6; AC 9 [10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; CL/XP 9/1,100; Special: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.

Demon Spirit

Demon Spirits are the least of the denizens of the Outer Darkness, being slaves and victims of the greater demons and devils who dwell there. They have pale skin and black eyes, with powerful long arms ending in massive claws (doing 1d8 hp damage, at +4 for strength, each if fighting bare handed). Their muscular bodies are covered in weeping sores and insect larvae writhe in the open wounds.

In combat, a Demon Spirit will fashion a massive club from whatever materials are available (tree trunk, support beam, stalactite, etc.) which does 2-12 points of damage, +4 for the Demon Spirit's great strength. Demon Spirits are cowards, however, and if outmatched or outnumbered they will flee or surrender if possible.

The Demon Spirit can shapechange up to 4 times a day, for an hour at a time, in any form the Demon Spirit has experienced before (regardless of size – a mouse, a dragon, a human, a pixie), retaining the telltale open, maggot-infested sores. In addition, the Spirit Demon has the following spell-like abilities at will: ESP (60' r), Comprehend Languages, Possession, Continual Darkness and the Spirit Demon can Cause confusion 6/day and Cause Fear 3/day. The Spirit Demon can only be hit by magic weapons +1 or greater.

Spirit Demon: HD 8+3; AC -1[20]; Atk Fists (1d8+4/1d8+4) or club (2-12+4); Move 15; Save 8; CL/XP 12/2000; Special: Shapechange, spell-like powers, only hit by magic weapons.

Demon, Watcher

Watcher Demons are pure (evil) guardians. They are not terribly powerful (for demons) but are fairly numerous in the lower planes and are often used as "shock troops" by the more powerful denizens of the infernal places.

Their normal attack is two claws and a nasty (poisonous) bite, though occasionally (especially in the mortal realms) they will use weapons (they can wield two weapons with no penalty). The poisonous bite of the Watcher Demon causes the one infected to slow (per the spell) unless a save vs. poison is made. In addition, Watcher Demons can use the following

spell-like abilities 1 per round: darkness 10' radius, fear, stinking cloud (2x per day). For all abilities, consider the Watcher Demon 5th level.

Watcher Demons have scaly, black bodies and black, feathered wings. They have long, curled horns on their heads and sharp, curved fangs.

Watcher Demon: HD 5; AC 2[17]; ATK two swords (1d8/1d8), bite (1d6+poison); Move 12; Save 12; CL/XP6/400; Special: Poison bite, spell like abilities.

Desecrated Corpse

Desecrated Corpses are undead creatures that have been improperly buried (that is, without the proper rites, or the graves have been desecrated, etc.). The Desecrated Corpse resembles a zombie and is often mistaken as one. The Desecrated Corpse can only be damaged by magical weapons. Normal weapons do no damage, though a strike from a normal weapon will cause the creature to pause slightly (making it lose initiative in the following combat round). A Desecrated Corpse will occasionally be buried with a weapon (about 30% of the time) which it will use in combat, otherwise it attacks with two clawed hands for 1d4 damage each. Like all undead, they may be Turned by Clerics (as a Wight) and are immune to sleep, charm and hold magics and no form of mind reading is of any use against them. Desecrated Corpses always fight until they are destroyed. A Desecrated Corpse drains 1 point of Wisdom per successful hit. The WIS drain lasts for 20 minutes.

Desecrated Corpse: HD 2; AC 6[13]; Atk 2 claw (1d4/1d4) or weapon; Move 6; Save 14; CL/XP 3/100; Special: None.

Dog, Wild

Wild dogs are feral animals who roam the Highlands. Nearly all wild dogs are medium or large breeds: hounds, retrievers, mastiff, etc.

Dog, Wild: HD 1+1; AC 7[12]; Atk bite (1d4); Move 15; Save 17; CL/XP 1/15; Special: None

Doppelganger

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (5) against magic of all kinds.

Doppelganger: HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.

Djinn

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 lbs of weight, and have a number of magical powers. A djinni can create food and water, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all

Bestiary of the Rosewood Highlands

such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can give themselves a gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Djinn: HD 7+3; AC 4[15]; Atk Fist (1d10+1) or weapon (at +1); Move 9/24 (fly); CL/XP 9/1100; Special: Fly, illusion, gaseous form, invisibility, wish granting.

Dragons

Dragons are among the most powerful creatures in all of the Rosewood Highlands. Nearly immortal beings in their own right, dragons are descendants of the Firstfallen. Dragons are often identified by the general color of their scales, though this is not always the best identifier, as dragons often interbreed. Dragons are, rather, better identified by their breath weapons.

The age category of the dragon determines several things, most importantly both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts. The size of a dragon is roughly 20 ft of body length per age category, up to the adult size of 140+ ft. Dragons have immense hoards of treasure, preferring gold (coins or items) but recognizing the value of all items (in fact, a dragon can identify magic items and appraise valuable items with a base 50% chance of accuracy, +5% per age category – 55% at very young, 90% at ancient).

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. A successful hit by a dragon's breath weapon always does full damage (save for half), by the dragon's age category, regardless of the dragon's current hit point total (that is, a 6 HD adult dragon will do 24 hp damage with a breath weapon).

Breath weapons come in three different types:

1. Cloud-shape for gaseous exhalations
2. Cone shape for fiery-type breath
3. A line for spitting dragons.

The dimensions of a dragon's breath differ according to the dragon's type.

Fear Aura: Adult and older dragons emanate a Fear Aura, the radius of which grows wider as the dragon grows in size and power. Creatures 1 HD or lower flee in panic when they come into the radius of the Dragon's Fear Aura. All other creatures are entitled to a save (vs. Dragon Breath), possibly with a penalty. Those who fail their save freeze or attempt to hide from the dragon for one round and then fight at -2 on all rolls

vs. the dragon (though an addition save is granted each round).

Those who critically fail their save (a natural 1) flee in panic. Those who make their save suffer no penalties, but if a natural 20 is rolled on the save, the creature has mastered the dragon fear and attacks with a +2 bonus on all rolls. Some creatures are immune to Dragon Fear.

If a dragon is beaten down by subdual damage (see rules for combat), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters—signs of weakness may cause the dragon to escape or even attack its master.

Dragons generally have a challenge level of its (hit points/4) +2.

Dragon Age	hp/HD	Breath damage/HD	Fear Aura Radius	Fear Save	Body Length	Chance for Identify
Very Young	1	1	-	-	20'	55%
Young	2	2	-	-	40'	60%
Immature	3	3	-	-	60'	65%
Adult	4	4	50'	-	80'	70%
Old	5	5	75'	-1	100'	75%
Very Old	6	6	100'	-2	120'	80%
Venerable	7	7	150'	-3	140'	85%
Ancient	8	8	200'	-4	160'	90%

Dragon, Blue Crystal

Easily identifiable by their translucent blue scales, Blue Crystal dragons can either spit a blast of electric lightning in a line 5ft wide and 100ft long, affecting everything in its path, or a jet of water 5ft wide and 100ft long. A saving throw indicates half damage. Like blue, blue crystal dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast 1d4 first level magic-user spells and 1d3 second level magic-user spells. Blue Crystal dragons range in size from 8 to 10 hit dice.

Blue Crystal Dragon (10HD): HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: spits lightning, Fear Aura.

Dragon, Green

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage. Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance of being able to cast 1d4 first level Magic-user spells and 1d2 second level Magic-user spells.

Green Dragon: HD 7, 8 or 9 (28hp, 32 hp, 36 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; CL/XP: 7 HD (10/1,100), 8 HD (11/1,400), 9 HD (12/1,700); Special: Breathes poison gas, fear aura.

Bestiary of the Rosewood Highlands

Dragon, Mud

Mud Dragons are one of the few true dragons who do not have wings and do not fly, though they are capable swimmers and can glide through mud at incredible speeds.

A Mud Dragon fights with short but sharp claws (1d6 each) and a wicked, powerful bite (3d6). In addition, the Mud Dragon's breath weapon is acidic mud which it can spit once per round up to 5 times per day (3d6 damage, diminishing dice) and hurls mudballs (for 1d6 hp damage, save vs. crushing blow or be knocked prone).

Mud Dragons are not very intelligent but are clever and vicious.

Mud Dragon: HD 10; AC 2 [17]; Atk 2 claws (1d6) and bite (3d6); Move 9 (Glide through Mud 24); Save 5; CL/XP 12/2000; Special: Spits acid mud, throws mudballs

Dragon, Shadow

Shadow Dragons typically live deep underground, shunning the light and warmth of the upper realms. While Shadow Dragons can fly, they are not very agile.

The creatures can see perfectly fine in full darkness and in twilight, but in bright light (light spell radius, for example), they are effectively blinded and in full daylight, a Shadow Dragon would have to make a save every turn or become permanently blinded.

A Shadow Dragon is 90% likely to hide in shadows and can cast illusion spells (two of each levels 1-4).

A Shadow Dragon has two breath weapons:
Once per turn a cloud of True Darkness 30 feet in diameter, 50 feet long
Three times per day a hail of night-black stones (about 2" in diameter stones as hard as granite, doing the Shadow Dragon's full hp total in damage).

NOTE: the stones of a Shadow Dragon's breath weapon are magical and survive for 1d6 days after a Shadow Dragon spews them (about 10 stones per hp of damage potential). These stones are equivalent to +1 weapons when hurled at a target and do 1d4 hp damage.

A Shadow Dragon's hoard is typically gems and precious stones, leaning toward the darker colors, and magic items related to shadow magic.

Shadow Dragon: HD 6; AC -2[21]; Atk Bite (2d8) 2 claws (1d6+1); Move 18/24; Save 11; CL/XP 7/600; Special: Breath weapon, Darkvision, Hide in Shadows, Illusion spells

Dragonfly, Giant

Giant Dragonflies are about 2' long. They are very aggressive, but successful attacks do no damage, instead they knock their prey prone and the Giant Dragonfly attempts to feed on their prone victims.

Giant Dragonfly: HD 3; AC 5 [12]; Atk dive (no damage, knock prone); Move 1 (36 fly); Save 14; CL/XP 2/30; Special: hover

Drake

Drakes are distant relatives of Wyverns (qv), being smallish, two-legged draconic creatures. A Drake's wingspan might reach 15' while a very large Drake would be 12' long, half of that length being its tail.

All Drakes are shy creatures by nature, choosing to avoid contact with non-prey beings unless backed into a fight. Drakes are normally carnivores, grabbing prey as large as deer or goats, though a human sized creature would not be out of the question for a drake. Goblin-kin are mildly poisonous to Drakes, changing the color of their skin to a light green and making them lethargic for 1 day per HD of Goblin-kin consumed. The lethargy gives the Drake a 1 point penalty on all rolls.

Drake, Fire

Fire Drakes have crimson-black skin and are warm to the touch. A Fire Drake can spit flame (line, 20') for 4d6 hp damage 3/day. In addition, a Fire Drake can self-immolate, causing its skin to burst into flame doing 4d6 hp of damage to anyone touching the Fire Drake, 2d6 to all within 5' and 1d6 to all within 10', also 3/day. All damage is save for half. A Fire Drake must "recharge" for two rounds between any of these flame abilities, though the Fire Drake can still engage in physical melee while "recharging."

Drake, Fire: HD 4; AC 3[16]; Atk 1 bite (2d4) or spit fire, immolate; Move 6 (Fly 24); Save 8; CL/XP 5/240; Special: Spit fire, immolate, flies.

Drake, Silver

Silver Drakes have smooth, shiny skin. In the air, a Silver Drake is 80% invisible. The cry of the Silver Drake causes its prey to make a save vs. magic or become stunned, unmoving for 1d4 rounds. Flying prey begin to plummet to the ground. Creatures gain +1 to their saving throw for every HD or level greater than 4. Silver Drakes are excellent fliers, able to turn 180 degrees in a single round.

Drake, Silver: HD 4; AC 3[16]; Atk 1 bite (2d4) or stun call; Move 6 (Fly 36); Save 8; CL/XP 5/240; Special: stun call, non-detection, flies.

Drake, Stone

Stone Drakes have rough, stone-like skin of grey/brown/black motley. When a Stone Drake is against bare stone, it is 90% undetectable if unmoving. A Stone Drake's gaze can turn its prey to stone if it chooses (this is not automatic as, say, a medusa). Creatures thus "stoned" are consumed by the Drake, giving the creature a 2 point bonus to its AC for one hour per HD or level of its victim. A Stone Drake can burrow through earth (though not solid stone) at its full flying rate.

Bestiary of the Rosewood Highlands

Drake, Stone: HD 4; AC 3[16]; Atk 1 bite (2d4) or stone gaze; Move 6 (Fly 24); Save 8; CL/XP 5/240; Special: stone gaze, non-detection, flies.

Drake, Water

Water Drakes have smooth, slick bluish/green hides. When a Water Drake is in the water, it is 90% undetectable if unmoving. A Water Drake can shoot a stream of acidic water 20' for 2d8 damage. The Water Drake is able to use this ability every other round (taking a full round to "reload") provided a steady supply of water is available. A Water Drake can swim quickly through water (18) and can breathe underwater freely.

Drake, Water: HD 4; AC 3[16]; Atk 1 bite (2d4) or acid water stream (2d8); Move 6 (Fly 24/Swim 18); Save 8; CL/XP 5/240; Special: acid water stream, non-detection, flies.

Dust Lich

A Dust Lich is the ancient remains of a Lich, having survived in unlife so long that the Lich's body breaks down. Ultimately, a Dust Lich will be reduced to only its skull, the rest of its body completely disintegrating. The dust of a Dust Lich swirls and coalesces into a body of sorts, atop which rests its skull.

A Dust Lich has no physical attacks but relies on its spells and spell-like abilities in combat. Dust Liches have an unearthly intelligence, but arrogance and selfishness are their primary weaknesses.

Touching the skull of a Dust Lich drains 1d4 points of Constitution. Dust Liches have replaced their eyes with gems. The abilities generated by these "eyes" depend on the type of gem in place. Emerald: Anti-Magic Shell, Ruby: Globe of Invulnerability, Diamond: Project Image, Sapphire: Spiritwrack; Onyx: Death Spell, Pearl: Conjure Water Elemental, Garnet: Fireball. In addition, a Dust Lich can cast any first or second level Magic User Spell 2/day.

Finally, a Dust Lich can cast a powerful curse which takes the form of continued bad fortune such as always hit by first attack, always miss saving throws, loss of 1d6 ability points, loss of level, inability to gain levels, thieves might always fail in certain tasks, warriors might be unable to hold a weapon, clerics might be unable to contact their god, magic users might be unable memorize new spells.

Remove Curse at any level can remove the Dust Lich's curse but costs the recipient 1d3 points of Charisma.

The skull of the Dust Lich can only be hit by +3 or better weapons and is very hard to hit and very hard to damage (AC -5[24] and 65 hp), because the skull actually exists only partially in this reality. It is mostly in the Aether. Those who can project themselves into the Aether can hit the skull normally (with normal weapons, no less). The Dust Lich has 90% Magic Resistance and is immune to fire, cold, electricity and mind affecting spells. The Dust Lich does not have any physical attacks, so it does not drain an attribute in combat.

Dust Lich: HD 11; AC -5[24]; Atk Spell Effects, Curse; Move Nil; Save 4; CL/XP 13/2400; Special: Magic Resistance, Immune to many spells, +3 or better weapon to hit.

Dweorh

Related to Dwarves, these Fey creatures are more tied to the elemental plane of earth than their more common cousins. Dweorh are about 4 feet tall, broad and muscular, with red or dark brown hair. The men usually wear beards, often decorated in braids or with gold or silver rings. A Dweorh is a tireless worker and has a powerful sense of honor, fulfilling even unjust contracts to the fullest.

Dweorh: HD 3; AD 4[15]; Atk fists (1d4 each) or weapon (at +2); Move 9; Save 12; CL/XP 4/120; Darkvision, detect invisible, immune to illusions

Eagle, Black

The most common of the Eagle species in the Highlands, the Black Eagle has long been associated with both the barbaric and alien Northmen and the Faerie Realm. Seeing a Black Eagle is considered an ill omen by most people of the Highlands. 1-in-20 Black Eagles encountered will understand human language (though unable to speak it) and 1-in-6 of such Black Eagles are familiars or companions of some being: a witch, a ranger/forester, a Northman shaman, an Exile.

Eagle, Black: HD 2; AC 6[13]; Atk 2 talons (1d2), 1 bite (1d2); Move 2 (Fly 24); Save 16; CL/XP 2/30 (3/60 for those who understand human language); Special: none

Eagle, Giant

Giant eagles are the massive cousins of the majestic golden eagle. These creatures hunt giant insects (such as ankheg and giant beetles) but are not averse to snatching a cow or sheep. They average a wingspan of 50' and are large enough to carry one or two human-sized riders. Giant eagles can be tamed, though they are very intelligent (some even having spell casting capabilities), they will not willingly serve evil. A giant eagle egg is very valuable.

Giant Eagle: HD 4; AC 7[12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; CL/XP 4/120; Special: None.

Bestiary of the Rosewood Highlands

Elemental

All elementals are a manifestation of basic elements (earth, air, fire, water) in vaguely humanoid form, barely intelligent, more like a barely contained force of nature. Usually, elementals are summoned from their respective planes, though they can remain in the mortal realm indefinitely provided they are able to regularly immerse in their element. Summoned elementals serve grudgingly and usually quickly return to their home plane. Some elementals are evil and, if summoned, are as likely to turn on their summoner as they are serve...

Very small elementals have been known to be summoned, having the following common statistics:

Minor Elemental: HD 4; AC 2 [17]; Atk 1 strike (1d8); Move (as larger elemental, 2/3rds speed); CL/XP 5/240; Special: as larger elemental, half sized

Elemental, Dark (Primordial)

The first of all elements, Darkness is that from which all other elements sprung. Dark Elementals are rare and difficult to control. Primordial Elementals (those comprised of the most ancient and purest of said material) are the most powerful and least predictable of these creatures. A Primordial Dark Elemental causes cold damage (1d4) to all within a 20' radius (save to negate damage). A Dark Elemental attacks by wrapping itself around a victim, enveloping the target creature with its full form. A successful hit means the target is being enveloped. The victim can avoid being enveloped with a successful hit. A "miss" means the victim is wrapped up in the Dark Elemental's form and takes 1d4 points of cold damage per round (no save). Darkness Elementals automatically hide in shadows, but take damage from magical light (1d6 hp of damage per caster level, if appropriate or a straight 1d6 hp from a magical light source, such as a glowing sword or a magical lantern). Elementals are immune to all mind-affecting spells.

Dark Elemental (Primordial): HD 20; AC 0 [19]; Atk 1d4 cold; Move 6; Save 4; Special: Radiant Cold, Envelop attack, Immunities.

Elemental, Air

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft. in height.

Air Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 8; CL/XP 9/1100; Special: Whirlwind, immune to non-magic weapons.

Air Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind, immune to non-magic weapons.

Air Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 17/3500; Special: Whirlwind, immune to non-magic weapons.

Elemental, Earth

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

Earth Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework, immune to non-magic weapons.

Earth Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework, immune to non-magic weapons. **Earth Elemental (16 HD):** HD 16; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 3; CL/XP 17/3400; Special: Tear down stonework, immune to non-magic weapons.

Elemental, Fire

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the Referee).

Minor Fire Elementals (see intro): Smoke

Fire Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials, immune to non-magic weapons.

Fire Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons.

Fire Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials, immune to non-magic weapons.

Elemental, Time (Primordial)

A Time Elemental appears as a blurry, indistinct, vaguely humanoid form.

If a mortal being is successfully attacked by a Time Elemental, the being sees his or her life pass by as if a dream. The moments of greatest impact are heightened, causing extreme emotional reactions in the being. Thus, if he or she was profoundly affected by a trauma in childhood, seeing the event under the influence of the Elemental causes it to be experienced a hundred times more powerfully.

The mechanical effect is that anyone who grasps the appendage of the Elemental must make a Wisdom Check (WIS or less on 4d6) or go insane.

Additionally, those who pass the Wisdom check must make an additional Constitution Check (CON or less on 4d6) or die.

Those who survive receive a unique special ability: he or she will effectively stop moving through time. The basic mechanics of this ability function thus: while awake, the being moves backward in time, while asleep, the being moves forward in time. Damage taken while moving backward in

Bestiary of the Rosewood Highlands

time actually heals the being (up to an additional amount of hit points equal to double full hp). However, all such damage accrued during the day suddenly drains out of the being when he or she falls asleep (thus, if the creature takes more than double full hp of damage during the day, he or she will die as soon as sleep comes).

Time Elemental (Primordial): Primordial Time Elemental: HD 20; AC 0[19]; Atk special; Move 24; Save 3; CL/XP 22/5000; Special: Time attack

Elemental, Water

A water elemental must be summoned in a body of water and cannot move more than 100' from a body of water ten times its size. If a water elemental cannot continually immerse itself or is forced to move more than 100' from water, their damage is reduced by 1d6 and they begin losing 1 hp per round. Water elementals of at least 12 HD can overturn boats and ships given enough time and can batter a boat or ship to splinters with its forceful fists.

Water Elemental (8HD): HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.

Water Elemental (12HD): HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats.

Water Elemental (16HD): HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats.

Enduring Spirit

Sometimes when a being dies in deep despair, the spirit remains out of sheer self-loathing and self-will. As such, Enduring Spirits are unaffected by Holy Symbols, Holy Water and attempts to Turn by clerics, and is immune to all mind affecting spells. In addition, an Enduring Spirit is immune to normal weapons and magical weapons do only their magical bonus in damage.

An Enduring Spirit retains the body it had in life, only showing slight signs of decay.

The touch of an Enduring Spirit causes paralysis and drains 1d3 Constitution points (both with a duration of 80 minutes). An Enduring Spirit will generally only fight in self-defense, though once roused, the Enduring Spirit will batter at its victim with two powerful fists (1d8 each).

An Enduring Spirit regenerates 3 hp per round of all damage except magical damage. There are only two ways to destroy and Enduring Spirit:

- by magic (as even a single hit point of physical damage done to the Spirit leaves enough of the creature to begin the regeneration process anew)
- by avenging its betrayal

Enduring Spirit: HD 8; AC 9[10]; Atk: 2 (2x1d8); Move 9; Save 8; CL/XP 9/1100; Special: Paralyzation, regeneration, Constitution drain

Enraptured Spirit

An Enraptured Spirit is a mortal being possessed by the Spirit of the Darkness, a unique undead creature who haunts the deeps under the Chantry of the Deepflame. An Enraptured Spirit retains all of its physical and magical abilities as it had before becoming possessed. A possessed mortal being will lose one Constitution point per day and will die when Constitution reaches zero, becoming an undead spirit completely loyal the Spirit of the Darkness.

Enraptured Spirit: All stats as in life.

Eternal Guardian

A vaguely humanoid shaped creature composed entirely of thousands (millions?) of tiny beetles, created by magic users and demons to protect valuable treasures. This hive creature has a minimal collective intelligence (about 5) and often disguises itself under a cloak or even in a suit of armor.

Uncloaked/unarmored, the Guardian can separate and reform in a single round. Damage of less than 20 hp in a single round regenerates immediately. If more than 20 hp of damage is dealt in a single round, the individual beetles drop instantly, scattering for 1d6 rounds, then reforming as an Eternal Guardian of 2 HD less.

Edged weapons do a single point of damage, with no strength or magical bonuses applied. Blunt weapons do full normal damage with each successful hit (plus strength and magical bonuses).

When an Eternal Guardian's attack roll score is a natural 20, the creature envelops its victim, paralyzing the victim (save vs. paralysis negates), doing full damage each subsequent round until the Guardian or the victim is dead. If 20 or more hp of damage is done to the Guardian while enveloping a victim, the damage is also done to its victim, but the Guardian releases its victim, drops instantly, scatters for 1d6 rounds, then reforms as a Guardian of 2 HD less.

Eternal Guardian: AC 6[13]; HD 10; Atk swarm of tiny bites (1d12); Move 6; Save 5; CL/XP 11/1700; Special: near immunity to edged weapons, envelop attack.

Ettin

These two-headed giants stand about 15' tall and are difficult to surprise. 90% of Ettins have two male heads, 9% have two female heads, and 1% have a male and a female head. The bodies of Ettins are always male, strong and covered in scabs. Ettins make good guards but must be constantly supervised or the two heads will begin to second-guess each other and the orders they have received. 5% of Ettins are spell-casters and can cast two spells per round (one for each head).

Ettin: HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

Bestiary of the Rosewood Highlands

Fallen Brethren

Fallen Brethren are creatures raised up by the mummified guardians in the Brethren Chapel of the Chantry of the Deepflame. They are non-intelligent undead creatures who attack at the command of the undead being who raised them up. If the mummy who raised the Fallen Brethren is destroyed, the Fallen continue in their previous command until destroyed.

Fallen Brethren: HD 1; AC 8[11]; Atk 2 clawed hands (1d4); Move 3; Save 17; CL/XP 1/15; Special: Immune to sleep, charm, etc., Magic Resistance 50%.

Fey Creatures

Fey Creature: Brownie

Brownies are small (2' tall) faerie creatures of a usually pleasant disposition. Brownies are gregarious and peace-loving creatures with pointed ears and long, sharp noses. Brownies can blend into nearly any environment (80% likely to remain hidden if they choose). Brownies are not natural fighters (being skilled as leather workers and cobblers and the like, typically), the diminutive spirits will respond to violence in kind, using tiny daggers that are treated with a special tree sap which causes wounds to fester (save or continue to lose 1 hp per day until fully healed) or they employ their spell-like abilities, which are available at will: detect evil, protection from evil, ventriloquism, dancing lights, mirror image (1d4+2 images) and dimension door.

Brownie: HD 1; AC 3[16]; Atk dagger (1d2+poison); Move 12; Save 16; CL/XP 1/15; Special: Spell-like effects, poison.

Fey Creature: Changeling

Witch A Changeling Witch appears as a wizened old woman with a goodly nature and a strong desire to help. Devoid of human emotions, the help that a Changeling Witch offers is often disastrous to the mortals she tries to help. When threatened, a Changeling Witch can transform into a wild animal, often taking the form of a wolf or a bear or, if seriously threatened, something small and fast (like a humming bird) to flee. A Changeling Witch wants nothing more than to help mortals and uses her magical abilities to do so (usually brewing potions with strange – sometimes poisonous! – ingredients).

Changeling Witch: HD 4; AC 7[12]; Atk as wild animal; Move 12; Save 8; Special: fey magic.

Fey Creature: Dancing Man

The Dancing Man is a Faerie creature about 2' tall, vaguely man-shaped, completely covered in wild, matted hair. A Dancing Man can charm intelligent creatures with its dancing. The Dancing Man is chaotic and capricious, at once being kind and generous, then suddenly cruel and heartless. The Dancing Man can Dimension Door at will.

Dancing Man: HD 1; AC 8[11]; Atk 1 weapon (1d6); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities.

Fey Creature: Dryad

Dryads are beautiful female tree spirits who do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 penalty to the saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dryad: HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).

Fey Creature: Dumaris

The Vigilant Dumaris is a Fae creature with pale-grey skin and stringy black hair framing its scarred face. It wears ragged brown clothes and stares with sightless eyes. Dumaris has exceptional hearing and smell, detecting those within 30' as if able to see them. Spells affecting sight, such as dancing lights or invisibility, are useless against Dumaris the Vigilant. Dumaris can detect lie at will and can use ESP 3x per day.

Dumaris the Vigilant: HD 4; hp 4-32; AC 3[17]; Atk 1; D 1-8 spiked club; Move 9; Save 8; Special: Mental magic, immune to visual magics.

Fey Creature: Dwarf,

Crooked Crooked Dwarves are a degenerate race of Fey Creatures who live deep underground (usually). They are short (about 3' tall), spindly legged and bent backed. They have ashen grey skin and coal black hair and eyes.

As a race, they are enthralled to The Great Hivemind, a demonic creature who controls a deep, dark city in a massive cavern far below the earth. Some Crooked Dwarves sojourn far from the Dark City, but remain connected to the Hivemind, which can sense the world through its thralls. One in a thousand Crooked Dwarves break the psychic bond with the Hivemind and become free creatures, 95% of free Crooked Dwarves go insane when the bond is broken (in game terms, 1% of Crooked Dwarves encountered are free and 19 out of 20 of those are insane). Crooked Dwarves can transform into blind albino fish at will (about 3 feet long) and can detect invisible creatures and secret doors 19 out of 20 times. Those few free Crooked Dwarves who are not insane can transform into a water dragon 3x/day for 1 hour each time as well as the albino fish. They are immune to earth and fire magic of all types and can stoneshape and cast burning hands up to five times a day. In combat, Crooked Dwarves often fight with unnaturally sharp stone axes and short swords (1d6 damage each).

Crooked Dwarf: HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible

Bestiary of the Rosewood Highlands

Fey Creature: Eyes of the True King

This creature has hundreds of eyes covering an amorphous pile of flesh. The True King can see through the eyes, but generally chooses not to because so many perspectives sometimes disorients the True King.

Each of the eyes can cast a spell, one spell per round. Roll d4 for type (1. Magic User, 2. Cleric, 3. Illusionist, 4. Druid) and then roll randomly for level and randomly for specific spell. The Eyes of the King is able to cast a spell every round, but will refrain from doing so unless attacked, in which case the Eyes will cast a spell every round, regardless of its utility or appropriateness.

If the Eyes is destroyed, every creature within a 40' radius must make a save vs. spells or be affected by 1d6 random spell effects (save for each spell effect). Until the Eyes is destroyed, any damage taken regenerates at a rate of 1 hp per turn. Eyes destroyed regrow within 2 days (unlike a troll, when the Eyes is killed, it stays dead).

Killing the Eyes of the True King blinds the True King for 1d4 days.

The heart of the Eyes of the True King (and the Voice, qv) is secreted in a box near where the Eyes dwells. Destroying the heart destroys the Eyes immediately.

Eyes of the True King: HD 4+4; AC 1[18]; Atk random spells; Move 3; Save 13; CL/XP 6/400; Special: random spell effects, regenerate.

Fey Creature: Faedaor

Faedaor are androgynous creatures of great beauty and grace. These faerie creatures are rarely seen in the mortal world, generally only on a task given by the Silver Queen. Faedaor are curious creatures who are most powerful in the night and least powerful during the day. Faedaor are most powerful at midnight (13 HD) and lose power as the day moves toward noon (1 HD), at which time they begin to gain power again.

Faedaor are powerful illusionists, able to create phantasmal force at will. In addition, Faedaor communicate with one another via ESP, and are able to use ESP up to three times per day with non-Faedaor. Faedaor have spell casting abilities of a magic user level equal to their current HD. In melee combat, a Faedaor will fight with a thin rapier (gaining +2 to hit in the Faerie creature's hands) for 1d4+1hp damage.

Faedaor: HD 1-13; AC 6[13]; Atk 1 rapier (1d4+1) at +2 to hit; Move 12; Save 12; CL/XP 6/400; Special: Spells and Spell-like Abilities.

Fey Creature: Faerie Dragon

Faerie Dragons are not true dragons at all, but fairies in dragon shape. All Faerie Dragons have brightly colored butterfly wings and tiny, shimmering scale covered dragon bodies.

Faerie Dragons tend toward blues and purples, though they can truly be any color. Faerie Dragons are innately curious and will often get themselves in trouble because of this.

If threatened, a Faerie Dragon will breathe out its breath weapon, up to three times a day: a 20' radius cloud of gas which causes random effects. In addition, a Faerie Dragon can cast 2 first level magic user spells and 1 second level druid spell per day. Faerie Dragons can turn invisible at will and remain so when attacking, casting spells or breathing its gas cloud. A Faerie Dragon can form a telepathic bond which will be effective for up to two miles with a single creature at a time. The Faerie Dragon must spend at least 2 days constantly in the creature's presence (50' radius). Finally, a Faerie Dragon has magic resistance which varies randomly: 1d6x10%.

Roll
1d8

Breath Weapon	Effect
1.	Confusion for 2d8 rounds
2.	Sleep for 1d4 rounds
3.	Uncontrollable Dancing for 1d6 rounds
4.	Friendship for 1d4 rounds
5.	Charm Person (permanent until dispelled)
6.	Giddiness (uncontrolled giggling) for 1d6 rounds
7.	Lethargy (-1d4 on all rolls) for 1d6 rounds
8.	Weakness (-1d4+2 on Strength) for 1d6 rounds

Faerie Dragon: HD 2; AC 4 [15]; Atk Bite (1d6); Move 9 (Fly 36); Save 16; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (1d6x10%), telepathy (2 miles)

Fey Creature: Finn the Tiny

See entry for FEY CREATURE: SPRITE

Fey Creature: Finnian the Forestmaster

Finnian the Forestmaster is the son of the Silver Queen. He is the champion of the forest, hero to the woodland creatures, ally of the Treeherders. Finnian is a unique creature, ten feet tall with the head, arms and torso of a powerful human man, but the legs and antlers of a great elk. Brown fur covers his entire body. He speaks all the languages of the forest creatures as well as the tongue of men.

Finnian can camouflage himself in any forest growth (brush, trees, etc.) with a 95% chance of success, gaining surprise and backstab ability as a thief. Finnian attacks with a massive spear and goes with his antlers. Because of his great strength, his spear inflicts 1d6+6 damage. His antlers do 2d8 hp damage. In addition, the Forestmaster can summon woodland creatures to his aid. 1d4 creatures appear 1d6 turns. Choose randomly from the list below:

Bestiary of the Rosewood Highlands

1. Boar
2. Giant Boar
3. Brown Bear
4. Black Bear
5. Griffin
6. Treeherder
7. Dryad
8. Sprite

Finally, Finnian can shapechange into either a firbolg giant or a giant elk, though the transformation takes 1d8 rounds during which Finnian is completely helpless. He can shapechange to either form and back once per 24 hours, beginning at midnight. He cannot remain in an altered form for more than 12 hours.

Finnian the Forestmaster: HD 11; AC 3[16]; Atk Spear (1d6+6) Antlers (2d8); Move 15; Save 4; CL/XP 12/2,000; Special: Summon Creatures, Camouflage, Shapechange

Fey Creature: Frog King

When encountered, the Frog King simply appears to be an overly large frog, perched on an odd black stone. This large frog, however, can talk. Given the chance, he will introduce himself as King Bertram of the Grand Wood. His "kingdom" is whatever he can see and his subjects are whoever or whatever is before him. He will treat an encountered party as if they were his vassals.

The Frog King really is a polymorphed king, though the transformation has driven him insane. Changing him back to a human being (dispel magic at 9th caster level, remove curse at 6th caster level, restoration, etc.) has a 50% chance or curing his madness and a 50% chance of driving him a complete break with reality.

The Frog King occasionally breaks into random songs. The effects of his songs are listed below (save vs. spells to negate, also dispel magic, silence, etc. are powerful defenses against the songs). The Frog King will also offer a reward for completing a quest (see below) for him. How the King accesses this reward (if, indeed, he can) is up to the GM.

If threatened, King Bertram can summon the Seven Brothers of the Wind, minor wind elementals (4 HD) which wink into existence within one round and are under the Frog King's command for 7 rounds, one Brother returning to the Elemental Plane of Air each round. The Frog King can summon the Brothers once per day.

The Frog King: HD 1hp; AC 8[11]; Atk none; Move 6; Save 15; CL/XP 2/60; Special: Magic abilities.

Fey Creature: The Ghost of the Downs

As is true of many legends, the Ghost of the Downs isn't really a ghost at all, but a faerie creature (or two) who haunt the downs seeking mortals in distress or despair to aid them, to test the mettle of those who would wander the lichlands uninvited, and to bless the hurt, the lost and the helpless.

When encountered, the Ghost takes on many forms, and many attitudes, and, while not always patient with mortals and their impudence and foolishness, she has an affection for mortals which she ultimately reveals. If treated well, she will bestow a blessing. If treated poorly, a curse. If attacked, she will defend herself (herselves?) and seek retribution (a double curse at least). She chooses to not fight to the death but to teleport away if seriously threatened. She is the sister of the Silver Queen. Her touch causes aging (like a ghost) and cold damage.

Usable at will: Charm Person, Detect Lie, Bless, Aid Usable 3/day: Teleport, Sticks to Snakes

Ghost of the Downs: HD 4; AC 6[13]; Atk touch (1d4 cold damage + age 1d20 years); Move 12; Save 13; CL/XP 4/120; Special: Aging Touch, Spell abilities.

Fey Creature: Hooded Wanderer

A creature unique to the Rosewood Highlands, the Hooded Wanderer is a faerie creature solely consumed with justice. She has her own motivations for seeking out criminals, especially murderers. When the Hooded Wanderer encounters the righteous, particularly the poor and righteous, she will pronounce a blessing over the being encountered, asking in return for any information about her quarry the being might provide. She seeks out the worst criminals (murderers, rapists, etc) and will follow them around, loudly weeping and sobbing. If confronted by a criminal, the true nature of this creature becomes immediately apparent: she opens the hooded cloak and within is a monstrous appearance – mouths with vicious teeth and tentacles which viciously attack the criminal and eat him or her. When the guilty encounter the Hooded Wanderer, however, she uses her spell-like powers to bring them to justice. She attacks with 1d6 tentacles (1d6 damage + grapple) and two mouths with razor sharp teeth (1d8 damage). In addition, she can use the following spell-like powers at will: taunt, compel, repel, cause fear, gust of wind, pass without trace. If killed, the Hooded Wanderer's body fades into a mist, then another Hooded Wanderer rises from the ground where she was killed on the first full moon, one hit dice more powerful, seeking vengeance for her murder.

Hooded Wanderer: HD 6; AC 1[18]; Atk 1d6 tentacles (1d6 each), 2 bite (1d8 each); Move 12; Save 11; CL/XP 8/800; Special: Blessing, Grapple, Spell-like powers

Fey Creature: Leprechaun

Leprechauns are 2' tall fey creatures, yellow to green of skin and typically dressed in brightly colored clothes, favoring red, blue and green. Leprechauns enjoy good food and fine drink in which they will overindulge if given the opportunity. The more drunk a Leprechaun is, the friendlier it becomes... but also the more unpredictable it becomes. Leprechauns are tricksters by nature, usually pulling harmless pranks, gauging their victim's responses. If taken with good nature, the Leprechaun is likely to continue to pull pranks, but will also in some way reward the victim who responds well (such as a magical bucket of water dumping over the victim's head might heal 1 point of damage or one attribute point that had

Bestiary of the Rosewood Highlands

been lost). Those who do not respond well are mildly punished (that bucket of water might contain mildly poisonous frogs that cause nausea for 1d2 hours per frog...) A leprechaun can pick pockets with 70% chance of success and can perform other acts of sleight-of-hand with 60% chance of success. Leprechauns have the following innate abilities (usable at will): Turn invisible, Phantasmal Force, Polymorph Objects, Ventriloquism.

Leprechaun: HD 1d6; AC 5 [14]; Atk Dagger (1d3); Move 15; Save 18 (16 vs. magic); CL/XP 3/60; Special: Spells, magic resistance 60%

Fey Creature: Night Claw

This Faerie Cat prowls the Highlands. It is very large, the size of a mountain lion, and midnight black, with orange eyes, and its cry is like the howl of a wolf, but deeper and more plaintive. Its disposition varies depending on the time of day. In the morning (sunrise to noon), the Claw is friendly and playful, in the afternoon (noon to sunset) the Claw is haughty and standoffish. In the night (sunset to sunrise), the Claw is a malevolent predator, attacking mortal beings, human or animal, without pause.

The Night Claw can blink 4 times per day and hide in shadows and move silently with 90% success. A night claw attacks with front claws (1d4 each) and rakes with rear claws (1d6 each). If all four claws hit, the Night Claw has wrestled its prey to the ground and continues to do its claw attacks, hitting automatically, and also attacks with its wicked fangs (1d8). Once the Night Claw kills its prey, it keens over the corpse, wailing loudly, for two hours, then fades away, returning to its faerie home. If attacked during the keening, the Night Claw runs off but stalks its attacker, seeking an opportune time to attack. Once the Night Claw has killed and mourned (and, if necessary, avenged itself if attacked), the Night Claw will sleep for 1d12 days.

The gaze of the Night Claw is said to have magical powers over people, though the stories about what those powers are differs (see chart below).

Night Claw: HD 4; AC 4[15]; Atk front claws (1d4), rear claws (1d6), bite (1d8); Move 12; Save 13; CL/XP 6/400; Special: Wrestling attack, blinking.

Fey Creature: Night Fairy

Night Fairies are wicked fae creatures banished from the culture of the Shemarras. They are twisted and evil, pale-skinned creatures who delight in tormenting mortal creatures. They have dragonfly-like wings and long, thin arms. Mortals find them beautiful and fascinating (their gaze has the effect of a charm person spell). Night Fairies fight with tiny swords (1d2 damage) or bows (1 damage) dipped in poison (d4 for type 1. Sleep poison, 2. Hallucination poison, 3. Fear poison, 4. Paralyze poison; save vs. spells or be affected for 2d4 hours). Night Fairies are innately magical beings. They can become invisible at will and every Night Fairy can cast a single (random) magic user spell, at a random (1d20) casting level. The more powerful the spell, the more respected the Night Fairy is among its own kind.

Night Fairy: HD 1; AC 6[13]; Atk 1 weapon (1d2 or 1); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities, poison use.

Fey Creature: Nymph

Nymphs are the embodiment of beauty. A glance at a nymph can blind or even kill a weak-willed man if she chooses to unmask her radiance.

Nymphs are solitary by nature, choosing to flee from or hide from intruders. To avoid capture, a nymph can dimension door 3/day and can pass without trace 3/day. In addition, a nymph has the ability to cast druid spells – five 1st level, four 2nd level, three 3rd level and one 4th level per day.

A nymph can unmask her radiance three times per day – revealing her true Fey beauty and effectively charming (per the spell) a mortal. Victims get a save vs. spells, adding any Charisma bonus to the roll (or subtracting a Charisma penalty). Those who experience a critical failure (a natural 1) are blinded by the nymph and must make a second save. If the second save is failed, the mortal victim dies. Those who make their save are immune to the nymph's radiance for 1 turn.

When a nymph is encountered, there is a 25% chance that they will be accompanied by 1 or 2 charmed mortals, 85% of those companions will be men. Most nymphs prefer to charm victims with high Charisma, but will use their Radiance offensively against any mortal who threatens them.

Nymph: HD 3; AC 9 [10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Radiance charm, sight can cause blindness or death.

Fey Creature: Old Whitebeard

Old Whitebeard is a small man with the longest, most tangled white beard ever seen limps into view. The small man wears a pointed green hat and carries a long staff. If attacked, Old Whitebeard fights as a 10th level fighter and gains a +2 bonus to hit and damage with his staff.

This is Old Whitebeard, a faerie creature who occasionally roams the Highlands. He challenges the most powerful looking warrior to a single combat with staves. The stakes are simple: the loser must serve the winner for one day. The rules are simple, the loser is the one who is knocked down three times.

The problem is also simple, Old Whitebeard cheats. He uses magic to imbalance his opponents when he fights them. For purposes of the contest, Old Whitebeard fights as a 10th level fighter, but every round his opponent must make a Dexterity check (Dex or lower on 4d6) to remain balanced. Imbalanced opponents attack at a 3 point penalty and suffer a 2 point penalty to Armor Class.

If Old Whitebeard loses the contest, he will be true to his word and will serve the victor for exactly 24 hours, disappearing at

Bestiary of the Rosewood Highlands

that exact moment with an echoing laugh and "Thou art worthy."

If Old Whitebeard wins the contest, he will first demand his bested opponent comb his beard. After several rounds of enjoying the humiliation of his opponent, he will clap his hands together and laugh with glee. Jumping up he will say, "I know! I want you to get the Eye of the Moon from the King Under the Water! Bring me the Eye of the Moon!" Old Whitebeard can give the bested opponent directions to the King Under the Water and can describe the Eye of the Moon, he can even teleport the opponent to the gate of the King Under the Water (and the opponent's friends, if asked before he teleports the bested opponent), but he will not otherwise aid the task.

If the PC is already in possession of the Eye of the Moon or if the bested opponent is able to gain the Eye from the King Under the Water, Old Whitebeard will look despondent for a moment, but then try to snatch it away and disappear. Once Old Whitebeard has the Eye of the Moon, he will release his opponent from any further service. If the Eye is not surrendered, Old Whitebeard will throw a fit and disappear, but the opponent will suffer the same effects as if he or she refused to serve Old Whitebeard.

Old Whitebeard has no actual power to compel a creature to serve him. However, if he bests a warrior in the contest and the loser refuses to serve Old Whitebeard, the little man will sneer at the bested opponent for a moment and then disappear, placing a curse on the unwilling servant - save vs. spells or be cursed with bad luck until remove curse is cast. (In game terms, bad luck means that anytime the player has to roll dice, he or she rolls two dice, or two sets of dice, and takes the least advantageous of those rolls).

An opponent who willingly serves Old Whitebeard until released will receive a wink and a thanks from the little man and a blessing of good luck. (In game terms, good luck means that anytime the player has to roll dice, he or she rolls two dice or two sets of dice, and takes the most advantageous of those rolls).

Old Whitebeard: HD 4; hp 24; AC 3[16]; Atk staff (1d6+2); Move 9; Save 13; CL/XP 5/240; Special: Wrestle, curse.

Fey Creature: Pixie

Pixies are 2' tall Fey Creatures with pale tan skin, silver hair, long pointed ears and huge, black eyes and silver insect-like wings. They wear bright colored clothing, favoring bold primary colors. Pixies prefer to remain invisible, especially in the presence of mortals.

In combat, Pixies most frequently use tiny swords (1d4), bows (1d2) and spears (1d3). Pixies gain a +4 to hit with bows or thrown spears. They coat their weapons with three different types of poison: Sleep poison (save vs. spells or sleep for 2d4 turns), Forget poison (save vs. spells or lose all memory, restored by Heal spell or greater magic, such as a wish),

Burning salve (weapon does 1d2+1 additional points of damage for 1d4 rounds, water negates).

All Pixies can turn invisible at will (opponents suffer a -4 penalty to try to hit an invisible Pixie). Once per day a Pixie can: Polymorph self (at 9th level caster ability), ESP (at 10th level caster ability), create illusions (audio and visual) and cause Confusion (with touch).

Dispel magic of at least 8th level can cause an invisible Pixie to become visible for 1d4 rounds per level of caster.

Pixie: HD 1d6 hit points; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 9 (Fly 18); Save 17; CL/XP 2/30; Special: Invisibility.

Fey Creature: Satyr

Satyrs are the legendary goat-men of the wilderness, with the legs of a goat, the torso of a man, and horns sprouting from the forehead. Most carry pipes that can be used to cause charm person, sleep, or fear (in each case, a saving throw applies to all hearing the pipes). In woodlands or forest, satyrs are almost invisible unless they wish to be seen (90% chance to avoid notice). Satyrs are well known for their lecherousness, and (to put it delicately) they take great interest in human females. This race is favored of the god Pan (and perhaps also by the powerful Dionysus), which may be the reason why they are resistant to magic (50%).

Satyr: HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

Fey Creature: Scorned Brethren

The Scorned Brethren are very small faerie creatures who, like all their brethren, fell from heaven's grace. The Scorned Brethren have repented and recanted so many times that even their dark faerie cousins have shunned them. Scorned Brethren are neither good nor evil, but, much like the mortals they hate but constantly emulate, they are capable of amazing acts of grace and charity and the most despicable acts of depravity.

About a foot tall, the Scorned Brethren generally dwell in deep, dark places. They look like baggy little humans with tiny vestigial horns. One in twenty will have moth-like wings, though only 1 in 10 of those Brethren with wings can actually fly.

They are masters of ambush and subterfuge. Scorned Brethren have a form of darkvision that extends 50', but they also have extremely developed senses of hearing and smelling such that they can detect hidden and even invisible creatures 60% of the time. Scorned Brethren fight with tiny spears (1d4 damage) and atlatls which hurl heavy darts (1d3 damage) up to 100 yards with deadly accuracy (gaining +2 to hit underground or indoors, negating any penalties for wind outdoors). Scorned Brethren can move silently with 80% success and hide in shadows with 90% success.

Bestiary of the Rosewood Highlands

Scorned Brethren often live with rats and other rodents which they keep as pets and guard animals. All Scorned Brethren can travel freely between the mortal realm and the faerie realm (Shemarras) through magical rings of stones known as Shemarras Rings.

Scorned Brethren: HD 1-3 hp; AC 7[12]; Atk spear (1d4) or atlatl (1d3); Move 15; Save 18; CL/XP 1/10; Special: Hiding, detecting.

Fey Creature: Song Spirits

Song Spirits are Faeries who seek to charm living beings into a state of eternal pleasure. They usually manifest as children dancing and singing.

Each round the children sing their song, every mortal being who hears it must save vs. spells or succumb to their special charm person ability. A charmed person finds themselves transported to a realm of great pleasure, whatever the mortal being's greatest pleasure is. The reality is that the charmed mortals simply fall to the ground, catatonic for 4d6 hours. Killing a single Song Spirit makes the rest disappear (if possible) and breaks the charm of the song. Dispel magic (9th caster level) will break the charm and there are other ways to break the song's charm (see below).

Song Spirits simply desire to spread joy and pleasure (even if it is illusory) and have no conception of the danger they put mortals in: falling under charm in the middle of a stream, for example, or the exposure to weather and predators their charmed victims experience.

The Song Spirits will flee if threatened and always move on whenever all their victims fall under charm (or seem to, they can be tricked easily). Song Spirits are not violent or aggressive in any way and will not defend themselves if attacked. If killed, they rise again as Spectral Haunts in 1d8 days. Killing a Song Spirit curses the killer with a random curse only lifted by remove curse spell.

Song Spirits: HD 2; AC 5[14]; Atk none; Move 12; Save 16; CL/XP 3/60; Special: Charm song

Song Spirits				
Roll 1d8	How to Break the Song Spirits' Charm	Magic Resistance	Song Spirit Killer is Cursed by...	What Happens When the Song Spirit is Killed?
1.	Douse charm victim with cold water (at least one gallon).	5%	Strength reduced by 1d4 points until curse is removed.	The body explodes, 2d6 damage to all within 20' radius.
2.	Inflict at least one hit point of damage to charm victim.	10%	Constitution reduced by 1d4 points until curse is removed.	The body melts, leaving a golden skeleton. Touching the gold bones turns whoever or whatever touches it to gold. The gold of the bones and whatever touches it dissolves at the next full moon.
3.	Violently shake the charm victim for at least two full rounds.	15%	Every 1d4 hits with primary hand is an automatic fumble (drop weapon) until curse is removed.	The body fades while a loud, wailing cry goes out, attracting 1. Wolves (1d8), 2. Coyotes (1d4), 3. Birdmen (1d6), 4. Griffin (1)
4.	Cast any magic spell on the charm victim.	35%	Magic cast upon the cursed one is either doubled in effect (if negative) or halved in effect (if positive) until curse is removed.	Song spirit's death summons an additional 2d20 Song Spirits whose charm song is harder to resist (4 point penalty on saves). Those who fail the save remain charmed for 4d12 hours.
5.	Use any healing magic on the charm victim.	50%	Cannot be magically healed until curse is removed.	Seven ravens swoop down to retrieve the body. If driven off, seven more attempt it, and so on...
6.	Tickle the charm victim under the chin with 1. A feather, 2. A leaf, 3. A rabbit's foot, 4. The hair of a rabid dog.	65%	Blurry Vision: everything within 10' is blurry (all attacks are at -2, thieves receive -10% to find/remove traps and the like), until charm is removed.	The body turns into shimmering crystal, then fades to translucency after 4 rounds. If touched before becoming translucent, the one touching the body transforms into a crystal statue (stone to flesh to recover).
7.	Splash at least 4 oz (half cup) of holy water on charm victim's face.	80%	Skin color becomes deep blue. 6 point penalty on Charisma until curse is removed (however, blue skin grants a 6 point BONUS to Charisma reactions among Goblin-kin).	The body turns to stone and crumbles to dust leaving behind a small heart shaped ruby where the Spirit's heart would be. Anyone touching the gem receives a Song Spirit curse.
8.	Touch the charm victim with a silver item.	96%	All saving throws or attribute checks are made at a 2 point penalty until curse is removed.	The body bursts into a rainbow of pure light. All in 100' save vs. spells or be blinded for 6d4 hours.

Bestiary of the Rosewood Highlands

Fey Creature: Sprites

Sprites are tiny woodland faerie creatures who love all that is beautiful and good in the world. Sprites have long narrow faces, huge eyes and long, pointed ears. They fly on colorful butterfly-like wings. In combat, Sprites use tiny swords (equal to a dagger) and tiny arrows shot from shortbows. These arrows do damage equal to a dart, but are magical in nature (thus Sprites are able to hit creatures only hit by magic) causing creatures struck by these arrows to fall into a coma-like sleep which lasts 1d8 hours. For all practical purposes, a Sprite only ever has a single arrow in its possession, but the arrows magically replenish so a Sprite has an effectively unlimited supply of sleep arrows.

Sprites can move silently in the outdoors (99% chance, though only 50% silent underground or in inhabited regions, like villages, cities, etc). Sprites can turn invisible (and remain so, even when attacking) and detect evil at will (60' range). Invisible Sprites gain a 5 point bonus on Armor Class.

Sprite: HD 1; AC 6[13]; Atk 1 (dagger 1d4 or arrow 1d3); Move 9/18; Save 15; Special: Magic abilities, magic arrows.

Fey Creature: Wandering Jack

Technically a Faerie Lord, Wandering Jack is a descendant of the Gnome King. Although Jack does not embrace the evil of his heritage, he is thoroughly chaotic and unpredictable. He will always help a person in need, regardless of the inconvenience to himself or those accompanying him. His mercurial nature means that he seldom stays in one place, or with the same companions, for very long. Jack knows a great deal about the Rosewood Highlands in general and the Northern Tier of the Highlands in particular. He also knows every song written in the region, or about the region, from the past 400 years.

Jack is a formidable opponent in combat. He fights with a magical staff (as a wand of lightning) and carries two magic swords (Fool's Hand, a cursed longsword +1/+3 vs. Faerie creatures, detect invisible and darkvision 2/day each, renders wielder susceptible to magical attacks [-4 penalty on saves] and Grossbeak, a shortsword +2/-2 vs. Faerie Creatures grants the wielder invisibility to mortals and demons 3x day, ESP on command) and a magic dagger (The Nick, a dagger +1 with dancing fairies etched in the blade). His leather clothing is likewise enchanted (granting him a +2 bonus to armor class). Wandering Jack always carries a knapsack filled with random items and has several random at will spell-like abilities (these are different every time, choose 1d6 random spells) in addition to at-will Suggestion and Mass Suggestion abilities. Because the blade is cursed, Jack always uses Fool's Hand in combat, usually in combination with The Nick. If the curse is removed, Jack will attempt to destroy Fool's Hand.

Once per day Wandering Jack can bestow one of his spell-like abilities on a companion. Jack loses that ability forever (he can never regain a use of it) and for the next 1d10 days he is limited to a single random spell-like ability. Those who receive this ability from Jack can use it a single time at the 18th casting level.

Wandering Jack: HD 7; AC 3[16]; Atk Sword and Dagger; Move 12; Save 9; CL/XP 8/800; Special: Magic weapons and armor, Spell-like abilities.

Fey Creature: Water Sprites

Perhaps mis-named, as these amphibious fey creatures bear little in common with their fairy kin, Water Sprites are larger than sprites, they are aggressive, carnivorous (cannibalistic, even) and greedy. They dwell in deep pools and are very agile swimmers, able to remain submerged indefinitely, but they can journey out of the water for extended periods of time as well.

A Water Sprite can cast Sleep, Hold Person, and Charm Person three times per day. They fight with claws and teeth, ripping at their victim's vital organs if at all possible.

A Water Sprite can turn invisible at will and is 50% resistant to magic.

Water Sprite: HD 1d3; AC 4 [15]; Atk Weapon (1d3); Save 18; Move 15 (swim 24); CL/XP 2/30; Special: Spells, magic resistance

Fish People

Fish men have scaly bodies and bulging, lidless eyes. Their hands and feet are webbed and clawed, and they have a scaly ridge that runs from their foreheads to the middle of their backs. They vary in color from a mud-brown to an olive green.

For every 20 Fish Men encountered, there will likely be a Champion with HD 4+2 doing +1 to hit and damage. For every 50 Fish People encountered, there will likely be a Queen who is HD 6+6 and does +3 to hit and damage.

Fish People: HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.

Fishermen of Boeh Hect

These thirteen men were once human, once simple, content fishermen, devoted to their hero-god, Boeh Hect. Over the generations, Boeh Hect granted their every wish, every hunger, every need without a single thought on the part of the people of the village, provided they spent their time and their attention on Boeh Hect. There remain only thirteen true believers in the hero-god, slavishly praying to, singing praises to, making offerings to their god. Defectors and non-believers become offerings to Boeh Hect, sacrificed on the promontory point near the village and consumed by the devout, their remains unceremoniously dumped in a cesspit behind the village. Once per year, each fisherman will make a pilgrimage to Boeh Hect's birthplace (the birdman monastery, now the Water Gate of the King Under the Mountain) to make an offering of his own blood into the great pool there (a different fisherman makes the pilgrimage every four weeks). In combat, a Fisherman of Boeh Hect uses nets (successful hit entangles victim for 1d6 rounds, Strength check each round

Bestiary of the Rosewood Highlands

to rip free) and fishing poles (as whips). They also carry small knives (as daggers), with which they are quite proficient. The Fishermen need no sleep, food or even air to breathe and they are immune to poisons of all kinds. In addition, if 3 or more Fishermen chant for two full rounds, they can call lightning (as lightning bolt spell, cast by 10th level caster).

Fisherman of Boeh Hect: HD 5; AC 9[10]; Atk pole/whip (1d4) or knife (1d4); Save 12; CL/XP 8/800; Special: Poison immunity, call lightning

Flayed Corpse

This undead creature is much like a skinless zombie, muscle and sinew exposed, gore dripping. Each hit from a Flayed Corpse causes blood and tissue (of which there seems to be an endless supply) to splatter and spray. Those hit by a Flayed Corpse lose 1 point Constitution per successful hit, take 2d4 hp damage, and must save vs. poison or be inflicted with Corpse Rot, permanently losing 1 hp each subsequent day an injury is sustained. Cure disease halts the hp loss. Any mortal killed by a Flayed Corpse or by Corpse Rot rises as a Flayed Corpse on the first full moon after death.

Flayed Corpse: HD 2; AC 7 [12]; Atk 1 (2d4+disease); Move 12; Save 16; CL/XP 4/120; Special: drain Constitution, disease.

Forsaken One

The cursed offspring of a nymph and a demon, the Forsaken One is a solitary, lonely creature, forsaken by both its parents, generally scorned by mortals and Fey alike. They generally appear as small (4' tall) satyrs, with dark black wiry hair covering most of their bodies. Small demonic horns protrude from the Forsaken One's forehead directly above its black, angry eyes. A Forsaken One hates all living, but hates Fey and creatures of the Outer Darkness with particular passion.

In battle, the Forsaken One attacks with 2 fists (1d4), gaining two attacks with each per round. Three times per day, a Forsaken One can Heat Metal by touch. The affected metal object takes 3 rounds to heat to searing stage and will reach that stage whether or not the Forsaken One remains in contact. Once metal reaches searing, it immediately (1 round) cools off.

Forsaken One: HD 3; AC 3 [16]; Atk 2 strikes (1d4) twice per round; Move 12; Save 14; CL/XP 4/120; Special: Heat Metal

Fosse Grim (Water Spirit – Oracle)

These beings live in moving water, preferably waterfalls. They appear as normal men in chainmail armor and will generally act as such. If attacked or otherwise forced from their lairs, they attack viciously with weapons, manipulating water, or through songs of discord (see below). They must maintain contact with moving water, or they begin to weaken. For each turn out of water, the Fosse Grim loses 1 hp and if it dies away from water, it cannot regenerate.

In battle, Fosse Grim will generally use weapons (they attack and damage at +1, as 10th level fighters) though twice per day they can command water (cause 100 cubic feet of water to do whatever the fosse grim commands – such as wall of water, crashing wave, etc – duration three rounds). The fosse grim cannot miss any creature standing in water (if the fosse grim is also standing in water) and in splashing water, the fosse grim regenerates 4 hp/round.

Fosse Grim sing songs – battle songs (which can raise the morale of allies by 2), healing songs (cure 1 hp per round, for 2-12 rounds) and prophetic songs (the effect of an augury spell once per turn, divination spell three times per day, and commune one per day). Fosse Grim can attack with Songs of Discord (cause 1d6, 1d8 or 1d10 points of damage, depending on the song).

Fosse Grim: HD 7; AC 0[19]; Atk 2 (by weapon type +1); Move 9 (36 swim); Save 9; CL/XP 8/800; Special: Battle, Prophetic and Discord Songs.

Foul Lady

Of the many progeny of a foul demon devoted to fungus and slime (such as the Oozing Black Death or the Grey Ooze), the Foul Ladies are perhaps the most destructive. A Foul Lady is a large fungus creature, firmly rooted to some cavern, chamber or other filth filled place, but whose tendrils seek cracks and crevices and travel up to 1000', infesting the whole area around the Foul Lady. The fungus is about 9' tall and 6' in diameter, grey and slimy with tendrils that reach into the floor and ceiling. In any given round, 1d8 tendrils can attack each creature in the 1000' radius vicinity of the Foul Lady, from the floor, walls and ceiling (attacking as a 1 HD monster, each tendril has 2 hp and does 1d4 hp damage – on a full 4 point damage hit, the tendril has wrapped around the victim immobilizing a random part of the body). The Foul Lady also has some spell-like abilities garnered from its demonic parent: (at will) continual darkness, control plants, locate plant, pollute food and drink, programmed illusion. 3/day the Foul Lady can summon either an Oozing Black Death or a Grey Ooze (50/50).

Foul Lady: HD 7; AC 7[12]; Atk tendrils (1d4); Move 0; Save 11; CL/XP 8/800; Special: Spell-like effects.

Frog, Giant

Eight to twelve feet long, these creatures are thankfully rare. A Giant Frog can swallow whole prey up to human sized: any attack that does maximum damage causes the victim to save vs. Dragon Breath or be swallowed whole, unable to take any action and dying within 1d6 rounds (plus Constitution bonus) unless freed.

Frog, Giant: HD 2; AC 7[12]; Atk 1 tongue (2d4); Move 3 (9 swimming); Save 16; CL/XP 2/30; Special: Swallow Prey Whole

Bestiary of the Rosewood Highlands

Frog People

Colonies of these reclusive amphibious bipeds are well hidden and rare. Typically about 5 feet tall with clawed hands and broad webbed feet.

Frog people generally use spears (1d6) and long daggers (1d4) as weapons and often wield crude but effective shields. They are also proficient with nets and are ingenious trap builders.

A frog person can hop up to 40 feet with accuracy (60 feet with a 50% chance of “missing the target” and landing poorly) and frequently uses this tactic to its advantage in combat, gaining a +1 to hit and +2 to damage with a weapon, or to escape reach of an enemy.

Frog people, by coloration and the fact that they can remain motionless for very long periods of time, can hide with 80% effectiveness outdoors and 40% effectiveness underground. They automatically gain surprise if hopping from a motionless state.

The strongest and largest of the Frog People become their leaders, having 3 or 4 Hit Dice and gaining a +1 bonus to hit and damage. A Frog Person Leader can cast Command 3 times per day and Mass Suggestion once per week (spells which only affects Frogs and Frog People).

Any group of 6 or more Frog People encountered is 50% likely to be accompanied by Giant Frogs (1d4).

Frog People: HD 2; AC 6[13]; Atk Spear (1d6) or Dagger (1d4) or claws (1d2/1d2); Move 3 (4 hop, 18 swim); Save 16; CL/XP 3/60; Special: Camouflage, Hop

Fungus Man

These creatures look like tall, vaguely humanoid shaped, mushrooms and fungi. Some have wide spotted caps above their heads, some are white and stringy. All share certain characteristics: their fibroid bodies are very tough, they are immune to all mind affecting spells and they are 75% immune to lightning and electric based attacks. Fungus Men communicate via spores cast into the air. Wind, water or other impediments prevent Fungus Men from communicating with one another. Mortals who come into contact with Fungus Man spores must save vs. spells or be confused for 1d4 rounds.

Fungus Man: HD 5; AC 4 [15]; Atk 2 slams (2d4/2d4); Move 6; Save 12; CL/XP 5/240; Special: Resists electricity, spores, immune to charm

Gabbler

These small (perhaps 3' tall) humanoids have wide ears, grey skin and white hair. Their yellow eyes glow in the light. They live in together in a colony that seems like nothing more than a chaotic mass of writing bodies. As such, when a Gabbler colony is encountered (which number from 40-400), they are only 20% likely to notice an intrusion unless attacked or provoked. Gabbler attack as a mob, however, seeking to overwhelm their prey by sheer numbers, causing hirelings and subordinates and the like to flee in terror if a save is failed.

For every 10 Gabbler who swarm a target, they gain +1 to hit. Gabbler always fight to the death. It is clear that Gabbler communicate with one another through the clicking, warbling sounds they make, though no non-Gabblers has ever successfully translated this “language.” Though they are resistant to fire (half damage, quarter damage on save), Gabbler are terrified of fire and are 25% likely to flee in its presence, 75% if any Gabbler are injured or killed by fire.

Gabblers: HD 1; AC 9[10]; Atk 2claws (1d4/1d4); Move 9; Save 8; Special: Fire resistance

Gar-Ganjer

These corporeal undead are haunted by the violent spirits of someone who died unfulfilled: murder, a suicide, a guardian who failed in their task, etc. The desiccated flesh of the Gar-Ganjer is black with a bluish tint and smells powerfully of rot and decay. The touch of the Gar-Ganjer carries a powerful magical disease and the breath of a Gar-Ganjer is likewise noxious.

They attack by grabbing prey with gnarled, clawed fingers, pulling close and breathing their withering breath on their prey. A successful hit is a “Dead Man’s Pinch” doing 1d6 hp of damage as the affected flesh turns black and sinks in (even if grabbed while wearing armor) and a save must be made. If the save is failed, the victim loses 1d6 points of Strength, Constitution or Dexterity (roll d8: 1-2 Str, 3-4 Con, 5-6 Dex, 7-8 spread loss across all three rounding up). If the Gar-Ganjer hits with a natural 20, it does the normal damage above (including potential loss of ability

scores) and additionally breathes its withering breath on its victim, paralyzing the victim for 1d6 rounds (save to negate) during which time the Gar-Ganjer gains automatic hit point and ability score draining each round unless drawn away from the victim. Ability score draining can be healed magically or naturally, but only once hit points are brought up to natural maximum total. Hit points lost to a Gar-Ganjer do not heal naturally but must be healed magically (cure wounds, potion of healing, etc.).

Any victim drained fully of hit points or one or more ability scores, rises the next midnight as an autonomous Gar-Ganjer.

Gar-Ganjer vary in physical power, though all do the same base damage when they hit. Greater and Lord/Lady Gar-Ganjer are stronger than their common kin, gaining +1 and +2 to hit and damage respectively, and move faster (12).

Gar-Ganjer (common): HD 2; AC 6[13]; Atk touch (1d6); Move 9; Save 18; CL/XP 4/120; Special Immunities, Magic rot touch, ability score drain.

Gar-Ganjer (greater): HD 5; AC 4[15]; Atk touch 1d6+1; Move 12; Save 15; CL/XP 8/800; Special Immunities, Magic rot touch, ability score drain.

Gar-Ganjer Lord/Lady: HD 8; AC 1[18]; Atk touch 1d6+2; Move 12; Save 15; CL/XP 11/1700; Special Immunities, Magic rot touch, ability score drain

Bestiary of the Rosewood Highlands

Ghast

Ghasts are ghouls who retain much of the intelligence they had in life, making them more dangerous, as they do not attack blindly, but often will use special tactics against their victims. A Ghast's Grave Stench is powerful. Anyone within a 10' radius must make a save vs. poison or suffer a -2 penalty on all rolls for 1d4 rounds after leaving the Grave Stench radius. A Ghast's touch causes paralysis on a failed save vs. paralysis. Unlike most undead, Ghasts can be affected by mind affecting spells. A successful hit by a Ghast drains 1 point of Constitution. The CON drain lasts for 40 minutes.

Ghast: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

Ghost

These non-corporeal apparitions are said to be the evil spirits of people who were murdered. Ghosts cause fear (save vs. spells or flee in a random direction for 1d6 rounds) and their touch is deathly cold (causing 1d8 hp damage) and drains the life of the target (1d3 Constitution points, aging the victim 10 years per constitution point drained). The Constitution drain from a ghost is permanent unless magically healed. A Ghost can only be hit by magic weapons +2 or better or by silver. Ghosts are immune to any spells that affect the physical form (most attack spells, for example) but are particularly vulnerable to psychic based magic attacks (charm or hold person, ESP, clairvoyance, etc.) against which they have only a 15% chance of resisting. A ghost that is killed rises again in 1d10 days unless its physical remains are located and consecrated (bless spell, holy water, etc.). A ghost that has risen again gains +1 in its attacks against those who have slain it.

Ghost: HD 6; AC 0[19]; Atk Deathly cold touch (1d8 + Con drain and aging); Move (fly 12); Save 11; CL/XP 7/600; Special: Con drain, aging, cause fear.

Ghoul

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 rounds. A successful hit by a Ghoul drains 1 point of Strength. The STR drain lasts for 20 minutes.

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghoul Master

Ghoul Masters are more powerful, and less feral, types of Ghouls. As their name implies, Ghoul Masters can control 2d8 Ghouls. Ghoul Masters can curb their appetites for decaying flesh and can mingle with the living unnoticed (except for odd ticks). Ghoul Masters construct cocoons out of scraps of material and a necrotic bile they expectorate in which they weave their treasure. Prolonged contact with the

bile (by, say, dismantling a cocoon) gives a 1% cumulative chance per round to contract a flesh-eating disease (the disease causes one permanent hit point loss per day until cured). It typically takes 2d4+6 rounds to dismantle a cocoon. In addition to being immune charms and sleep spells, Ghoul Masters are immune to cold and they gain a 3 point bonus to saves vs. illusion magic. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch which is more powerful than their lesser cousins: any hit from a ghoul lord requires a saving throw (at a 2 point penalty) or the victim becomes paralyzed for 3d6 turns. Ghoul Masters regenerate 1 point per turn if wrapped in their cocoons. Like their lesser brethren, Ghoul Masters are immune to mind affecting spells. A successful hit from a Ghoul Master drains 1 point of Strength. The STR drain lasts for 50 minutes.

Ghoul Master: HD 5; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 6/400; Special: Immunities, paralyzing touch.

Ghul, White

See White Ghul – The Bone Queen.

Giant, Firbolg

Firbolg giants may or may not be true giant-kind. They are said to be descendants of the first peoples in the land. Unlike most giant-kind, Firbolgs are intelligent, cunning and nearly all of them have innate magical powers. Generally, Firbolgs have few relations with outsiders.

Averaging over 10' tall, Firbolgs favor huge 2-handed swords and massive battleaxes in combat, inflicting double damage. If forced to use human-sized weapons, Firbolgs will wield pole-arms or 2-handed swords single-handed.

If a Firbolg has at least a free hand, the giant is able to bat away missiles like darts, arrows, javelins, spears twice per round per free hand 75% of the time.

When not engaged in combat, a Firbolg can use the following powers once per day (at caster level equal to hit dice) once per round: detect magic, shrink (reverse of growth), changeself, heat metal, levitate. Once per day a Firbolg can find the path and identify.

Firbolg Giant: HD 12+1d6 hp; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; CL/XP 13/2300; Special: Spell like powers

Giant, Hill

Hill Giants are the smallest and least powerful of the Offspring of the True Giants who roam the Highlands. Hill Giants stand 9-12 feet tall and often dress in uncured pelts and hides. They are contemptible and brutish, but not stupid (though their larger cousins consider them such). A Hill Giant can throw very large rocks for 2d8 points of damage to a distance of 50'.

Hill Giant: HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.

Bestiary of the Rosewood Highlands

Giant, True

These enormous creatures are the stuff of legends and myths standing 35'-60' in height (gaining 5' in height per HD they gain, see below). All True Giants can Cause Earthquake (as the spell) 3/day (though they need 20 minutes to rest between each use) and can hurl huge (30' diameter) boulders (and houses, and carts, etc.) up to 200' with accuracy. True giants have been banished to their homeland and Angels guard the Bridge which runs from the Hellmouth through Faerie Realm to the land of the Giants.

True Giant (17HD): HD 17; AC 2[17]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 19/4100; Special: Cause Earthquakes, Hurl Boulders.
True Giant (18HD): HD 18; AC 1[18]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 20/4400; Special: Cause Earthquakes, Hurl Boulders.
True Giant (19HD): HD 19; AC 0[19]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 21/4700; Special: Cause Earthquakes, Hurl Boulders.
True Giant (20HD): HD 20; AC -1[20]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 23/5300; Special: Cause Earthquakes, Hurl Boulders.
True Giant (21HD): HD 21; AC -2[21]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 24/5600; Special: Cause Earthquakes, Hurl Boulders.
True Giant (22HD): HD 22; AC -3[22]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6); Move 21; Save 3; CL/XP 25/5900; Special: Cause Earthquakes, Hurl Boulders.

Gibbering Mass

Gibbering Masses appear as small (about 3' tall) piles of flesh. When at rest, the Gibbering Mass will make a faint purring or gurgling sound. These creatures move very slowly unless attacking.

A Gibbering Mass attacks by suddenly rearing up, stretching themselves as a huge sheet about 10' square, and enveloping its victim. The Mass attacks as a 12 HD monster when making such an attack, gaining initiative and surprise unless Masses have been encountered before. A successful hit means the victim is enveloped.

Enveloped PCs are drained of their abilities, 1 random ability point per round (d6 to choose which ability). The Gibbering Mass will not release an enveloped PC until all abilities are reduced to 0. Every point absorbed regenerates the Mass's hit points by 1d4. Damage done to a Gibbering Mass is also done to the enveloped victim.

Gibbering Mass: HD 5; AC 1[18]; Atk Envelope (damage special); Move 3 (24 when attacking); Save 12; CL/XP 6/400; Special: Envelop, regeneration.

Glitterwing

Cousins to Faerie Dragons, these small (3' tall) fairies have draconic features: back spines, horns, long tails; they appear with a variety of skin colors (per dragons, though they gain no draconic abilities except those listed below) but all have translucent glittering wings. Glitterwings are super intelligent

(Intelligence 18) but not very wise (Wisdom 5). They are hive dwellers, each with defined duties: drones, guards, royal attendants, nurses and, of course, a queen.

All Glitterwings eat gems when they find them and any slain glitterwing is likely to have 1d6 small gems in its stomach.

Drone: Breath weapon a small gout of flame (1'x15', 2d6 damage), can cast levitate, entangle, mending 3x/day each

Nurse: Breath weapon small cloud of sleep gas (15' diameter, per sleep spell), can cast friends, purify food and drink, darkness 3x/day

Guard: Breath weapon lightning bolt (20' long, 3d6 damage), can cast magic missile (as 4th level caster) 3x/day

Royal Attendant: Breath weapon a gob of sticky acid (2' diameter, 2d8 damage, diminishing dice), can cast shocking grasp, magic missile and color spray (All as 5th level caster)

Queen: Breath Weapon cloud of poison gas (25' diameter, save vs. spells or fall unconscious for 1d6 rounds, taking 1d6 damage per round, save allows move out of cloud...), poison bite (save vs. spells or become charmed), can cast hold person, magic missile, color spray, shocking grasp (All as 6th level caster)

Glitterwing (drone, nurse): HD 3; AC 3[16]; Atk 2 claws (1d4 each), bite (1d6), breath weapon; Move 12/24; Save 14; CL/XP 5/240; Special: Breath weapon, spell-like abilities

Glitterwing (Guard): HD 4; AC 3[16]; Atk 2 claws (1d4+1 each), bite (1d8), breath weapon; Move 12/24; Save 13; CL/XP 6/400; Special: Breath weapon, spell-like abilities

Glitterwing (Royal Attendant): HD 5; AC 3[16]; Atk 2 claws (1d4+2 each), bite (1d8), breath weapon; Move 12/24; Save 12; CL/XP 7/600; Special: Breath weapon, spell-like abilities

Glitterwing (Queen): HD 6; AC 1[18]; Atk 2 claws (1d6+1 each), bite (1d10+poison), breath weapon; Move 12/24; Save 11; CL/XP 8/800; Special: Breath weapon, poison, spell-like abilities

Glory Guardian

These undead warriors guard the High Lady who is trapped in the Chantry of the Deepflame. They are 6th level warriors with exceptional strength (doing +3 to hit and damage) and they have 80% magic resistance. Otherwise, they look and fight as normal mortal warriors (turn as HD 6 Undead).

Glory Guardian: HD: 6; AC 2[17]; Atk Sword (1d8+3); Move 12; Save 11; CL/XP 6/400; Special: Magic Resistance

Bestiary of the Rosewood Highlands

Gnole

Gnoles appear as dog- or hyena-headed humanoids, standing 7' and more in height, with broad bodies and very muscular arms and legs. Gnoles fight with swords and spears, gaining a +1 on to hit and damage. A natural 20 rolled by a Gnole indicates their opponent has been disarmed.

Gnole: HD 2 + 2; AC 1 [18]; Atk sword or spear (1d8+1 or 1d6+1); Move 12; Save 16; CL/XP 2/30; Special: none

Gnole Raider: HD 4; AC 1[18]; Atk sword or spear or bow (1d8+2, 1d6+2, 1d6); Move 12; Save 13; CL/XP 5/240; Special: exceptional strength.

Gnole Chief: HD 6; AC 1 [18]; Atk sword (1d8+3); Move 12; Save 11; CL/XP 7/600; Special: exceptional strength and wisdom.

The Gnome King

The Gnome King is a unique immortal (fey) creature in the world of Daen Ral. He once lived among the Shemarras in the Green Realm, he was exiled to the realms of the mortals by the Elf King and now rules the Fungus Court. The Elf King (the Gnome King's brother) would welcome the exile back to the Green Realm, where the Gnome King ruled the Toadstool Hall, if only the Gnome King would stop eating his brother's emissaries...

The Gnome King is a spindly, warty mottled grey creature. While he stands only about four feet in height, he is physically strong (STR 21 +5 to hit and damage) and his magical power gives him tremendous influence. The Gnome King can mass suggestion, cause madness, darkness 30' radius, phantasmal forces, mirror image at will.

The Gnome King is wily and cowardly and will sacrifice his entire "kingdom" to save his own life, fleeing if things turn against him. If he must fight, he uses his Stone Ax (1d12+5 for strength).

Gnome King: HD 6+6; AC -1[20]; Atk Stone Ax (1d12+5) or 2 claws (1d2+5/1d2+5) bite (1-8); CL/XP 6/400; Special: spell-like effects.

Goblin-kin

Goblin-kin are the most ubiquitous of the wicked faerie creatures in all of the Highlands. They are usually viewed as little more than pests, though when they are united under a powerful leader, Goblin Hordes can be overwhelming.

(inspired by a post on Last Gasp)

Goblin-Kin: Goblins

Goblins on Daen-Ral are Fae creatures, the sterile offspring of demon lords and faerie creatures. They are squat, monstrous creatures, long-nosed and sharp toothed. Their bloated 3'-4' tall bodies have patches of coarse black hair. Their skin colors typically vary from green to grey to black,

though nearly any color or shade is possible, from deep purple through dark red.

Goblins are chaotic, warrior creatures. Goblins have a nearly unlimited capacity to regenerate from wounds, though their healing process is somewhat chaotic, regenerating 1d8-1 hp per day. Goblins who receive a single hit point in combat, that single hit point is permanently lost and the wound festers and it develops a cyst at the site of the wound which the Goblins call "Oshgash's Tears". The cyst grows for 2d12 days, looking more and more like a tiny, misshapen goblin which drops off and scampers off into the darkness, growing into a goblin whelp (Kobold, see below) within 1d4 more days. Once a Goblin receives a "cyst wound," it stops growing.

Most Goblins are "stuck" at 1 or 2 HD (or, if previously injured, technically 1-1 or 2-1).

Goblins are fierce warriors because they do not fear injury, though the goblins of Daen-Ral do not relish wounding, either, even though wounds mean adding to their numbers.

As creatures both fey and demonic, Goblins need not eat nor sleep, though many will choose to do both self-indulgently unless some outside force acts to restrain them (fear works wonders against the Goblins' baser desires). Goblins choose to live among their own kind, generally in their own broods (or clans) with their "broodmates." While Goblins will serve powerful masters, they tend to be difficult to control (being chaotic of nature) and generally lazy unless diligently supervised. They are clever, but not overly intelligent, able to work simple machines, make crude armor and weapons, some few can work magic.

Goblin: HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Goblin-Kin: Goblin Whelp (Kobold)

When one of Oshgash's Tears falls from a goblin, the tiny creature matures for 1d4 days into a Whelp. Goblin Whelps don't look like Goblins until they physically mature (usually 1d6+6 months), though their wicked, twisted demon intellect develops immediately upon "dropping" from their host/parent. The Whelps are small (about 2' tall) and weak (1/2 HD, -1 to hit). Kobolds are very aggressive, but if injured they do not regenerate their hit points (any injury sustained is permanent) and the Kobold stops growing.

Goblin Whelp (Kobold): HD 1/2 (1d4hp); AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

Goblin-Kin: Hobgoblins

Goblins continue to grow until they receive a cyst-generating wound, at which time they stop growing. If a goblin does not generate "Oshgash's Tears," it grows larger (5'-6' tall) and stronger, becoming a Hobgoblin. As the goblin-kin grows larger, the creature completely loses the ability to reproduce and heals at an extremely slow rate (regaining only 1 hp per

Bestiary of the Rosewood Highlands

week). Wounds ooze and fester and never really close. Hobgoblins are lazy and selfish, but fierce fighters, especially if backed into a corner. Hobgoblins are much larger than goblins, much stronger and faster, (3-4 HD, +1 to hit and damage) but are typically cowards.

Hobgoblin: HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.

Goblin-Kin: Bugbears

As Hobgoblins continue to grow, they lose their ability to regenerate completely (all damage is permanent), and most become mentally unstable. These are the Bugbears, powerful warriors, but very unpredictable and difficult to control. Bugbears are larger and stronger than Hobgoblins (being 5-6 HD, gaining +2 on damage rolls) and those who do not go insane are often leaders/chieftains of Goblin Hordes. Bugbears are clever and regardless of their sanity, incredibly quiet (surprise 50% chance). Even the most sane of Bugbears, however, are extremely chaotic and unpredictable.

Bugbear: HD 5 or 6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Goblin-Kin: Trolls

Some Bugbears, usually the most insane, spontaneously begin regenerating wounds unpredictably. Trolls are very large (7-9 HD, 7'-10' tall) and very strong (gaining +1 to hit, +3 to damage), but they are also unstable and cruel. Sometimes trolls will remain in goblin hordes, able to be controlled (or at least placated) by their broodmates. Most often, however, the brain damage a troll suffers in its rapid transformation from Bugbear to Troll makes it too volatile and they are forced from the lair. Any hit that does full weapon damage severs a body part (1. Left Hand, 2. Right Hand, 3. Left Arm, 4. Right Arm, 5. Head, 6. Left Leg, 7. Right Leg, 8. Cut In Half). Trolls regenerate 1d8 hp per round and only fire and acid damage is truly permanent. Severed parts crawl back toward the Troll body at a movement rate of 1 and will reattach themselves within one round once the severed part reunites with the body. Even a scrap of unburned troll will eventually re-form into a (misshapen and more brain damaged) savage beast.

Troll: HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.

Troll, Giant (12'-14' tall): HD 14; AC 2[17]; Atk 2 claws (1d8) at +2/+4, 1 bite (1d12); Move 9; Save 9; CL/XP 15/2300; Special: Regenerate 1d6hp/round

Goblin Kin: Fomorian Giants (Giant Trolls)

Bugbears that do not spontaneously begin to regenerate continue to grow into these mis-shapen, lumbering hulks. Fomorian Giants are very tall (10'-12' tall) and imposing (9-11 HD). They are very strong but slow (gaining a +6 on damage, but a -2 to hit). Fomorians are also not very

intelligent, following the orders of either a more powerful creature (such as a demon, a wizard or some other powerful creature) or the orders of their (less powerful) bugbear chieftain. Fomorian Giants are easily distracted, and may even lose interest mid-combat if not compelled by a more powerful force.

Fomorian Giant: HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.

Golems Golem, Clay

The "original" golem of folklore, clay golems may be created by clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk, leaving its master's control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects – with one exception. An earthquake spell may be used to utterly destroy a clay golem.

Clay Golem: HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

Golem, Stone/Crystal

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Stone Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Green Hag

These thoroughly evil creatures live in swamps and have grey-green skin. They are solitary creatures who move silently through their marshy environment (gaining +6 bonus on surprise rolls). They are so attuned to their swamps that they can only be surprised themselves on a roll of 1 on a d12. They have darkvision (90 foot range) and can cast the following spells at will (at 10th level): audible glamor, dancing lights, invisibility, change self, speak with monsters, water breathing. In combat, the Green Hag will attack with her talon-like claws (for 1-2, at +5 to hit and damage). Because of their connection to their swamps, Green Hags are powerful swimmers.

Green Hag: HD 10; AC -2[21]; Atk 2 claws (1-2+5/1- 2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage

Bestiary of the Rosewood Highlands

Grey Ooze

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw against acid (12 or better on d20) when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must also make a saving throw. Only cutting and piercing damages a grey ooze – it is impervious to blunt or crushing attacks.

Grey Ooze: HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Griffin

Griffins have the body of a lion and the wings, head and talons of an eagle. These unpredictable creatures have a passion for horseflesh and, even when tamed, are difficult to control around horses. Griffins usually nest in mountains but hunt far and wide and can be encountered in nearly any terrain. Griffins in the Highlands also covet gold and will dig long tunnels in mountains looking for it. Griffin nests always have some unrefined gold. Griffin eggs are prized as trophies (some have tried to make mounts of tame Griffins, with limited success) and their talons are often hollowed out to make huge goblets which legend says have magical properties (like the ability to sense gold).

Griffin: HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.

Grimstaal

These gremlin-like creatures come in three varieties:

- fat and lumpy yellow-skinned
- small blue-skinned
- larger, winged green-skinned

The Grimstaal are symbiotic creatures: If the blue or yellow Grimstaal are killed, their HD and abilities are magically merged into the remaining Green Grimstaal (who will, sometime later, divide into three unique creatures again).

If the Green Grimstaal is killed, the blue and yellow dissolve into colored smoke the following round (which will merge with the corpse of the Green, and sometimes later divide into three unique creatures again). The only way to completely destroy the Grimstaal is to banish all three to the Outer Darkness.

Green Grimstaal: the largest and strongest of the Grimstaal, Green Grimstaal can cast illusion magic three times per day (each): darkness, blur, hypnotism, fear. Green Grimstaal have darkvision.

Blue Grimstaal: the smallest of the Grimstaal, Blue Grimstaal have a powerful, poisonous bite (save vs. poison or fall unconscious for 1d20 rounds). They are immune to magic.

Yellow Grimstaal: innately magical beings, able to cast the following at will, once per round: mirror image, change self, magic mouth. In addition, 3x per day a Yellow Grimstaal can become invisible for 1d8 turns and once per day can polymorph self.

Blue Grimstaal: HD 4; AC 5[14]; Atk claws (1d6) bite (1d4); Move 6; Save 13; CL/XP 5/240; Special: poison bite, immune to magic

Green Grimstaal: HD 6; AC 3[16]; Atk claws (2d4) bite (2d6); Move 6; Save 11; CL/XP 7/600; Special: Illusion magic, darkvision

Yellow Grimstaal: HD 5; AC 4[15]; Atk claws (2d6) bite (1d8); Move 6; Save 12; CL/XP 6/400; Special: Magic use

Guardian Column

These architectural features are imbued by wizards to guard holy places. Since they are typically actual features of a structure which have been magically animated, whatever they support becomes less stable and may collapse.

Guardian Columns take only a single point (plus any magic bonuses) from edged weapons, but take full damage from blunt weapons.

Guardian Column: HD 7+7; AC -2[21]; Atk 2 fists (2d8); Move 9; Save 9; CL/XP 8/800; Special: Limited damage from edged weapons.

Hangman Tree

These large, elm-like trees have very gnarled and knotted trunks and thin branches. The thick foliage of a Hangman Tree camouflages the tree's namesake noose-like vines which slip down upon unsuspecting prey. The Hangman Tree draws its victims up into the branches where the leaves' digestive enzymes begin to immediately break down living tissue. When a Hangman Tree is finished with a victim (leaving bones and other indigestible remains like clothing, armor, money, etc.), the vine loosens and drops the remains beneath the tree. The ground around a Hangman Tree is littered with bones and bits of other detritus, including treasure. The Hangman Tree releases tiny fragrant seed-pods which act as a powerful hallucinogen, convincing victims (who fail a save vs. their poison) that the Hangman Tree bears delicious fruit, and that the bones and bits of other things under the tree are ripe, wonderful fallen fruit.

When a victim approaches the Hangman Tree, 1-6 noose-like vines snake down, trying to loop over the creature's head doing 1d8 damage per round of strangling damage. After 2 rounds, the vines will retract and draw the victim up into the deadly foliage which does an additional 1d8 points of damage per round and, once the victim is dead, the soft tissues are consumed within 1d4+8 rounds.

A Hangman Tree is especially susceptible to fire and electricity, both of which do double damage to the creature and cold magic paralyzes the creature for 1d4 rounds per level of the caster of the cold magic. A Hangman Tree is 50% resistant to magic, however.

Bestiary of the Rosewood Highlands

Hangman Tree: HD 8; AC 2 [17]; Atk 1-6 vines (1d8); Move 3; Save 8; CL/XP 10/1400; Special: Hallucinatory seeds, magic resistance (50%), strangle, digest prey.

Hairy Man

The Hairy Man is a 7 ½' tall vaguely man-like creature weighing 400 or more pounds. It is covered with wild, grey hair.

The Hairy Man appears stupid, being mute and docile. However, this appearance is a ruse as the Hairy Man is a clever, deep-thinking creature.

The Hairy Man is not particularly strong (attacking for only 1-6 hp per hit), however the Hairy Man has a special electrical attack that it can employ.

When seriously threatened, the Hairy Man can discharge up to 72 hp of electrical damage by touching its victim(s) (normal to hit roll unless circumstances dictate otherwise). The Hairy Man can determine how much electrical energy he releases (how much damage) in any given attack. In a typically situation where the Hairy Man is attempting to escape a situation, he will discharge something in the range of 10-20 hp of electrical damage against individual opponents, as he evaluates the individual's strengths.

The Hairy Man regenerates 3 hp of electrical power per hour (or one point per 20 min) once he has begun discharging this power.

Hairy Man: HD 6; AC 3[16]; Atk 1 (1d) or electric shock; Move 15; Save 14; CL/XP 6/400; Special: Electric Attack

Harpy

Harpies have the upper bodies and torsos of women and the lower bodies and wings of giant carrion birds. Their entire bodies are covered in greasy, dirty feathers. The song of a Harpy has the ability to charm creatures (as charm person spell, save applies). The Harpy can decide what creatures within range she targets with her song, though all must be the same species for a particular song. Harpies forced to fight will attack with dirty taloned feet and wicked, fangs.

Harpy: HD 3; AC 7 [12]; Atk 2 talons (1d3) and bite (1d4); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

Haunt

A Haunt is the angry spirit of a mortal who died without finishing an important task. A Haunt exists only to complete that unfinished task so it will attempt to possess a mortal body to achieve its end. A Haunt has no other true form of attack. Each attempt at possession allows the potential victim a save vs. spells. A failed save means the victim is possessed and will attempt to complete the task, after which the Haunt will leave the possessed body and dissipate. A successful save vs. possession means the Haunt does not possess the victim, but

the victim loses 1 point from a random attribute for 50 minutes. If a Haunt is killed, it will rise again in 1d4 days.

Haunt: HD 5; AC 2[17]; Atk possession; Move 12; Save 12; CL/XP 5/240; Special: Possession.

Hawk, Giant

Giant Hawks are relatively common in the Rosewood Highlands. These raptors have a wing spread of 18'-25' and can carry up to 1200 pounds in their talons or one man-sized creature on their backs.

Giant Hawk: HD 4; AC 7 [12]; Atk 2 talons (1d4), 1 bite (2d4); Move 3 (Fly 24); Save 13; CL/XP 5/240; Special: None.

Hell Hound, Devil Dog, Fire Hound

Hell Hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2hp damage per hit die (10 ft. range, saving throw for half damage).

Hell Hound (4/5/6/7 HD): HD 4, 5, 6,7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240, 6/400, 7/600, 8/800; Special: Breathe fire (8hp, 10hp, 12hp, 14hp).

Hippogriff

Griffin-kin, a Hippogriff has the head, foreclaws and wings of an eagle and the body of a horse, and is a griffin's mortal enemy (they will attack one another on site).

Hippogriff: HD 3+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: None.

Hollow Man

This enigmatic creature has the body of a giant man and the head of an enormous glowing globe. The Hollow Man, for a payment of two copper pieces, will engage in conversation for up to 24 hours. The Hollow Man is very intelligent (INT 18) but not omniscient, and his knowledge of the history of the "outside world" is only as current as his entrapment in the Chantry of the Deepflame. If respected, the Hollow Man is likely to bestow a blessing (+1 on the next twelve rolls), if disrespected, he will levy a curse (-1 on the next 12 rolls, save to negate). The Hollow Man is a capable warrior.

The Hollow Man: HD 11; AC 5[14]; Atk 2 fists (1d10); Move 12; Save 4; CL/XP 11/1700; Special: Blessing/Curse

Horse, Winged

Winged horses are extremely rare in the Rosewood Highlands, only a handful of solitary examples ever having been sighted. They are faerie-touched creatures, shy by nature but aggressive if provoked to fight. Beyond simply the ability to fly (and carry one or two man-sized beings while flying), all Flying Horses have additional unique abilities (e.g. one might be telepathic, another might have the ability to summon a shade, etc.)

Bestiary of the Rosewood Highlands

Winged Horse: HD 4; AC 6[13]; Atk 2 hooves (1d8); Move 24 (Fly 48); Save 13; CL/XP 4/120; Special: Flying, Additional unique special ability.

The Host of the Broken Saint

These undead warriors are fully committed to serving the Creator by serving St. Garamon (the Broken Saint). They are all human warriors who are armed with longswords, platemail and shields and longbows (with 32 arrows) as appropriate.

Like all undead, the Host are immune to mind-affecting spells. In addition, a successful hit by a Host does weapon damage and victim must save (vs. spells) or lose 1d4 points of a random ability score for 20 minutes.

They are turned or controlled as a wight.

The Host of the Broken Saint: HD 2; AC 2[17]; Atk sword (1d8); Move 9; Save 16; CL/XP 2/30; Special: Undead immunities and abilities

Hostile Spirit

Hostile Spirits are the violent spirits of those who died in strife, usually in the midst of battle (though other types of strife can cause a Hostile Spirit to arise). They look just as they did in life though somewhat transparent. The Hostile Spirit attacks by touch, which causes 1d3 Constitution Points damage and the victim must save vs. spells or become Enraged (enraged beings gain a temporary 5 hit points, but go berserk, attacking random targets at +2 to hit, +3 to damage – each round a random target is selected, including allies). Hostile Spirits are immune to mind affecting spells. Constitution loss to a Hostile Spirit is permanent unless magically healed.

Hostile Spirit: HD as in life or 4; AC 6[13]; Atk touch (1d3 CON); Move 12; Save 11; CL/XP 5/240; Special: Constitution drain, Enraging Touch.

Howling Guardian

These curious creatures look like stones about 3' in diameter when in their dormant state. When touched or surprised (by a loud sound, for example), the Howling Guardian will roll over and begin a shrieking moan that causes mortals (and many fey creatures) significant pain and, if unchecked, leads to madness.

The victim of a Howling Guardian must save or begin temporarily losing 1d4 hp per round when in earshot of the howl. When the temporary loss reaches zero, the victim is driven mad (no actual hit points are lost) – his or her Intelligence and Wisdom scores are effectively reduced to 3 each and the victim becomes extremely sensitive to sound.

The howling effect is cumulative, so for each additional Howling Guardian who begins shrieking, the save is at -1 (with a 20 always saving, however) and the temporary damage is 1d4 hp per Howling Guardian per round.

Howling Guardian: HD 2; AC -1[20]; Atk howl; Move 3; Save 16; CL/XP 2/30; Special: Howl

Huecufa

Huecufa are the undead spirits of Priest and Clerics who were unfaithful to their god, turning to evil while alive. As punishment, the spirit of the cleric is trapped in the mortal realm as a Huecufa. The undead creature appears as a worm covered skeleton, often in priestly vestments. Three times per day a Huecufa can disguise itself with an illusion, usually that of a normal priest. The Huecufa attacks with wicked, diseased claws. A successful hit by a Huecufa causes 1d3 hp damage, drains 1 point of Constitution for 20 minutes, and inflicts disease (save vs. poison to negate). The disease of the Huecufa causes a loss of 1d3 points of Constitution and Dexterity each day until a successful save (at -1 cumulative penalty per day infected) is made. Any magical cure spell will halt the progress of the disease. A mortal who is slain by a Huecufa's disease rises at midnight on the next full moon as a Ghoul (if not a cleric) or as a Huecufa (if a cleric). A Huecufa cannot be turned by a Cleric, but can be controlled by an evil Cleric, or turned by a Paladin. Unlike most undead, Huecufa can be affected by mind-affecting spells. A Huecufa can only be hit by magic or silver weapons.

Huecufa: HD 2; AC 2 [17]; Atk Claws (1d4+1 plus disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease, silver or +1 weapons to hit

Imp, Smoke

Imps of all stripe and size can be found in the Outer Darkness, messengers and servants for the Powers and Principalities found therein.

A Smoke Imp stands about 5' tall with dusky grey skin, a long nose and wide ears. Wings rise another 4' above the Smoke Imp's head.

When encountered in the Mortal Realm, Smoke Imps are typically on a mission for either their Netherworld masters or some mortal master who has harnessed the magic to bind such evil creatures.

A Smoke Imp fights with two sharp clawed hands (1d2 hp damage each) and a breath weapon: a cone of smoke and

embers which does 1d6 hp damage. The smoke cone automatically hits a target within 20', does 1d6 hp damage (save for half) and any being so hit will be blinded for 2 rounds (or 1 with a successful save). This ability is usable at will.

Finally, the Smoke Imp is immune to all fire damage, it can cast Invisibility 3x per day and can attempt to summon 1d4 of its wicked brethren once per hour (with a 25% chance of success).

Smoke Imp: HD 2; AC 4 [15]; Atk 2 claws (1d2); Move 12/18 (flying); Save 16; CL/XP 2/30; Special: breath weapon, immune to fire, summon imp

Bestiary of the Rosewood Highlands

Leech, Giant

Giant Leeches are about 1 foot long per Hit Die, the largest encountered being around 6 feet long. They are agile swimmers but slow moving out of water. Any successful bite by a Giant Leech does 1d4 hp of damage and the Leech latches on to the victim's body, draining 1 hp per HD of the Giant Leech per round until the Leech is sated (6 hp of blood drain per HD of the Leech) or it is removed (a successful open door check or a Strength Check).

A Giant Leech is vulnerable to salt taking 1d6 hp of damage per pound of salt poured on its body.

Giant Leech: HD 1; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 17; CL/XP 2/30; Special: Sucks blood (1 hp/round).

Giant Leech: HD 2; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 16; CL/XP 3/60; Special: Sucks blood (2 hp/round).

Giant Leech: HD 3; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 14; CL/XP 4/120; Special: Sucks blood (3 hp/round).

Giant Leech: HD 4; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 13; CL/XP 5/240; Special: Sucks blood (4 hp/round).

Giant Leech: HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 12; CL/XP 6/400; Special: Sucks blood (5 hp/round).

Giant Leech: HD 6; AC 9 [10]; Atk 1 bite (1d4); Move 3 (swim 9); Save 11; CL/XP 7/600; Special: Sucks blood (6 hp/round).

Linnorm, Skeletal (Frost)

A Linnorm is a wingless dragon, some growing as large as 80', from snout to end of tail. A Frost Linnorm attacks with massive claws and deathly cold fangs. Its bite continues to cause damage for 1d6 rounds after the successful attack (save to negate extra damage). Like most undead, a Skeletal Frost Linnorm is immune to all mind-affecting spells. The Skeletal Frost Linnorm is immune to any magic weapons less than a +2 in enchantment and is immune to cold and electrical attacks. Fire does double damage to a Skeletal Frost Linnorm. Finally, like all undead in the Highlands, a successful hit by a Skeletal Frost Linnorm drains 1 point of Constitution which lasts for 140 minutes.

Linnorm, Skeletal: HD 14; AC -4[23]; Atk 2 claws (2d10/2d10) Frost Bite (3d10+ continuing cold damage); Move 15; Save 4; CL/XP 17/3500; Special: Frost Bite, immune to most magic, only hit by +2 or better weapons.

Lizard Man (Lizard People)

As the name implies, Lizard People are reptilian bipedal creatures. Generally associated with swamps and marshes, Lizard people can breathe underwater.

Lizard people typically fight with their clawed hands and deadly bite, though they will also employ weapons.

It is suggested that there are tribes of Lizard People who have adapted to other climates (especially the harsh desert wilderness of the South Lands).

Lizard Man: HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

Lizard, Giant Subterranean

These large (15'-25' long), cold-blooded cave dwellers are very aggressive and unpredictable. They are able to climb sheer surfaces and ceilings at full movement rate. The Giant Subterranean Lizard attacks with a powerful bite, doing 3d6 hp damage and, if a natural 20 is rolled on the attack, the Lizard has locked its jaws on its prey doing an automatic 2d6 hp damage per round thereafter (save for half).

Giant Subterranean Lizard: HD 3; AC 5 [14]; Atk 1 bite (3d6); Move 12; Save 14; CL/XP 3/60; Special: None

Longarm

Longarms are typically found in subterranean places. They are stoic servants but have a wicked streak. They rarely speak, typically only words of subservience ("As you wish" or "By your command") in a deep, haunting voice. Longarms serve more powerful creatures, they have no social structures of their own.

Longarms have innate illusion casting abilities: Audible Glamor, Phatasmal Force and Dancing Lights at will.

If more than 10 Longarms are encountered, there will be 1-4 Longarm Captains (AC 2, 30-35 hp, attacking as a 7 HD creatures doing 2-16 hp damage/attack). When 20 or more Longarms are encountered, not only will there be at 1d4+4 Longarm Captains present, but there will be a Longarm Seneschal (with 50 hp and attacking as an 8 HD creature doing 2d8+3 hp damage/attack). If Longarm Captains or the Seneschal use weapons, use +1 to hit/damage for Captains and +3 to hit/damage for the Seneschal.

When Longarms oversee prisoners, they find perverse ways to torment their captives, stripping flesh, cutting off appendages, etc. Longarms will be very creative in their tortments.

Description: A Longarm has, unsurprisingly, freakishly long arms. In addition, the body and head of the Longarm is covered in stiff, quill-like hairs. The Longarm's face is animal-like, but its eyes betray a deep intelligence. The hide of its legs are covered in short, black bristly hair. Longarms rarely wear clothing or armor.

Longarm: HD 4+1; AC 5[14]; Atk 1 (fist 1d10 or weapon); Move 9; Save 13; CL/XP 7/600; Special: Illusion Abilities.

Bestiary of the Rosewood Highlands

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Werebear

Werebears are unpredictable creatures, true sons of Chaos. While in human form, a werebear will be large, hairy and gruff, an effect of the disease means the werebear's intelligence and wisdom both drop to 1d6+2. While in bear form (usually brown or grizzly, though 1-in-20 will be a cave bear), the werebear retains its human intelligence, but must fight its base animal instincts each round to use that intelligence (Intelligence check 3d6, roll under). Due to its unpredictable nature, a werebear is a solitary creature (typically killing or driving off any would be companions). A successful bite by a werebear delivers 2d4 hp damage and save vs. poison or contract lycanthropy.

Werebear: HD 7+3; AC 2[17]; Atk Bite (2d4); Move 9; Save 8; CL/XP 8/800; Special: Lycanthropy

Wererat

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, (1d6+4) and are extremely stealthy (surprising opponents 1-4 on a d6).

Those bitten by a wererat must save vs. poison or contract lycanthropy.

Wererat: HD 3; AC 6[13]; Atk Weapon or bite (1d3); Move 12; Save 14; CL/XP 4/120; Special: Control Rats, Lycanthropy

Werewolf

Werewolves are the traditional Lycanthropes seen in horror movies. They are only affected by silver or magical weapons, and are often humanoid—except for during a full moon, when wounded or under severe stress. The bite of a werewolf delivers 1d6 hp damage and the victim must save vs. poison or contract lycanthropy. A werewolf's call can summon 1d4 wolves who will obey the werewolf out of fear for 1d4+3 rounds, then flee.

Werewolf: HD 3; AC 5[14]; Atk 2 Claws (1d3), bite (1d6); Move 12; Save 14; CL/XP 4/120; Special: Summon wolves, Lycanthropy, only hit by magic or silver.

Lynx

Lynxes are roughly the size of very large dogs, with tufted ears and wide faces. They are very intelligent, adapting tactics as the lynx engages an enemy or prey. The lynx is nearly invisible in grass, brush or trees, avoiding detection 85% of the time. A lynx can leap up to 20 feet and attacks with both front claws (1d3 each) and a wicked bite (1d4). If both claw

attacks hit, the lynx rakes with its rear claws as well, doing an additional 1d6 damage.

Lynx: HD 2+2; AC 6[13]; Atk 2 claws (1d3/1d3), bite (1d4) and rake (1d6); Move 12; Save 16; CL/XP 4/120; Special: Rake rear claws

Man-Spider, Giant

A nightmarish cross between a mortal and a giant spider, these abominations are only created by powerful curses.

Typically, a Man-Spider will retain whatever abilities it had in life (magic use, weapon skills) but also gains the ability to fight as a 7 HD creature (if better than its mortal combat abilities) and all Man-Spiders can cast darkness and detect magic at will and can cast levitate and ESP once per day.

In addition, a Man-Spider can spin a web (treat as Web Spell) as an attack once every other round.

Giant Man-Spider: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; CL/XP 9/1100; Special: Spells, magical abilities

Manticore

Creatures spewed from the Outer Darkness, Manticores are rare in the Highlands. They have twisted, demonic faces, the body of a lion, huge dragon-like wings and 20' long tails tipped with 24 iron-hard quills which the Manticore can hurl (up to six per round) up to 180 feet. The quills/spikes grow back at a rate of 1d6+3 per week.

Manticore: HD 6+4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes

Marble Guardian, Colossal

Like their smaller counterparts, these huge (25'-50 tall) stone creatures can be programmed to do somewhat complex tasks (far more complex than Crawling Horrors, for example). Colossal Marble Guardians are unbelievably strong (STR 24) and hit as a Fighter Lvl 20.

In addition to their smashing attack which inflicts 3-36 hp damage, a Marble Guardian can cast Blinding Light 2x/day (at 10th level – see Appendix – New Spells) and Slow 3x/day.

Colossal Marble Guardians are unaffected by weapons of less than +3 enchantment. Rock to mud slows the Marble Guardian by 50% for 3d4 rounds and stone to flesh makes the Marble Guardian vulnerable to all types of attacks. Mud to rock restores all damage suffered by the Guardian.

Marble Guardian (Colossal): HD 120 hp; AC 3[16]; Atk fist (6d8); Move 12; Save 9; Special: Immunities, spell-like abilities

Marble Guardian, Large

These 18'-20' tall stone depictions of warrior angels can be programmed to do somewhat complex tasks, such as targeting

Bestiary of the Rosewood Highlands

specific creatures. Large Marble Guardians are unbelievably strong (STR 20) and hit as a Fighter Lvl 16.

In addition to their smashing attack (marble fist, 4-32), a Marble Guardian can cast Blinding Light 2x/day (at 10th level – see Appendix – New Spells) and Slow 3x/day.

Marble Guardians are unaffected by weapons of less than +2 enchantment. Rock to mud slows the Marble Guardian by 50% for 3d4 rounds and stone to flesh makes the Marble Guardian vulnerable to all types of attacks. Mud to rock restores all damage suffered by the Guardian.

Marble Guardian (Large): HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell-like immunities.

Marble Guardian, Medium

These 12'-15' tall stone creatures bear the countenance of angels and can be commanded to perform simple tasks, not much more than their Small kin.

In addition to their smashing attack (marble fist, 3-24), a Marble Guardian can cast Blinding Light 2x/day (at 10th level – see Appendix – New Spells) and Slow 3x/day.

Marble Guardians are unaffected by weapons of less than +2 enchantment. Rock to mud slows the Marble Guardian by 50% for 3d4 rounds and stone to flesh makes the Marble Guardian vulnerable to all types of attacks. Mud to rock restores all damage suffered by the Guardian.

Marble Guardian (Medium): HD 45 hp; AC 6[13]; Atk fist (3d8); Move 6; Save 12; Special: Immunities, spell-like abilities

Marble Guardian, Small

These 8' tall stone depictions of warrior angels can only be commanded to perform very simple tasks, such as preventing any creature from passing a certain point. All Marble Guardians are incredibly strong (STR 20). Small Marble Guardians fight as Fighter L8.

In addition to their smashing attack (marble fist, 2-16), a Small Marble Guardian can cast Blinding Light and Slow 1x/day.

All Marble Guardians are unaffected by weapons of less than +2 enchantment. Rock to mud slows the Marble Guardian by 50% for 3d4 rounds and stone to flesh makes the Marble Guardian vulnerable to all types of attacks. Mud to rock restores all damage suffered by the Guardian.

Marble Guardian (Small): HD 30 hp; AC 7[12]; Atk fist (2d8); Move 6; Save 14; Special: Immunities

Marsh Warbler

The Marsh Warbler appears as some kind of terrifying cross of a giant bird and a reptile, with a strong, muscular body covered in oily scales, bird-like wings (though also covered

in scales rather than feathers) and four menacingly taloned feet. The Marsh Warbler's coloring varies from dark grey to grey-green. The creature is amphibious, with gills capable of breathing underwater as well as out of the water. It is through these gills the Warbler makes its namesake sound.

The Warbler's favorite attack is to lurk under the still marsh water and leap out in ambush, gaining +2 attack bonus. The Warbler will attack with all four taloned feet and its formidable beak as well (as three attack: 2 claw/2 claw/bite). In addition, the Warbler has the innate ability to reflect spells cast at it back toward the caster (50% chance). This spell reflection is a natural, unconscious ability of the Warbler, and continues even after the creature dies (the carcass will reflect spells for 2d6 hours after the creature dies).

Marsh Warbler: HD 4+4; AC 5[16]; Atk 2 claw/2 claw/1 bite; Move 9 (Swim 12); Save 13; CL/XP 6/400; Special: Surprise, spell reflection, swim.

Mazel

These solitary faerie-kin are just a little smaller than Goblins. Their skin is grey-green and their eyes are a very dark blue. They have triangular shaped heads with long, pointed ears emphasizing the shape. Their noses are just small dimples in the center of their faces, their mouths are filled with wicked, sharp teeth. They have 4th level thieving abilities (including backstabbing). A Mazel typically attacks with a longsword (which it will wield as a two-handed sword) and most carry daggers (40% chance that it will be a magical dagger, tied to the life-force of the Mazel in some way no one can explain). Mazels are universally hated for their nasty and unpredictable disposition.

Mazel: HD 4; AC 8[11]; Atk weapon (1d8 or 1d4); move 12; Save 12; CL/XP 3/60; Special: Thief Abilities

Merfolk

Merfolk have the torso of a human and the lower body of a fish. They can breathe air or water and are very agile swimmers. Merfolk typically fight with tridents and spears, sometimes coating the edges with a paralyzing poison.

Merfolk (Merman, Mermaid): HD 1+3; AC 7[12]; Atk 1 weapon (1d6); Move 1 (Swim 18); Save 17; CL/XP 1/15; Special: Breathe water.

Mother Hag

A kindly old woman, or so she will seem. The Mother Hag is a witch who manipulates others, seeming kind and caring, but seeking her own (often nefarious) purposes.

All Mother Hags can Fly and Detect Magic at will. They can cast Suggestion 4 times per day, ESP 3 times per day, and Hold Person and Charm Person twice per day. In addition, all Mother Hags can cook or bake something that has magical properties, whether it be a stew or bread or fried potatoes...

Mother Hag: HD 7; AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d8); Move 12; Save 9; CL/XP 7/600; Special: Spells.

Bestiary of the Rosewood Highlands

Mountain Lion

Mountain Lions are large, long cats standing as big as 3' at the shoulder. They roam the foothills and low mountains of the Midlands. Mountain Lions are shy and not aggressive, but will defend themselves and their cubs. When a Mountain Lion attacks, it can leap up to 20 feet and slaps prey with its large forepaws, doing 1d4 points of damage each. If both paws hit, the Mountain Lion has grasped its prey, wrestling it to the ground while raking it with its rear claws (for 1d8 hp damage) and gashing with its fangs (1d4 hp damage). If more than one Mountain Lion is encountered, it will be a female with 1-2 cubs. Males are always encountered alone.

Mountain Lion: HD 3+1; AC 6[13]; Atk 2 claws (1d4/1d4) + rake (1d8) and bite (1d4); Move 12; Save 14; CL/XP 4/240; Special: Rake and bite.

Mourning Dames

Mourning Dames are undead widows who wander the mortal realms in search of their dead husbands. The gaze of a Mourning Dame causes Fear (per the spell, as if cast by a 12th level spellcaster), the touch of a Mourning Dame is withering (causing 1-8 hp damage and aging the target 1 year per hp damage inflicted). Mourning Dames always appear as withered old women from a distance. Close up (about 10' away and closer), the true visage becomes clear: black eyes and wickedly sharp teeth in an otherworldly wide mouth. As with all undead, Mourning Dames are immune to mind affecting spells. Each successful hit by a Mourning Dame drains one point of Charisma which lasts for 70 minutes.

Mourning Dame: HD 7; AC 5[14]Atk withering touch (1d8 +aging); Move 12; Save 9; CL/XP 8/800; Special: Fear Gaze, Withering Touch

Mourning Dames, Noble

Noble Mourning Dames are a more powerful variation of the Mourning Dame. Noble Mourning Dames retain their mortal voice, language and intelligence and remembers her name from life. In addition to the Mourning Dame's powers, the voice of the Noble Mourning Dame acts as a Suggestion spell (as if cast by a 10th level spellcaster) and she can create the effects of Phatasmal Force twice per day. As with all undead, Noble Mourning Dames are immune to mind affecting spells. Each successful hit by a Noble Mourning Dame drains 1d4 points of Charisma which lasts for 100 minutes.

Noble Mourning Dame: HD 10; AC 4[15];Atk withering touch (1d8 +aging); Move 12; Save 5; CL/XP 11/1700; Special: Gaze, Withering Touch, Spell Like Effects.

Muckraker

These semi-sentient amphibious creatures look a bit like sea lions, with a more human-like face and arms instead of front fins. Their bodies are covered in slime and they have a thick layer of blubber under their rubbery skin, giving them a good Armor Class. They take half damage from blunt weapons.

A Muckraker will always lair in water, though they can remain out of water for extended periods of time. Muckrakers

attack either by hurling mudballs (for 1-4 hp damage) at a rate of two per round or grappling and biting (1d3 each for fists and 1d6 for the bite).

Muckrakers are agile swimmers.

Muckraker: HD 2; AC 4[15]; Atk mudballs (1d4) or claws/bite (1d3/1d6); Move 8 (15 swimming); Save 16; CL/XP: 3/60; Special: Mud hurling

Mudborer, Giant

The Giant Mudborer is a rare creature that hibernates in its larval form in locations where they will hear/feel a constant rhythmic thrumming. Disruption of this low rumbling vibration causes the Mudborer larva to awaken and feed on the mud at the bottom of large bodies of water. After an unpredictable amount of time the larva spins a massive cocoon and grows into its adult form which feeds on all living matter, in the water and on land.

The Mudborer Larva looks like a 12-20 foot long sickly white massive worm, easily 8' in diameter. The head of the Mudborer Larva looks faintly like a cow, but with wickedly sharp teeth. In combat, a Mudborer Larva will bite its prey but if flanked, the 'Borer will Thrash – on a roll of 18-20 (if such will hit), the creature thrashes its body about and does Thrashing/Crushing damage to all targets within a 20' radius (save or dex check to avoid thrashing damage).

TheMudborer adult resembles a massive (30-50' long) sea cow, with razor sharp teeth. The Giant Mudborer eats all living matter, plant or animal, and thrashes like the larva, only doing more damage and in a greater (40') radius. In addition, the adult 'Borer has taloned front feet which can attack for 2d8 hp of damage each. Its back "feet" are giant flippers.

Larva: HD 5; AC 8[11]; Atk 1 bite (1d12) thrash (1d20); Move 3 (18 swim); Save 12; CL/XP 7/600; Special: Thrash
Adult: HD 14; AC 6[13]; Atk 1 bite (3d12) 2 claws (2d8/2d8) thrash (4d10); Move 12 (24 swim); Save 3; CL/XP 18/3800; Special: Thrash

Mud Leech

These small leeches generally feed on algae and minerals found in mud. If agitated, they will swarm attacking as a creature of 1 HD per ten or so leeches encountered, broken down into smaller groups. So 200 Mud Leeches would attack as Ten 2 HD creatures or Four 5HD creatures. GM's call on how to break them down. Mud Leeches are aquatic, so they must be submerged to survive. Salt acts as an area effect spell against Mud Leeches (killing 1d20 leeches per round...)

Mud Leeches (1d6x100 appearing): HD 1 hp each/Swarm HD 1 per 10 leeches; AD 9[10]; Atk: swarm (1d6) + disease; Move 0/6(swim); Save 18; CL/XP 1/15 per 10 leeches; Special: Disease

Bestiary of the Rosewood Highlands

Mud People

Mud People are a strange hybrid of humans and fish, having mostly human features but large, fish-like eyes, sharp teeth, slightly webbed feet and hands, and gills, allowing them to remain underwater for extended periods of time and swim at incredible speed and dexterity.

Mud People: HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: Remain Underwater for hours.

Mummified Remains/Mummy

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Mummy: HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Rot, hit only by magic weapons.

Mummy, Dwarf

See Fallen Brethren

Mummy, Guardian

Similar to standard mummies (in regards to fire and disease, for example), Guardian Mummies are the mummified remains of the monks of the Chantry of the Deepflame. In life these monks were tasked with guarding the secrets of the Deepflame, an obsession which drives them even in death. Guardian Mummies generally lurk near tombs and graveyards where they are able to call forth Fallen Brethren (qv).

In addition, the sight of a Guardian Mummy causes fear, though save vs. spells (with a bonus equal to Intelligence and Wisdom modifiers) negates the fear. The touch of a Guardian Mummy imparts plague to the victim unless a save vs. poison is made. The plague is harmless to humans, it causes other non-dwarves to become ill with sores, fever and coughing for 1d4 weeks, losing 1 point of Constitution permanently. The disease is fatal to dwarves as they lose 1 point of Constitution per day until their constitution reaches 0, at which time the Dwarf dies.

Guardian Mummy: HD 4; AC 4[15]; Atk Clubbing arm (1d12); Move 6; Save 13; CL/XP 7/600; Special: Cause fear, dwarf plague, hit only by magic weapon, ESP, summon fallen brethren.

Mummy, Silk

Similar to traditional mummies, Silk Mummies appear as desiccated corpses wrapped head to toe. Silk Mummies are the animated corpses of beings killed by Giant Carrion Spiders, their bodies wrapped entirely in tattered spider silk. A Silk Mummy cannot be hit by normal weapons, magical weapons do half damage. Fire, however, does double damage

to a Silk Mummy. Their attack is a clawed fist (for 1d12 damage) which also confers Silk Mummy Disease – a wasting poison that permanently takes one hit point per day from the victim until he or she dies. Magical healing is ineffective against Silk Mummy Disease, being stopped only by the combination of Cure Disease and Remove Curse.

Silk Mummy: HD 5+1; AC 3 [16]; Atk 1 clawed fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Silk Mummy Disease, hit only by magic weapons.

Mural Monster

Creatures of pure magic, a Mural Monster is an animated image from a painting, which peels itself off the painted surface and attacks with whatever weapon (or fists, etc.) it possesses, though doing little damage. Since a Mural Monster has virtually no thickness, they are incredibly hard to hit (thus the Armor Class).

When killed, they fall to the ground as a puddle of paint, colors mixed in kaleidoscope fashion.

Mural Monster: HD 1d3hp; AC 2[17]; Atk tiny weapons (1d3); Move 6; Save 19; XP/CL 1/10; Special: None

Offal Dweller

Strange, heavy-bodied creatures with enormous mouths full of sharp fangs, these monsters are scavengers and carrion eaters. They haunt waste pits and the like, burying their 6' round bodies deep in the muck and offal with only strange eyestalks protruding above the surface. They feed on the waste around them, absorbing it through their skin and occasionally gulping down large mouths full, crushing and rending any living matter in their large (3' diameter) mouths.

The Offal Dweller has two 12' long tentacle "arms" (in addition to four heavy, stump-like legs) which it uses to grasp and drag prey toward its mouth. The tentacles are barbed, do 1d8 damage on a successful hit and on a natural 20 on an attack roll, the tentacle has latched onto the victim doing a full 8 points of damage and drawing the victim toward the Offal Dweller. The victim must make a Strength check to break free from the tentacle or be drawn toward the creature's mouth in one round.

The bite of an Offal Dweller does surprisingly little damage (1d4+1) but the victim must make a save or be infected with a disease.

Offal Dweller: HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease

Ogre

Ogres are large, broad, brutish humanoids of low intelligence, faerie-born but pushed out of the Eternal Courts of the Queen of Night. An average Ogre will stand about 8' tall, and be maybe 5' across the shoulders. Ogres are stronger than the strongest humans (effectively having a 19 strength +4/+4) but less intelligent than the average goblin. Ogres are easily tricked and generally use only simple tactics. Ogres will serve

Bestiary of the Rosewood Highlands

those stronger and larger than them (Giants or Dragons for example).

Ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None.

Ogre, Giant

Giant Ogres are often confused with Hill Giants, though they are more broad than the largest of the Hill Giants and less intelligent than the most simple of the other race. Giant Ogres bully their normal Ogre allies. Faerie-born exiles, Giant Ogres obsessively crave human flesh, foregoing any other prey when humans are close by, sometimes stopping to feed in the midst of melee. Giant Ogres attack with giant sized melee weapons (damage is stepped up due to size) at +4 to hit and damage because of their immense size and strength. A Giant Ogre will focus on a single task until it is complete, then move on to another task. For example, if a Giant Ogre is walking to the stream to get water and is attacked, it will not respond to the melee until it retrieves the water. In combat, a Giant Ogre will never disengage from one enemy to attack (or defend itself against) another, until that first enemy is dead or has run away.

Ogre, Giant: HD 7+3; AC 0[19]; Atk Sword (1d12) or Spear (2d8) at +4 for strength; Move 9; Save 9; CL/XP 11/1,100; Special: None

Oozing Black Death

An Oozing Black Death is a hideous abomination conjured from the pits of the Outer Darkness by insane and wicked spellcasters. The Black Ooze is a tar-like monster with a voracious appetite for living organisms, plant or animal. They are immune to acid, cold and poison, while powerful blows (such as from a magical weapon or an offensive spell) will divide the Oozing Death into smaller masses. Fire causes double damage to a Oozing Black Death.

The Oozing Black Death will typically hide in shadows (with 95% success) and slither up to envelop its prey, or drop from a ceiling or wall to smother its prey. Either way, if the Oozing Black Death hits for three or more over what it needs to hit its target, the target is enveloped and begins to smother. The victim has its Constitution score in rounds to be extricated from the Oozing Black Death or the victim will die and continue to be digested by the powerful enzymes of the Oozing Black Death.

When a Oozing Black Death latches onto its prey, it begins digesting it immediately, doing 2d8 points of damage per round the Oozing Death is in contact with its prey. The Death, in turn, gains half as many hit points as it drains from its victim. When a Oozing Black Death reaches its full maximum hit points plus one (by draining its prey), it splits into two equal sized Oozing Black Deaths with half the hit points (rounded down). The two Oozing Black Deaths formed from this kind of fission each have maximum hit points equal to the former Oozing Death's maximum minus one.

An Oozing Black Death can slither through a crack less than a quarter inch thick and dissolves wood at a rate of 2"

thickness per round, leather at a rate of 5" thickness per round. The Oozing Death has no effect on glass, stone or metal.

Oozing Black Death: HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.

Owl

Owls are nocturnal predator birds. Owls are found in many sizes, but the most common owls are the large predators which stand about 24" tall and have a 5-6' wingspan. Owls have Darkvision (cannot be surprised from dusk to dawn) but terrible daylight eyesight (-2 on attack rolls). Owls attack with claws and beak.

Owl: HD 1; AC 5[14]; Atk 2 Claws (1d2/1d2) beak (1d2); Move 1/24(Flying); Save 17; CL/XP 1/20; Special: Darkvision, cannot be surprised at night.

Owl, Giant

Like their smaller cousins, the Giant Owl is an effective nocturnal hunter with Darkvision who cannot be surprised from dusk to dawn (but suffer -2 on attack rolls in daylight). The Giant Owl stands 6' in height and can carry off prey the size of an elk or a moose.

Owl, Giant: HD 4; AC 5[14]; Atk 2 Claws (1d6/1d6) beak (1d8); Move 4/36 (Flying); Save 13; CL/XP 4/120; Special: Darkvision, cannot be surprised at night.

Owlbear

Larger and more powerful than even the great cave bears of the Highlands, the Owlbear gets its name from its hairy lion-like mane that surrounds its head and its much larger than normal owl-like eyes (which give the Owlbear darkvision and a bonus against surprise). The Owlbear is also more intelligent than most other bears, though also very aggressive. On a successful attack roll of 18 or greater, the Owlbear grabs its prey and hugs for an additional 2d8 points of damage.

Owlbear: HD 5+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

Panther

If a panther hits the same target with both fore claws, it can rake with its rear claws as well, gaining two more claw attacks. Panthers are virtually invisible in darkness (90% undetectable) or in shadowy spaces (70% undetectable).

Panther: HD 5; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws, Camouflage

Pitch Wanderer

The Pitch Wanderer is the undead, vengeful spirit of a young girl who was murdered by plunging her into the Tar Pits. The

Bestiary of the Rosewood Highlands

spirit, now twisted and evil, seeks revenge against her murderer. The longer the amount of time which has elapsed since her murder, the more the Pitch Wanderer will generalize her vengeance. Within the first year, the Pitch Wanderer seeks her killer exclusively. Then she will seek to destroy those with similar features as her killer such as the same color hair, the same color eyes, all men with beards or some such. After a decade or so the Pitch Wanderer will level her hatred on the entire gender of the species of her killer. It is likely that a Pitch Wanderer will eventually move on to the whole species, then to all mortal beings, then, perhaps, to everything that draws breath.

When in the presence of her target for vengeance, the hatred within the Pitch Wanderer smolders and then ignites, quite literally, on the surface of the tar which covers the wretched creature's body. The Pitch Wanderer's primary form of attack is flaming pitch balls which she hurls at her target. When a pitch ball hits the target, it sticks and continues to cause burning damage (hit for 1d4 + 1d4 burning damage for 1d6 rounds). A natural 20 to hit means the flaming pitch has ignited flammable items on the target (scrolls, leather, cloth, hair, etc.) for an additional 1d4 points of damage (so 2d4 burning damage for 1d6 rounds). A miss by 1 or 2 points on the attack roll still does half damage (splashing) unless a save vs. dragon breath (or a DEX check) is successful, in which case damage is avoided.

If the Pitch Wanderer engages in close melee combat, she will try to draw a target in. Any melee hit that is 2 or more points on the attack roll than is needed, or a natural 20, means the Pitch Wanderer has hugged the target and does 2d8 burning damage per round until the Pitch Wanderer is killed or the target is freed, igniting all flammable materials on the person of her prey. It takes a combined 36 strength, but does 1d4 damage per person pulling the target out of the Wanderer's embrace due to the violent wrenching necessary to release the target. If the Pitch Wanderer does not manage to embrace her prey, she does

2 slapping attacks for 1d6 damage each. The Pitch Wanderer is turned as a vampire. Like all undead, a Pitch Wanderer is immune to mind-affecting spells. Each successful hit by a Pitch Wanderer drains 1 point of Dexterity. DEX drain lasts for 20 minutes.

Pitch Wanderer: HD: 2+2; AC 7 [12]; Atk 2 slaps (1d6/1d6) or Pitch Balls (1d4+ burning damage); Move 6; Save 15; CL/XP 3/60; Special: Burning Damage, Deadly Embrace

Plague Wight

See Wight, Plague

Pooka Horse

These faerie mounts are nearly as skittish and reclusive as unicorns and are sometimes found in the company of the latter. A Pooka Horse has no wings but can fly for brief periods (up to 30 minutes, three times a day). A Pooka Horse is very intelligent (equivalent to a score of 17) and can use the following spell-like abilities at will: Charm Person, Sleep, Hallucinatory Terrain, Change Self, Hypnotism, Hypnotic

Pattern (all at 10th caster level) as well as travel into the Faerie Realm (shift from Mortal Realm to Faerie Realm takes 5 turns and travel is through the Aether). A Pooka Horse's main weakness is concern for the hurt, lost and helpless which they typically try to whisk off to the Faerie Realm.

Pooka Horse: HD 6+4; hp 38; AC 4[15]; Atk wicked kick (1d6/1d6) and bite (1d4); Move 18; Special: Illusions, Plane Shift to Faerie Realm.

Priest Corpse

The Priest Corpse is the undead remains of a faithful cleric who, when he died, felt he had betrayed his god or his people. The Priest Corpse attacks with a wicked swinging punch that delivers 1-12 hit points of damage.

In addition, the Priest Corpse has a number of special abilities that make it a fearsome opponent: it retains a version of its intellect, though twisted by insanity, so it can be engaged in conversation and, frequently, it will attempt to sow seeds of discord or despair among its victims before combat even begins.

The Priest Corpse cannot be turned by clerics or paladins and the creature can control other undead beings of hit dice up to a total of its intelligence (16), subject creatures cannot be more than 6 Hit Dice undead (so a Priest Corpse could control two 6 HD and two 1 HD undead). When the undead under its control are destroyed, the Priest Corpse takes 1d4 hit points of damage for each creature under its control destroyed.

A Priest Corpse can detect invisibility and detect magic continuously, it can cast blinding darkness 3x/day, and can cast each of the Power Word spells 1x/day. In addition, Priest Corpses will retain 1-6 of the spells they could cast in their lifetime (rolled randomly).

Finally, like all undead, the priest corpse is immune to mind-affecting spells. It can only be hit by magic or silver weapons and a successful hit by a Priest Corpse drains 1d6 points of the victim's wisdom for 90 minutes.

Priest Corpse: HD 9; AC 3[16]; Atk 1 touch (1d6+ wisdom drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain Wisdom with hit, magic or silver weapon to hit, Priest spells

Priestess of the First Silver

These undead creatures are the vestal guardians of the remains of the Fallen Queen, before the King returned too late, cursing this whole place. They wear tatters of white and silver silk robes, and each wears a silver torc which has melded into their rotted flesh and a granite ring on the middle finger of their left hands. They attack with seductive whispers (treat as charm person), drawing their prey close enough for their claws and bite. Priestesses of the First Silver are immune to silver and magical attacks, but can be hit by non-magical steel and iron do full damage (that is, a weapon that would do 1d6 damage does 6 full points of damage with every hit).

Bestiary of the Rosewood Highlands

The silver torcs are magical, bestowing undead with immunity to magic and silver, giving mortals a +1 to AC and saves vs. magic spells, magic items and weapons and silver. The torcs are embedded in the flesh of the priestesses and there is a 50% chance of damaging them when removing them unless some powerful magical method is used. Fire of any type will melt the torcs making them useless, though the base value of the silver in the torcs is 340 gp each.

The rings are rings of protection against the Stone Guardians in the Fallen Queen's tomb.

As with all undead, Priestesses of the First Silver are immune to mind affecting spells. Each successful hit by a Priestess of the First Silver drains 1 point of Constitution. The CON drain lasts for 30 minutes.

Priestess of the First Silver: HD 3; AC 4[15]; Atk 2 claws (1d4/1d4) bite (1d6) whisper; Move 12; CL/XP 3/60; Special: whisper, immunities.

Quillman

A Quillman is a living plant, looking and moving like a zombie. The Quillman can shoot tooth-like quills from all over its body. Each round, 1-6 of these quills will "attack" each target within a 20' radius of the Quillman. The number of quills is (for game purposes) infinite.

The Quillman is particularly vulnerable to fire of any kind, doing triple damage. In addition, Quillmen have no resistance to magic (they make no save vs. spells). Quillmen can move completely silently, regardless of the terrain, and are 75% undetectable when among trees/bushes/etc.

Quillman: HD 3+4; AC 6[13]; Atk 1d6 Quills 1-2hp each; Special Surprise Camouflage (75%) in woodlands

Raging Haunt

A Raging Haunt is a non-corporeal undead creature. The Raging Haunt can wield weapons or even wear armor, but generally does not, unless deeply attached to the item in life. A Raging Haunt, once it attacks, is relentless until it reaches 0 hp, at which time it evaporates, reforming again in 1d8 days. Raging Haunts are always tied to a single location, usually the location where the Haunt died. Rumors suggest that a few Raging Haunts roam the countryside freely, however.

Like all undead, Raging Haunts are immune to all mind affecting magic. Raging Haunts are also immune to cold, fire and turning by any but Lawful (Good) clerics.

In addition to damage (1d6) and Constitution Drain (1 point per successful hit lasting 80 minutes), the touch of a Raging Haunt leaves a diseased welt that melts flesh from bone unless a save (vs. poison) is made. Haunt's Rage is a consuming disease, beginning with the location(s) first touched by the Haunt, flesh begins to melt away from bone at 1 hp for the first turn, 2 hp second turn, 4 hp third turn, 8 hp, etc. Magical healing stops the progress but body parts with flesh stripped away cannot be restored with magic short of a wish.

Raging Haunt: HD 8; AC 2[17]; Atk 1 (1d6, regardless of weapon); Save 8; Move 12; CL/XP 10/1400; Special: Constitution drain, diseased touch.

Rat (Normal)

Rodents 6-12 inches long with tails as long as, or longer than, their bodies. They have nasty dispositions and often carry diseases. Rats tend to flee from trouble but are dangerous when found in packs. Each time a bite scores a hit, there is a 5% chance of the rat passing on a disease (random type).

Rats hate fire and will flee from it if at all possible (unless starving or controlled by some higher power). A rat pack (more than 20) will attack as a swarm, attacking as a 1 HD monster per 8 (round down) rats which attack as single target. Hits thus scored do 1d8 points of damage per 8 rats (rounded down) with a simple 5% chance for disease.

Rat: HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.

Rat, Giant

About the size of a large dog, the Giant Rat is a fearsome and aggressive scavenger. Giant rats, like their smaller kin, hate and fear fire, but are 50% likely to try to extinguish the source of the fire (if possible – such as attacking someone with a torch or knocking something into a campfire) as flee. The bite of a giant rat brings disease (save to negate).

Giant Rat: HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: Disease.

Ratman

Standing no taller than 4ft tall, ratmen, as their name implies, resemble humanoid rodents. Ratmen often work together as a brood (4d6). When encountered alone, Ratmen are cowardly but cunning, using their 4th level thief skills to their advantage. Ratmen typically attack by biting their victims, with a chance of passing on disease (as giant rats).

Ratmen: HD 1; AC 9[10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite, Thief Skills.

Ratpiper

Little is known about these ancient fey creatures. They appear generally human, wearing flamboyant clothing and large, floppy hats bearing a thin sword and dagger at its waist. Appearance notwithstanding, the Ratpiper is extremely fast and fleet of foot.

Each Ratpiper has his own repertoire of songs with unique effects on rats and on mortals. The Ratpiper (who calls himself "the Broker") who has hidden himself away in the Undermountain Trail on the approach to the Chantry of the Deepflame plays the following songs:

Bestiary of the Rosewood Highlands

Intruder	Tune Played	Rat Actions	Motive
Goblin-kin	Lullaby	Drop from ceiling	Lull intruders to sleep for rats to eat (sleep spell)
Ogre, Giant-kin, etc.	Discordant	Attack en masse	Drive intruder away (fear spell)
Humans	March	Line up in formation around the walls	Watch for a response (charm person)
Demi-Humans	Dirge	Hide	Make intruders leave (suggestion spell)

Ratpiper: HD 6; AC 7[12]; Atk Songs, sword (1d8); Move 18; Save 10; CL/XP 6/400; Special: song, control rats

Raven, Giant

Intelligent and malign, giant ravens are almost as large as a man. They are ideal servants and scouts for powerful evil sorcerers and other such overlords.

Giant Raven: HD 3; AC 5[14]; Atk 1 bite (1d8); Move 2 (Fly 20); Save 14; CL/XP 4/240; Special: None.

Ravenkin

Black-haired women, these powerful warriors can assume any of three forms at will: a giant raven, a human woman or a frightening cross between the two. When engaged in combat in human form, the Ravenkin will typically fight with a weapon, especially a magical weapon. However, if combat goes against the Ravenkin, it will begin striking with its powerful fists (for 2d12 hp damage per strike). In Giant Raven form, the Ravenkin attacks exactly as such a creature. In its third form (mixed), the arms have become wings, but its beak and talons are powerful and sharp (claw/claw/bite for 1d4/1d4/1d8). Ravenkin have special immunities: they cannot be affected by mind-affecting spells, they can only be hit by silver or magical weapons.

Ravenkin: HD 8+1; AC 2[17](human)/ 4[15](mixed)/ 6[13](Giant Raven); Atk 2-12 or by wpn; Save 10; Move 12/18/24; Special: Shapechange, +1 or silver wpn to-hit, Immune to mind-affecting spells.

Rended Horror

This undead creature is comprised of various body parts torn from living victims and animated by dark magic. Arms, legs, hands, fingers all crawl together in a mass of decaying flesh. Rended Horrors attack with claw 1d4+2 claw attacks per round doing 1d4 hp damage per attack. Each successful hit also lowers the victim's Strength by 1 point for 50 minutes.

Rended Horror: HD 5; AC 6[13]; Atk 1d4+2 claw attacks (1d4 hp per claw); Move 12; Save 12; CL/XP 5/240; Special: Immune to mind affecting spells.

Rope Fungus

Looking like intertwined roots, the tendrils of a Rope Fungus grow like vines. They are typically encountered underground, in areas where other fungi are plentiful, but sometimes are cultivated as guardians, covering secret entrances to lairs or magical treasures.

When a victim comes within 10' of a Rope Fungus, the creature will attack, sending out 1d6+4 tendrils to attack a target (successful hits do 1d6 hp per tendril). Any victim hit by three or more tendrils must save vs. dragon breath or become entangled in the tendrils, suffering 1d4 hp per tendril automatic strangulation damage each subsequent round. A victim can endure strangulation damage for the number or rounds equal to ½ their Constitution Score (rounded down) before falling unconscious.

Rope Fungus: HD 4; AC 6[13]; Atk 1d6+4 tendrils (1d6); Move 0; Save 13; CL/XP 6/400; Special: Strangulation

Saintly Apparition

A Saintly Apparition is the mortal manifestation of the displeasure of the Saints. When encountered, a Saintly Apparition will appear as a glowing human form, closely resembling one of the Saints of the Holy Church.

In ability, however, the Saintly Apparition takes on the characteristics of its victim(s): spell capabilities, Armor Class, attack bonuses, etc. If more than one victim is present, the Saintly Apparition takes on all of the characteristics of all of the victims (the best AC, the best attack bonus, all spells, etc).

While the Saintly Apparition has 80% magic resistance, it is vulnerable to physical attacks. Any natural 19 rolled (even if it would normally be a "miss") does double full damage (thus a sword, which normally does 1d8 in damage would do 16 points of damage) and a natural 20 on the attack roll does quadruple full damage.

However, the Saintly Apparition regenerates hit points at a rate of 1 hp on the first round after a successful hit, then 2 points the next round, then 4, then 8, then 16, and so on until it is either killed (reduced to 0 hp) or its hit point total is fully restored, after which the cycle begins again at 1 point.

Any who participate in defeating a Saintly Apparition gain a Blessing of the Saints (+1d6 on all rolls for the next 24 hours). Anyone killed by a Saintly Apparition is resurrected the following day having lost all memory of his or her previous life (and experience levels are halved, rounding up)

Saintly Apparition: HD: as victim; AC as victim; Atk as victim; Move 9 (Fly 9); Save as victim; CL/XP varies; Special: vulnerable to physical attacks

Bestiary of the Rosewood Highlands

Saintly Warrior

Saintly Warriors are typically dead paladins or other holy warriors, though others have risen as these unholy creatures as well. Slowly, over time, their holy nature gets perverted by the horror of being trapped in unlife for an eternity and they seek to destroy all living beings.

Saintly Warriors generally stand taller than six feet, wear full plate armor under which is a horrifying skeletal body, blackened and encrusted with dirt and sand. The eyes of a Saintly Warrior glow with colored light, reflecting the mood or intent of the Warrior: blue is peaceful, green is confused, red is angry, etc. While a Saintly Warrior retains its intelligence from life, its character and demeanor are twisted and transformed to evil and hatred.

The Saintly Warrior retains the fighting ability that it had in life as well as several of its paladin abilities, though they are now twisted: lay on hands (causes 1d6+2 hp of damage), command undead (as turn by paladin of 9th level), detect magic, detect good, all 3/day. Once per day a Saintly Warrior can use Power Word Blind and Symbol of Fear. A Saintly Warrior can detect invisible at will.

A Saintly Warrior cannot be turned, but can be destroyed by a Holy Word spell and holy water does 2d8 hp damage per vial. In addition, the shield of the Saintly Warrior reflects spells cast at the creature (save vs. spells or caster is affected).

Saintly Warriors always wear full platemail, a full face helm, carry a shield and a long sword. 25% of each of these is magical:

- Roll 1d8:
- 1-5 +1
- 6 +2
- 7 +3
- 8 Special

Note that all such weapons and armor are cursed (at 15th level) to cause the wielder to slowly turn to evil (and, when the wielder/wearer dies, he or she rises as a Saintly Warrior). Immune to all mind affecting magics.

Saintly Warrior: HD: 9; AC 0[19]; Atk 1 sword at +3 for strength (1d8+3); Move 12; CL/XP 12/2000; Special: Immunities, spell-like abilities.

Salamander, Giant

These aggressive amphibious creatures grow in size up to 18'. They have a tough, rubbery skin (black with large yellow spots), wide, rounded faces with wide-set black eyes. They are fast and agile on land, extremely good swimmers, and can breathe underwater. Salamanders regenerate non-fatal wounds at a rate of 1d2 hp per day, including re-growing limbs.

Salamander, Giant: HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 5/240; Special: Breathe underwater, regeneration.

Sand Horror

Sand Horrors dwell beneath the sand, propelling their shapeless, massive bodies with 50' long tentacles with which the Sand Horror will lash out and attack prey. A Sand Horror can lie perfectly still beneath the sand, waiting for some living creature to disturb the sand. The Horror can detect movement on the top of sand within a 400' radius and beneath the surface of the sand within a 200' radius. When a target is in range (50'), the Horror attacks with all its tentacles (a normal Sand Horror has 8 tentacles, but there is a 35% chance that 1d6 of them will have been severed).

Hits with a tentacle cause 1d8 points of damage and if full damage is scored, the tentacle grasps its victim and tries to drag it beneath the sand. Victims who are grasped may make a strength check (bend bars, if using such a system) to keep from being dragged beneath the sand. Very strong beings (STR of 21 or better) can then attempt to free themselves from the Horror's grasp. The only other way to release a tentacle is to sever it (which takes at least 9 points of damage, blunt weapons do half damage to the rubbery tentacles). If a Sand Horror loses more than 2 tentacles (or is reduced to only 2 tentacles), it will retreat from a fight. For each tentacle severed, the Horror's HD is reduced by one

Sand Horror: HD 14; AC 8[11]; Atk 1-8 tentacles (1d8 damage); Move 12; Save 12; Special: Grasp.

Scavenger Haunt

These undead bird/human creatures exist in unlife only to destroy the living. Any creature clawed by a Scavenger Haunt must make a save vs. spells or be slowed to half movement speed (half the number of attacks, etc.) for 1d4+4 rounds. The slowing effect is cumulative (that is, a second strike means slowed to ¼ speed, then 1/8th, etc.). A single haste spell counteracts the cumulative slowing effect. A Scavenger Haunt is immune to all mind-affecting spells. Each successful hit by a Scavenger Haunt drains 1 point of Strength. STR drain lasts for 40 minutes.

Scavenger Haunt: HD 4+4; AC 5[14]; Atk 2 claws/bite (1d8/1d8/1d6); Move 12 (fly 18); Save 11; Special: Immune to mind-affecting spells, slow.

Sea Devil (Voice of the True King)

Sea Devils are fish-men with shark-like teeth. They live in salt water, sometimes at considerable depths, and raid the surface world for plunder and sport. These beings are thoroughly chaotic/evil. Their society is highly organized, and their lairs are often guarded by sharks. Some sea devils may have entangling nets used to ensnare opponents.

The Voice of the True King is in many regards a higher form of the Sea Devil, having exceptional hearing and

smell, equally able to breathe under water or on land. The Voice has no eyes but fights with no penalty.

Bestiary of the Rosewood Highlands

Sea Devil: HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.

Sepulcher Master

The Sepulcher Master is a powerful undead being who commands lesser undead creatures and who can teleport away mortal beings. They appear as hooded, robed skeletons and are easily mistaken for these lesser undead beings, until they begin to speak. They never leave their lair and they never initiate combat, but will frequently engage invaders in conversation which may seem mundane and pointless to the intruder. The motives of a Sepulcher Master are inscrutable.

If engaged in combat, will attempt to teleport victims (one per round) to pre-determined destinations all within a one-mile radius of the Master. If engaged in melee it will use its claws to rake at its attackers.

A Sepulcher Master can only be hit by magical weapons with a +1 or better enchantment (silver has no effect) and they are very difficult for clerics to turn or control.

Sepulcher Master: HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 9/1100; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster

Shadow

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the GM may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength drain is permanent unless healed magically.

Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Shadow Creeper

Shadow Creepers are a mysterious, subterranean race of humanoids who wear black cloaks and robes with hoods which disguise their faces. Beneath the cloaks, the skin of the Dark Creeper is pale, almost translucent, but hard as stone. Dark Creepers hate light, except that created by illusionary magic (not light spells, but such spells as dancing lights, faerie fire, etc.) and they will use their innate abilities to extinguish the light. They love illusion magic and can be distracted and mesmerized by it. In addition, Creepers love magic jewelry (there is a 20% chance that any given Creeper encountered will have some kind of magical charm, ring or the like). Shadow Creepers can create darkness (per the spell) centered on itself once per hour and can detect magical jewelry within 30' (rings, amulets, etc. but no other kind of magic – or at least they don't seem to care about any other type of magic items).

In melee, Shadow Creepers fight with a shortsword (2% chance of a magical shortsword). They also have 5th level thief abilities (including backstabbing).

Shadow Creepers have no discernable language, though they clearly are able to communicate with one another (perhaps via ESP or the like).

When a Shadow Creeper is killed, its body explodes into a 60' diameter cloud of magical darkness which remains at the location of the Creeper's death for 3d10 days).

Shadow Creeper: HD 2; AC 0[19]; Atk shortsword (1d6); Move 9; Save 16; CL/XP 3/60; Special Detect Magic, Darkness, Thief Abilities.

Shadow Fiend

Shadow Fiends look like shadowy humans, with gangly arms and legs which end in wicked claws. Shadow Fiends are related to Shadows, being summoned from the dark places of the netherworld, but are certainly not undead. In combat, the Shadow Fiend attacks with two wicked claws and a stinging, poisonous bite for 2d4 hit points of damage per claw and 1d10 hit points of damage (plus poison) per bite.

The Shadow Fiend is more powerful in darkness than in light.

- In bright light: full sunlight, blinding light spell, etc. the Shadow Fiend is completely powerless and cannot move. In such light, the Fiend cannot attack or defend itself or use any of its abilities.
- Torchlight: torches, lanterns, light spells, etc. In such lighting the Shadow Fiend is AC 8 and all attacks made against the Fiend do full damage. The Fiend has 35% Magic Resistance in such lighting.
- Dim light: Candlelight, moonlight, Gloom spell, etc. In such lighting, the Shadow Fiend is AC 5, receives normal damage from attacks and has 50% magic resistance.
- Full Darkness: Lightless underground, Darkness Spells, etc. In such lighting, the Shadow Fiend is the most powerful being at AC 0, receiving +2 on its hits and all damage done to the Fiend is at -2. The Fiend has 70% Magic Resistance in such lighting.

Always, the Shadow Fiend is immune to damage from fire, cold and electricity. Once per day the Shadow Fiend can cast Darkness 20' radius. The poison of the Shadow Fiend drains 1 point of Constitution per round for 1d20 rounds. If a target's Constitution is reduced to 0, the target dies and fades into a shadow under the fiend's control.

Shadow Fiend: HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain.

Bestiary of the Rosewood Highlands

Shadow Stalker

Shadow Stalkers are the leaders of Shadow Creepers, set apart from their lesser king by size (being roughly man-sized) and ability.

Stalkers fight with poison coated short-swords, doing 1d6 weapon damage. Victims must save vs. poison or receive 1d6 points of damage from the poison each subsequent round, diminishing dice.

In addition to all the abilities of a Creeper (darkness, detect magic), the Shadow Stalker can create a Wall of Darkness (as Wall of Fog) three times per day and can cast Blinding Darkness 4 times per day. A Shadow Stalker has the abilities of a 10th level thief.

When a Shadow Stalker is killed, its body explodes into a 120' diameter cloud of magical Blinding Darkness which remains at the location of the Stalker's death for 3d10 days).

Shadow Stalker: HD 6+2; AC 7 [12] or 0 [19] in darkness; Atk 1 short sword (1d6 + special poison); Move 12; Save 11; CL/XP 8/800; Special: Create special darkness, Thief abilities

Shrieking Fungus

Shrieking Fungi are huge mushrooms with a tough, fibrous body. They do not physically attack, but if light touched, they emit a high-pitched shrieking noise. The true danger of shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons, they will attempt to shuffle away, although they do not move very fast.

Shrieking Fungus: HD 3; AC 7[12]; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Shriek.

Silent Death

These elastic creatures are nearly transparent, able to take on and hold multiple simple forms (though complex forms can only be held for a round per HD of the Silent Death). Their substance is an acidic gel which digests every organic compound it comes into contact with. When a Silent Death successfully hits, the victim must save vs. paralysis or become paralyzed. Silent Deaths cannot dissolve non-organic materials, so metals and stone and the like gets swept into the Death and then spit back out at a later date. Silent Deaths are especially susceptible to fire (which does double damage and Silent Deaths always fail their save vs. magical fire). Cold slows a Silent Death, Electricity makes the death Move at double its rate. All Silent Deaths can merge with one another forming a massive Silent Death (combining their HD and hp). They move slower when combined and can only stay in such a state for 2 rounds per total HD of the Giant Silent Death.

Silent Death: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.

Silent Guardian

These winged creatures may be related to gargoyles, though, unlike gargoyles, Silent Guardians are very selective about when they attack. They are typically set as guardians over important places with specific instructions which they fulfill to the letter. Silent guardians come in a variety of shapes (such as lions or minotaurs), though all have wings, whether or not the creature depicted is winged.

Silent Guardians are aptly named as they make absolutely no sound when they walk, fly or attack. In combat, they typically attack with two fists and a bite, doing 1d8 hit points damage per fist and 1d12 hit points damage per bite.

Silent Guardian: HD 6; AC 2[17]; Atk 2 fists (1d8) bite (1d12); Move 9 (fly 12); Save 11; CL/XP: 8/800; Special: fly, silent

Silent Mistress

The Silent Mistress is an immortal being placed as guardian over the Beast of the Deep. Though she is able to speak, she communicates via ESP and can employ said spell at will (as well as clairaudience and clairvoyance). She appears as a dark, beautiful woman with unnaturally large eyes.

Because of her connection to the Window of Sharan, the Mistress is never surprised. If engaged in melee, she fights with two clawed hands, doing 1d3 hit points of damage each and, if seriously threatened, she may attempt to plane shift or become ethereal (both of which she can do once a week).

However, because of her charged task (guard the Beast) and her connection to the Window, the Silent Mistress generally employs the Widow's powers in combat, drawing spell-effects from the window to defend herself or attack those attacking her. If killed, the Silent Mistress returns to the planes of those who set her as guardian over the Beast.

Silent Mistress: HD 12; AC 0 [19]; Atk Spells; Move 6; Save 3; CL/XP 12/2000; Special: Spells

Singer of the Dead

A peculiar creature, possibly an exile from the Plane of Earth, the gorilla-sized body of the Singer of the Dead is headless, with two "legs" and two very long sinuous "arms" ending in 3' diameter balls of jagged stone. The Singer's body is honeycombed with small crevices and channels.

When air travels through the channels and gaps in the Singer's body, the most unsettling, droning sound is heard which is mildly irritating to most mortal beings (any Charisma checks made within the radius of the Singer's song are at a -3 penalty). The Singer's song causes undead to "be at peace," rendering all undead within the radius of the song to become inert for the duration of the sound. The song can be heard up to 1500 feet away.

A Singer of the Dead will often hibernate (remain motionless) for years at a time. It is not known what motivates a Singer of the Dead, but they are aggressive and often attack without provocation. They are immune to fire, cold and lightning, as well as mind affecting spells. If both "fists" hit for full

Bestiary of the Rosewood Highlands

damage, the victim is pulled into a “hug” against the Singer’s body which does an additional 3d8 hp of damage.

Singer of the Dead: HD 8; AC 4[15]; Atk 2 fist (1d8); Move 15; Save 8; CL/XP 8/800; Special: Hug, Undead song

Skeletal Horror

Wherever large piles of bones collect, there is a chance for Skeletal Horrors to form. When the bones are disturbed in a specific way, 1d6 Skeletal Horrors will animate and attack. Once Skeletal Horrors begin to animate, 1d6 will animate every round until those who disturbed the bones are dead or leave the area. No matter how many Horrors are defeated, the bones will simply reform the next round. Thus there is an essentially endless supply of Skeletal Horrors wherever a bone pile exists. Skeletal Horrors never pursue beyond the edge of the bone pile (though melee is likely to scatter bones in an ever-widening circle...). Skeletal Horrors are immune to all mind affecting spells. Each successful hit by a Skeletal Horror drains 1 point of Strength which lasts for 10 minutes.

Skeletal Horrors: HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None

Skeletal Warrior

These powerful undead warriors were once guardians of all that was good and right but fell under the ensorceling of a powerful mage. The mage lured a total of 117 holy knights into her lair, trapping their lifeforce in a 12” diameter steel circle of metal. Anyone in possession of the proper steel ring can control the Skeletal Warrior, provided the Warrior is within 1000’ of the circle.

Skeletal Warriors are dressed in the remains of their armor (80% plate/20% chain, 80% normal armor, 15% armor +1, 4% armor +2, 1% armor +3) and fight with longswords or two-handed swords (75% normal, 15% +1, 6% +2, 3% +3, 1% cursed), with a +2 bonus to hit. All Skeletal Warriors carry shields.

Skeletal Warriors can detect living within 60’, they are immune to mind-affecting spells and are generally 75% magic resistant. Skeletal Warriors are only able to be hit by magical weapons. Each successful hit by a Skeletal Warrior drains 1 point of Strength and 1 point of Constitution. Attribute drains last for 90 minutes.

Skeletal Warrior: HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.

Skeleton

Skeletons are animated bones of the dead, usually under the control of some evil master. Skeletons are immune to mind affecting spells and cold. Each successful hit by a Skeleton drains one point of Strength which lasts for 10 minutes.

Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

Skeleton, Giant

Giant Skeletons are much like normal skeletons, though larger so they do more damage, can move greater distances, etc. Giant Skeletons are no more intelligent than normal skeletons and can only obey simple commands, though they, too, are immune to mind controlling or damaging spells. Each successful hit by a Giant Skeleton drains 1 point of strength which lasts for 60 minutes.

Skeleton, Giant: HD 6; AC 5[14]; Atk 1 fist (2d8); Move 18; Save 11; CL/XP 7/600; Special: None.

Skin Spirit

A Skin Spirit, the undead skin of a mortal being who was skinned alive, appears as a translucent sheet of thin material in an irregular shape. A Skin Spirit can fly or creep along surfaces at its full movement rate. The Skin Spirit attacks by smothering its victim, doing 1d4 hp of damage per round. Victims smothered by a Skin Spirit cannot move, and if the Skin Spirit is hit while smothering a victim, the victim receives the same amount of damage as the Skin Spirit. Only a victim with a 15 or greater strength can attempt to break free from the grip of a Skin Spirit (having a 5% chance at S15, 10% at S16, 15% at S17, etc.). Like all undead, Skin Spirits are immune to mind affecting spells. Unlike most undead in the Highlands, Skin Spirits do not drain attributes with a successful attack.

Skin Spirit: HD 2; AC 3 [16]; Atk Smother (1d4); Move 6; Save 16; CL/XP 2/30; Special: fly, smother

Skinwearer

These humanoid creatures are faceless, hairless and pale white. They kill and skin other humanoid creatures in order to wear their skins. When a skinwearer dons the skin of its prey, it gains the special abilities (if any) of the creature for 1 day per HD of the skinned creature. Skinwearers are immune to mind-affecting spells.

Skinwearer: HD 6; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); Special: Gains abilities, immune to sleep and charm.

Bestiary of the Rosewood Highlands

Smoldering Haunt

Undead creatures of men killed by magical fire, Smoldering Haunts look like smoking zombies and, when cut open, reveal a fist-sized burning coal in the chest cavity. They attack with fists which rain down fiery cinders on their victims, doing 1d8 points of damage, diminishing dice.

Every time one is hit in melee, bits of smoldering, tarry flesh fly off. Attackers must make a save (vs. magic) or be hit for 1d4 hp fire damage (and flammable items must make saves, if appropriate...) Smoldering Haunts are healed by fire and electrical attacks and, like all undead, are immune to mind affecting spells. The strike of this undead creature does not drain an ability score.

Smoldering Haunt: HD 4; AC 5[14]; Atk Fist (1d8, dim); Move 9; Save 13; CL/XP 5/240; Special: immunities, extra damage.

Snake, Giant Constrictor (Azmuth the Crafty)

Giant Constrictor Snakes are typically 12'-25' long, though Azmuth the Crafty is 32' long and has magical abilities. Any who speak in his presence can become charmed by him.

Giant Constrictor: HD 6; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict, Charm.

Snuffler

Snufflers are often called "Magic Sniffers." These shaggy quadrupeds stand about 2' tall and have very long snouts on their dog-like faces. They sniff at the ground constantly.

Snufflers are the world's best trackers and can track any magical scent created within the past two weeks. How exactly this works is left to the GM to adjudicate, but the snuffler has to have some access to the magic somehow. For example, if tracking a magical item, the snuffler could begin where the magical item had been stored and track it from there. Tracking a spell might be more difficult, but possible. They can smell magic items or active spells within a 20' radius.

The weakness in a magic sniffer's tracking ability is its powerful nose which is extremely sensitive to powerful mundane smells. A snuffler can be thrown off the trail by scattering strong scents such as saffron, black pepper, curry, etc.

When a snuffler's snout touches magic, it functions as dispel magic cast at a level equal to the number of rounds the snuffler's snout is in contact with the magic (that is, if touching magic for 8 rounds equals dispel magic at the 8th level of ability).

Snuffler: HD 4+4; AC 4[15]; Atk 2 claws (1d4/1d4) + bite (1d8); Move 12; Save 16; CL/XP 5/240; Special: Dispel magic touch.

Sons of Boeh Hect (Hanging Knights)

These restless spirits are the condemned former champion knights in servitude to the great hero Boeh Hect. Having failed their liege through an act of cowardice, the Sons of Boeh Hect are cursed to demand justice and heroism from all mortals they encounter. The Sons of Boeh Hect will always find a reason to attack a mortal creature, though a Paladin might convince them to stay their hands (mechanically, a combination of a successful protection from evil and a Charisma check). Like all undead, Sons of Boeh Hect are immune to mind affecting spells. A successful hit from a Son of Boeh Hect does 1d6 hp damage (or weapon damage) and drains 1 point of strength. The strength drain lasts 50 minutes. For each 3 points of Strength a Son of Boeh Hect drains, the creature gains +1 to hit and damage for 50 minutes.

Sons of Boeh Hect: HD 5; AC 1[18]; Attack weapon (1d8) or claw (1d6); Move 9; Save 13; CL/XP 5/240; Special: immune to mind affecting spells, Strength Drain.

Sorcerous Spirit

A spellcaster who seeks immortality sometimes achieves this goal by being transformed into a Sorcerous Spirit. A Sorcerous Spirit is a non-corporeal spirit which seeks to possess mortal beings. A possessed being is under complete control of the Sorcerous Spirit.

The touch of a Sorcerous Spirit does 1d8 hp of damage and the victim must save vs. spells or become possessed by the Spirit. A victim so possessed is overtaken by the Sorcerous Spirit. Each month, the victim may make a Possession Save (see below) to break the hold of the Sorcerous Spirit. Any victim who makes a successful Possession Save is immune to the psychic attack of that Sorcerous Spirit for 2d12 months.

All Sorcerous Spirits have the spellcasting abilities of a 10th level magic user (regardless of their caster level in life).

Possession Save:

Any creature possessed by an undead spirit may make a Possession Save to break the psychic bond of the undead spirit. A Sorcerous Spirit will have a Possession Score equal to his or her Intelligence and Wisdom Scores in life (if known, if not, roll 1d6+12) and the level of the spellcaster in life (again, if known, otherwise roll 1d8+10). The Victim's save is based on his or her Intelligence and Wisdom Scores plus his or her character level if a spell caster (half character level rounded down if non-caster). Typically, such saves can be attempted once a week, once a month or once a year, depending on the type and power of the undead spirit possessing the victim

Sorcerous Spirit: HD 5; AC 4 [15]; Atk Incorporeal touch (1d8 + possession); Move 18 (Fly); Save 12; CL/XP 7/600; Special: Possession, magical abilities

Bestiary of the Rosewood Highlands

Soulless Jongleur

The Soulless Jongleurs are undead musicians whose songs affect the very soul of mortal listeners. The musicians play The Lament of the Dark Night, a tune that causes Hopelessness (as per the 8th level MU Spell Symbol of Hopelessness). Saves vs. the Hopelessness caused by the music are dependent on the distance of the listener from the musicians: normal save at 120' or greater, 120'-80' save -2, 80'-40' save -4, 40'-5' save -8. Soulless Jongleurs are usually found with other undead, luring victims into the clutches of their undead allies. Soulless Jongleurs have no natural attack of their own, though they are fairly difficult to hit (good AC score). The physical touch of a Soulless Jongleur, while doing no damage, drains 1 point of Constitution, which lasts for 30 minutes.

Soulless Jongleur: HD 3; AC 2[17]; Atk None; Move 12; Save 15; Special: Hopeless Song; CL/XP 4/120; Special: Charm Song

Spectral Haunt

Related to Haunts, Spectral Haunts are the spirits of mortals who died without fulfilling a vow, the weight of that failure carrying into the mortal's death. Spectral Haunts appear much as they did in life, but as a semi-transparent ghostly form, existing partly in the mortal realm and partly in the spirit realm.

A Spectral Haunt desires to be released from its vow, but cannot articulate that desire except through pantomime, as Spectral Haunts make no sound. A Spectral Haunt will become increasingly frustrated if the mortal encountered does not understand its desire and, after 1d4+2 rounds, it will attack. The touch of a Spectral Haunt does no damage, but drains 1 point of Charisma. The Charisma loss is permanent unless magically healed. A mortal killed by a Spectral Haunt can be raised from the dead, but its Charisma score will be 3. Like most undead, Spectral Haunts are immune to mind-affecting spells.

A Spectral Haunt can be released from its vow by killing it and casting a Bless spell on its dead, non-corporeal body. If the Bless spell is not cast, the Spectral Haunt rises again the next night, fully healed.

Spectral Haunt: HD 2; AC 0[19]; Atk touch; Move 12; Save 16; CL/XP 2/30; Special: Charisma Drain.

Spectre

Spectres are non-corporeal undead creatures, more powerful than wraiths. Spectres do 1d8 points of cold damage with their touch and drain away life energy of their victims (represented by permanently draining 2 points of a random ability score with each successful hit). Only magic can damage a Spectre (magical weapons or spells). Ability scores drained are permanent unless magically healed. Anyone completely drained of an ability score by a Spectre rises two nights later at midnight as a free-willed Spectre.

Spectre: HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + ability score drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 1-2 points of random ability with hit, immune to non-magical weapons.

Sphinx

These winged lion/woman abominations are often set as guards. A Sphinx is summoned from the plane of Faerie, and as such has little need for food or sleep. Sphinxes are incredibly intelligent and often fight against their forced servitude, finding and exploiting loopholes in their bondage.

Some sphinxes will allow a challenger to pass if he or she can answer a difficult riddle (or more than one), some will request some task to be performed (usually a task which will, in some way, release the sphinx from bondage). If engaged, a sphinx is a powerful enemy, employing four claw attacks, a bite, spell-like abilities and its ability to fly (a sphinx can leap vertically 40' with the aid of its wings). When a free sphinx is encountered, they are often willing to use their powerful powers of divination to answer questions posed to them – for a large price.

All sphinxes have some kind of weakness, which is usually how they are enslaved. For example, some sphinxes cannot divine magic, some are blind to certain elemental effects, some have fears that drive them to act impulsively.

Sphinx: HD 8; AC 1[18]; Atk 4 claws (1d8) and bite (1d12); Move 18 (Fly 24); Save 8; CL/XP 11/1700; Special: Divination, Dispel Magic at 8th level (3/day).

Spider, Giant

Giant Spiders are very aggressive, leaping on to their prey (surprise 5in6 chance), attempting to bear the prey to the ground and pin it so that the Spider can inject its paralyzing poison into the victim and wrap him or her in a cocoon of webs. These spiders have 4'-5' diameter bodies and on a successful attack roll with a natural 20, the Giant Spider has pinned its prey to the ground, automatically hitting the following round for a bite attack. The spider will then disengage from this bitten victim and attempt to bear down other prey or attackers similarly. A victim of a Giant Spider's bite can save vs. poison to avoid the paralyzing effect of the Spider's bite.

Giant Spider: HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: paralyzing poison, 5 in 6 chance to surprise prey.

Bestiary of the Rosewood Highlands

Spider, Giant Bog

The Giant Bog Spider has a body of only about 1' in diameter but they are very aggressive and hunt in packs. The Giant Bog Spider waves webs high in trees and typically drops (en masse) on prey, surprising on a 1-3 (of 6). The front two legs of a Giant Bog Spider end in sharp hooks, doing 1d2 hp of damage each, while its bite does no physical damage, it injects a paralyzing poison (save vs. poison at +4 or be paralyzed for 1d4 rounds).

Spider, Giant Bog: HD 1d4 hp; AC 3[16]; Atk 2 claws (1d2) and 1 bite (0hp + poison); Move 15; Save 18; CL/XP 1/15; Special: Poisonous bite (+4 save or paralyzed), surprise on 1-3 on d6

Spider, Giant Carrion

Giant Carrion Spiders are large (8' diameter bodies) hairy brown spiders who spin webs to encase their lairs, but do not traverse webs as many other giant spiders do. The Carrion Spider feeds on carrion, but will attack prey, using a vicious bite which causes 1d8 points of damage and inflicts a rotting disease. The flesh of victims who fail their save begins to rot at 1 hit point per day (only magical healing can restore these hit points, but once the disease sets in only a cure disease spell can remove the daily damage). A creature who dies from a Carrion Spider bite becomes a putrescent mass of flesh: exactly what the Giant Carrion Spider eats.

Giant Carrion Spider: HD 4+4; AC 4[15]; Atk 1 bite (1d8+rot); Move 9; Save 13; CL/XP 5/240; Special: rotting poison.

Spider, Giant Greyback

Giant Greyback Spider (5 ft. diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: paralyzing poison, webs.

Spider, Huge

Huge Spiders have bodies about 6'-8' in diameter. Their webs are very sticky (treat as web spell).

The poison of a Huge Spider does 1d10 damage per round, diminishing dice (save for half).

Huge Spider: HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.

Spider, Large

These creatures, web spinners all, are aggressive hunters. They come in a wide variety of body colors and shapes, roughly 2' in diameter. Their webs, while sticky and unpleasant, do not hinder movement.

Their poison paralyzes victims (save or be paralyzed for 1d8 turns).

Large Spider: HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: paralyzing poison (+2 saving throw).

Statue, Animated

Animated Statues may be constructed of any material, though marble and bronze are the most common. They are created by powerful mages and typically used as guardians. They attack with fists (even if the statue is depicted as wielding a weapon). They are particularly resistant to edged weapons. Mind affecting spells have no effect on Animated Statues and fire (magical or otherwise) does no damage to Animated Statues.

Statue, Animated: HD 5; AC 4[15]; Atk2 fists (2d6 each); Move 6; Save 11; CL/XP 7/600; Special: Edged weapons only do 1 hp (plus magical bonuses) per hit, fire immunity

Stirge

Stirges are large, aggressive birds with long proboscis-like beaks which they inject into their prey to drain their blood. Stirges are effective hunters and thus gain a +2 bonus to hit. After the first successful hit, the stirge automatically drains 1d4 hp of blood per round.

Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.

Stone Crawler

Armadillo-like reptiles which have the appearance of stones themselves (treat recognizing Stone Crawlers as if searching for a Secret Door). They are aggressive and vicious, attacking as swarm to overwhelm prey. Stone Crawlers drink the blood of mortal beings. They usually appear in nests of 4d10.

Stone Crawler: 1hp; AC 9[10]; Atk Bite (1hp); Save 18; CL/XP A/5; Special: Swarm

Stone Guardian

A Stone Guardian is a creature of the Elemental plane of Earth. Stone Guardians are sometimes called Stone Spirits. Ten feet tall and vaguely human shaped, Stone Guardians dwell in solid, natural stone columns from which they step out to perform their duties – guarding an item, a person or a place. When stepping out of their columns, Stone Guardians surprise 1-5 on d6 and Stone Guardians remain effectively invisible (95%) when standing still against a stone surface (such as a cavern wall, though worked stone reduces this to 40% invisible).

In combat, a Stone Guardian hits with two massive stone fists for 2d6+2 hp of damage each. Stone Guardians take 1 point of damage (adding magical “pluses”) from edged weapons and half damage from cold, fire or electrical attacks. They are immune to most earth magic (including stone to flesh, transmute rock to mud, etc.) but take double damage from water or air magic. Provided a Stone Guardian can maintain contact with a natural stone surface, it will regenerate 1 hp per day (even if killed or shattered). Stone Guardians can move

Bestiary of the Rosewood Highlands

silently (90% chance) on any solid stone surface, worked or natural.

Stone Guardian: HD 5+4; AC 2[17]; Atk stone fists (2d6+2); Move 9; Save 11; CL/XP 7/600; **Special:** Immunities, regeneration, surprise.

Stone Mistress

The Stone Mistress is a type of Gorgon, like the Medusa, having an ability related to stone. A Stone Mistress appears much as a Medusa, a snake-like body with a woman's torso and snakes for hair. But the Stone Mistress' hair/snakes are non-poisonous, and her gaze does not turn creatures to stone. Her gaze does, however, animate stone.

She can animate one stone (up to 15' in diameter) per round. Normal stones so animated simply roll as best as they can to perform whatever simple task she indicates. Statues can perform slightly more complex tasks (such as grasp creatures or manipulate objects). The Stone Mistress can keep up to 24 stones animated at any given time, and they can be sent beyond the range of her vision, but once she can no longer see them, they are in effect on "autopilot," performing the last task to which they were set. If she loses consciousness, dies all her animated stones fall motionless, even if out of range. The Stone Mistress is not evil but is an isolationist and will do everything in her power to drive outsiders away. She fights with wicked claws (1d6/1d6) and sharp teeth (1d8) and her hair/snakes, while not venomous they are still dangerous as each one can attack independently (6+1d4 snakes for 1d2 points each). She is immune to poison.

Stone Mistress: HD 4+2; AC 3[16]; Atk 2 claws (1d6/1d6) bite (1d8) and 6+1d4 snakes (1d2 each); Move 12; Save 12; CL/XP 7/600; **Special:** Animate Stone, Poison Immunity

Stone Spirit

A Stone Spirit is the spirit of a mortal being bound to a specially prepared stone as a guardian. The Stone Spirit usually gives a warning to intruders before attacking, allowing intruders to leave in peace if they choose to.

When attacking, a Stone Spirit hits with two stony fists (for 1d8 hp each), with the victim making a save (vs paralysis) or become Life Bound to the Stone Spirit, becoming a Stone Spirit slave under the control of the Spirit (See below).

Stone Spirit: HD 6; AC 0[19]; Atk Stone fist (2d8); Move 6; Save 10; CL/XP 6/400 **Special:** summon slaves

Stone Spirit Slaves

Victims of the Life Binding attack of a Stone Spirit, Stone Spirit slaves are under the complete control of their master. Any mortal being Life Bound by a Stone Spirit must make a save (vs. paralysis) each day or slowly fade into unlife. A mortal being thus Life Bound lives a number of days equal to its Constitution Score (or HD if creature has no Constitution Score) before irrevocably becoming an incorporeal spirit under the control of the Stone Spirit. If the controlling Stone

Spirit is killed, the Slaves are released from their bondage (still not able to be resurrected, however).

Stone Spirit Slaves: HD (as in life); AC 0[19]; Atk (as in life); Move 6; CL/XP varies; **Special:** abilities as in life

Sweeping Angel

The Sweeping Angel is a unique creature found in the Shrine of the Fallen Angels. It is a massive stone sculpture of an angel with out-swept wings. The Sweeping Angel attacks with its enormous wings, sweeping them back and

forth, buffeting victims by the force of wind and battering its victims violently. Victims caught in the brush of the Sweeping Angel's wings take 4d6 hp damage (2d6 if save is made) and are knocked prone, giving victims a -2 penalty on their armor class for subsequent attacks, but limits damage to 2d6 (1d6 if save is made). Sweeping Angels are solid marble so edged weapons do minimal damage (1 point + any magical "plusses") while blunt weapons do full damage (so a mace does a full 6 points of damage with a successful hit).

Sweeping Angel: HD 12; AC -2[21]; Atk sweep (4d6); Move 12; Save 3; CL/XP 12/2000; **Special:** Sweep Attack.

Synarian Beast

This giant winged serpent is a distant cousin of dragons and drakes and the like, though far less powerful. The Synarian Beast has a 60' long serpentine body with two sharp claws and broad bat-like wings. They are not very intelligent (equivalent of an Intelligence of 5) but they have a keen sense of smell and sight.

While it is fairly quick slithering on the ground (movement rate 9), it is an incredibly fast and agile flyer.

A Synarian Beast attacks with its claws and bite. They eat nearly any fresh meat.

Synarian Beast: HD 9; AC 3[16]; Atk 2 claws (1d6+1), 1 bite (1d10); Move 9 (Fly 30); Save 7; CL/XP 10/1400; **Special:** None

Tar Imp

Tar Imps are 3' tall amorphous shaped demonic creatures which dwell in tar pits. Tar Imps rely on their ability to traverse the Tar Pit (swimming as if it were water) to ambush prey. The Tar Imp attacks with hurled balls of tar (which do 1d6 damage and continue to burn for 1d4 rounds) or by grasping its prey (for 1d4 damage + continued damage for 1d4 rounds) and pulling it under the surface of the Tar, smothering their prey which they then devour. The skin of a Tar Imp is very sticky. Weapons which hit a Tar Imp wielded by anyone with a strength of 16 or less will stick to the creature for at least one round (strength check after one round of being stuck to release). Those with 17 or 18 strength can withdraw their weapons normally, but will act last in the following round. Tar Imps are highly susceptible to fire (they take double damage from fire).

Bestiary of the Rosewood Highlands

Tar Imp: HD 4; AC 3[16]; Atk hurled tar globs (1d6+continued damage) or grasp (1d4+continued damage); Move 3 (swim 12); Save 13; CL/XP 5/240; **Special:** Grasping, sticky skin.

Tentacled Horror

Tentacled Horrors come in a variety of guises, but always with multiple tentacles which draw prey into a wicked, gaping maw. Horrors have bodies about 6' in diameter, grey or brown in color, with a huge fanged mouth in the center. Long tentacles, varying in number, dangle from the creature's body, lashing at and drawing in prey. All Tentacled Horrors are carnivores who hide in out of the way places patiently waiting for prey. Anchored Horrors typically have two very long tentacles while Hovering Horrors will have up to ten tentacles.

The Tentacled Horror flays at prey with its tentacles, each capable of doing 1d6 points of damage. Whenever a victim is hit by a tentacle, he or she must make a save vs. paralyzation or be wrapped in the tentacle, immobilized. The Horror drags the victim toward its body to feed, attacking with additional tentacles if able, automatically hitting the bound victim.

Any hit on a tentacle severs it but does not reduce the Horror's hit point total. Severed tentacles grow back in 1d4 days. Tentacled Horrors are immune to electrical attacks but take double damage from both fire and cold attacks. Unless very hungry, a Tentacled Horror will attempt to withdraw from melee if it loses half of its tentacles or half of its body hit points.

Larger Horrors will have more Hit Dice, more tentacles, etc.

Tentacled Horror: HD 5; AC 4[15]; Atk tentacle (1d6 each); Move 3 (anchored) 12 (hovering); Save 12 CL/XP 5/240; **Special:** bind with tentacle

Tile Creature

Tile Creatures are magical constructs made up of mosaic tiles. They have no innate intelligence but follow simple commands such as kill anyone who doesn't use the proper password or sequence.

When "killed," the Tile Creatures fall to useless broken bits.

Tile Creature: HD 1d3hp; AC 2[17]; Atk tiny weapons (1d3); Move 6; Save 19; XP/CL 1/10; **Special:** None

Tireless Watcher

These undead beings appear as staring, gaunt (desiccated even) old men. Their mouths and noses are sewed up with black thread. The gaze of a Tireless Watcher causes paralysis (as hold person, save negates). The Watcher then drains its paralyzed victim's life (1d4 Constitution points per round or 1 HD per round, for creatures without Constitution scores). A creature fully drained of Constitution dies, and cannot be raised from the dead. Constitution drain is permanent unless healed magically. If engaged in melee, the touch of the Tireless Watcher (successful hit) drains victims as above.

Tireless Watchers can be found anywhere, though something visual has to hold their attention (like a panoramic vista, a beautiful painting, magical lights). Once their attention is drawn away from the object of their obsession, they will wander for 1d6 days until something else grabs their attention. Tireless Watchers are extremely rare.

Tireless Watcher: HD 4; AC 4[15]; Atk Gaze (paralysis)/draining touch; Move 6; Save 11; CL/XP 4/120; **Special:** Paralyzing Gaze, Draining Touch.

Trampled Horror

These undead creatures are much like zombies, though their bodies are twisted and broken, and they are much stronger than Zombies. A trampled horror slashes with its deformed clawed hands for 2d4 hp damage, also draining 1 point of Constitution per successful hit. The Constitution drain lasts for 30 minutes. Fire does double damage to Trampled Horrors.

Trampled Horror: HD 3; AC 4[15]; Atk Claw (2d8); Move 3; Save 14; CL/XP 3/60; **Special:** immune to mind affecting spells, Fire does double damage.

Treemen

Treemen are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and do different amounts of damage: Treemen of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, Treemen of 9-10 hit dice inflict 3d6 points, and Treemen of 11-12 hit dice inflict 4d6 points. All Treemen can "wake" trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack. (No more than two trees at a time can be awake at the behest of a single Treeman.)

Treeman: HD 7-8; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; CL/XP 7/600, 8/800; **Special:** Control trees.

Treeman: HD 9-10; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 6; CL/XP 9/1100, 10/1400; **Special:** Control trees.

Treeman: HD 11-12; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 4; CL/XP 11/1700, 12/2000; **Special:** Control trees.

Elder Treeman: HD 14; AC 0[19]; Atk 2 strikes (2d6/2d6); Move 6; Save 2; CL/XP 14/2600; **Special:** Never surprises, control trees

Bestiary of the Rosewood Highlands

Tree, Rebel

Trees formerly animated by Treemen, Rebel Trees go rogue and are rooted by the Treemen. Rebel Trees retain their ability to move their branches and tend to whip at living beings who pass by, trying to unseat them and pummel them with the branches. The trunk of a Rebel Tree is extremely hard (AC -1) and the trees have 3d8 hit points.

Rebel Trees are immune to all mind affecting spells and cold, but fire and electricity do double damage.

Rebel Tree: HD 3d8 hp (attack as level 6 fighter); AC -1[20]; Atk 1d6 branches (1 point each); Move 0; Save 12; CL/XP 3/120; Special: spell immunities

Troglodyte

Troglodytes are an underground reptilian race appearing much like a cross between Lizard People and Frog People. They have tough, scaly green-grey hides which they can lighten or darken chameleon-like to blend into their surroundings. The Troglodyte language is a series of hisses and clicks with a very limited vocabulary. Troglodytes have a tremendous sense of smell making them very hard to surprise. The stench of a Troglodyte, actually a powerful means of communication between members of the species, is debilitating to most other species: save vs. poison or lose 1 point of strength for 1d8 rounds (weakness lasts for 1d6+6 rounds after leaving the presence of the stench). The stench of a Troglodyte is effective against all within a 10+1d10' radius.

Troglodyte: HD 2; AC 4[15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin.

Tunnel Mite

These long eared, creatures have grey wrinkled skin and bloodshot, bulbous eyes. They can see better in the dark than in the light. The Tunnel Mite is always a servant of a more powerful creature, usually fawning over and bowing to its master. Tunnel Mites have no recognizable language, though they seem to pick up their masters' languages easily for understanding commands. The only sound a Tunnel Mite makes is a slight purring. Tunnel Mites Move Silently 95% of the time.

Tunnel Mite: HD 1; AC 9[10]; Atk Nil; Move 9; Save 14; Special: Move Silently.

Turtle, Giant Snapping

Rare in the extreme, Giant Snapping Turtles grow to a large as 10-12' across (shell). They are aggressive omnivores who will attack anything small enough to eat but will withdraw into its shell if injured and flee if possible.

Turtle, Giant Snapping: HD 9; AC 2[17] shell, 5[14] head/limbs; Atk 1 bite (4d6); Move 4 (Swim 9); Save 6; CL/XP 9/1100; Special: None

Tyrant Serpent

Tyrant Serpents are usually only found in underground pools of water, favoring dark places. They are long (up to 30 or so feet), seven-headed serpents who attack any living thing on sight.

In combat, each head attacks swiftly and independently, gaining a +3 to attacks and the powerful jaws deliver a nasty bite (1-8 hp per successful attack). If a full 8 points of damage is scored, the jaws lock on the target and each subsequent round is an automatic hit (for 1-8 hp damage) until the head is destroyed. When a head receives 6 or more hp damage, it is considered severed. When all seven heads are severed, the body will cease moving and appear dead. However, unless the body also takes a full 15 points of damage, the Tyrant Serpent will regenerate its heads, gaining a single hit point per day (so all seven heads take a full six weeks – 42 days – to regenerate, assuming no damage to the body).

The Tyrant Serpent's most significant weakness is that it is completely susceptible to magic (it gets no save vs. magic, has no magic resistance). Thus the Tyrant Serpent is easily charmed, confused by illusions, killed by magical area of effect spells, etc. In addition, each Tyrant Serpent may have some unique special abilities and weaknesses, generated randomly or determined by the GM.

Tyrant Serpent: HD 10 (body 3, each head 1); hp body 15, each head 6; AC 5[14]; Atk 7 bites at +3 (1d8 each); Move 9; CL/XP 10/1400; Special: Slow regeneration

Undying Servant

These undead were so devoted to a master in life that their devotion carries them into the afterlife as shambling undead creatures who continue to fulfill whatever servants' tasks they had in life. Undying Servants are not aggressive but if prevented from doing their duty or if molested in any way, they will attack with claws and bite, doing 1d2/1d2/1d4 points of damage. A mortal being killed by an Undying Servant becomes an Undying Servant the next night at midnight. NOTE Undying Servants do not drain any ability scores.

Undying Servant: HD 2; AC 7[12]; Atk 2 claws/bite (1d2/1d2/1d4); Move 12; Save 16; CL/XP 2/30; Special: None.

Unholy Priest

These undead are the animated corpses of very devout clerics and priests. They retain some spells (1d4+2 first level and 1d3 second level and 30% chance for 1d3 third level) and can "command undead" (per the spell, or the opposite of "turn undead") as 6th level clerics. Unholy Priests can only be hit by magical weapons. 10% of Unholy Priests can cause a mortal to appear dead (similar to the feign death spell) with a unique gesture, affecting 1d6 mortals per attempt, 3/day. Like all undead, Unholy Priests are immune to all mind affecting spells. A successful hit by an Unholy Priest drains 1 point of Wisdom. The Wisdom drain lasts for 60 minutes. Any creature fully drained of Wisdom by an Unholy Priest

Bestiary of the Rosewood Highlands

becomes a zombie under the Unholy Priest's command in one hour after death.

Unholy Priest: HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; **Special:** Command Undead, Spells, hit only by magic weapons, Immune to mind affecting spells, feign death gesture, drain Wisdom.

Unquiet Dead

Unquiet Dead are dead clerics who are raised as zombies. The Unquiet dead shuffle toward the living moaning and growling. They are slow to respond but persistent in pursuing the living once aroused. Unquiet Dead are unturnable. A successful hit by an Unquiet Dead does 1d6 hp damage and drains 1 point of Wisdom, which lasts for 20 minutes. Clerics who are killed by Unquiet Dead rise as Unquiet Dead in 1d12 turns. Others killed by Unquiet Dead rise as Zombies in 1d12 turns. Like other undead, Unquiet Dead are immune to mind affecting spells. Cleric spells cast upon an Unquiet Dead are reflected back at the caster (save allowed).

Unquiet Dead: HD 2; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 3/60; **Special:** Immune to sleep and charm, reflect spells.

Vampire

In the Rosewood Highlands, Vampires are among the most powerful of undead creatures. They can only be hit by magic (spells or magic weapons) with few exceptions (see below). When "killed" via combat, a vampire's body turns to gaseous form within one round and then returns to its coffin (or equivalent) to regenerate at (at normal rate, though must remain in coffin until fully regenerated if killed and sent there). A vampire regenerates 3 hp per round, can turn into gaseous form at will. Vampires are also associated with other animals such as rats, bats and wolves and will surround themselves with such creatures and can summon them at will. In truth they may command a wider variety of animals such as vultures, crows and ravens and large cats, particularly panthers/pumas. Vampires can assume one of these forms at will (each Vampire will have a chosen form). Looking into a Vampire's eyes necessitates a saving throw (at-2), failure of which means the being caught in the Vampire's gaze is Charmed (as per Charm Person/ Animal/ Monster spell). The Vampire's most terrifying attack is its bite which causes 1d10 hp blood loss damage (save vs. spells or permanent) and may drain away 1d4 points of strength and constitution (split between). Ability score losses are permanent unless magically healed.

Vampires have known weaknesses: Holy Water causes 2d6 hp damage per application and immersing a Vampire in holy water completely destroys the creature in 1d3 rounds. Sunlight causes a vampire to explode within 1 round of full contact. The resulting explosion sends dust and bone fragments in a 30' radius, and all in that area of effect must make a save or receive 1d6 hp damage. Driving a wooden stake through a Vampire's heart kills it and cuts off its ability to regenerate, until the stake is removed. Severing a Vampire's head and burning the body and the head in separate places destroys the Vampire. Immersing a Vampire in running

water causes the Vampire's regeneration ability to cease, thus if killed in running water, the vampire is destroyed (thus, Vampires tend to avoid running water, even though it is not immediately deadly to them). Vampires will retreat from the smell of garlic, the sight of a mirror or the sight of a good holy symbol. Any human killed by a vampire becomes a Thrall Vampire, under the control of this Master Vampire. Some (25%) of Vampires retain skills and abilities from their previous life (magic use, thief skills, fighter attacks, etc).

Vampire (7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + ability score drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; **Special:** Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.

Vampire (8HD): HD 8; AC 2[17]; Atk 1 bite (1d10 + ability score drain); Move 12 (Fly 18); Save 8; CL/XP 11/1700; **Special:** Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.

Vampire (9HD): HD 9; AC 2[17]; Atk 1 bite (1d10 + ability score drain); Move 12 (Fly 18); Save 6; CL/XP 12/2000; **Special:** Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.

Vampire, Thrall

Like the Master Vampire who curses them, a Thrall Vampire is to be feared if encountered, although Thrall Vampires have markedly fewer abilities than their Masters. Like their masters, with the following exceptions, a Thrall Vampire can only be harmed by magic (spells or weapons) and when thus "killed," a Thrall Vampire turns to Gaseous Form, allowing it to return to its coffin or equivalent to regenerate. A Thrall Vampire only regenerates 1 hp/round and cannot assume an animal form or gaseous form at will, nor is the Thrall able to summon such animals. The Thrall Vampire has the same charming gaze as its Master (save at -2) and its bite attack does 1d10 hp damage (save vs. spells or permanent), though Thralls do not drain away Strength or the like ever. Thrall Vampires have all the same weaknesses as their Masters (holy water, sunlight, wooden stake, decapitation, running water). Master Vampires are immune to attacks from their Thrall Vampires, though the Thralls hate their existence and will often seek to undermine their Master's plans, though very surreptitiously, as the Master Vampire can read the Thrall's mind at will (the Thrall is aware when the Master's consciousness is present). Thralls retain some of the skills abilities they had in life (at ½ their previous level of ability).

Thrall Vampire (5HD): HD 5; AC 2[17]; Atk 1 bite (1d10); Move 12 (Fly 18); Save 11; CL/XP 7/800; **Special:** Immune to non-magic weapons, only killed in coffin, regenerate (1/round), charm gaze, possible permanent hit point loss.

Bestiary of the Rosewood Highlands

Vengeance Spirit

A Vengeance Spirit is a non-corporeal undead creature who, in life, was haunted by feelings of betrayal or was killed in an act of betrayal. The Spirit rises the next full moon as a Vengeance Spirit. The touch of a Vengeance Spirit causes the flesh of a mortal (even through armor) to become black and puss-filled within 5 rounds as the Root of Bitterness begins to grow beneath the skin. The Root of Bitterness begins to spread throughout the body until it kills the host in 1d8 days. A person who dies from the Root of Bitterness rises as a Vengeance Spirit at the next full moon. Save vs. poison, cure disease, cure poison and similar magic will negate the effect of the Root of Bitterness (save at each time of contact with a Vengeance Spirit). As undead, Vengeance Spirits are immune to all mind affecting spells and can only be hit by +1 or better weapons (they are immune to silver weapons). Vengeance Spirits are among the few undead who do not drain ability scores.

Vengeance Spirit: HD 4; AC 3[16]; Atk 1 touch (Root of Bitterness); Move 9 (Fly 12); Save 13; CL/XP 6/600; Special: immunities, poison touch, magic weapon to hit.

Vexed Corpse

A Vexed Corpse is the desiccated body of a person who lived an unfulfilled life and died a bitter death. The corpse itself is dry, skin cracked and stretched over bones. The Vexed Corpse speaks in a raspy voice and retains the intelligence, if not the will, he or she had in life. The breath of a Vexed Corpse is poisonous Corpse Dust. If breathed in, the Dust will infect the lungs of the victim who will carry a curse the rest of his or her life: when the victim dies, he or she will become a Vexed Corpse. Save (at time of infection and at time of death), Remove Curse or Cure Disease to negate. The Vexed Corpse attacks with a bony claw inflicting 1d8 hp damage per attack, draining 1 point of Strength per hit, which lasts for 30 minutes. As all undead, Vexed Corpses are immune to all mind affecting spells.

Vexed Corpse: HD 3; AC 6[13]; Atk bony claw (1d8); Move 9; Save 15; CL/XP 4/120; Special: Immunities, corpse dust.

Vulture

These carrion birds have a wingspan of 2-3 feet and feed on dead flesh. They will watch and wait for the injured or feeble to die, following their intended meal until death. If 5 or more are encountered, they are likely to attack a feeble victim. Vultures are immune to all diseases.

Vulture: HD 1+1; AC 6[13]; Atk peck (1-3); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: Immune to disease.

Vulture, Giant

These faerie-touched creatures have been magically altered to not only increase their size (their wingspans are 10-15') but also to imbue them with a very limited ability to speak. Like their smaller kin, Giant Vultures are immune to disease, and they are also immune to poison. In addition, Giant Vulture droppings are said to predict the future.

Giant Vulture: HD 3; AC 5[14]; Atk peck (1d6); move 3 (Fly 30); CL/XP 4/120; Special: Speech, immunities.

Water Spirit

These creatures hail from the plane of Water and are only encountered in the Mortal Realms when imprisoned or otherwise pressed into service. Water Spirits will parley, if an offer can be made to release them from their imprisonment or service.

Water Spirits are undetectable in water except through the use of detect invisibility. When a Water Spirit attacks, it attempts to surround the target creature (if on or in the water) or to launch out of the water in a serpentine shape. Regardless, it attacks as an 8 HD creature. Those who are hit by a Water Spirit must make a Constitution Check or be stunned and dragged under the water. Each round thereafter requires another check, with a 1 point penalty for each round submerged. A character can remain under water for as many rounds as his or her full Constitution score, after which, the character drowns.

Water Spirits regenerate 1 hp per round provided they remain in contact with flowing water. A Water Spirit takes only 1 hp damage from piercing and slashing weapons, but full damage from blunt weapons. Water Spirits are immune to fire. Magical cold acts as a slow spell on Water Spirits and Purify Water will instantly kill a Water Spirit.

Water Spirit: HD 4; AC 4 [16]; Atk drowning; Move 12; Special: Immunities, regeneration.

Werebear, Wererat, Werewolf

(See Lycanthrope)

White Ghul

White Ghuls are powerful undead creatures, cursed in life by some tragic loss, such is their bitterness and anger that they continue on in unlife as these withered and twisted undead creatures. White Ghuls attack with powerful claws and spell-like abilities including invisibility (3x/day), polymorph other (2x/day) and shocking grasp (at will). White Ghuls will devour their victims. Like all undead creatures, White Ghul's are immune to all mind affecting spells. A successful attack by a White Ghul drains the victim of 1 point of Dexterity, which lasts for 40 minutes.

White Ghul: HD 4; AC 0[19]; Atk 2 claws (1d6/1d6); Move 18; Save 9; CL/XP 7/600; Special: Spell-like abilities, Dexterity drain.

White Monks

White Monks are a curious supernatural creature which manifests as 2d10 pale white hooded men who share a single consciousness which is found in another small creature, usually a bird or a small rodent (having the intelligence of that small animal). White Monks attack in unison, directed by their animal consciousness. If the animal consciousness is killed, the Monks become disorganized and wander

Bestiary of the Rosewood Highlands

chaotically, and will imprint on the first creature they encounter.

White Monks are capable warriors who specialize in unarmed combat (treat as Level 2 Monks in many systems). On a natural 20, a White Monk's hit stuns its opponent (no attack the following round) but on a natural 1 the White Monk misses so badly it falls over (no attack the next round).

White Monks: HD 2+2; AC 7[12]; Atk 2 fists (1d6/1d6); Move 12; Save 16; CL/XP 2/30; Special: Stun.

Wight

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. A Wight attacks with dirty claws (1d4). Each successful hit by a Wight drains 1 point of Strength, permanently unless healed magically. Any mortal killed or completely drained of strength by a Wight becomes a free-willed Wight at midnight on the next full moon.

Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons.

Wight, Plague

Plague Wights are much the same as typical wights. They are undead, and thus not affected by sleep or charm spells. Plague Wights are immune to all non-magical weapons, with the exception of silver weapons. A Plague Wight

attacks with dirty claws (1d4). Each successful hit by a Wight drains 1 point of Strength, permanently unless healed magically. In addition to life energy drain, with a successful hit, the victim must make a save vs. poison or contract the plague that killed the creature that rose as a Plague Wight.

Any mortal killed or completely drained of strength by a Plague Wight becomes a free-willed Plague Wight at midnight on the next full moon.

Plague Wight: HD 4+3; AC 5[14]; Atk claws (1d4+plague+ strength drain); Move 12; Save 12; CL/XP 5/240; Special: immunities, strength drain, plague.

Wight, Stone

Appearing as their more common kin, the Stone Wight's attack drains strength from the victim (1 Strength Point per successful hit, lasting 30 minutes) and the Stone Wight has the same immunities as a common wight. However, any mortal being hit twice in a row (that is, two successive rounds) by a Stone Wight must save vs. spells or be turned to stone.

Stone Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + ability drain); Move 9; Save 14; CL/XP 8/800; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons, victim must save vs. spells or turn to stone

Will-o'-the-Wisp

Thought to be the spirits of dead fairies, the Will-o'-the-Wisp (also called Faerie Lights or Wisp Lamps) is a mysterious and deadly creature which roams desolate places near bodies of water. Some suggest the creature is the soul of a drowned person, others simply the wicked spirit of the dead, as the Will-o'-the-Wisp has a habit of leading the living to a watery grave. At the sight of a Will-o'-the-Wisp, victims must save (vs. spells) or be lured by the creature (a special form of charm, which affects 1d8+6 HD of creatures for 2d4 rounds – the effect being the person is compelled to chase after the flickering light). If attacked, the creature's light grows in intensity and it takes on the form of a giant bull made of light whose eyes shoot lightning bolts.

Will-o'-the-wisp: HD 9; AC -8[27]; Atk 2 shocks (1d6/1d6); Move 18; Save 6; CL/XP 10/1400; Special: Lure, Lightning bolts.

Wolf

Wolves are cunning predators who typically hunt in packs which can be dozens in number. A wolf might weigh 80- 100 pounds and can drag down prey over ten times its own body weight. A wolf which scores a natural 20 on an attack roll has knocked its prey prone.

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

Wolf, War

War Wolves are wolves which are specially bred for fighting in packs along with goblins, hobgoblins, and other humanoids. War Wolves are typically dark grey to black in color and very aggressive, though they are submissive to their Wolfmaster.

In combat, war wolves will typically take one of two tactics: either they will attack as a pack and seek to overwhelm their opponent, or they will try to ambush an opponent from cover. Large packs of War Wolves may split into smaller groups using both tactics.

War Wolf: HD 4; AC 7[12]; Atk 1 bite (1d8+1); Move 18; Save 16; CL/XP 4/120; Special: None.

Wooden Warrior

Carved from rare and expensive hard woods, a wooden warrior is a man-sized statue of an armed and armored warrior. A Wooden Warrior is often set as a guard on an area, animating only when intruders are present.

A Wooden Warrior is immune to all mind affecting spells, as well as cold and electricity. Sharp weapons do normal damage to a Wooden Warrior, but blunt weapons do only one point of damage (plus and damage bonuses). Fire, natural or magical, does double damage to a Wooden Warrior and wood affecting spells (such as Warp Wood) are automatically successful.

The Warriors fight with rock-hard wooden fists that do 2d6 hp damage each.

Bestiary of the Rosewood Highlands

Wooden Warrior: HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: immunity to cold and electricity, double damage from fire

Wraith

Wraiths are the powerful disembodied spirits of those who were violent and without pity in life who are cursed to act out their violence for eternity (unless banished or killed). As bodiless spirits, arrows (even magical) have no effect on wraiths and blades do only their magical bonus in damage (wraiths are not able to be hit by non-magical weapons). Magical blunt weapons (maces and the like) do full damage (that is, a Mace +1 will do a full 7 points of damage on a hit). The touch of a wraith will drain Constitution points (1d4 per successful hit) in addition to doing 1d4 hp damage. Constitution drained is permanent unless magically healed. A creature fully drained of Constitution by a Wraith will rise as a free-willed Wraith at midnight at the next full moon.

Sometimes Wraiths ride Wraith Steeds, ghostly horses with the same statistics and special abilities as their riders.

Wraith: HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit.

Wraith, Bog

Bog Wraiths are the disembodied spirits of those claimed by the swamp waters. As bodiless spirits, arrows (even magical) have no effect on wraiths and blades do only their magical bonus in damage (wraiths are not able to be hit by non-magical weapons). Magical blunt weapons (maces and the like) do full damage (that is, a Mace +1 will do a full 7 points of damage on a hit). The touch of a bog wraith will inflict 1d6 hp of damage and the victim must save vs. poison or be inflicted with Bog Rot, a disease that, if not cured, will permanently drain one hit point per day until the victim dies, rising the next full moon as a free-willed Bog Wraith.

Bog Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ disease); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: cause disease with hit (as reverse of cure disease spell), magic or silver weapon to hit

Wrath Corpse

These undead creatures are extremely rare, spirits captured by the Broken Silver Crown and totally under the wearer's control. A wrath corpse typically appears as a skeleton with small bits of flesh and hair remaining. The Wrath Corpse retains its intelligence and personality from life, though this is twisted to evil and rage in death. The Wrath Corpse has no will of its own, but unswervingly performs any command given by the wearer of the Broken Silver Crown, even to the Wrath Corpse's destruction. Only one Wrath Corpse can be raised by the wearer of the Crown at any given time.

A Wrath Corpse attacks with a Death Touch, inflicting 1d8 points of damage and draining 1 point of strength per

successful hit (no save). Any mortal creature drained of strength by a Wrath Corpse causes the Corpse to disintegrate into cloud of black dust while the victim rises as a Wrath Corpse 1d4 turns later, sloughing off their flesh in the round they rise as a skeleton. Such a mortal may be raised from the dead, provided both their flesh and bones are brought together for the ceremony, but the raised mortal being remains under control of the wearer of the Broken Silver Crown. Any Wrath Corpse that comes into physical contact with the Broken Silver Crown is instantly vaporized, no save. Wrath Corpses can only be hit by +1 or better weapons and, like all undead, are immune to mind affecting spells.

Wrath Corpse: HD: 5+5; AC 7[12]; Atk death touch (1d8); Move 12; Save 13; CL/XP 6/400; Special: strength drain, immunities, only hit by magic weapons.

Wyvern

Cousins of dragons, Wyverns are two-legged, aggressive, not-very-intelligent yet fearsome and clever predators. A Wyvern's tail ends in a sharp, poisoned barb (save vs. poison or become paralyzed for 1d8 rounds). In combat, Wyverns prefer to attack from the air, swooping down and either biting or whipping their poisoned tails for the attack, 50% chance of either form of attack. Wyverns will amass treasure not for its inherent value but because their larger, more powerful dragon cousins do so.

Wyvern: HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24); Save 8; AL N; CL/XP 10/1400; Special: Poison sting [Paralyzing]

Yellow Mold

This is a common underground fungus. It cannot move and has no attack, but if disturbed it will release a cloud of poisonous spores, the diameter of the patch of mold +10' (thus, if a 3' diameter patch of mold is disturbed the cloud is 13' in diameter). Victims in the spore cloud must save (vs. poison) or become infected with Yellow Mold, taking 1d6 hit points and 1d4 Constitution points of damage per day. When either reaches zero, the victim dies. An unburned body infected with Yellow Mold spores will decompose quickly (1d3 days) into a patch of Yellow Mold.

The Mold is immune to most physical and magical attacks except fire, which destroys any patch of Yellow Mold in a single round.

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire

Zealous Defender (Black Knight)

A Zealous Defender is a powerful undead creature, the corruption of a paladin who has betrayed his oath and service through an act of cowardice or treachery. Doomed to forever guard something or someone, the Zealous Defender loathes the living. The Zealous Defender appears as a warrior in jet black plate mail. Behind the visor of the helm is only two red dots where eyes would be. No face, no skull, simply the red

Bestiary of the Rosewood Highlands

eyes. Zealous Defenders fight as warriors of a level equal to their Hit Dice, with a +3 bonus to hit and damage due to supernatural strength and can themselves only be hit by magic weapons +3 or better. They have 70% magic resistance. Like all undead, the Zealous Defender is immune to mind-affecting spells and a successful hit by a Zealous Defender drains 1 point of Strength from its victim, which lasts for 10 minutes. A creature fully drained of Strength by a Zealous Defender rises as a free-willed wraith at midnight on the next full moon.

In addition, the Zealous Defender has the following spell-like powers: cause fear 3/day, detect magic 3/day, detect invisible 3/day, Power Word Blind 1/day (all spell-like abilities are at 18th level of casting ability).

A Zealous Defender cannot be turned as long as it is acting as a defender of a person place or thing. The most cursed of these creatures have been tasked to defend an idea for eternity... A Zealous Defender is 75% likely to have a magical sword with special powers.

Zealous Defender: HD 11; AC 0[19]; Atk 1 sword (1d8+3); Move 12; Save 4; CL/XP 12/2000; Special: Unturnable, Spell-like effects, strength, magic sword.

Zombie

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are, though a successful hit from a zombie drains 1 point of Constitution, which lasts for 10 minutes. Zombies are immune to all mind affecting spells.

Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

Zombie, Animal

Animals that have been magically animated into zombies retain many of the attributes they had in life (HD, special abilities like a bear's hug), but they move a bit slower and they regenerate 1 hit point of natural damage per round. Magic damage (either the magic "plusses" of weapons or spell damage) does not regenerate.

Zombie Elk: HD 4; AC 6[13]; Atk 1 gore (1d6); Move 8; Save 13; CL/XP 5/240; Special: Regenerate 1 hp per round (except magic damage)

Zombie, Avarice

The mortal remains of the greedy and avaricious in life, an Avarice Zombie seeks wealth even in death. When attacking, an Avarice Zombie is 60% likely to be distracted by something valuable (that is nearby, that is thrown by the victim, that the victim is wearing which the zombie will attempt to grab, etc.), disengaging from attacking to claim the prize. Any hit by an Avarice Zombie that scores a natural 20 causes the victim to save (vs. spells) or be infected with Avarice (extreme greed).

As with all zombies, Avarice Zombies are immune to mind affecting spells and a successful hit drains 1 point of Constitution (for 10 minutes).

Avarice Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, cause avarice

Zombie, Avenging

Avenging Zombies attack as normal zombies but once killed, rise again 1d4 hours later with full hit points, and faultlessly track their killers to ambush them. This pattern repeats until the Avenging Zombie's full hit point total is taken with magical fire (if even a single hit point is taken in any other manner, even other types of magic, the zombie will rise again). A successful hit from an Avenging Zombie drains 1 point of Constitution, which lasts for 10 minutes. Avenging Zombies are immune to all mind affecting spells.

Zombie, Avenging: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, only fully killed by magical fire.

Zombie, Grave

Grave Zombies are the walking dead, mindless, undead, soulless. They are tied to their graves through a powerful curse. The Grave Zombie can't travel more than 200 yards from its grave. In addition, unless the death blow to a Grave Zombie is delivered through fire or magical energy, the Grave Zombie's body will eventually find a way back into its grave in 1d8 days, where it will regenerate for 1d8 days and then be ready to rise again (a powerful wind will roll the corpse, a predator will drag the corpse, animals will stumble over it, who knows how it gets back?). A Grave Zombie will serve powerful undead and demonic powers. A successful hit from a Grave Zombie drains 1 point of Constitution, which lasts for 20 minutes. Grave Zombies are immune to all mind affecting spells.

Zombie, Grave: HD 2; AC 8[11]; Atk 1 weapon or claw strike (1d8); move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, regenerate.

Zombie, Plague

Mindless corpses destroyed by a plague, Plague Zombies are carriers of deadly diseases. Any successful hit by a Plague Zombie does 1d8 hp damage, drains 1 Constitution Point and the victim must save (vs. spells) or be infected with whatever plague killed the Plague Zombie in life.

Plague Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, plague touch

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